

Arm[®] Architecture Registers

Armv8, for Armv8-A architecture profile

Beta

arm

Arm Architecture Registers

Armv8, for Armv8-A architecture profile

Copyright © 2010-2020 Arm Limited (or its affiliates). All rights reserved.

Release Information

For information on the change history and known issues for this release, see the Release Notes in the System Register XML for Armv8.6 (2020-06).

Proprietary Notice

This document is protected by copyright and other related rights and the practice or implementation of the information contained in this document may be protected by one or more patents or pending patent applications. No part of this document may be reproduced in any form by any means without the express prior written permission of Arm. **No license, express or implied, by estoppel or otherwise to any intellectual property rights is granted by this document unless specifically stated.**

Your access to the information in this document is conditional upon your acceptance that you will not use or permit others to use the information for the purposes of determining whether implementations infringe any third party patents.

THIS DOCUMENT IS PROVIDED “AS IS”. ARM PROVIDES NO REPRESENTATIONS AND NO WARRANTIES, EXPRESS, IMPLIED OR STATUTORY, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, SATISFACTORY QUALITY, NON-INFRINGEMENT OR FITNESS FOR A PARTICULAR PURPOSE WITH RESPECT TO THE DOCUMENT. For the avoidance of doubt, Arm makes no representation with respect to, and has undertaken no analysis to identify or understand the scope and content of, patents, copyrights, trade secrets, or other rights.

This document may include technical inaccuracies or typographical errors.

TO THE EXTENT NOT PROHIBITED BY LAW, IN NO EVENT WILL ARM BE LIABLE FOR ANY DAMAGES, INCLUDING WITHOUT LIMITATION ANY DIRECT, INDIRECT, SPECIAL, INCIDENTAL, PUNITIVE, OR CONSEQUENTIAL DAMAGES, HOWEVER CAUSED AND REGARDLESS OF THE THEORY OF LIABILITY, ARISING OUT OF ANY USE OF THIS DOCUMENT, EVEN IF ARM HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

This document consists solely of commercial items. You shall be responsible for ensuring that any use, duplication or disclosure of this document complies fully with any relevant export laws and regulations to assure that this document or any portion thereof is not exported, directly or indirectly, in violation of such export laws. Use of the word “partner” in reference to Arm’s customers is not intended to create or refer to any partnership relationship with any other company. Arm may make changes to this document at any time and without notice.

If any of the provisions contained in these terms conflict with any of the provisions of any click through or signed written agreement covering this document with Arm, then the click through or signed written agreement prevails over and supersedes the conflicting provisions of these terms. This document may be translated into other languages for convenience, and you agree that if there is any conflict between the English version of this document and any translation, the terms of the English version of the Agreement shall prevail.

The Arm corporate logo and words marked with ™ or © are registered trademarks or trademarks of Arm Limited (or its subsidiaries) in the US and/or elsewhere. All rights reserved. Other brands and names mentioned in this document may be the trademarks of their respective owners. You must follow the Arm’s trademark usage guidelines <http://www.arm.com/company/policies/trademarks>.

Copyright © 2010-2020 Arm Limited (or its affiliates). All rights reserved.

Arm Limited. Company 02557590 registered in England.
110 Fulbourn Road, Cambridge, England CB1 9NJ.

LES-PRE-20349

Confidentiality Status

This document is Non-Confidential. The right to use, copy and disclose this document may be subject to license restrictions in accordance with the terms of the agreement entered into by Arm and the party that Arm delivered this document to.

Product Status

The information in this document is for a Beta product, that is a product under development.

Web Address

<http://www.arm.com>

AArch64 System Registers

[ACTLR_EL1](#): Auxiliary Control Register (EL1)
[ACTLR_EL2](#): Auxiliary Control Register (EL2)
[ACTLR_EL3](#): Auxiliary Control Register (EL3)
[AFSR0_EL1](#): Auxiliary Fault Status Register 0 (EL1)
[AFSR0_EL2](#): Auxiliary Fault Status Register 0 (EL2)
[AFSR0_EL3](#): Auxiliary Fault Status Register 0 (EL3)
[AFSR1_EL1](#): Auxiliary Fault Status Register 1 (EL1)
[AFSR1_EL2](#): Auxiliary Fault Status Register 1 (EL2)
[AFSR1_EL3](#): Auxiliary Fault Status Register 1 (EL3)
[AIDR_EL1](#): Auxiliary ID Register
[AMAIR_EL1](#): Auxiliary Memory Attribute Indirection Register (EL1)
[AMAIR_EL2](#): Auxiliary Memory Attribute Indirection Register (EL2)
[AMAIR_EL3](#): Auxiliary Memory Attribute Indirection Register (EL3)
[AMCFGR_EL0](#): Activity Monitors Configuration Register
[AMCG1IDR_EL0](#): Activity Monitors Counter Group 1 Identification Register
[AMCGCR_EL0](#): Activity Monitors Counter Group Configuration Register
[AMCNTENCLR0_EL0](#): Activity Monitors Count Enable Clear Register 0
[AMCNTENCLR1_EL0](#): Activity Monitors Count Enable Clear Register 1
[AMCNTENSET0_EL0](#): Activity Monitors Count Enable Set Register 0
[AMCNTENSET1_EL0](#): Activity Monitors Count Enable Set Register 1
[AMCR_EL0](#): Activity Monitors Control Register
[AMEVCNTR0<n>_EL0](#): Activity Monitors Event Counter Registers 0
[AMEVCNTR1<n>_EL0](#): Activity Monitors Event Counter Registers 1
[AMEVCNTVOFF0<n>_EL2](#): Activity Monitors Event Counter Virtual Offset Registers 0
[AMEVCNTVOFF1<n>_EL2](#): Activity Monitors Event Counter Virtual Offset Registers 1
[AMEVTYPER0<n>_EL0](#): Activity Monitors Event Type Registers 0
[AMEVTYPER1<n>_EL0](#): Activity Monitors Event Type Registers 1
[AMUSERENR_EL0](#): Activity Monitors User Enable Register
[APDAKeyHi_EL1](#): Pointer Authentication Key A for Data (bits[127:64])
[APDAKeyLo_EL1](#): Pointer Authentication Key A for Data (bits[63:0])
[APDBKeyHi_EL1](#): Pointer Authentication Key B for Data (bits[127:64])
[APDBKeyLo_EL1](#): Pointer Authentication Key B for Data (bits[63:0])
[APGAKeyHi_EL1](#): Pointer Authentication Key A for Code (bits[127:64])
[APGAKeyLo_EL1](#): Pointer Authentication Key A for Code (bits[63:0])

[APIAKeyHi_EL1](#): Pointer Authentication Key A for Instruction (bits[127:64])

[APIAKeyLo_EL1](#): Pointer Authentication Key A for Instruction (bits[63:0])

[APIBKeyHi_EL1](#): Pointer Authentication Key B for Instruction (bits[127:64])

[APIBKeyLo_EL1](#): Pointer Authentication Key B for Instruction (bits[63:0])

[CCSIDR2_EL1](#): Current Cache Size ID Register 2

[CCSIDR_EL1](#): Current Cache Size ID Register

[CLIDR_EL1](#): Cache Level ID Register

[CNTFRQ_EL0](#): Counter-timer Frequency register

[CNTHCTL_EL2](#): Counter-timer Hypervisor Control register

[CNTHPS_CTL_EL2](#): Counter-timer Secure Physical Timer Control register (EL2)

[CNTHPS_CVAL_EL2](#): Counter-timer Secure Physical Timer CompareValue register (EL2)

[CNTHPS_TVAL_EL2](#): Counter-timer Secure Physical Timer TimerValue register (EL2)

[CNTHP_CTL_EL2](#): Counter-timer Hypervisor Physical Timer Control register

[CNTHP_CVAL_EL2](#): Counter-timer Physical Timer CompareValue register (EL2)

[CNTHP_TVAL_EL2](#): Counter-timer Physical Timer TimerValue register (EL2)

[CNTHVS_CTL_EL2](#): Counter-timer Secure Virtual Timer Control register (EL2)

[CNTHVS_CVAL_EL2](#): Counter-timer Secure Virtual Timer CompareValue register (EL2)

[CNTHVS_TVAL_EL2](#): Counter-timer Secure Virtual Timer TimerValue register (EL2)

[CNTHV_CTL_EL2](#): Counter-timer Virtual Timer Control register (EL2)

[CNTHV_CVAL_EL2](#): Counter-timer Virtual Timer CompareValue register (EL2)

[CNTHV_TVAL_EL2](#): Counter-timer Virtual Timer TimerValue Register (EL2)

[CNTKCTL_EL1](#): Counter-timer Kernel Control register

[CNTPCTSS_EL0](#): Counter-timer Self-Synchronized Physical Count register

[CNTPCT_EL0](#): Counter-timer Physical Count register

[CNTPOFF_EL2](#): Counter-timer Physical Offset register

[CNTPS_CTL_EL1](#): Counter-timer Physical Secure Timer Control register

[CNTPS_CVAL_EL1](#): Counter-timer Physical Secure Timer CompareValue register

[CNTPS_TVAL_EL1](#): Counter-timer Physical Secure Timer TimerValue register

[CNTP_CTL_EL0](#): Counter-timer Physical Timer Control register

[CNTP_CVAL_EL0](#): Counter-timer Physical Timer CompareValue register

[CNTP_TVAL_EL0](#): Counter-timer Physical Timer TimerValue register

[CNTVCTSS_EL0](#): Counter-timer Self-Synchronized Virtual Count register

[CNTVCT_EL0](#): Counter-timer Virtual Count register

[CNTVOFF_EL2](#): Counter-timer Virtual Offset register

[CNTV_CTL_EL0](#): Counter-timer Virtual Timer Control register

[CNTV_CVAL_EL0](#): Counter-timer Virtual Timer CompareValue register

[CNTV_TVAL_EL0](#): Counter-timer Virtual Timer TimerValue register

[CONTEXTIDR_EL1](#): Context ID Register (EL1)

[CONTEXTIDR_EL2](#): Context ID Register (EL2)

[CPACR_EL1](#): Architectural Feature Access Control Register

[CPTR_EL2](#): Architectural Feature Trap Register (EL2)

[CPTR_EL3](#): Architectural Feature Trap Register (EL3)

[CSSELR_EL1](#): Cache Size Selection Register

[CTR_EL0](#): Cache Type Register

[CurrentEL](#): Current Exception Level

[DACR32_EL2](#): Domain Access Control Register

[DAIF](#): Interrupt Mask Bits

[DBGAUTHSTATUS_EL1](#): Debug Authentication Status register

[DBGBCR<n>_EL1](#): Debug Breakpoint Control Registers

[DBGBVR<n>_EL1](#): Debug Breakpoint Value Registers

[DBGCLAIMCLR_EL1](#): Debug CLAIM Tag Clear register

[DBGCLAIMSET_EL1](#): Debug CLAIM Tag Set register

[DBGDTRRX_EL0](#): Debug Data Transfer Register, Receive

[DBGDTRTX_EL0](#): Debug Data Transfer Register, Transmit

[DBGDTR_EL0](#): Debug Data Transfer Register, half-duplex

[DBGPRCR_EL1](#): Debug Power Control Register

[DBGVCR32_EL2](#): Debug Vector Catch Register

[DBGWCR<n>_EL1](#): Debug Watchpoint Control Registers

[DBGWVR<n>_EL1](#): Debug Watchpoint Value Registers

[DCZID_EL0](#): Data Cache Zero ID register

[DISR_EL1](#): Deferred Interrupt Status Register

[DIT](#): Data Independent Timing

[DLR_EL0](#): Debug Link Register

[DSPSR_EL0](#): Debug Saved Program Status Register

[ELR_EL1](#): Exception Link Register (EL1)

[ELR_EL2](#): Exception Link Register (EL2)

[ELR_EL3](#): Exception Link Register (EL3)

[ERRIDR_EL1](#): Error Record ID Register

[ERRSELR_EL1](#): Error Record Select Register

[ERXADDR_EL1](#): Selected Error Record Address Register

[ERXCTLR_EL1](#): Selected Error Record Control Register

[ERXFR_EL1](#): Selected Error Record Feature Register

[ERXMISC0_EL1](#): Selected Error Record Miscellaneous Register 0

[ERXMISC1_EL1](#): Selected Error Record Miscellaneous Register 1

[ERXMISC2_EL1](#): Selected Error Record Miscellaneous Register 2

[ERXMISC3_EL1](#): Selected Error Record Miscellaneous Register 3

[ERXPFGCDN_EL1](#): Selected Pseudo-fault Generation Countdown register

[ERXPFGCTL_EL1](#): Selected Pseudo-fault Generation Control register

[ERXPFGF_EL1](#): Selected Pseudo-fault Generation Feature register

[ERXSTATUS_EL1](#): Selected Error Record Primary Status Register

[ESR_EL1](#): Exception Syndrome Register (EL1)

[ESR_EL2](#): Exception Syndrome Register (EL2)

[ESR_EL3](#): Exception Syndrome Register (EL3)

[FAR_EL1](#): Fault Address Register (EL1)

[FAR_EL2](#): Fault Address Register (EL2)

[FAR_EL3](#): Fault Address Register (EL3)

[FPCR](#): Floating-point Control Register

[FPEXC32_EL2](#): Floating-Point Exception Control register

[FPSR](#): Floating-point Status Register

[GCR_EL1](#): Tag Control Register.

[GMID_EL1](#): Multiple tag transfer ID register

[HACR_EL2](#): Hypervisor Auxiliary Control Register

[HAFGRTR_EL2](#): Hypervisor Activity Monitors Fine-Grained Read Trap Register

[HCR_EL2](#): Hypervisor Configuration Register

[HDFGRTR_EL2](#): Hypervisor Debug Fine-Grained Read Trap Register

[HDFGWTR_EL2](#): Hypervisor Debug Fine-Grained Write Trap Register

[HFGITR_EL2](#): Hypervisor Fine-Grained Instruction Trap Register

[HFGRTR_EL2](#): Hypervisor Fine-Grained Read Trap Register

[HFGWTR_EL2](#): Hypervisor Fine-Grained Write Trap Register

[HPFAR_EL2](#): Hypervisor IPA Fault Address Register

[HSTR_EL2](#): Hypervisor System Trap Register

[ICC_AP0R<n>_EL1](#): Interrupt Controller Active Priorities Group 0 Registers

[ICC_AP1R<n>_EL1](#): Interrupt Controller Active Priorities Group 1 Registers

[ICC_ASGI1R_EL1](#): Interrupt Controller Alias Software Generated Interrupt Group 1 Register

[ICC_BPR0_EL1](#): Interrupt Controller Binary Point Register 0

[ICC_BPR1_EL1](#): Interrupt Controller Binary Point Register 1

[ICC_CTLR_EL1](#): Interrupt Controller Control Register (EL1)

[ICC_CTLR_EL3](#): Interrupt Controller Control Register (EL3)

[ICC_DIR_EL1](#): Interrupt Controller Deactivate Interrupt Register

[ICC_EOIR0_EL1](#): Interrupt Controller End Of Interrupt Register 0

[ICC_EOIR1_EL1](#): Interrupt Controller End Of Interrupt Register 1

[ICC_HPPIRO_EL1](#): Interrupt Controller Highest Priority Pending Interrupt Register 0

[ICC_HPPIR1_EL1](#): Interrupt Controller Highest Priority Pending Interrupt Register 1

[ICC_IAR0_EL1](#): Interrupt Controller Interrupt Acknowledge Register 0

[ICC_IAR1_EL1](#): Interrupt Controller Interrupt Acknowledge Register 1

[ICC_IGRPEN0_EL1](#): Interrupt Controller Interrupt Group 0 Enable register

[ICC_IGRPEN1_EL1](#): Interrupt Controller Interrupt Group 1 Enable register

[ICC_IGRPEN1_EL3](#): Interrupt Controller Interrupt Group 1 Enable register (EL3)

[ICC_PMR_EL1](#): Interrupt Controller Interrupt Priority Mask Register

[ICC_RPR_EL1](#): Interrupt Controller Running Priority Register

[ICC_SGI0R_EL1](#): Interrupt Controller Software Generated Interrupt Group 0 Register

[ICC_SGI1R_EL1](#): Interrupt Controller Software Generated Interrupt Group 1 Register

[ICC_SRE_EL1](#): Interrupt Controller System Register Enable register (EL1)

[ICC_SRE_EL2](#): Interrupt Controller System Register Enable register (EL2)

[ICC_SRE_EL3](#): Interrupt Controller System Register Enable register (EL3)

[ICH_AP0R<n>_EL2](#): Interrupt Controller Hyp Active Priorities Group 0 Registers

[ICH_AP1R<n>_EL2](#): Interrupt Controller Hyp Active Priorities Group 1 Registers

[ICH_EISR_EL2](#): Interrupt Controller End of Interrupt Status Register

[ICH_ELRSR_EL2](#): Interrupt Controller Empty List Register Status Register

[ICH_HCR_EL2](#): Interrupt Controller Hyp Control Register

[ICH_LR<n>_EL2](#): Interrupt Controller List Registers

[ICH_MISR_EL2](#): Interrupt Controller Maintenance Interrupt State Register

[ICH_VMCR_EL2](#): Interrupt Controller Virtual Machine Control Register

[ICH_VTR_EL2](#): Interrupt Controller VGIC Type Register

[ICV_AP0R<n>_EL1](#): Interrupt Controller Virtual Active Priorities Group 0 Registers

[ICV_AP1R<n>_EL1](#): Interrupt Controller Virtual Active Priorities Group 1 Registers

[ICV_BPR0_EL1](#): Interrupt Controller Virtual Binary Point Register 0

[ICV_BPR1_EL1](#): Interrupt Controller Virtual Binary Point Register 1

[ICV_CTLR_EL1](#): Interrupt Controller Virtual Control Register

[ICV_DIR_EL1](#): Interrupt Controller Deactivate Virtual Interrupt Register

[ICV_EOIR0_EL1](#): Interrupt Controller Virtual End Of Interrupt Register 0

[ICV_EOIR1_EL1](#): Interrupt Controller Virtual End Of Interrupt Register 1

[ICV_HPPIRO_EL1](#): Interrupt Controller Virtual Highest Priority Pending Interrupt Register 0

[ICV_HPPIR1_EL1](#): Interrupt Controller Virtual Highest Priority Pending Interrupt Register 1

[ICV_IAR0_EL1](#): Interrupt Controller Virtual Interrupt Acknowledge Register 0

[ICV_IAR1_EL1](#): Interrupt Controller Virtual Interrupt Acknowledge Register 1

[ICV_IGRPEN0_EL1](#): Interrupt Controller Virtual Interrupt Group 0 Enable register

[ICV_IGRPEN1_EL1](#): Interrupt Controller Virtual Interrupt Group 1 Enable register

[ICV_PMR_EL1](#): Interrupt Controller Virtual Interrupt Priority Mask Register

[ICV_RPR_EL1](#): Interrupt Controller Virtual Running Priority Register

[ID_AA64AFR0_EL1](#): AArch64 Auxiliary Feature Register 0

[ID_AA64AFR1_EL1](#): AArch64 Auxiliary Feature Register 1

[ID_AA64DFR0_EL1](#): AArch64 Debug Feature Register 0

[ID_AA64DFR1_EL1](#): AArch64 Debug Feature Register 1

[ID_AA64ISAR0_EL1](#): AArch64 Instruction Set Attribute Register 0

[ID_AA64ISAR1_EL1](#): AArch64 Instruction Set Attribute Register 1

[ID_AA64MMFR0_EL1](#): AArch64 Memory Model Feature Register 0

[ID_AA64MMFR1_EL1](#): AArch64 Memory Model Feature Register 1

[ID_AA64MMFR2_EL1](#): AArch64 Memory Model Feature Register 2

[ID_AA64PFR0_EL1](#): AArch64 Processor Feature Register 0

[ID_AA64PFR1_EL1](#): AArch64 Processor Feature Register 1

[ID_AA64ZFR0_EL1](#): SVE Feature ID register 0

[ID_AFR0_EL1](#): AArch32 Auxiliary Feature Register 0

[ID_DFR0_EL1](#): AArch32 Debug Feature Register 0

[ID_DFR1_EL1](#): Debug Feature Register 1

[ID_ISAR0_EL1](#): AArch32 Instruction Set Attribute Register 0

[ID_ISAR1_EL1](#): AArch32 Instruction Set Attribute Register 1

[ID_ISAR2_EL1](#): AArch32 Instruction Set Attribute Register 2

[ID_ISAR3_EL1](#): AArch32 Instruction Set Attribute Register 3

[ID_ISAR4_EL1](#): AArch32 Instruction Set Attribute Register 4

[ID_ISAR5_EL1](#): AArch32 Instruction Set Attribute Register 5

[ID_ISAR6_EL1](#): AArch32 Instruction Set Attribute Register 6

[ID_MMFR0_EL1](#): AArch32 Memory Model Feature Register 0

[ID_MMFR1_EL1](#): AArch32 Memory Model Feature Register 1

[ID_MMFR2_EL1](#): AArch32 Memory Model Feature Register 2

[ID_MMFR3_EL1](#): AArch32 Memory Model Feature Register 3

[ID_MMFR4_EL1](#): AArch32 Memory Model Feature Register 4

[ID_MMFR5_EL1](#): AArch32 Memory Model Feature Register 5

[ID_PFR0_EL1](#): AArch32 Processor Feature Register 0

[ID_PFR1_EL1](#): AArch32 Processor Feature Register 1

[ID_PFR2_EL1](#): AArch32 Processor Feature Register 2

[IFSR32_EL2](#): Instruction Fault Status Register (EL2)

[ISR_EL1](#): Interrupt Status Register

[LORC_EL1](#): LORegion Control (EL1)

[LOREA_EL1](#): LORegion End Address (EL1)

[LORID_EL1](#): LORegionID (EL1)

[LORN_EL1](#): LORegion Number (EL1)

[LORSA_EL1](#): LORegion Start Address (EL1)

[MAIR_EL1](#): Memory Attribute Indirection Register (EL1)

[MAIR_EL2](#): Memory Attribute Indirection Register (EL2)

[MAIR_EL3](#): Memory Attribute Indirection Register (EL3)

[MDCCINT_EL1](#): Monitor DCC Interrupt Enable Register

[MDCCSR_EL0](#): Monitor DCC Status Register

[MDCR_EL2](#): Monitor Debug Configuration Register (EL2)

[MDCR_EL3](#): Monitor Debug Configuration Register (EL3)

[MDRAR_EL1](#): Monitor Debug ROM Address Register

[MDSCR_EL1](#): Monitor Debug System Control Register

[MIDR_EL1](#): Main ID Register

[MPAM0_EL1](#): MPAM0 Register (EL1)

[MPAM1_EL1](#): MPAM1 Register (EL1)

[MPAM2_EL2](#): MPAM2 Register (EL2)

[MPAM3_EL3](#): MPAM3 Register (EL3)

[MPAMHCR_EL2](#): MPAM Hypervisor Control Register (EL2)

[MPAMIDR_EL1](#): MPAM ID Register (EL1)

[MPAMVPM0_EL2](#): MPAM Virtual PARTID Mapping Register 0

[MPAMVPM1_EL2](#): MPAM Virtual PARTID Mapping Register 1

[MPAMVPM2_EL2](#): MPAM Virtual PARTID Mapping Register 2

[MPAMVPM3_EL2](#): MPAM Virtual PARTID Mapping Register 3

[MPAMVPM4_EL2](#): MPAM Virtual PARTID Mapping Register 4

[MPAMVPM5_EL2](#): MPAM Virtual PARTID Mapping Register 5

[MPAMVPM6_EL2](#): MPAM Virtual PARTID Mapping Register 6

[MPAMVPM7_EL2](#): MPAM Virtual PARTID Mapping Register 7

[MPAMVPMV_EL2](#): MPAM Virtual Partition Mapping Valid Register

[MPIDR_EL1](#): Multiprocessor Affinity Register

[MVFR0_EL1](#): AArch32 Media and VFP Feature Register 0

[MVFR1_EL1](#): AArch32 Media and VFP Feature Register 1

[MVFR2_EL1](#): AArch32 Media and VFP Feature Register 2

[NZCV](#): Condition Flags

[OSDLR_EL1](#): OS Double Lock Register

[OSDTRRX_EL1](#): OS Lock Data Transfer Register, Receive

[OSDTRTX_EL1](#): OS Lock Data Transfer Register, Transmit

[OSECCR_EL1](#): OS Lock Exception Catch Control Register

[OSLAR_EL1](#): OS Lock Access Register

[OSLSR_EL1](#): OS Lock Status Register

[PAN](#): Privileged Access Never

[PAR_EL1](#): Physical Address Register

[PMBIDR_EL1](#): Profiling Buffer ID Register

[PMBLIMITR_EL1](#): Profiling Buffer Limit Address Register

[PMBPTR_EL1](#): Profiling Buffer Write Pointer Register

[PMBSR_EL1](#): Profiling Buffer Status/syndrome Register

[PMCCFILTR_EL0](#): Performance Monitors Cycle Count Filter Register

[PMCCNTR_EL0](#): Performance Monitors Cycle Count Register

[PMCEID0_EL0](#): Performance Monitors Common Event Identification register 0

[PMCEID1_EL0](#): Performance Monitors Common Event Identification register 1

[PMCNTENCLR_EL0](#): Performance Monitors Count Enable Clear register

[PMCNTENSET_EL0](#): Performance Monitors Count Enable Set register

[PMCR_EL0](#): Performance Monitors Control Register

[PMEVCNTR<n>_EL0](#): Performance Monitors Event Count Registers

[PMEVTYPEPER<n>_EL0](#): Performance Monitors Event Type Registers

[PMINTENCLR_EL1](#): Performance Monitors Interrupt Enable Clear register

[PMINTENSET_EL1](#): Performance Monitors Interrupt Enable Set register

[PMMIR_EL1](#): Performance Monitors Machine Identification Register

[PMOVSCLR_EL0](#): Performance Monitors Overflow Flag Status Clear Register

[PMOVSSET_EL0](#): Performance Monitors Overflow Flag Status Set register

[PMSCR_EL1](#): Statistical Profiling Control Register (EL1)

[PMSCR_EL2](#): Statistical Profiling Control Register (EL2)

[PMSELR_EL0](#): Performance Monitors Event Counter Selection Register

[PMSEVFR_EL1](#): Sampling Event Filter Register

[PMSFCR_EL1](#): Sampling Filter Control Register

[PMSICR_EL1](#): Sampling Interval Counter Register

[PMSIDR_EL1](#): Sampling Profiling ID Register

[PMSIRR_EL1](#): Sampling Interval Reload Register

[PMSLATFR_EL1](#): Sampling Latency Filter Register

[PMSWINC_EL0](#): Performance Monitors Software Increment register

[PMUSERENR_EL0](#): Performance Monitors User Enable Register

[PMXEVCNTR_EL0](#): Performance Monitors Selected Event Count Register

[PMXEVTYPER_EL0](#): Performance Monitors Selected Event Type Register

[REVIDR_EL1](#): Revision ID Register

[RGSR_EL1](#): Random Allocation Tag Seed Register.

[RMR_EL1](#): Reset Management Register (EL1)

[RMR_EL2](#): Reset Management Register (EL2)

[RMR_EL3](#): Reset Management Register (EL3)

[RNDR](#): Random Number

[RNDRRS](#): Reseeded Random Number

[RVBAR_EL1](#): Reset Vector Base Address Register (if EL2 and EL3 not implemented)

[RVBAR_EL2](#): Reset Vector Base Address Register (if EL3 not implemented)

[RVBAR_EL3](#): Reset Vector Base Address Register (if EL3 implemented)

[S3_<op1>_<Cn>_<Cm>_<op2>](#): IMPLEMENTATION DEFINED registers

[SCR_EL3](#): Secure Configuration Register

[SCTLR_EL1](#): System Control Register (EL1)

[SCTLR_EL2](#): System Control Register (EL2)

[SCTLR_EL3](#): System Control Register (EL3)

[SCXTNUM_EL0](#): EL0 Read/Write Software Context Number

[SCXTNUM_EL1](#): EL1 Read/Write Software Context Number

[SCXTNUM_EL2](#): EL2 Read/Write Software Context Number

[SCXTNUM_EL3](#): EL3 Read/Write Software Context Number

[SDER32_EL2](#): AArch32 Secure Debug Enable Register

[SDER32_EL3](#): AArch32 Secure Debug Enable Register

[SPSel](#): Stack Pointer Select

[SPSR_abt](#): Saved Program Status Register (Abort mode)

[SPSR_EL1](#): Saved Program Status Register (EL1)

[SPSR_EL2](#): Saved Program Status Register (EL2)

[SPSR_EL3](#): Saved Program Status Register (EL3)

[SPSR_fiq](#): Saved Program Status Register (FIQ mode)

[SPSR_irq](#): Saved Program Status Register (IRQ mode)

[SPSR_und](#): Saved Program Status Register (Undefined mode)

[SP_EL0](#): Stack Pointer (EL0)

[SP_EL1](#): Stack Pointer (EL1)

[SP_EL2](#): Stack Pointer (EL2)

[SP_EL3](#): Stack Pointer (EL3)

[SSBS](#): Speculative Store Bypass Safe

[TCO](#): Tag Check Override

[TCR_EL1](#): Translation Control Register (EL1)

[TCR_EL2](#): Translation Control Register (EL2)

[TCR_EL3](#): Translation Control Register (EL3)

[TFSRE0_EL1](#): Tag Fault Status Register (EL0).

[TFSR_EL1](#): Tag Fault Status Register (EL1)

[TFSR_EL2](#): Tag Fault Status Register (EL2)

[TFSR_EL3](#): Tag Fault Status Register (EL3)

[TPIDRRO_EL0](#): EL0 Read-Only Software Thread ID Register

[TPIDR_EL0](#): EL0 Read/Write Software Thread ID Register

[TPIDR_EL1](#): EL1 Software Thread ID Register

[TPIDR_EL2](#): EL2 Software Thread ID Register

[TPIDR_EL3](#): EL3 Software Thread ID Register

[TRFCR_EL1](#): Trace Filter Control Register (EL1)

[TRFCR_EL2](#): Trace Filter Control Register (EL2)

[TTBR0_EL1](#): Translation Table Base Register 0 (EL1)

[TTBR0_EL2](#): Translation Table Base Register 0 (EL2)

[TTBR0_EL3](#): Translation Table Base Register 0 (EL3)

[TTBR1_EL1](#): Translation Table Base Register 1 (EL1)

[TTBR1_EL2](#): Translation Table Base Register 1 (EL2)

[UAO](#): User Access Override

[VBAR_EL1](#): Vector Base Address Register (EL1)

[VBAR_EL2](#): Vector Base Address Register (EL2)

[VBAR_EL3](#): Vector Base Address Register (EL3)

[VDISR_EL2](#): Virtual Deferred Interrupt Status Register

[VMPIDR_EL2](#): Virtualization Multiprocessor ID Register

[VNCR_EL2](#): Virtual Nested Control Register

[VPIDR_EL2](#): Virtualization Processor ID Register

[VSESR_EL2](#): Virtual SError Exception Syndrome Register

[VSTCR_EL2](#): Virtualization Secure Translation Control Register

[VSTTBR_EL2](#): Virtualization Secure Translation Table Base Register

[VTCTR_EL2](#): Virtualization Translation Control Register

[VTTBR_EL2](#): Virtualization Translation Table Base Register

[ZCR_EL1](#): SVE Control Register for EL1

[ZCR_EL2](#): SVE Control Register for EL2

[ZCR_EL3](#): SVE Control Register for EL3

01/07/2020 15:57

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AArch64 System Instructions

[AT S12E0R](#): Address Translate Stages 1 and 2 EL0 Read

[AT S12E0W](#): Address Translate Stages 1 and 2 EL0 Write

[AT S12E1R](#): Address Translate Stages 1 and 2 EL1 Read

[AT S12E1W](#): Address Translate Stages 1 and 2 EL1 Write

[AT S1E0R](#): Address Translate Stage 1 EL0 Read

[AT S1E0W](#): Address Translate Stage 1 EL0 Write

[AT S1E1R](#): Address Translate Stage 1 EL1 Read

[AT S1E1RP](#): Address Translate Stage 1 EL1 Read PAN

[AT S1E1W](#): Address Translate Stage 1 EL1 Write

[AT S1E1WP](#): Address Translate Stage 1 EL1 Write PAN

[AT S1E2R](#): Address Translate Stage 1 EL2 Read

[AT S1E2W](#): Address Translate Stage 1 EL2 Write

[AT S1E3R](#): Address Translate Stage 1 EL3 Read

[AT S1E3W](#): Address Translate Stage 1 EL3 Write

[CFP RCTX](#): Control Flow Prediction Restriction by Context

[CPP RCTX](#): Cache Prefetch Prediction Restriction by Context

[DC CGDSW](#): Clean of Data and Allocation Tags by Set/Way

[DC CGDVAC](#): Clean of Data and Allocation Tags by VA to PoC

[DC CGDVADP](#): Clean of Data and Allocation Tags by VA to PoDP

[DC CGDVAP](#): Clean of Data and Allocation Tags by VA to PoP

[DC CGSW](#): Clean of Allocation Tags by Set/Way

[DC CGVAC](#): Clean of Allocation Tags by VA to PoC

[DC CGVADP](#): Clean of Allocation Tags by VA to PoDP

[DC CGVAP](#): Clean of Allocation Tags by VA to PoP

[DC CIGDSW](#): Clean and Invalidate of Data and Allocation Tags by Set/Way

[DC CIGDVAC](#): Clean and Invalidate of Data and Allocation Tags by VA to PoC

[DC CIGSW](#): Clean and Invalidate of Allocation Tags by Set/Way

[DC CIGVAC](#): Clean and Invalidate of Allocation Tags by VA to PoC

[DC CISW](#): Data or unified Cache line Clean and Invalidate by Set/Way

[DC CIVAC](#): Data or unified Cache line Clean and Invalidate by VA to PoC

[DC CSW](#): Data or unified Cache line Clean by Set/Way

[DC CVAC](#): Data or unified Cache line Clean by VA to PoC

[DC CVADP](#): Data or unified Cache line Clean by VA to PoDP

[DC CVAP](#): Data or unified Cache line Clean by VA to PoP

[DC CVAU](#): Data or unified Cache line Clean by VA to PoU

[DC GVA](#): Data Cache set Allocation Tag by VA

[DC GZVA](#): Data Cache set Allocation Tags and Zero by VA

[DC IGDSW](#): Invalidate of Data and Allocation Tags by Set/Way

[DC IGDVAC](#): Invalidate of Data and Allocation Tags by VA to PoC

[DC IGSW](#): Invalidate of Allocation Tags by Set/Way

[DC IGVAC](#): Invalidate of Allocation Tags by VA to PoC

[DC ISW](#): Data or unified Cache line Invalidate by Set/Way

[DC IVAC](#): Data or unified Cache line Invalidate by VA to PoC

[DC ZVA](#): Data Cache Zero by VA

[DVP RCTX](#): Data Value Prediction Restriction by Context

[IC IALLU](#): Instruction Cache Invalidate All to PoU

[IC IALLUIS](#): Instruction Cache Invalidate All to PoU, Inner Shareable

[IC IVAU](#): Instruction Cache line Invalidate by VA to PoU

[S1_<op1>_<Cn>_<Cm>_<op2>](#): IMPLEMENTATION DEFINED maintenance instructions

[TLBI ALLE1](#): TLB Invalidate All, EL1

[TLBI ALLE1IS](#): TLB Invalidate All, EL1, Inner Shareable

[TLBI ALLE1OS](#): TLB Invalidate All, EL1, Outer Shareable

[TLBI ALLE2](#): TLB Invalidate All, EL2

[TLBI ALLE2IS](#): TLB Invalidate All, EL2, Inner Shareable

[TLBI ALLE2OS](#): TLB Invalidate All, EL2, Outer Shareable

[TLBI ALLE3](#): TLB Invalidate All, EL3

[TLBI ALLE3IS](#): TLB Invalidate All, EL3, Inner Shareable

[TLBI ALLE3OS](#): TLB Invalidate All, EL3, Outer Shareable

[TLBI ASIDE1](#): TLB Invalidate by ASID, EL1

[TLBI ASIDE1IS](#): TLB Invalidate by ASID, EL1, Inner Shareable

[TLBI ASIDE1OS](#): TLB Invalidate by ASID, EL1, Outer Shareable

[TLBI IPAS2E1](#): TLB Invalidate by Intermediate Physical Address, Stage 2, EL1

[TLBI IPAS2E1IS](#): TLB Invalidate by Intermediate Physical Address, Stage 2, EL1, Inner Shareable

[TLBI IPAS2E1OS](#): TLB Invalidate by Intermediate Physical Address, Stage 2, EL1, Outer Shareable

[TLBI IPAS2LE1](#): TLB Invalidate by Intermediate Physical Address, Stage 2, Last level, EL1

[TLBI IPAS2LE1IS](#): TLB Invalidate by Intermediate Physical Address, Stage 2, Last level, EL1, Inner Shareable

[TLBI IPAS2LE1OS](#): TLB Invalidate by Intermediate Physical Address, Stage 2, Last level, EL1, Outer Shareable

[TLBI RIPAS2E1](#): TLB Range Invalidate by Intermediate Physical Address, Stage 2, EL1

[TLBI RIPAS2E1IS](#): TLB Range Invalidate by Intermediate Physical Address, Stage 2, EL1, Inner Shareable

[TLBI RIPAS2E1OS](#): TLB Range Invalidate by Intermediate Physical Address, Stage 2, EL1, Outer Shareable

[TLBI RIPAS2LE1](#): TLB Range Invalidate by Intermediate Physical Address, Stage 2, Last level, EL1

[TLBI RIPAS2LE1IS](#): TLB Range Invalidate by Intermediate Physical Address, Stage 2, Last level, EL1, Inner Shareable

[TLBI RIPAS2LE1OS](#): TLB Range Invalidate by Intermediate Physical Address, Stage 2, Last level, EL1, Outer Shareable

[TLBI RVAAE1](#): TLB Range Invalidate by VA, All ASID, EL1

[TLBI RVAAE1IS](#): TLB Range Invalidate by VA, All ASID, EL1, Inner Shareable

[TLBI RVAAE1OS](#): TLB Range Invalidate by VA, All ASID, EL1, Outer Shareable

[TLBI RVAALE1](#): TLB Range Invalidate by VA, All ASID, Last level, EL1

[TLBI RVAALE1IS](#): TLB Range Invalidate by VA, All ASID, Last Level, EL1, Inner Shareable

[TLBI RVAALE1OS](#): TLB Range Invalidate by VA, All ASID, Last Level, EL1, Outer Shareable

[TLBI RVAE1](#): TLB Range Invalidate by VA, EL1

[TLBI RVAE1IS](#): TLB Range Invalidate by VA, EL1, Inner Shareable

[TLBI RVAE1OS](#): TLB Range Invalidate by VA, EL1, Outer Shareable

[TLBI RVAE2](#): TLB Range Invalidate by VA, EL2

[TLBI RVAE2IS](#): TLB Range Invalidate by VA, EL2, Inner Shareable

[TLBI RVAE2OS](#): TLB Range Invalidate by VA, EL2, Outer Shareable

[TLBI RVAE3](#): TLB Range Invalidate by VA, EL3

[TLBI RVAE3IS](#): TLB Range Invalidate by VA, EL3, Inner Shareable

[TLBI RVAE3OS](#): TLB Range Invalidate by VA, EL3, Outer Shareable

[TLBI RVALE1](#): TLB Range Invalidate by VA, Last level, EL1

[TLBI RVALE1IS](#): TLB Range Invalidate by VA, Last level, EL1, Inner Shareable

[TLBI RVALE1OS](#): TLB Range Invalidate by VA, Last level, EL1, Outer Shareable

[TLBI RVALE2](#): TLB Range Invalidate by VA, Last level, EL2

[TLBI RVALE2IS](#): TLB Range Invalidate by VA, Last level, EL2, Inner Shareable

[TLBI RVALE2OS](#): TLB Range Invalidate by VA, Last level, EL2, Outer Shareable

[TLBI RVALE3](#): TLB Range Invalidate by VA, Last level, EL3

[TLBI RVALE3IS](#): TLB Range Invalidate by VA, Last level, EL3, Inner Shareable

[TLBI RVALE3OS](#): TLB Range Invalidate by VA, Last level, EL3, Outer Shareable

[TLBI VAAE1](#): TLB Invalidate by VA, All ASID, EL1

[TLBI VAAE1IS](#): TLB Invalidate by VA, All ASID, EL1, Inner Shareable

[TLBI VAAE1OS](#): TLB Invalidate by VA, All ASID, EL1, Outer Shareable

[TLBI VAALE1](#): TLB Invalidate by VA, All ASID, Last level, EL1

[TLBI VAALE1IS](#): TLB Invalidate by VA, All ASID, Last Level, EL1, Inner Shareable

[TLBI VAALE1OS](#): TLB Invalidate by VA, All ASID, Last Level, EL1, Outer Shareable

[TLBI VAE1](#): TLB Invalidate by VA, EL1

[TLBI VAE1IS](#): TLB Invalidate by VA, EL1, Inner Shareable

[TLBI VAE1OS](#): TLB Invalidate by VA, EL1, Outer Shareable

[TLBI VAE2](#): TLB Invalidate by VA, EL2

[TLBI VAE2IS](#): TLB Invalidate by VA, EL2, Inner Shareable

[TLBI VAE2OS](#): TLB Invalidate by VA, EL2, Outer Shareable

[TLBI VAE3](#): TLB Invalidate by VA, EL3

[TLBI VAE3IS](#): TLB Invalidate by VA, EL3, Inner Shareable

[TLBI VAE3OS](#): TLB Invalidate by VA, EL3, Outer Shareable

[TLBI VALE1](#): TLB Invalidate by VA, Last level, EL1

[TLBI VALE1IS](#): TLB Invalidate by VA, Last level, EL1, Inner Shareable

[TLBI VALE1OS](#): TLB Invalidate by VA, Last level, EL1, Outer Shareable

[TLBI VALE2](#): TLB Invalidate by VA, Last level, EL2

[TLBI VALE2IS](#): TLB Invalidate by VA, Last level, EL2, Inner Shareable

[TLBI VALE2OS](#): TLB Invalidate by VA, Last level, EL2, Outer Shareable

[TLBI VALE3](#): TLB Invalidate by VA, Last level, EL3

[TLBI VALE3IS](#): TLB Invalidate by VA, Last level, EL3, Inner Shareable

[TLBI VALE3OS](#): TLB Invalidate by VA, Last level, EL3, Outer Shareable

[TLBI VMALLE1](#): TLB Invalidate by VMID, All at stage 1, EL1

[TLBI VMALLE1IS](#): TLB Invalidate by VMID, All at stage 1, EL1, Inner Shareable

[TLBI VMALLE1OS](#): TLB Invalidate by VMID, All at stage 1, EL1, Outer Shareable

[TLBI VMALLS12E1](#): TLB Invalidate by VMID, All at Stage 1 and 2, EL1

[TLBI VMALLS12E1IS](#): TLB Invalidate by VMID, All at Stage 1 and 2, EL1, Inner Shareable

[TLBI VMALLS12E1OS](#): TLB Invalidate by VMID, All at Stage 1 and 2, EL1, Outer Shareable

01/07/2020 15:57

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ACTLR_EL1, Auxiliary Control Register (EL1)

The ACTLR_EL1 characteristics are:

Purpose

Provides IMPLEMENTATION DEFINED configuration and control options for execution at EL1 and EL0.

Note

Arm recommends the contents of this register have no effect on the PE when [HCR_EL2](#).{E2H, TGE} is {1, 1}, and instead the configuration and control fields are provided by the [ACTLR_EL2](#) register. This avoids the need for software to manage the contents of these register when switching between a Guest OS and a Host OS.

Configuration

AArch64 System register ACTLR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ACTLR\[31:0\]](#).

AArch64 System register ACTLR_EL1 bits [63:32] are architecturally mapped to AArch32 System register [ACTLR2\[31:0\]](#).

Attributes

ACTLR_EL1 is a 64-bit register.

Field descriptions

The ACTLR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
IMPLEMENTATION DEFINED																															
IMPLEMENTATION DEFINED																															
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

IMPLEMENTATION DEFINED, bits [63:0]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

Accessing the ACTLR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ACTLR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0001	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TACR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '1x1' then
        return NVMem[0x118];
    else
        return ACTLR_EL1;
elsif PSTATE.EL == EL2 then
    return ACTLR_EL1;
elsif PSTATE.EL == EL3 then
    return ACTLR_EL1;

```

MSR ACTLR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0001	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TACR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '1x1' then
        NVMem[0x118] = X[t];
    else
        ACTLR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    ACTLR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    ACTLR_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ACTLR_EL2, Auxiliary Control Register (EL2)

The ACTLR_EL2 characteristics are:

Purpose

Provides IMPLEMENTATION DEFINED configuration and control options for EL2.

Note

Arm recommends the contents of this register are updated to apply to EL0 when [HCR_EL2](#).{E2H, TGE} is {1, 1}, gaining configuration and control fields from the [ACTLR_EL1](#). This avoids the need for software to manage the contents of these register when switching between a Guest OS and a Host OS.

Configuration

AArch64 System register ACTLR_EL2 bits [31:0] are architecturally mapped to AArch32 System register [HACTLR\[31:0\]](#).

AArch64 System register ACTLR_EL2 bits [63:32] are architecturally mapped to AArch32 System register [HACTLR2\[31:0\]](#).

If EL2 is not implemented, this register is RES0 from EL3.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

ACTLR_EL2 is a 64-bit register.

Field descriptions

The ACTLR_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
IMPLEMENTATION DEFINED																															
IMPLEMENTATION DEFINED																															
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

IMPLEMENTATION DEFINED, bits [63:0]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

Accessing the ACTLR_EL2

Accesses to this register use the following encodings:

MRS <Xt>, ACTLR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0001	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return ACTLR_EL2;
elsif PSTATE.EL == EL3 then
    return ACTLR_EL2;

```

MSR ACTLR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0001	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    ACTLR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    ACTLR_EL2 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ACTLR_EL3, Auxiliary Control Register (EL3)

The ACTLR_EL3 characteristics are:

Purpose

Provides IMPLEMENTATION DEFINED configuration and control options for EL3.

Configuration

This register is present only when EL3 is implemented. Otherwise, direct accesses to ACTLR_EL3 are UNDEFINED.

Attributes

ACTLR_EL3 is a 64-bit register.

Field descriptions

The ACTLR_EL3 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
IMPLEMENTATION DEFINED																															
IMPLEMENTATION DEFINED																															
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

IMPLEMENTATION DEFINED, bits [63:0]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

Accessing the ACTLR_EL3

Accesses to this register use the following encodings:

MRS <Xt>, ACTLR_EL3

op0	op1	CRn	CRm	op2
0b11	0b110	0b0001	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    return ACTLR_EL3;

```

MSR ACTLR_EL3, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b0001	0b0000	0b001

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    ACTLR_EL3 = X[t];
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AFSR0_EL1, Auxiliary Fault Status Register 0 (EL1)

The AFSR0_EL1 characteristics are:

Purpose

Provides additional IMPLEMENTATION DEFINED fault status information for exceptions taken to EL1.

Configuration

AArch64 System register AFSR0_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ADFSR\[31:0\]](#).

Attributes

AFSR0_EL1 is a 64-bit register.

Field descriptions

The AFSR0_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
IMPLEMENTATION DEFINED																															
IMPLEMENTATION DEFINED																															
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

IMPLEMENTATION DEFINED, bits [63:0]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

Accessing the AFSR0_EL1

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, access from EL3 using the mnemonic AFSR0_EL1 or AFSR0_EL12 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, AFSR0_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0001	0b000


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TRVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.AFSR0_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x128];
    else
        return AFSR0_EL1;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return AFSR0_EL2;
    else
        return AFSR0_EL1;
elsif PSTATE.EL == EL3 then
    return AFSR0_EL1;

```

MSR AFSR0_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.AFSR0_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x128] = X[t];
    else
        AFSR0_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        AFSR0_EL2 = X[t];
    else
        AFSR0_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    AFSR0_EL1 = X[t];

```

MRS <Xt>, AFSR0_EL12

op0	op1	CRn	CRm	op2
0b11	0b101	0b0101	0b0001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        return NVMem[0x128];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return AFSR0_EL1;
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        return AFSR0_EL1;
    else
        UNDEFINED;

```

MSR AFSR0_EL12, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b101	0b0101	0b0001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        NVMem[0x128] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        AFSR0_EL1 = X[t];
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        AFSR0_EL1 = X[t];
    else
        UNDEFINED;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AFSR0_EL2, Auxiliary Fault Status Register 0 (EL2)

The AFSR0_EL2 characteristics are:

Purpose

Provides additional IMPLEMENTATION DEFINED fault status information for exceptions taken to EL2.

Configuration

AArch64 System register AFSR0_EL2 bits [31:0] are architecturally mapped to AArch32 System register [HADFSTR\[31:0\]](#).

If EL2 is not implemented, this register is RES0 from EL3.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

AFSR0_EL2 is a 64-bit register.

Field descriptions

The AFSR0_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
IMPLEMENTATION DEFINED																															
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
IMPLEMENTATION DEFINED																															

IMPLEMENTATION DEFINED, bits [63:0]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

Accessing the AFSR0_EL2

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, access from EL2 using the mnemonic AFSR0_EL2 or AFSR0_EL1 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, AFSR0_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0101	0b0001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return AFSR0_EL2;
elsif PSTATE.EL == EL3 then
    return AFSR0_EL2;

```

MSR AFSR0_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0101	0b0001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    AFSR0_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    AFSR0_EL2 = X[t];

```

MRS <Xt>, AFSR0_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TRVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.AFSR0_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x128];
    else
        return AFSR0_EL1;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return AFSR0_EL2;
    else
        return AFSR0_EL1;
elsif PSTATE.EL == EL3 then
    return AFSR0_EL1;

```

MSR AFSR0_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.AFSR0_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x128] = X[t];
    else
        AFSR0_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        AFSR0_EL2 = X[t];
    else
        AFSR0_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    AFSR0_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AFSR0_EL3, Auxiliary Fault Status Register 0 (EL3)

The AFSR0_EL3 characteristics are:

Purpose

Provides additional IMPLEMENTATION DEFINED fault status information for exceptions taken to EL3.

Configuration

This register is present only when EL3 is implemented. Otherwise, direct accesses to AFSR0_EL3 are UNDEFINED.

Attributes

AFSR0_EL3 is a 64-bit register.

Field descriptions

The AFSR0_EL3 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
IMPLEMENTATION DEFINED																															
IMPLEMENTATION DEFINED																															
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

IMPLEMENTATION DEFINED, bits [63:0]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

Accessing the AFSR0_EL3

Accesses to this register use the following encodings:

MRS <Xt>, AFSR0_EL3

op0	op1	CRn	CRm	op2
0b11	0b110	0b0101	0b0001	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    return AFSR0_EL3;
```

MSR AFSR0_EL3, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b0101	0b0001	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    AFSR0_EL3 = X[t];
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AFSR1_EL1, Auxiliary Fault Status Register 1 (EL1)

The AFSR1_EL1 characteristics are:

Purpose

Provides additional IMPLEMENTATION DEFINED fault status information for exceptions taken to EL1.

Configuration

AArch64 System register AFSR1_EL1 bits [31:0] are architecturally mapped to AArch32 System register [AIFSR\[31:0\]](#).

Attributes

AFSR1_EL1 is a 64-bit register.

Field descriptions

The AFSR1_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
IMPLEMENTATION DEFINED																															
IMPLEMENTATION DEFINED																															
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

IMPLEMENTATION DEFINED, bits [63:0]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

Accessing the AFSR1_EL1

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, access from EL3 using the mnemonic AFSR1_EL1 or AFSR1_EL12 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, AFSR1_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0001	0b001


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TRVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.AFSR1_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x130];
    else
        return AFSR1_EL1;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return AFSR1_EL2;
    else
        return AFSR1_EL1;
elsif PSTATE.EL == EL3 then
    return AFSR1_EL1;

```

MSR AFSR1_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0001	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.AFSR1_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x130] = X[t];
    else
        AFSR1_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        AFSR1_EL2 = X[t];
    else
        AFSR1_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    AFSR1_EL1 = X[t];

```

MRS <Xt>, AFSR1_EL12

op0	op1	CRn	CRm	op2
0b11	0b101	0b0101	0b0001	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        return NVMem[0x130];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return AFSR1_EL1;
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        return AFSR1_EL1;
    else
        UNDEFINED;

```

MSR AFSR1_EL12, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b101	0b0101	0b0001	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        NVMem[0x130] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        AFSR1_EL1 = X[t];
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        AFSR1_EL1 = X[t];
    else
        UNDEFINED;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AFSR1_EL2, Auxiliary Fault Status Register 1 (EL2)

The AFSR1_EL2 characteristics are:

Purpose

Provides additional IMPLEMENTATION DEFINED fault status information for exceptions taken to EL2.

Configuration

AArch64 System register AFSR1_EL2 bits [31:0] are architecturally mapped to AArch32 System register [HAIFSR\[31:0\]](#).

If EL2 is not implemented, this register is RES0 from EL3.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

AFSR1_EL2 is a 64-bit register.

Field descriptions

The AFSR1_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
IMPLEMENTATION DEFINED																															
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

IMPLEMENTATION DEFINED, bits [63:0]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

Accessing the AFSR1_EL2

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, access from EL2 using the mnemonic AFSR1_EL2 or AFSR1_EL1 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, AFSR1_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0101	0b0001	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return AFSR1_EL2;
elsif PSTATE.EL == EL3 then
    return AFSR1_EL2;

```

MSR AFSR1_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0101	0b0001	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    AFSR1_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    AFSR1_EL2 = X[t];

```

MRS <Xt>, AFSR1_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0001	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TRVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.AFSR1_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x130];
    else
        return AFSR1_EL1;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return AFSR1_EL2;
    else
        return AFSR1_EL1;
elsif PSTATE.EL == EL3 then
    return AFSR1_EL1;

```

MSR AFSR1_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0001	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.AFSR1_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x130] = X[t];
    else
        AFSR1_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        AFSR1_EL2 = X[t];
    else
        AFSR1_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    AFSR1_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AFSR1_EL3, Auxiliary Fault Status Register 1 (EL3)

The AFSR1_EL3 characteristics are:

Purpose

Provides additional IMPLEMENTATION DEFINED fault status information for exceptions taken to EL3.

Configuration

This register is present only when EL3 is implemented. Otherwise, direct accesses to AFSR1_EL3 are UNDEFINED.

Attributes

AFSR1_EL3 is a 64-bit register.

Field descriptions

The AFSR1_EL3 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
IMPLEMENTATION DEFINED																															
IMPLEMENTATION DEFINED																															
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

IMPLEMENTATION DEFINED, bits [63:0]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

Accessing the AFSR1_EL3

Accesses to this register use the following encodings:

MRS <Xt>, AFSR1_EL3

op0	op1	CRn	CRm	op2
0b11	0b110	0b0101	0b0001	0b001

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    return AFSR1_EL3;
```

MSR AFSR1_EL3, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b0101	0b0001	0b001

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    AFSR1_EL3 = X[t];
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AIDR_EL1, Auxiliary ID Register

The AIDR_EL1 characteristics are:

Purpose

Provides IMPLEMENTATION DEFINED identification information.

The value of this register must be interpreted in conjunction with the value of [MIDR_EL1](#).

Configuration

AArch64 System register AIDR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [AIDR\[31:0\]](#).

Attributes

AIDR_EL1 is a 64-bit register.

Field descriptions

The AIDR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
IMPLEMENTATION DEFINED																															
IMPLEMENTATION DEFINED																															
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

IMPLEMENTATION DEFINED, bits [63:0]

IMPLEMENTATION DEFINED.

Accessing the AIDR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, AIDR_EL1

op0	op1	CRn	CRm	op2
0b11	0b001	0b0000	0b0000	0b111


```

if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        else
            UNDEFINED;
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && HCR_EL2.TID1 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.AIDR_EL1 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            return AIDR_EL1;
    elsif PSTATE.EL == EL2 then
        return AIDR_EL1;
    elsif PSTATE.EL == EL3 then
        return AIDR_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMAIR_EL1, Auxiliary Memory Attribute Indirection Register (EL1)

The AMAIR_EL1 characteristics are:

Purpose

Provides IMPLEMENTATION DEFINED memory attributes for the memory regions specified by [MAIR_EL1](#).

Configuration

AArch64 System register AMAIR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [AMAIRO\[31:0\]](#).

AArch64 System register AMAIR_EL1 bits [63:32] are architecturally mapped to AArch32 System register [AMAIR1\[31:0\]](#).

Attributes

AMAIR_EL1 is a 64-bit register.

Field descriptions

The AMAIR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
IMPLEMENTATION DEFINED																															
IMPLEMENTATION DEFINED																															
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

AMAIR_EL1 is permitted to be cached in a TLB.

IMPLEMENTATION DEFINED, bits [63:0]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

Accessing the AMAIR_EL1

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, access from EL3 using the mnemonic AMAIR_EL1 or AMAIR_EL12 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, AMAIR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1010	0b0011	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TRVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.AMAIR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x148];
    else
        return AMAIR_EL1;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return AMAIR_EL2;
    else
        return AMAIR_EL1;
elsif PSTATE.EL == EL3 then
    return AMAIR_EL1;
    
```

MSR AMAIR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1010	0b0011	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.AMAIR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x148] = X[t];
    else
        AMAIR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        AMAIR_EL2 = X[t];
    else
        AMAIR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    AMAIR_EL1 = X[t];
    
```

MRS <Xt>, AMAIR_EL12

op0	op1	CRn	CRm	op2
0b11	0b101	0b1010	0b0011	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        return NVMem[0x148];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return AMAIR_EL1;
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        return AMAIR_EL1;
    else
        UNDEFINED;
    
```

MSR AMAIR_EL12, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b101	0b1010	0b0011	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        NVMem[0x148] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        AMAIR_EL1 = X[t];
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        AMAIR_EL1 = X[t];
    else
        UNDEFINED;
    
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMAIR_EL2, Auxiliary Memory Attribute Indirection Register (EL2)

The AMAIR_EL2 characteristics are:

Purpose

Provides IMPLEMENTATION DEFINED memory attributes for the memory regions specified by [MAIR_EL2](#).

Configuration

AArch64 System register AMAIR_EL2 bits [31:0] are architecturally mapped to AArch32 System register [HAMAIRO\[31:0\]](#).

AArch64 System register AMAIR_EL2 bits [63:32] are architecturally mapped to AArch32 System register [HAMAIR1\[31:0\]](#).

If EL2 is not implemented, this register is RES0 from EL3.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

AMAIR_EL2 is a 64-bit register.

Field descriptions

The AMAIR_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
IMPLEMENTATION DEFINED																															
IMPLEMENTATION DEFINED																															
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

AMAIR_EL2 is permitted to be cached in a TLB.

IMPLEMENTATION DEFINED, bits [63:0]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

Accessing the AMAIR_EL2

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, access from EL2 using the mnemonic AMAIR_EL2 or AMAIR_EL1 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, AMAIR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1010	0b0011	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return AMAIR_EL2;
elsif PSTATE.EL == EL3 then
    return AMAIR_EL2;

```

MSR AMAIR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1010	0b0011	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    AMAIR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    AMAIR_EL2 = X[t];

```

MRS <Xt>, AMAIR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1010	0b0011	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TRVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.AMAIR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x148];
    else
        return AMAIR_EL1;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return AMAIR_EL2;
    else
        return AMAIR_EL1;
elsif PSTATE.EL == EL3 then
    return AMAIR_EL1;

```

MSR AMAIR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1010	0b0011	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.AMAIR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x148] = X[t];
    else
        AMAIR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        AMAIR_EL2 = X[t];
    else
        AMAIR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    AMAIR_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMAIR_EL3, Auxiliary Memory Attribute Indirection Register (EL3)

The AMAIR_EL3 characteristics are:

Purpose

Provides IMPLEMENTATION DEFINED memory attributes for the memory regions specified by [MAIR_EL3](#).

Configuration

This register is present only when EL3 is implemented. Otherwise, direct accesses to AMAIR_EL3 are UNDEFINED.

Attributes

AMAIR_EL3 is a 64-bit register.

Field descriptions

The AMAIR_EL3 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
IMPLEMENTATION DEFINED																															
IMPLEMENTATION DEFINED																															
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

AMAIR_EL3 is permitted to be cached in a TLB.

IMPLEMENTATION DEFINED, bits [63:0]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

Accessing the AMAIR_EL3

Accesses to this register use the following encodings:

MRS <Xt>, AMAIR_EL3

op0	op1	CRn	CRm	op2
0b11	0b110	0b1010	0b0011	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    return AMAIR_EL3;
```


MSR AMAIR_EL3, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b1010	0b0011	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    AMAIR_EL3 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMCFGR_EL0, Activity Monitors Configuration Register

The AMCFGR_EL0 characteristics are:

Purpose

Global configuration register for the activity monitors.

Provides information on supported features, the number of counter groups implemented, the total number of activity monitor event counters implemented, and the size of the counters. AMCFGR_EL0 is applicable to both the architected and the auxiliary counter groups.

Configuration

AArch64 System register AMCFGR_EL0 bits [31:0] are architecturally mapped to AArch32 System register [AMCFGR\[31:0\]](#).

AArch64 System register AMCFGR_EL0 bits [31:0] are architecturally mapped to External register [AMCFGR\[31:0\]](#).

This register is present only when FEAT_AMUv1 is implemented. Otherwise, direct accesses to AMCFGR_EL0 are UNDEFINED.

Attributes

AMCFGR_EL0 is a 64-bit register.

Field descriptions

The AMCFGR_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32				
RES0																																			
NCG				RES0				HDBG				RAZ												SIZE								N			
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0				

Bits [63:32]

Reserved, RES0.

NCG, bits [31:28]

Defines the number of counter groups.

The number of implemented counter groups is defined as $[AMCFGR_EL0.NCG + 1]$.

If the number of implemented auxiliary activity monitor event counters is zero, this field has a value of 0b0000. Otherwise, this field has a value of 0b0001.

Bits [27:25]

Reserved, RES0.

HDBG, bit [24]

Halt-on-debug supported.

From Armv8, this feature must be supported, and so this bit is 0b1.

HDBG	Meaning
0b0	AMCR_EL0 .HDBG is RES0.
0b1	AMCR_EL0 .HDBG is read/write.

Bits [23:14]

Reserved, RAZ.

SIZE, bits [13:8]

Defines the size of activity monitor event counters.

The size of the activity monitor event counters implemented by the activity monitors Extension is defined as [AMCFGR_EL0.SIZE + 1].

From Armv8, the counters are 64-bit, and so this field is 0b111111.

Note

Software also uses this field to determine the spacing of counters in the memory-map. From Armv8, the counters are at doubleword-aligned addresses.

N, bits [7:0]

Defines the number of activity monitor event counters.

The total number of counters implemented in all groups by the Activity Monitors Extension is defined as [AMCFGR_EL0.N + 1].

Accessing the AMCFGR_EL0

Accesses to this register use the following encodings:

MRS <Xt>, AMCFGR_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b0010	0b001

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif AMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && CPTR_EL2.TAM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return AMCFGR_EL0;
    elsif PSTATE.EL == EL1 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
            UNDEFINED;
        elsif EL2Enabled() && CPTR_EL2.TAM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return AMCFGR_EL0;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return AMCFGR_EL0;
    elsif PSTATE.EL == EL3 then
        return AMCFGR_EL0;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMCG1IDR_EL0, Activity Monitors Counter Group 1 Identification Register

The AMCG1IDR_EL0 characteristics are:

Purpose

Defines which auxiliary counters are implemented, and which of them have a corresponding virtual offset register, [AMEVCNTVOFF1<n>_EL2](#) implemented.

Configuration

This register is present only when FEAT_AMUv1p1 is implemented. Otherwise, direct accesses to AMCG1IDR_EL0 are UNDEFINED.

Attributes

AMCG1IDR_EL0 is a 64-bit register.

Field descriptions

The AMCG1IDR_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																RES0															
AMEVCNTVOFF1<n>_EL2 , bit [n+16], for n = 0 to 15																AMEVCNTR1<n>_EL0 , bit [n], for n = 0 to 15															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

AMEVCNTVOFF1<n>_EL2, bit [n+16], for n = 0 to 15

Indicates which implemented auxiliary counters have a corresponding virtual offset register, [AMEVCNTVOFF1<n>_EL2](#) implemented.

AMEVCNTVOFF1<n>_EL2	Meaning
0b0	When read, mean that AMEVCNTR1<n>_EL0 does not have an offset, or is not implemented.
0b1	When read, means the offset AMEVCNTVOFF1<n>_EL2 is implemented for AMEVCNTR1<n>_EL0 .

AMEVCNTR1<n>_EL0, bit [n], for n = 0 to 15

Indicates which auxiliary counters [AMEVCNTR1<n>_EL0](#) are implemented.

AMEVCNTR1<n>_EL0	Meaning
0b0	When read, means that AMEVCNTR1<n>_EL0 is not implemented.
0b1	When read, means that AMEVCNTR1<n>_EL0 is implemented.

Accessing the AMCG1IDR_EL0

Accesses to this register use the following encodings:

MRS <Xt>, AMCG1IDR_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b0010	0b110

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif AMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TAM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return AMCG1IDR_EL0;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && CPTR_EL2.TAM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return AMCG1IDR_EL0;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return AMCG1IDR_EL0;
elsif PSTATE.EL == EL3 then
    return AMCG1IDR_EL0;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMCGCR_EL0, Activity Monitors Counter Group Configuration Register

The AMCGCR_EL0 characteristics are:

Purpose

Provides information on the number of activity monitor event counters implemented within each counter group.

Configuration

AArch64 System register AMCGCR_EL0 bits [31:0] are architecturally mapped to AArch32 System register [AMCGCR\[31:0\]](#).

AArch64 System register AMCGCR_EL0 bits [31:0] are architecturally mapped to External register [AMCGCR\[31:0\]](#).

This register is present only when FEAT_AMUv1 is implemented. Otherwise, direct accesses to AMCGCR_EL0 are UNDEFINED.

Attributes

AMCGCR_EL0 is a 64-bit register.

Field descriptions

The AMCGCR_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																RES0															
RES0																CG1NC								CG0NC							
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:16]

Reserved, RES0.

CG1NC, bits [15:8]

Counter Group 1 Number of Counters. The number of counters in the auxiliary counter group.

In an implementation that includes FEAT_AMUv1, the permitted range of values is 0x0 to 0x10.

CG0NC, bits [7:0]

Counter Group 0 Number of Counters. The number of counters in the architected counter group.

In an implementation that includes FEAT_AMUv1, the value of this field is 0x4.

Accessing the AMCGCR_EL0

Accesses to this register use the following encodings:

MRS <Xt>, AMCGCR_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b0010	0b010

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif AMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TAM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return AMCGCR_EL0;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && CPTR_EL2.TAM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return AMCGCR_EL0;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return AMCGCR_EL0;
elsif PSTATE.EL == EL3 then
    return AMCGCR_EL0;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMCNTENCLR0_EL0, Activity Monitors Count Enable Clear Register 0

The AMCNTENCLR0_EL0 characteristics are:

Purpose

Disable control bits for the architected activity monitors event counters, [AMEVCNTR0<n>_EL0](#).

Configuration

AArch64 System register AMCNTENCLR0_EL0 bits [31:0] are architecturally mapped to AArch32 System register [AMCNTENCLR0\[31:0\]](#).

AArch64 System register AMCNTENCLR0_EL0 bits [31:0] are architecturally mapped to External register [AMCNTENCLR0\[31:0\]](#).

This register is present only when FEAT_AMUv1 is implemented. Otherwise, direct accesses to AMCNTENCLR0_EL0 are UNDEFINED.

Attributes

AMCNTENCLR0_EL0 is a 64-bit register.

Field descriptions

The AMCNTENCLR0_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																P<n>, bit [n]															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:16]

Reserved, RES0.

P<n>, bit [n], for n = 0 to 15

Activity monitor event counter disable bit for [AMEVCNTR0<n>_EL0](#).

Bits [31:16] are RES0. Bits [15:N] are RAZ/WI. N is the value in [AMCGCR_EL0.CG0NC](#).

Possible values of each bit are:

P<n>	Meaning
0b0	When read, means that AMEVCNTR0<n>_EL0 is disabled. When written, has no effect.
0b1	When read, means that AMEVCNTR0<n>_EL0 is enabled. When written, disables AMEVCNTR0<n>_EL0 .

On a Cold reset, this field resets to 0.

Accessing the AMCNTENCLR0_EL0

Accesses to this register use the following encodings:

MRS <Xt>, AMCNTENCLR0_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b0010	0b100

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif AMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && CPTR_EL2.TAM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HAFGRTR_EL2.AMCNTEN0 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return AMCNTENCLR0_EL0;
    elsif PSTATE.EL == EL1 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
            UNDEFINED;
        elsif EL2Enabled() && CPTR_EL2.TAM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HAFGRTR_EL2.AMCNTEN0 == '1'
then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return AMCNTENCLR0_EL0;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return AMCNTENCLR0_EL0;
    elsif PSTATE.EL == EL3 then
        return AMCNTENCLR0_EL0;

```

MSR AMCNTENCLR0_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b0010	0b100

```

if IsHighestEL(PSTATE.EL) then
    AMCNTENCLR0_EL0 = X[t];
else
    UNDEFINED;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMCNTENCLR1_EL0, Activity Monitors Count Enable Clear Register 1

The AMCNTENCLR1_EL0 characteristics are:

Purpose

Disable control bits for the auxiliary activity monitors event counters, [AMEVCNTR1<n>_EL0](#).

Configuration

AArch64 System register AMCNTENCLR1_EL0 bits [31:0] are architecturally mapped to AArch32 System register [AMCNTENCLR1\[31:0\]](#).

AArch64 System register AMCNTENCLR1_EL0 bits [31:0] are architecturally mapped to External register [AMCNTENCLR1\[31:0\]](#).

This register is present only when FEAT_AMUv1 is implemented. Otherwise, direct accesses to AMCNTENCLR1_EL0 are UNDEFINED.

Attributes

AMCNTENCLR1_EL0 is a 64-bit register.

Field descriptions

The AMCNTENCLR1_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																P<n>, bit [n]															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:16]

Reserved, RES0.

P<n>, bit [n], for n = 0 to 15

Activity monitor event counter disable bit for [AMEVCNTR1<n>_EL0](#).

Bits [31:16] are RES0. Bits [15:N] are RAZ/WI. N is the value in [AMCGCR_EL0.CG1NC](#).

Possible values of each bit are:

P<n>	Meaning
0b0	When read, means that AMEVCNTR1<n>_EL0 is disabled. When written, has no effect.
0b1	When read, means that AMEVCNTR1<n>_EL0 is enabled. When written, disables AMEVCNTR1<n>_EL0 .

On a Cold reset, this field resets to 0.

Accessing the AMCNTENCLR1_EL0

If the number of auxiliary activity monitor event counters implemented is zero, reads and writes of AMCNTENCLR1_EL0 are UNDEFINED.

Note

The number of auxiliary activity monitor event counters implemented is zero exactly when [AMCFGR_EL0.NCG](#) == 0b0000.

Accesses to this register use the following encodings:

MRS <Xt>, AMCNTENCLR1_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b0011	0b000

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif AMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && CPTR_EL2.TAM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HAFGRTR_EL2.AMCNTEN1 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return AMCNTENCLR1_EL0;
    elsif PSTATE.EL == EL1 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
            UNDEFINED;
        elsif EL2Enabled() && CPTR_EL2.TAM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HAFGRTR_EL2.AMCNTEN1 == '1'
then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return AMCNTENCLR1_EL0;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return AMCNTENCLR1_EL0;
    elsif PSTATE.EL == EL3 then
        return AMCNTENCLR1_EL0;

```

MSR AMCNTENCLR1_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b0011	0b000

```
if IsHighestEL(PSTATE.EL) then
    AMCNTENCLR1_EL0 = X[t];
else
    UNDEFINED;
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMCNTENSET0_EL0, Activity Monitors Count Enable Set Register 0

The AMCNTENSET0_EL0 characteristics are:

Purpose

Enable control bits for the architected activity monitors event counters, [AMEVCNTR0<n>_EL0](#).

Configuration

AArch64 System register AMCNTENSET0_EL0 bits [31:0] are architecturally mapped to AArch32 System register [AMCNTENSET0\[31:0\]](#).

AArch64 System register AMCNTENSET0_EL0 bits [31:0] are architecturally mapped to External register [AMCNTENSET0\[31:0\]](#).

This register is present only when FEAT_AMUv1 is implemented. Otherwise, direct accesses to AMCNTENSET0_EL0 are UNDEFINED.

Attributes

AMCNTENSET0_EL0 is a 64-bit register.

Field descriptions

The AMCNTENSET0_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																P<n>, bit [n]															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:16]

Reserved, RES0.

P<n>, bit [n], for n = 0 to 15

Activity monitor event counter enable bit for [AMEVCNTR0<n>_EL0](#).

Bits [31:16] are RES0. Bits [15:N] are RAZ/WI. N is the value in [AMCGCR_EL0.CG0NC](#).

Possible values of each bit are:

P<n>	Meaning
0b0	When read, means that AMEVCNTR0<n>_EL0 is disabled. When written, has no effect.
0b1	When read, means that AMEVCNTR0<n>_EL0 is enabled. When written, enables AMEVCNTR0<n>_EL0 .

On a Cold reset, this field resets to 0.

Accessing the AMCNTENSET0_EL0

Accesses to this register use the following encodings:

MRS <Xt>, AMCNTENSET0_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b0010	0b101

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif AMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && CPTR_EL2.TAM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HAFGRTR_EL2.AMCNTEN0 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return AMCNTENSET0_EL0;
    elsif PSTATE.EL == EL1 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
            UNDEFINED;
        elsif EL2Enabled() && CPTR_EL2.TAM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HAFGRTR_EL2.AMCNTEN0 == '1'
then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return AMCNTENSET0_EL0;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return AMCNTENSET0_EL0;
    elsif PSTATE.EL == EL3 then
        return AMCNTENSET0_EL0;

```

MSR AMCNTENSET0_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b0010	0b101

```

if IsHighestEL(PSTATE.EL) then
    AMCNTENSET0_EL0 = X[t];
else
    UNDEFINED;

```


01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMCNTENSET1_EL0, Activity Monitors Count Enable Set Register 1

The AMCNTENSET1_EL0 characteristics are:

Purpose

Enable control bits for the auxiliary activity monitors event counters, [AMEVCNTR1<n>_EL0](#).

Configuration

AArch64 System register AMCNTENSET1_EL0 bits [31:0] are architecturally mapped to AArch32 System register [AMCNTENSET1\[31:0\]](#).

AArch64 System register AMCNTENSET1_EL0 bits [31:0] are architecturally mapped to External register [AMCNTENSET1\[31:0\]](#).

This register is present only when FEAT_AMUv1 is implemented. Otherwise, direct accesses to AMCNTENSET1_EL0 are UNDEFINED.

Attributes

AMCNTENSET1_EL0 is a 64-bit register.

Field descriptions

The AMCNTENSET1_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																P<n>, bit [n]															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:16]

Reserved, RES0.

P<n>, bit [n], for n = 0 to 15

Activity monitor event counter enable bit for [AMEVCNTR1<n>_EL0](#).

Bits [31:16] are RES0. Bits [15:N] are RAZ/WI. N is the value in [AMCGCR_EL0.CG1NC](#).

Possible values of each bit are:

P<n>	Meaning
0b0	When read, means that AMEVCNTR1<n>_EL0 is disabled. When written, has no effect.
0b1	When read, means that AMEVCNTR1<n>_EL0 is enabled. When written, enables AMEVCNTR1<n>_EL0 .

On a Cold reset, this field resets to 0.

Accessing the AMCNTENSET1_EL0

If the number of auxiliary activity monitor event counters implemented is zero, reads and writes of AMCNTENSET1_EL0 are UNDEFINED.

Note

The number of auxiliary activity monitor counters implemented is zero when [AMCFGR_EL0.NCG](#) == 0b0000.

Accesses to this register use the following encodings:

MRS <Xt>, AMCNTENSET1_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b0011	0b001

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif AMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && CPTR_EL2.TAM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HAFGRTR_EL2.AMCNTEN1 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return AMCNTENSET1_EL0;
    elsif PSTATE.EL == EL1 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
            UNDEFINED;
        elsif EL2Enabled() && CPTR_EL2.TAM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HAFGRTR_EL2.AMCNTEN1 == '1'
then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return AMCNTENSET1_EL0;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return AMCNTENSET1_EL0;
    elsif PSTATE.EL == EL3 then
        return AMCNTENSET1_EL0;

```

MSR AMCNTENSET1_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b0011	0b001

```
if IsHighestEL(PSTATE.EL) then
    AMCNTENSET1_EL0 = X[t];
else
    UNDEFINED;
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMCR_EL0, Activity Monitors Control Register

The AMCR_EL0 characteristics are:

Purpose

Global control register for the activity monitors implementation. AMCR_EL0 is applicable to both the architected and the auxiliary counter groups.

Configuration

AArch64 System register AMCR_EL0 bits [31:0] are architecturally mapped to AArch32 System register [AMCR\[31:0\]](#).

AArch64 System register AMCR_EL0 bits [31:0] are architecturally mapped to External register [AMCR\[31:0\]](#).

This register is present only when FEAT_AMUv1 is implemented. Otherwise, direct accesses to AMCR_EL0 are UNDEFINED.

Attributes

AMCR_EL0 is a 64-bit register.

Field descriptions

The AMCR_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0														CG1RZ	RES0						HDBG	RES0									
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:18]

Reserved, RES0.

CG1RZ, bit [17]

When FEAT_AMUv1p1 is implemented:

Counter Group 1 Read Zero.

CG1RZ	Meaning
0b0	System register reads of AMEVCNTR1<n>_EL0 return the event count at all implemented and enabled Exception levels.
0b1	If the current Exception level is the highest implemented Exception level, system register reads of AMEVCNTR1<n>_EL0 return the event count. Otherwise, reads of AMEVCNTR1<n>_EL0 return a zero value.

Note

Reads from the memory-mapped view are unaffected by this field.

Otherwise:

Reserved, RES0.

Bits [16:11]

Reserved, RES0.

HDBG, bit [10]

This bit controls whether activity monitor counting is halted when the PE is halted in Debug state.

HDBG	Meaning
0b0	Activity monitors do not halt counting when the PE is halted in Debug state.
0b1	Activity monitors halt counting when the PE is halted in Debug state.

Bits [9:0]

Reserved, RES0.

Accessing the AMCR_EL0

Accesses to this register use the following encodings:

MRS <Xt>, AMCR_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b0010	0b000

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif AMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && CPTR_EL2.TAM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return AMCR_EL0;
    elsif PSTATE.EL == EL1 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
            UNDEFINED;
        elsif EL2Enabled() && CPTR_EL2.TAM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return AMCR_EL0;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return AMCR_EL0;
    elsif PSTATE.EL == EL3 then
        return AMCR_EL0;

```

MSR AMCR_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b0010	0b000

```

if IsHighestEL(PSTATE.EL) then
    AMCR_EL0 = X[t];
else
    UNDEFINED;

```

AMEVCNTR0<n>_EL0, Activity Monitors Event Counter Registers 0, n = 0 - 15

The AMEVCNTR0<n>_EL0 characteristics are:

Purpose

Provides access to the architected activity monitor event counters.

Configuration

AArch64 System register AMEVCNTR0<n>_EL0 bits [63:0] are architecturally mapped to AArch32 System register [AMEVCNTR0<n>\[63:0\]](#).

AArch64 System register AMEVCNTR0<n>_EL0 bits [63:0] are architecturally mapped to External register [AMEVCNTR0<n>\[63:0\]](#).

This register is present only when FEAT_AMUv1 is implemented. Otherwise, direct accesses to AMEVCNTR0<n>_EL0 are UNDEFINED.

Attributes

AMEVCNTR0<n>_EL0 is a 64-bit register.

Field descriptions

The AMEVCNTR0<n>_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																ACNT															
																ACNT															
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

ACNT, bits [63:0]

Architected activity monitor event counter n.

Value of architected activity monitor event counter n, where n is the number of this register and is a number from 0 to 15.

If FEAT_AMUv1p1 is implemented, [HCR_EL2.AMVOFFEN](#) is 1, [SCR_EL3.AMVOFFEN](#) is 1, [HCR_EL2.{E2H, TGE}](#) is not {1,1}, and EL2 is implemented in the current Security state, access to these registers at EL0 or EL1 return (PCount<63:0> - [AMEVCNTVOFF0<n>_EL2<63:0>](#)).

PCount is the physical count returned when AMEVCNTR0<n>_EL0 is read from EL2 or EL3.

If the counter is enabled, writes to this register have UNPREDICTABLE results.

On a Cold reset, this field resets to 0.

Accessing the AMEVCNTR0<n>_EL0

If <n> is greater than or equal to the number of architected activity monitor event counters, reads and writes of AMEVCNTR0<n>_EL0 are UNDEFINED.

Note

[AMCGCR_EL0](#).CG0NC identifies the number of architected activity monitor event counters.

Accesses to this register use the following encodings:

MRS <Xt>, AMEVCNTR0<n>_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b010:n[3]	n[2:0]

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif AMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TAM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HAFGRTR_EL2.AMEVCNTR0<n>_EL0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return AMEVCNTR0_EL0[UInt(CRm<0>:op2<2:0>)];
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && CPTR_EL2.TAM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HAFGRTR_EL2.AMEVCNTR0<n>_EL0
== '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return AMEVCNTR0_EL0[UInt(CRm<0>:op2<2:0>)];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return AMEVCNTR0_EL0[UInt(CRm<0>:op2<2:0>)];
elsif PSTATE.EL == EL3 then
    return AMEVCNTR0_EL0[UInt(CRm<0>:op2<2:0>)];

```

MSR AMEVCNTR0<n>_EL0, <Xt>

op0	op1	CRn	CRm	op2
-----	-----	-----	-----	-----

0b11	0b011	0b1101	0b010:n[3]	n[2:0]
------	-------	--------	------------	--------

```

if IsHighestEL(PSTATE.EL) then
    AMEVCNTR0_EL0[UInt(CRm<0>:op2<2:0>)] = X[t];
else
    UNDEFINED;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMEVCNTR1<n>_EL0, Activity Monitors Event Counter Registers 1, n = 0 - 15

The AMEVCNTR1<n>_EL0 characteristics are:

Purpose

Provides access to the auxiliary activity monitor event counters.

Configuration

AArch64 System register AMEVCNTR1<n>_EL0 bits [63:0] are architecturally mapped to AArch32 System register [AMEVCNTR1<n>\[63:0\]](#).

AArch64 System register AMEVCNTR1<n>_EL0 bits [63:0] are architecturally mapped to External register [AMEVCNTR1<n>\[63:0\]](#).

This register is present only when FEAT_AMUv1 is implemented. Otherwise, direct accesses to AMEVCNTR1<n>_EL0 are UNDEFINED.

Attributes

AMEVCNTR1<n>_EL0 is a 64-bit register.

Field descriptions

The AMEVCNTR1<n>_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																ACNT															
																ACNT															
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

ACNT, bits [63:0]

Auxiliary activity monitor event counter n.

Value of auxiliary activity monitor event counter n, where n is the number of this register and is a number from 0 to 15.

If FEAT_AMUv1p1 is implemented, [HCR_EL2.AMVOFFEN](#) is 1, [SCR_EL3.AMVOFFEN](#) is 1, [HCR_EL2.{E2H, TGE}](#) is not {1,1}, EL2 is implemented in the current Security state, and [AMCR_EL0.CG1RZ](#) is 0, reads to these registers at EL0 or EL1 return (PCount<63:0> - [AMEVCNTVOFF1<n>_EL2<63:0>](#)).

PCount is the physical count returned when AMEVCNTR1<n>_EL0 is read from EL2 or EL3.

If the counter is enabled, writes to this register have UNPREDICTABLE results.

On a Cold reset, this field resets to 0.

Accessing the AMEVCNTR1<n>_EL0

If <n> is greater than or equal to the number of auxiliary activity monitor event counters, reads and writes of AMEVCNTR1<n>_EL0 are UNDEFINED.

Note

[AMCGCR_EL0](#).CG1NC identifies the number of auxiliary activity monitor event counters.

Accesses to this register use the following encodings:

MRS <Xt>, AMEVCNTR1<n>_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b110:n[3]	n[2:0]

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif AMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && CPTR_EL2.TAM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HAFGRTR_EL2.AMEVCNTR1<n>_EL0 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        elsif AMCR_EL0.CG1RZ == '1' then
            return Zeros();
        else
            return AMEVCNTR1_EL0[UInt(CRm<0>:op2<2:0>)];
    elsif PSTATE.EL == EL1 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
            UNDEFINED;
        elsif EL2Enabled() && CPTR_EL2.TAM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HAFGRTR_EL2.AMEVCNTR1<n>_EL0
== '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        elsif !IsHighestEL(PSTATE.EL) && AMCR_EL0.CG1RZ == '1' then
            return Zeros();
        else
            return AMEVCNTR1_EL0[UInt(CRm<0>:op2<2:0>)];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        elsif !IsHighestEL(PSTATE.EL) && AMCR_EL0.CG1RZ == '1' then
            return Zeros();
        else
            return AMEVCNTR1_EL0[UInt(CRm<0>:op2<2:0>)];
    elsif PSTATE.EL == EL3 then
        return AMEVCNTR1_EL0[UInt(CRm<0>:op2<2:0>)];

```

MSR AMEVCNTR1<n>_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b110:n[3]	n[2:0]

```

if IsHighestEL(PSTATE.EL) then
    AMEVCNTR1_EL0[UInt(CRm<0>:op2<2:0>)] = X[t];
else
    UNDEFINED;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMEVCNTVOFF0<n>_EL2, Activity Monitors Event Counter Virtual Offset Registers 0, n = 0 - 15

The AMEVCNTVOFF0<n>_EL2 characteristics are:

Purpose

Holds the 64-bit virtual offset for architected activity monitor events.

Configuration

This register is present only when FEAT_AMUv1p1 is implemented. Otherwise, direct accesses to AMEVCNTVOFF0<n>_EL2 are UNDEFINED.

Attributes

AMEVCNTVOFF0<n>_EL2 is a 64-bit register.

Field descriptions

The AMEVCNTVOFF0<n>_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Virtual offset																															
Virtual offset																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Virtual offset.

This field resets to an architecturally UNKNOWN value.

Accessing the AMEVCNTVOFF0<n>_EL2

If <n> is not 0, 2 or 3, reads and writes of AMEVCNTVOFF0<n>_EL2 are UNDEFINED.

Accesses to this register use the following encodings:

MRS <Xt>, AMEVCNTVOFF0<n>_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1101	0b100:n[3]	n[2:0]

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return NVMem[0xA00+8*UInt(CRm<0>:op2<2:0>)];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.AMV0FFEN == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.AMV0FFEN == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return AMEVCNTV0FF0_EL2[UInt(CRm<0>:op2<2:0>)];
elsif PSTATE.EL == EL3 then
    return AMEVCNTV0FF0_EL2[UInt(CRm<0>:op2<2:0>)];

```

MSR AMEVCNTV0FF0<n>_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1101	0b100:n[3]	n[2:0]

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        NVMem[0xA00+8*UInt(CRm<0>:op2<2:0>)] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.AMV0FFEN == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.AMV0FFEN == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        AMEVCNTV0FF0_EL2[UInt(CRm<0>:op2<2:0>)] = X[t];
elsif PSTATE.EL == EL3 then
    AMEVCNTV0FF0_EL2[UInt(CRm<0>:op2<2:0>)] = X[t];

```


01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMEVCNTVOFF1<n>_EL2, Activity Monitors Event Counter Virtual Offset Registers 1, n = 0 - 15

The AMEVCNTVOFF1<n>_EL2 characteristics are:

Purpose

Holds the 64-bit virtual offset for auxiliary activity monitor events.

Configuration

This register is present only when FEAT_AMUv1p1 is implemented. Otherwise, direct accesses to AMEVCNTVOFF1<n>_EL2 are UNDEFINED.

Attributes

AMEVCNTVOFF1<n>_EL2 is a 64-bit register.

Field descriptions

The AMEVCNTVOFF1<n>_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Virtual offset																															
Virtual offset																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Virtual offset.

This field resets to an architecturally UNKNOWN value.

Accessing the AMEVCNTVOFF1<n>_EL2

Note

[AMCG1IDR_ELO](#) identifies which auxiliary activity monitor event counters have a corresponding virtual offset implemented.

Accesses to this register use the following encodings:

MRS <Xt>, AMEVCNTVOFF1<n>_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1101	0b101:n[3]	n[2:0]

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return NVMem[0xA80+8*UInt(CRm<0>:op2<2:0>)];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.AMV0FFEN == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.AMV0FFEN == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return AMEVCNTV0FF1_EL2[UInt(CRm<0>:op2<2:0>)];
elsif PSTATE.EL == EL3 then
    return AMEVCNTV0FF1_EL2[UInt(CRm<0>:op2<2:0>)];

```

MSR AMEVCNTV0FF1<n>_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1101	0b101:n[3]	n[2:0]

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        NVMem[0xA80+8*UInt(CRm<0>:op2<2:0>)] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.AMV0FFEN == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.AMV0FFEN == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        AMEVCNTV0FF1_EL2[UInt(CRm<0>:op2<2:0>)] = X[t];
elsif PSTATE.EL == EL3 then
    AMEVCNTV0FF1_EL2[UInt(CRm<0>:op2<2:0>)] = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMEVTYPER0<n>_EL0, Activity Monitors Event Type Registers 0, n = 0 - 15

The AMEVTYPER0<n>_EL0 characteristics are:

Purpose

Provides information on the events that an architected activity monitor event counter [AMEVCNTR0<n>_EL0](#) counts.

Configuration

AArch64 System register AMEVTYPER0<n>_EL0 bits [31:0] are architecturally mapped to AArch32 System register [AMEVTYPER0<n>\[31:0\]](#).

AArch64 System register AMEVTYPER0<n>_EL0 bits [31:0] are architecturally mapped to External register [AMEVTYPER0<n>\[31:0\]](#).

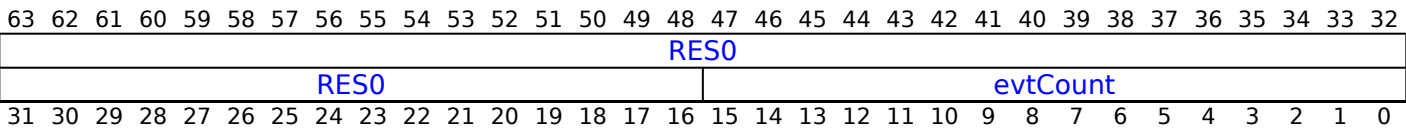
This register is present only when FEAT_AMUv1 is implemented. Otherwise, direct accesses to AMEVTYPER0<n>_EL0 are UNDEFINED.

Attributes

AMEVTYPER0<n>_EL0 is a 64-bit register.

Field descriptions

The AMEVTYPER0<n>_EL0 bit assignments are:



Bits [63:16]

Reserved, RES0.

evtCount, bits [15:0]

Event to count. The event number of the event that is counted by the architected activity monitor event counter [AMEVCNTR0<n>_EL0](#). The value of this field is architecturally mandated for each architected counter.

The following table shows the mapping between required event numbers and the corresponding counters:

evtCount	Meaning	Applies when
0x0011	Processor frequency cycles	When n == 0
0x4004	Constant frequency cycles	When n == 1
0x0008	Instructions retired	When n == 2
0x4005	Memory stall cycles	When n == 3

Accessing the AMEVTYPER0<n>_EL0

If <n> is greater than or equal to the number of architected activity monitor event counters, reads and writes of AMEVTYPER0<n>_EL0 are UNDEFINED.

Note

[AMCGCR_EL0](#).CG0NC identifies the number of architected activity monitor event counters.

Accesses to this register use the following encodings:

MRS <Xt>, AMEVTYPER0<n>_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b011:n[3]	n[2:0]

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif AMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && CPTR_EL2.TAM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return AMEVTYPER0_EL0[UInt(CRm<0>:op2<2:0>)];
    elsif PSTATE.EL == EL1 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
            UNDEFINED;
        elsif EL2Enabled() && CPTR_EL2.TAM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return AMEVTYPER0_EL0[UInt(CRm<0>:op2<2:0>)];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return AMEVTYPER0_EL0[UInt(CRm<0>:op2<2:0>)];
    elsif PSTATE.EL == EL3 then
        return AMEVTYPER0_EL0[UInt(CRm<0>:op2<2:0>)];

```

AMEVTYPER1<n>_EL0, Activity Monitors Event Type Registers 1, n = 0 - 15

The AMEVTYPER1<n>_EL0 characteristics are:

Purpose

Provides information on the events that an auxiliary activity monitor event counter [AMEVCNTR1<n>_EL0](#) counts.

Configuration

AArch64 System register AMEVTYPER1<n>_EL0 bits [31:0] are architecturally mapped to AArch32 System register [AMEVTYPER1<n>\[31:0\]](#).

AArch64 System register AMEVTYPER1<n>_EL0 bits [31:0] are architecturally mapped to External register [AMEVTYPER1<n>\[31:0\]](#).

This register is present only when FEAT_AMUv1 is implemented. Otherwise, direct accesses to AMEVTYPER1<n>_EL0 are UNDEFINED.

Attributes

AMEVTYPER1<n>_EL0 is a 64-bit register.

Field descriptions

The AMEVTYPER1<n>_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																evtCount															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:16]

Reserved, RES0.

evtCount, bits [15:0]

Event to count. The event number of the event that is counted by the auxiliary activity monitor event counter [AMEVCNTR1<n>_EL0](#).

It is IMPLEMENTATION DEFINED what values are supported by each counter.

If software writes a value to this field which is not supported by the corresponding counter [AMEVCNTR1<n>_EL0](#), then:

- It is UNPREDICTABLE which event will be counted.
- The value read back is UNKNOWN.

The event counted by [AMEVCNTR1<n>_EL0](#) might be fixed at implementation. In this case, the field is read-only and writes are UNDEFINED.

If the corresponding counter [AMEVCNTR1<n>_EL0](#) is enabled, writes to this register have UNPREDICTABLE results.

Accessing the AMEVTYPER1<n>_EL0

If <n> is greater than or equal to the number of auxiliary activity monitor event counters, reads and writes of AMEVTYPER1<n>_EL0 are UNDEFINED.

Note

[AMCGCR_EL0](#).CG1NC identifies the number of auxiliary activity monitor event counters.

Accesses to this register use the following encodings:

MRS <Xt>, AMEVTYPER1<n>_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b111:n[3]	n[2:0]


```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif AMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && CPTR_EL2.TAM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HAFGRTR_EL2.AMEVTYPER1<n>_EL0 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                return AMEVTYPER1_EL0[UInt(CRm<0>:op2<2:0>)];
    elsif PSTATE.EL == EL1 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
            UNDEFINED;
        elsif EL2Enabled() && CPTR_EL2.TAM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HAFGRTR_EL2.AMEVTYPER1<n>_EL0
== '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                return AMEVTYPER1_EL0[UInt(CRm<0>:op2<2:0>)];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                return AMEVTYPER1_EL0[UInt(CRm<0>:op2<2:0>)];
    elsif PSTATE.EL == EL3 then
        return AMEVTYPER1_EL0[UInt(CRm<0>:op2<2:0>)];

```

MSR AMEVTYPER1<n>_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b111:n[3]	n[2:0]

```

if IsHighestEL(PSTATE.EL) && !boolean IMPLEMENTATION_DEFINED "AMEVCNTR1<n>_EL0 is fixed" then
    AMEVTYPER1_EL0[UInt(CRm<0>:op2<2:0>)] = X[t];
else
    UNDEFINED;

```

AMUSERENR_EL0, Activity Monitors User Enable Register

The AMUSERENR_EL0 characteristics are:

Purpose

Global user enable register for the activity monitors. Enables or disables EL0 access to the activity monitors. AMUSERENR_EL0 is applicable to both the architected and the auxiliary counter groups.

Configuration

AArch64 System register AMUSERENR_EL0 bits [31:0] are architecturally mapped to AArch32 System register [AMUSERENR\[31:0\]](#).

This register is present only when FEAT_AMUv1 is implemented. Otherwise, direct accesses to AMUSERENR_EL0 are UNDEFINED.

Attributes

AMUSERENR_EL0 is a 64-bit register.

Field descriptions

The AMUSERENR_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0																															EN
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:1]

Reserved, RES0.

EN, bit [0]

Traps EL0 accesses to the activity monitors registers to EL1, or to EL2 when it is implemented and enabled for the current Security state and [HCR_EL2.TGE](#) is 1, as follows:

- In AArch64 state, accesses to the following registers are trapped, reported using EC syndrome value 0x18:
 - [AMCFGR_EL0](#), [AMCGCR_EL0](#), [AMCNTENCLR0_EL0](#), [AMCNTENCLR1_EL0](#), [AMCNTENSET0_EL0](#), [AMCNTENSET1_EL0](#), [AMCR_EL0](#), [AMEVCNTR0<n>_EL0](#), [AMEVCNTR1<n>_EL0](#), [AMEVTYPER0<n>_EL0](#), and [AMEVTYPER1<n>_EL0](#).
- In AArch32 state, MRC and MCR accesses to the following registers are trapped and reported using EC syndrome value 0x03, MRRC and MCRR accesses are trapped and reported using EC syndrome value 0x04:
 - [AMCFGR](#), [AMCGCR](#), [AMCNTENCLR0](#), [AMCNTENCLR1](#), [AMCNTENSET0](#), [AMCNTENSET1](#), [AMCR](#), [AMEVCNTR0<n>](#), [AMEVCNTR1<n>](#), [AMEVTYPER0<n>](#), and [AMEVTYPER1<n>](#).

EN	Meaning
0b0	EL0 accesses to the activity monitors registers are trapped.
0b1	This control does not cause any instructions to be trapped. Software can access all activity monitor registers at EL0.

Note

- AMUSERENR_EL0 can always be read at EL0 and is not governed by this bit.

Accessing the AMUSERENR_EL0

Accesses to this register use the following encodings:

MRS <Xt>, AMUSERENR_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b0010	0b011

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && CPTR_EL2.TAM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return AMUSERENR_EL0;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && CPTR_EL2.TAM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return AMUSERENR_EL0;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return AMUSERENR_EL0;
elsif PSTATE.EL == EL3 then
    return AMUSERENR_EL0;

```

MSR AMUSERENR_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b0010	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && CPTR_EL2.TAM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        AMUSERENR_EL0 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        AMUSERENR_EL0 = X[t];
elsif PSTATE.EL == EL3 then
    AMUSERENR_EL0 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

APDAKeyHi_EL1, Pointer Authentication Key A for Data (bits[127:64])

The APDAKeyHi_EL1 characteristics are:

Purpose

Holds bits[127:64] of key A used for authentication of data pointer values.

Note

The term APDAKey_EL1 is used to describe the concatenation of [APDAKeyHi_EL1](#): [APDAKeyLo_EL1](#).

Configuration

This register is present only when FEAT_PAuth is implemented. Otherwise, direct accesses to APDAKeyHi_EL1 are UNDEFINED.

Attributes

APDAKeyHi_EL1 is a 64-bit register.

Field descriptions

The APDAKeyHi_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
64 bit value, bits[127:64] of the 128 bit pointer authentication key value																															
64 bit value, bits[127:64] of the 128 bit pointer authentication key value																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

64 bit value, bits[127:64] of the 128 bit pointer authentication key value.

This field resets to an architecturally UNKNOWN value.

Accessing the APDAKeyHi_EL1

Accesses to this register use the following encodings:

MRS <Xt>, APDAKeyHi_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0010	0b0010	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.APK == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.APDAKey == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return APDAKeyHi_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return APDAKeyHi_EL1;
elsif PSTATE.EL == EL3 then
    return APDAKeyHi_EL1;

```

MSR APDAKeyHi_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0010	0b0010	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.APK == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.APDAKey == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        APDAKeyHi_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        APDAKeyHi_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    APDAKeyHi_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

APDAKeyLo_EL1, Pointer Authentication Key A for Data (bits[63:0])

The APDAKeyLo_EL1 characteristics are:

Purpose

Holds bits[63:0] of key A used for authentication of data pointer values.

Note

The term APDAKey_EL1 is used to describe the concatenation of [APDAKeyHi_EL1](#): [APDAKeyLo_EL1](#).

Configuration

This register is present only when FEAT_PAuth is implemented. Otherwise, direct accesses to APDAKeyLo_EL1 are UNDEFINED.

Attributes

APDAKeyLo_EL1 is a 64-bit register.

Field descriptions

The APDAKeyLo_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
64 bit value, bits[63:0] of the 128 bit pointer authentication key value																															
64 bit value, bits[63:0] of the 128 bit pointer authentication key value																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

64 bit value, bits[63:0] of the 128 bit pointer authentication key value.

This field resets to an architecturally UNKNOWN value.

Accessing the APDAKeyLo_EL1

Accesses to this register use the following encodings:

MRS <Xt>, APDAKeyLo_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0010	0b0010	0b000


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.APK == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.APDAKey == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return APDAKeyLo_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return APDAKeyLo_EL1;
elsif PSTATE.EL == EL3 then
    return APDAKeyLo_EL1;

```

MSR APDAKeyLo_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0010	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.APK == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.APDAKey == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        APDAKeyLo_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        APDAKeyLo_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    APDAKeyLo_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

APDBKeyHi_EL1, Pointer Authentication Key B for Data (bits[127:64])

The APDBKeyHi_EL1 characteristics are:

Purpose

Holds bits[127:64] of key B used for authentication of data pointer values.

Note

The term APDBKey_EL1 is used to describe the concatenation of [APDBKeyHi_EL1](#): [APDBKeyLo_EL1](#).

Configuration

This register is present only when FEAT_PAuth is implemented. Otherwise, direct accesses to APDBKeyHi_EL1 are UNDEFINED.

Attributes

APDBKeyHi_EL1 is a 64-bit register.

Field descriptions

The APDBKeyHi_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
64 bit value, bits[127:64] of the 128 bit pointer authentication key value																															
64 bit value, bits[127:64] of the 128 bit pointer authentication key value																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

64 bit value, bits[127:64] of the 128 bit pointer authentication key value.

This field resets to an architecturally UNKNOWN value.

Accessing the APDBKeyHi_EL1

Accesses to this register use the following encodings:

MRS <Xt>, APDBKeyHi_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0010	0b0010	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.APK == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.APDBKey == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return APDBKeyHi_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return APDBKeyHi_EL1;
elsif PSTATE.EL == EL3 then
    return APDBKeyHi_EL1;

```

MSR APDBKeyHi_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0010	0b0010	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.APK == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.APDBKey == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        APDBKeyHi_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        APDBKeyHi_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    APDBKeyHi_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

APDBKeyLo_EL1, Pointer Authentication Key B for Data (bits[63:0])

The APDBKeyLo_EL1 characteristics are:

Purpose

Holds bits[63:0] of key B used for authentication of data pointer values.

Note

The term APDBKey_EL1 is used to describe the concatenation of [APDBKeyHi_EL1](#): [APDBKeyLo_EL1](#).

Configuration

This register is present only when FEAT_PAuth is implemented. Otherwise, direct accesses to APDBKeyLo_EL1 are UNDEFINED.

Attributes

APDBKeyLo_EL1 is a 64-bit register.

Field descriptions

The APDBKeyLo_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
64 bit value, bits[63:0] of the 128 bit pointer authentication key value																															
64 bit value, bits[63:0] of the 128 bit pointer authentication key value																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

64 bit value, bits[63:0] of the 128 bit pointer authentication key value.

This field resets to an architecturally UNKNOWN value.

Accessing the APDBKeyLo_EL1

Accesses to this register use the following encodings:

MRS <Xt>, APDBKeyLo_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0010	0b0010	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.APK == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.APDBKey == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return APDBKeyLo_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return APDBKeyLo_EL1;
elsif PSTATE.EL == EL3 then
    return APDBKeyLo_EL1;

```

MSR APDBKeyLo_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0010	0b0010	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.APK == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.APDBKey == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            APDBKeyLo_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        APDBKeyLo_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    APDBKeyLo_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

APGAKeyHi_EL1, Pointer Authentication Key A for Code (bits[127:64])

The APGAKeyHi_EL1 characteristics are:

Purpose

Holds bits[127:64] of key used for generic pointer authentication code.

Note

The term APGAKey_EL1 is used to describe the concatenation of [APGAKeyHi_EL1](#): [APGAKeyLo_EL1](#).

Configuration

This register is present only when FEAT_PAuth is implemented. Otherwise, direct accesses to APGAKeyHi_EL1 are UNDEFINED.

Attributes

APGAKeyHi_EL1 is a 64-bit register.

Field descriptions

The APGAKeyHi_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
64 bit value, bits[127:64] of the 128 bit pointer authentication key value																															
64 bit value, bits[127:64] of the 128 bit pointer authentication key value																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

64 bit value, bits[127:64] of the 128 bit pointer authentication key value.

This field resets to an architecturally UNKNOWN value.

Accessing the APGAKeyHi_EL1

Accesses to this register use the following encodings:

MRS <Xt>, APGAKeyHi_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0010	0b0011	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.APK == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.APGAKey == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return APGAKeyHi_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return APGAKeyHi_EL1;
elsif PSTATE.EL == EL3 then
    return APGAKeyHi_EL1;

```

MSR APGAKeyHi_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0010	0b0011	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.APK == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.APGAKey == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        APGAKeyHi_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        APGAKeyHi_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    APGAKeyHi_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

APGAKeyLo_EL1, Pointer Authentication Key A for Code (bits[63:0])

The APGAKeyLo_EL1 characteristics are:

Purpose

Holds bits[63:0] of key used for generic pointer authentication code.

Note

The term APGAKey_EL1 is used to describe the concatenation of [APGAKeyHi_EL1](#): [APGAKeyLo_EL1](#).

Configuration

This register is present only when FEAT_PAuth is implemented. Otherwise, direct accesses to APGAKeyLo_EL1 are UNDEFINED.

Attributes

APGAKeyLo_EL1 is a 64-bit register.

Field descriptions

The APGAKeyLo_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
64 bit value, bits[63:0] of the 128 bit pointer authentication key value																															
64 bit value, bits[63:0] of the 128 bit pointer authentication key value																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

64 bit value, bits[63:0] of the 128 bit pointer authentication key value.

This field resets to an architecturally UNKNOWN value.

Accessing the APGAKeyLo_EL1

Accesses to this register use the following encodings:

MRS <Xt>, APGAKeyLo_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0010	0b0011	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.APK == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.APGAKey == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return APGAKeyLo_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return APGAKeyLo_EL1;
elsif PSTATE.EL == EL3 then
    return APGAKeyLo_EL1;

```

MSR APGAKeyLo_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0010	0b0011	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.APK == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.APGAKey == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        APGAKeyLo_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        APGAKeyLo_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    APGAKeyLo_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

APIAKeyHi_EL1, Pointer Authentication Key A for Instruction (bits[127:64])

The APIAKeyHi_EL1 characteristics are:

Purpose

Holds bits[127:64] of key A used for authentication of instruction pointer values.

Note

The term APIAKey_EL1 is used to describe the concatenation of [APIAKeyHi_EL1](#): [APIAKeyLo_EL1](#).

Configuration

This register is present only when FEAT_PAuth is implemented. Otherwise, direct accesses to APIAKeyHi_EL1 are UNDEFINED.

Attributes

APIAKeyHi_EL1 is a 64-bit register.

Field descriptions

The APIAKeyHi_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
64 bit value, bits[127:64] of the 128 bit pointer authentication key value																															
64 bit value, bits[127:64] of the 128 bit pointer authentication key value																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

64 bit value, bits[127:64] of the 128 bit pointer authentication key value.

This field resets to an architecturally UNKNOWN value.

Accessing the APIAKeyHi_EL1

Accesses to this register use the following encodings:

MRS <Xt>, APIAKeyHi_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0010	0b0001	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.APK == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.APIAKey == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return APIAKeyHi_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return APIAKeyHi_EL1;
elsif PSTATE.EL == EL3 then
    return APIAKeyHi_EL1;

```

MSR APIAKeyHi_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0010	0b0001	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.APK == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.APIAKey == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        APIAKeyHi_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        APIAKeyHi_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    APIAKeyHi_EL1 = X[t];

```


01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

APIAKeyLo_EL1, Pointer Authentication Key A for Instruction (bits[63:0])

The APIAKeyLo_EL1 characteristics are:

Purpose

Holds bits[63:0] of key A used for authentication of instruction pointer values.

Note

The term APIAKey_EL1 is used to describe the concatenation of [APIAKeyHi_EL1](#): [APIAKeyLo_EL1](#).

Configuration

This register is present only when FEAT_PAuth is implemented. Otherwise, direct accesses to APIAKeyLo_EL1 are UNDEFINED.

Attributes

APIAKeyLo_EL1 is a 64-bit register.

Field descriptions

The APIAKeyLo_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
64 bit value, bits[63:0] of the 128 bit pointer authentication key value																															
64 bit value, bits[63:0] of the 128 bit pointer authentication key value																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

64 bit value, bits[63:0] of the 128 bit pointer authentication key value.

This field resets to an architecturally UNKNOWN value.

Accessing the APIAKeyLo_EL1

Accesses to this register use the following encodings:

MRS <Xt>, APIAKeyLo_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0010	0b0001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.APK == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.APIAKey == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return APIAKeyLo_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return APIAKeyLo_EL1;
elsif PSTATE.EL == EL3 then
    return APIAKeyLo_EL1;

```

MSR APIAKeyLo_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0010	0b0001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.APK == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.APIAKey == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        APIAKeyLo_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        APIAKeyLo_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    APIAKeyLo_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

APIBKeyHi_EL1, Pointer Authentication Key B for Instruction (bits[127:64])

The APIBKeyHi_EL1 characteristics are:

Purpose

Holds bits[127:64] of key B used for authentication of instruction pointer values.

Note

The term APIBKey_EL1 is used to describe the concatenation of [APIBKeyHi_EL1](#): [APIBKeyLo_EL1](#).

Configuration

This register is present only when FEAT_PAuth is implemented. Otherwise, direct accesses to APIBKeyHi_EL1 are UNDEFINED.

Attributes

APIBKeyHi_EL1 is a 64-bit register.

Field descriptions

The APIBKeyHi_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
64 bit value, bits[127:64] of the 128 bit pointer authentication key value																															
64 bit value, bits[127:64] of the 128 bit pointer authentication key value																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

64 bit value, bits[127:64] of the 128 bit pointer authentication key value.

This field resets to an architecturally UNKNOWN value.

Accessing the APIBKeyHi_EL1

Accesses to this register use the following encodings:

MRS <Xt>, APIBKeyHi_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0010	0b0001	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.APK == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.APIBKey == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return APIBKeyHi_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return APIBKeyHi_EL1;
elsif PSTATE.EL == EL3 then
    return APIBKeyHi_EL1;

```

MSR APIBKeyHi_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0010	0b0001	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.APK == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.APIBKey == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        APIBKeyHi_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        APIBKeyHi_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    APIBKeyHi_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

APIBKeyLo_EL1, Pointer Authentication Key B for Instruction (bits[63:0])

The APIBKeyLo_EL1 characteristics are:

Purpose

Holds bits[63:0] of key B used for authentication of instruction pointer values.

Note

The term APIBKey_EL1 is used to describe the concatenation of [APIBKeyHi_EL1](#): [APIBKeyLo_EL1](#).

Configuration

This register is present only when FEAT_PAuth is implemented. Otherwise, direct accesses to APIBKeyLo_EL1 are UNDEFINED.

Attributes

APIBKeyLo_EL1 is a 64-bit register.

Field descriptions

The APIBKeyLo_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
64 bit value, bits[63:0] of the 128 bit pointer authentication key value																															
64 bit value, bits[63:0] of the 128 bit pointer authentication key value																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

64 bit value, bits[63:0] of the 128 bit pointer authentication key value.

This field resets to an architecturally UNKNOWN value.

Accessing the APIBKeyLo_EL1

Accesses to this register use the following encodings:

MRS <Xt>, APIBKeyLo_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0010	0b0001	0b010


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.APK == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.APIBKey == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return APIBKeyLo_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return APIBKeyLo_EL1;
elsif PSTATE.EL == EL3 then
    return APIBKeyLo_EL1;

```

MSR APIBKeyLo_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0010	0b0001	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.APK == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.APIBKey == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        APIBKeyLo_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        APIBKeyLo_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    APIBKeyLo_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AT S12E0R, Address Translate Stages 1 and 2 EL0 Read

The AT S12E0R characteristics are:

Purpose

Performs stage 1 and 2 address translations from EL0, with permissions as if reading from the given virtual address from EL0, using the following translation regime:

- When EL2 is implemented and enabled in the Security state described by the current value of [SCR_EL3.NS](#):
 - If [HCR_EL2](#).{E2H, TGE} is not {1, 1}, the EL1&0 translation regime.
 - If [HCR_EL2](#).{E2H, TGE} is {1, 1}, the EL2&0 translation regime.
- Otherwise, the EL1&0 translation regime.

Configuration

There are no configuration notes.

Attributes

AT S12E0R is a 64-bit System instruction.

Field descriptions

The AT S12E0R input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Input address for translation																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Input address for translation. The resulting address can be read from the [PAR_EL1](#).

If the address translation instructions are targeting a translation regime that is using AArch32, and so has a VA of only 32 bits, then VA[63:32] is RES0.

Executing the AT S12E0R instruction

Accesses to this instruction use the following encodings:

AT S12E0R, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b100	0b0111	0b1000	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.<E2H,TGE> == '11' || HCR_EL2.<DC,VM> == '00' then
        AT_S1E0R(X[t]);
    else
        AT_S12E0R(X[t]);
elsif PSTATE.EL == EL3 then
    if !EL2Enabled() then
        AT_S1E0R(X[t]);
    elsif EL2Enabled() && (HCR_EL2.<E2H,TGE> == '11' || HCR_EL2.<DC,VM> == '00') then
        AT_S1E0R(X[t]);
    else
        AT_S12E0R(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AT S12E0W, Address Translate Stages 1 and 2 EL0 Write

The AT S12E0W characteristics are:

Purpose

Performs stage 1 and 2 address translations from EL0, with permissions as if writing to the given virtual address from EL0, using the following translation regime:

- When EL2 is implemented and enabled in the Security state described by the current value of [SCR_EL3.NS](#):
 - If [HCR_EL2](#).{E2H, TGE} is not {1, 1}, the EL1&0 translation regime.
 - If [HCR_EL2](#).{E2H, TGE} is {1, 1}, the EL2&0 translation regime.
- Otherwise, the EL1&0 translation regime.

Configuration

There are no configuration notes.

Attributes

AT S12E0W is a 64-bit System instruction.

Field descriptions

The AT S12E0W input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Input address for translation																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Input address for translation. The resulting address can be read from the [PAR_EL1](#).

If the address translation instructions are targeting a translation regime that is using AArch32, and so has a VA of only 32 bits, then VA[63:32] is RES0.

Executing the AT S12E0W instruction

Accesses to this instruction use the following encodings:

AT S12E0W, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b100	0b0111	0b1000	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.<E2H,TGE> == '11' || HCR_EL2.<DC,VM> == '00' then
        AT_S1E0W(X[t]);
    else
        AT_S12E0W(X[t]);
elsif PSTATE.EL == EL3 then
    if !EL2Enabled() then
        AT_S1E0W(X[t]);
    elsif EL2Enabled() && (HCR_EL2.<E2H,TGE> == '11' || HCR_EL2.<DC,VM> == '00') then
        AT_S1E0W(X[t]);
    else
        AT_S12E0W(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AT S12E1R, Address Translate Stages 1 and 2 EL1 Read

The AT S12E1R characteristics are:

Purpose

Performs stage 1 and 2 address translation, with permissions as if reading from the given virtual address from EL1, or from EL2 if the Effective value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, using the following translation regime:

- When EL2 is implemented and enabled in the Security state described by the current value of [SCR_EL3](#).NS:
 - If [HCR_EL2](#).{E2H, TGE} is not {1, 1}, the EL1&0 translation regime, accessed from EL1.
 - If [HCR_EL2](#).{E2H, TGE} is {1, 1}, the EL2&0 translation regime, accessed from EL2.
- Otherwise, the EL1&0 translation regime, accessed from EL1.

Configuration

There are no configuration notes.

Attributes

AT S12E1R is a 64-bit System instruction.

Field descriptions

The AT S12E1R input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Input address for translation																															
Input address for translation																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Input address for translation. The resulting address can be read from the [PAR_EL1](#).

If the address translation instructions are targeting a translation regime that is using AArch32, and so has a VA of only 32 bits, then VA[63:32] is RES0.

Executing the AT S12E1R instruction

Accesses to this instruction use the following encodings:

AT S12E1R, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b100	0b0111	0b1000	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.<E2H,TGE> == '11' || HCR_EL2.<DC,VM> == '00' then
        AT_S1E1R(X[t]);
    else
        AT_S12E1R(X[t]);
elsif PSTATE.EL == EL3 then
    if !EL2Enabled() then
        AT_S1E1R(X[t]);
    elsif EL2Enabled() && (HCR_EL2.<E2H,TGE> == '11' || HCR_EL2.<DC,VM> == '00') then
        AT_S1E1R(X[t]);
    else
        AT_S12E1R(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AT S12E1W, Address Translate Stages 1 and 2 EL1 Write

The AT S12E1W characteristics are:

Purpose

Performs stage 1 and 2 address translation, with permissions as if writing to the given virtual address from EL1, or from EL2 if the Effective value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, using the following translation regime:

- When EL2 is implemented and enabled in the Security state described by the current value of [SCR_EL3](#).NS:
 - If [HCR_EL2](#).{E2H, TGE} is not {1, 1}, the EL1&0 translation regime, accessed from EL1.
 - If [HCR_EL2](#).{E2H, TGE} is {1, 1}, the EL2&0 translation regime, accessed from EL2.
- Otherwise, the EL1&0 translation regime, accessed from EL1.

Configuration

There are no configuration notes.

Attributes

AT S12E1W is a 64-bit System instruction.

Field descriptions

The AT S12E1W input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Input address for translation																															
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
Input address for translation																															

Bits [63:0]

Input address for translation. The resulting address can be read from the [PAR_EL1](#).

If the address translation instructions are targeting a translation regime that is using AArch32, and so has a VA of only 32 bits, then VA[63:32] is RES0.

Executing the AT S12E1W instruction

Accesses to this instruction use the following encodings:

AT S12E1W, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b100	0b0111	0b1000	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.<E2H,TGE> == '11' || HCR_EL2.<DC,VM> == '00' then
        AT_S1E1W(X[t]);
    else
        AT_S12E1W(X[t]);
elsif PSTATE.EL == EL3 then
    if !EL2Enabled() then
        AT_S1E1W(X[t]);
    elsif EL2Enabled() && (HCR_EL2.<E2H,TGE> == '11' || HCR_EL2.<DC,VM> == '00') then
        AT_S1E1W(X[t]);
    else
        AT_S12E1W(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AT S1E0R, Address Translate Stage 1 EL0 Read

The AT S1E0R characteristics are:

Purpose

Performs stage 1 address translation from EL0, with permissions as if reading from the given virtual address from EL0, using the following translation regime:

- When EL2 is implemented and enabled in the Security state described by the current value of [SCR_EL3.NS](#):
 - If [HCR_EL2](#).{E2H, TGE} is not {1, 1}, the EL1&0 translation regime.
 - If [HCR_EL2](#).{E2H, TGE} is {1, 1}, the EL2&0 translation regime.
- Otherwise, the EL1&0 translation regime.

Configuration

There are no configuration notes.

Attributes

AT S1E0R is a 64-bit System instruction.

Field descriptions

The AT S1E0R input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Input address for translation																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Input address for translation. The resulting address can be read from the [PAR_EL1](#).

If the address translation instructions are targeting a translation regime that is using AArch32, and so has a VA of only 32 bits, then VA[63:32] is RES0.

Executing the AT S1E0R instruction

Accesses to this instruction use the following encodings:

AT S1E0R, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b000	0b0111	0b1000	0b010

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.AT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.ATS1E0R == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        AT_S1E0R(X[t]);
elsif PSTATE.EL == EL2 then
    AT_S1E0R(X[t]);
elsif PSTATE.EL == EL3 then
    AT_S1E0R(X[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AT S1E0W, Address Translate Stage 1 EL0 Write

The AT S1E0W characteristics are:

Purpose

Performs stage 1 address translation from EL0, with permissions as if writing to the given virtual address from EL0, using the following translation regime:

- When EL2 is implemented and enabled in the Security state described by the current value of [SCR_EL3.NS](#):
 - If [HCR_EL2](#).{E2H, TGE} is not {1, 1}, the EL1&0 translation regime.
 - If [HCR_EL2](#).{E2H, TGE} is {1, 1}, the EL2&0 translation regime.
- Otherwise, the EL1&0 translation regime.

Configuration

There are no configuration notes.

Attributes

AT S1E0W is a 64-bit System instruction.

Field descriptions

The AT S1E0W input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Input address for translation																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Input address for translation. The resulting address can be read from the [PAR_EL1](#).

If the address translation instructions are targeting a translation regime that is using AArch32, and so has a VA of only 32 bits, then VA[63:32] is RES0.

Executing the AT S1E0W instruction

Accesses to this instruction use the following encodings:

AT S1E0W, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b000	0b0111	0b1000	0b011

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.AT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.ATS1E0W == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        AT_S1E0W(X[t]);
elsif PSTATE.EL == EL2 then
    AT_S1E0W(X[t]);
elsif PSTATE.EL == EL3 then
    AT_S1E0W(X[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AT S1E1R, Address Translate Stage 1 EL1 Read

The AT S1E1R characteristics are:

Purpose

Performs stage 1 address translation, with permissions as if reading from the given virtual address from EL1, or from EL2 if the Effective value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, using the following translation regime:

- When EL2 is implemented and enabled in the Security state described by the current value of [SCR_EL3](#).NS:
 - If [HCR_EL2](#).{E2H, TGE} is not {1, 1}, the EL1&0 translation regime, accessed from EL1.
 - If [HCR_EL2](#).{E2H, TGE} is {1, 1}, the EL2&0 translation regime, accessed from EL2.
- Otherwise, the EL1&0 translation regime, accessed from EL1.

Configuration

There are no configuration notes.

Attributes

AT S1E1R is a 64-bit System instruction.

Field descriptions

The AT S1E1R input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Input address for translation																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Input address for translation. The resulting address can be read from the [PAR_EL1](#).

If the address translation instructions are targeting a translation regime that is using AArch32, and so has a VA of only 32 bits, then VA[63:32] is RES0.

Executing the AT S1E1R instruction

Accesses to this instruction use the following encodings:

AT S1E1R, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b000	0b0111	0b1000	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.AT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.ATS1E1R == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        AT_S1E1R(X[t]);
elsif PSTATE.EL == EL2 then
    AT_S1E1R(X[t]);
elsif PSTATE.EL == EL3 then
    AT_S1E1R(X[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AT S1E1RP, Address Translate Stage 1 EL1 Read PAN

The AT S1E1RP characteristics are:

Purpose

Performs a stage 1 address translation, where the value of PSTATE.PAN determines if a read from a location will generate a permission fault for a privileged access, using the following translation regime:

- When EL2 is implemented and enabled in the Security state described by the current value of [SCR_EL3.NS](#):
 - If [HCR_EL2](#).{E2H, TGE} is not {1, 1}, the EL1&0 translation regime, accessed from EL1.
 - If [HCR_EL2](#).{E2H, TGE} is {1, 1}, the EL2&0 translation regime, accessed from EL2.
- Otherwise, the EL1&0 translation regime, accessed from EL1.

Configuration

This instruction is present only when FEAT_PAN2 is implemented. Otherwise, direct accesses to AT S1E1RP are UNDEFINED.

Attributes

AT S1E1RP is a 64-bit System instruction.

Field descriptions

The AT S1E1RP input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Input address for translation																															
Input address for translation																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Input address for translation. The resulting address can be read from the [PAR_EL1](#).

If the address translation instructions are targeting a translation regime that is using AArch32, and so has a VA of only 32 bits, then VA[63:32] is RES0.

Executing the AT S1E1RP instruction

Accesses to this instruction use the following encodings:

AT S1E1RP, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b000	0b0111	0b1001	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.AT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.ATS1E1RP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        AT_S1E1RP(X[t]);
elsif PSTATE.EL == EL2 then
    AT_S1E1RP(X[t]);
elsif PSTATE.EL == EL3 then
    AT_S1E1RP(X[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AT S1E1W, Address Translate Stage 1 EL1 Write

The AT S1E1W characteristics are:

Purpose

Performs stage 1 address translation, with permissions as if writing to the given virtual address from EL1, or from EL2 if the Effective value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, using the following translation regime:

- When EL2 is implemented and enabled in the Security state described by the current value of [SCR_EL3](#).NS:
 - If [HCR_EL2](#).{E2H, TGE} is not {1, 1}, the EL1&0 translation regime, accessed from EL1.
 - If [HCR_EL2](#).{E2H, TGE} is {1, 1}, the EL2&0 translation regime, accessed from EL2.
- Otherwise, the EL1&0 translation regime, accessed from EL1.

Configuration

There are no configuration notes.

Attributes

AT S1E1W is a 64-bit System instruction.

Field descriptions

The AT S1E1W input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Input address for translation																															
Input address for translation																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Input address for translation. The resulting address can be read from the [PAR_EL1](#).

If the address translation instructions are targeting a translation regime that is using AArch32, and so has a VA of only 32 bits, then VA[63:32] is RES0.

Executing the AT S1E1W instruction

Accesses to this instruction use the following encodings:

AT S1E1W, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b000	0b0111	0b1000	0b001

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.AT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.ATS1E1W == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        AT_S1E1W(X[t]);
elsif PSTATE.EL == EL2 then
    AT_S1E1W(X[t]);
elsif PSTATE.EL == EL3 then
    AT_S1E1W(X[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AT S1E1WP, Address Translate Stage 1 EL1 Write PAN

The AT S1E1WP characteristics are:

Purpose

Performs a stage 1 address translation, where the value of PSTATE.PAN determines if a write to a location will generate a permission fault for a privileged access, using the following translation regime:

- When EL2 is implemented and enabled in the Security state described by the current value of [SCR_EL3.NS](#):
 - If [HCR_EL2](#).{E2H, TGE} is not {1, 1}, the EL1&0 translation regime, accessed from EL1.
 - If [HCR_EL2](#).{E2H, TGE} is {1, 1}, the EL2&0 translation regime, accessed from EL2.
- Otherwise, the EL1&0 translation regime, accessed from EL1.

Configuration

This instruction is present only when FEAT_PAN2 is implemented. Otherwise, direct accesses to AT S1E1WP are UNDEFINED.

Attributes

AT S1E1WP is a 64-bit System instruction.

Field descriptions

The AT S1E1WP input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Input address for translation																															
Input address for translation																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Input address for translation. The resulting address can be read from the [PAR_EL1](#).

If the address translation instructions are targeting a translation regime that is using AArch32, and so has a VA of only 32 bits, then VA[63:32] is RES0.

Executing the AT S1E1WP instruction

Accesses to this instruction use the following encodings:

AT S1E1WP, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b000	0b0111	0b1001	0b001

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.AT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.ATS1E1WP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        AT_S1E1WP(X[t]);
elsif PSTATE.EL == EL2 then
    AT_S1E1WP(X[t]);
elsif PSTATE.EL == EL3 then
    AT_S1E1WP(X[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AT S1E2R, Address Translate Stage 1 EL2 Read

The AT S1E2R characteristics are:

Purpose

Performs stage 1 address translation as defined for EL2, with permissions as if reading from the given virtual address.

Configuration

There are no configuration notes.

Attributes

AT S1E2R is a 64-bit System instruction.

Field descriptions

The AT S1E2R input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Input address for translation																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Input address for translation. The resulting address can be read from the [PAR_EL1](#).

If the address translation instructions are targeting a translation regime that is using AArch32, and so has a VA of only 32 bits, then VA[63:32] is RES0.

Executing the AT S1E2R instruction

Accesses to this instruction use the following encodings:

AT S1E2R, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b100	0b0111	0b1000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    AT_S1E2R(X[t]);
elsif PSTATE.EL == EL3 then
    if !EL2Enabled() then
        UNDEFINED;
    else
        AT_S1E2R(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AT S1E2W, Address Translate Stage 1 EL2 Write

The AT S1E2W characteristics are:

Purpose

Performs stage 1 address translation as defined for EL2, with permissions as if writing to the given virtual address.

Configuration

There are no configuration notes.

Attributes

AT S1E2W is a 64-bit System instruction.

Field descriptions

The AT S1E2W input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Input address for translation																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Input address for translation. The resulting address can be read from the [PAR_EL1](#).

If the address translation instructions are targeting a translation regime that is using AArch32, and so has a VA of only 32 bits, then VA[63:32] is RES0.

Executing the AT S1E2W instruction

Accesses to this instruction use the following encodings:

AT S1E2W, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b100	0b0111	0b1000	0b001

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    AT_S1E2W(X[t]);
elsif PSTATE.EL == EL3 then
    if !EL2Enabled() then
        UNDEFINED;
    else
        AT_S1E2W(X[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AT S1E3R, Address Translate Stage 1 EL3 Read

The AT S1E3R characteristics are:

Purpose

Performs stage 1 address translation as defined for EL3, with permissions as if reading from the given virtual address.

Configuration

There are no configuration notes.

Attributes

AT S1E3R is a 64-bit System instruction.

Field descriptions

The AT S1E3R input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Input address for translation																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Input address for translation. The resulting address can be read from the [PAR_EL1](#).

If the address translation instructions are targeting a translation regime that is using AArch32, and so has a VA of only 32 bits, then VA[63:32] is RES0.

Executing the AT S1E3R instruction

Accesses to this instruction use the following encodings:

AT S1E3R, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b110	0b0111	0b1000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    AT_S1E3R(X[t]);

```

AT S1E3W, Address Translate Stage 1 EL3 Write

The AT S1E3W characteristics are:

Purpose

Performs stage 1 address translation as defined for EL3, with permissions as if writing to the given virtual address.

Configuration

There are no configuration notes.

Attributes

AT S1E3W is a 64-bit System instruction.

Field descriptions

The AT S1E3W input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Input address for translation																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Input address for translation. The resulting address can be read from the [PAR_EL1](#).

If the address translation instructions are targeting a translation regime that is using AArch32, and so has a VA of only 32 bits, then VA[63:32] is RES0.

Executing the AT S1E3W instruction

Accesses to this instruction use the following encodings:

AT S1E3W, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b110	0b0111	0b1000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    AT_S1E3W(X[t]);

```

CCSIDR2_EL1, Current Cache Size ID Register 2

The CCSIDR2_EL1 characteristics are:

Purpose

When FEAT_CCIDX is implemented, provides the information about the architecture of the currently selected cache from bits[63:32] of [CCSIDR_EL1](#).

When FEAT_CCIDX is not implemented, this register is not implemented.

Configuration

AArch64 System register CCSIDR2_EL1 bits [31:0] are architecturally mapped to AArch32 System register [CCSIDR2\[31:0\]](#).

This register is present only when FEAT_CCIDX is implemented. Otherwise, direct accesses to CCSIDR2_EL1 are UNDEFINED.

In an AArch64 only implementation, it is IMPLEMENTATION DEFINED whether reading this register gives an UNKNOWN value or is UNDEFINED.

The implementation includes one CCSIDR2_EL1 for each cache that it can access. [CSSELR_EL1](#) selects which Cache Size ID Register is accessible.

Attributes

CCSIDR2_EL1 is a 64-bit register.

Field descriptions

The CCSIDR2_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																RES0															
RES0																NumSets															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:24]

Reserved, RES0.

NumSets, bits [23:0]

(Number of sets in cache) - 1, therefore a value of 0 indicates 1 set in the cache. The number of sets does not have to be a power of 2.

Accessing the CCSIDR2_EL1

If [CSSELR_EL1](#).Level is programmed to a cache level that is not implemented, then on a read of the CCSIDR2_EL1 the behavior is CONSTRAINED UNPREDICTABLE, and can be one of the following:

- The CCSIDR2_EL1 read is treated as NOP.
- The CCSIDR2_EL1 read is UNDEFINED.
- The CCSIDR2_EL1 read returns an UNKNOWN value.

Accesses to this register use the following encodings:

MRS <Xt>, CCSIDR2_EL1

op0	op1	CRn	CRm	op2
0b11	0b001	0b0000	0b0000	0b010

```

if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        else
            UNDEFINED;
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && HCR_EL2.TID2 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.TID4 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            return CCSIDR2_EL1;
    elsif PSTATE.EL == EL2 then
        return CCSIDR2_EL1;
    elsif PSTATE.EL == EL3 then
        return CCSIDR2_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CCSIDR_EL1, Current Cache Size ID Register

The CCSIDR_EL1 characteristics are:

Purpose

Provides information about the architecture of the currently selected cache.

Configuration

AArch64 System register CCSIDR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [CCSIDR\[31:0\]](#).

AArch64 System register CCSIDR_EL1 bits [63:32] are architecturally mapped to AArch32 System register [CCSIDR2\[31:0\]](#).

The implementation includes one CCSIDR_EL1 for each cache that it can access. [CSSELR_EL1](#) selects which Cache Size ID Register is accessible.

Attributes

CCSIDR_EL1 is a 64-bit register.

Field descriptions

The CCSIDR_EL1 bit assignments are:

When FEAT_CCIDX is implemented:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0								NumSets																							
RES0								Associativity																							
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

Note

The parameters NumSets, Associativity, and LineSize in these registers define the architecturally visible parameters that are required for the cache maintenance by Set/Way instructions. They are not guaranteed to represent the actual microarchitectural features of a design. You cannot make any inference about the actual sizes of caches based on these parameters.

Bits [63:56]

Reserved, RES0.

NumSets, bits [55:32]

(Number of sets in cache) - 1, therefore a value of 0 indicates 1 set in the cache. The number of sets does not have to be a power of 2.

Bits [31:24]

Reserved, RES0.

Associativity, bits [23:3]

(Associativity of cache) - 1, therefore a value of 0 indicates an associativity of 1. The associativity does not have to be a power of 2.

LineSize, bits [2:0]

($\log_2(\text{Number of bytes in cache line})$) - 4. For example:

- For a line length of 16 bytes: $\log_2(16) = 4$, LineSize entry = 0. This is the minimum line length.
- For a line length of 32 bytes: $\log_2(32) = 5$, LineSize entry = 1.

When FEAT_MTE is implemented and enabled, where a cache only holds Allocation tags, this field is RES0.

Otherwise:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
UNKNOWN				NumSets												Associativity								LineSize							
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

Note

The parameters NumSets, Associativity, and LineSize in these registers define the architecturally visible parameters that are required for the cache maintenance by Set/Way instructions. They are not guaranteed to represent the actual microarchitectural features of a design. You cannot make any inference about the actual sizes of caches based on these parameters.

Bits [63:32]

Reserved, RES0.

Bits [31:28]

Reserved, UNKNOWN.

NumSets, bits [27:13]

(Number of sets in cache) - 1, therefore a value of 0 indicates 1 set in the cache. The number of sets does not have to be a power of 2.

Associativity, bits [12:3]

(Associativity of cache) - 1, therefore a value of 0 indicates an associativity of 1. The associativity does not have to be a power of 2.

LineSize, bits [2:0]

($\log_2(\text{Number of bytes in cache line})$) - 4. For example:

- For a line length of 16 bytes: $\log_2(16) = 4$, LineSize entry = 0. This is the minimum line length.
- For a line length of 32 bytes: $\log_2(32) = 5$, LineSize entry = 1.

Accessing the CCSIDR_EL1

If [CSSELR_EL1](#).Level is programmed to a cache level that is not implemented, then on a read of the CCSIDR_EL1 the behavior is CONSTRAINED UNPREDICTABLE, and can be one of the following:

- The CCSIDR_EL1 read is treated as NOP.

- The CCSIDR_EL1 read is UNDEFINED.
- The CCSIDR_EL1 read returns an UNKNOWN value.

Accesses to this register use the following encodings:

MRS <Xt>, CCSIDR_EL1

op0	op1	CRn	CRm	op2
0b11	0b001	0b0000	0b0000	0b000

```

if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        else
            UNDEFINED;
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && HCR_EL2.TID2 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.TID4 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.CCSIDR_EL1 == '1'
then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            return CCSIDR_EL1;
    elsif PSTATE.EL == EL2 then
        return CCSIDR_EL1;
    elsif PSTATE.EL == EL3 then
        return CCSIDR_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CFP RCTX, Control Flow Prediction Restriction by Context

The CFP RCTX characteristics are:

Purpose

Control Flow Prediction Restriction by Context applies to all Control Flow Prediction Resources that predict execution based on information gathered within the target execution context or contexts.

When this instruction is complete and synchronized, control flow prediction does not permit later speculative execution within the target execution context to be observable through side channels.

This instruction is guaranteed to be complete following a DSB that covers both read and write behavior on the same PE as executed the original restriction instruction, and a subsequent context synchronization event is required to ensure that the effect of the completion of the instructions is synchronized to the current execution.

Note

This instruction does not require the invalidation of prediction structures so long as the behavior described for completion of this instruction is met by the implementation.

On some implementations the instruction is likely to take a significant number of cycles to execute. This instruction is expected to be used very rarely, such as on the roll-over of an ASID or VMID, but should not be used on every context switch.

Configuration

This instruction is present only when FEAT_SPECRES is implemented. Otherwise, direct accesses to CFP RCTX are UNDEFINED.

Attributes

CFP RCTX is a 64-bit System instruction.

Field descriptions

The CFP RCTX input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0															GVMID	VMID															
RES0					NS	EL	RES0								GASID	ASID															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:49]

Reserved, RES0.

GVMID, bit [48]

Execution of this instruction applies to all VMIDs or a specified VMID.

GV MID	Meaning
0b0	Applies to specified VMID for an EL0 or EL1 target execution context.
0b1	Applies to all VMIDs for an EL0 or EL1 target execution context.

For target execution contexts other than EL0 or EL1, this field is RES0.

If the instruction is executed at EL0 or EL1, this field has an Effective value of 0.

If EL2 is not implemented or not enabled for the target Security state, this field is RES0.

VMID, bits [47:32]

Only applies when bit[48] is 0 and the target execution context is either:

- EL1.
- EL0 when ([HCR_EL2.E2H==0](#) or [HCR_EL2.TGE==0](#)).

Otherwise this field is RES0.

When the instruction is executed at EL1, this field is treated as the current VMID.

When the instruction is executed at EL0 and ([HCR_EL2.E2H==0](#) or [HCR_EL2.TGE==0](#)), this field is treated as the current VMID.

When the instruction is executed at EL0 and ([HCR_EL2.E2H==1](#) and [HCR_EL2.TGE==1](#)), this field is ignored.

If EL2 is not implemented or not enabled for the target Security state, this field is RES0.

Bits [31:27]

Reserved, RES0.

NS, bit [26]

Security State

NS	Meaning
0b0	Secure state
0b1	Non-secure state

If the instruction is executed in Non-secure state, this field has an Effective value of 1.

EL, bits [25:24]

Exception Level. Indicates the Exception level of the target execution context.

EL	Meaning
0b00	EL0.
0b01	EL1.
0b10	EL2.
0b11	EL3.

If the instruction is executed at an Exception level lower than the specified level, this instruction is treated as a NOP.

Bits [23:17]

Reserved, RES0.

GASID, bit [16]

Execution of this instruction applies to all ASIDs or a specified ASID.

GASID	Meaning
0b0	Applies to specified ASID for an EL0 target execution context.
0b1	Applies to all ASID for an EL0 target execution context.

For target execution contexts other than EL0, this field is RES0.

If the instruction is executed at EL0, this field has an Effective value of 0.

ASID, bits [15:0]

Only applies for an EL0 target execution context and when bit[16] is 0.

Otherwise, this field is RES0.

When the instruction is executed at EL0, this field is treated as the current ASID.

Executing the CFP RCTX instruction

Accesses to this instruction use the following encodings:

CFP RCTX, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b011	0b0111	0b0011	0b100

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && SCTLR_EL1.EnRCTX == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HFGITR_EL2.CFPRCTX == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCTLR_EL2.EnRCTX == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            CFP_RCTX(X[t]);
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && HCR_EL2.NV == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.CFPRCTX == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            CFP_RCTX(X[t]);
    elsif PSTATE.EL == EL2 then
        CFP_RCTX(X[t]);
    elsif PSTATE.EL == EL3 then
        CFP_RCTX(X[t]);

```

CLIDR_EL1, Cache Level ID Register

The CLIDR_EL1 characteristics are:

Purpose

Identifies the type of cache, or caches, that are implemented at each level and can be managed using the architected cache maintenance instructions that operate by set/way, up to a maximum of seven levels. Also identifies the Level of Coherence (LoC) and Level of Unification (LoU) for the cache hierarchy.

Configuration

AArch64 System register CLIDR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [CLIDR\[31:0\]](#).

Attributes

CLIDR_EL1 is a 64-bit register.

Field descriptions

The CLIDR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																Ttype<n>, bits [2(n-1)+34:2(n-1)+33], for n = 1 to 7															
ICB		LoUU		LoC		LoUIS		Ctype7		Ctype6		Ctype5		Ctype4		Ctype3		Ctype2		Ctype1		ICB									
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:47]

Reserved, RES0.

Ttype<n>, bits [2(n-1)+34:2(n-1)+33], for n = 1 to 7

When FEAT_MTE is implemented:

Tag cache type. Indicate the type of cache that is implemented and can be managed using the architected cache maintenance instructions that operate by set/way at each level, from Level 1 up to a maximum of seven levels of cache hierarchy.

Ttype<n>	Meaning
0b00	No Tag Cache.
0b01	Separate Allocation Tag Cache.
0b10	Unified Allocation Tag and Data cache, Allocation Tags and Data in unified lines.
0b11	Unified Allocation Tag and Data cache, Allocation Tags and Data in separate lines.

Otherwise:

Reserved, RES0.

ICB, bits [32:30]

Inner cache boundary. This field indicates the boundary for caching Inner Cacheable memory regions.

The possible values are:

ICB	Meaning
0b000	Not disclosed by this mechanism.
0b001	L1 cache is the highest Inner Cacheable level.
0b010	L2 cache is the highest Inner Cacheable level.
0b011	L3 cache is the highest Inner Cacheable level.
0b100	L4 cache is the highest Inner Cacheable level.
0b101	L5 cache is the highest Inner Cacheable level.
0b110	L6 cache is the highest Inner Cacheable level.
0b111	L7 cache is the highest Inner Cacheable level.

LoUU, bits [29:27]

Level of Unification Uniprocessor for the cache hierarchy.

Note

When FEAT_S2FWB is implemented, the architecture requires that this field is zero so that no levels of data cache need to be cleaned in order to manage coherency with instruction fetches.

LoC, bits [26:24]

Level of Coherence for the cache hierarchy.

LoUIS, bits [23:21]

Level of Unification Inner Shareable for the cache hierarchy.

Note

When FEAT_S2FWB is implemented, the architecture requires that this field is zero so that no levels of data cache need to be cleaned in order to manage coherency with instruction fetches.

Ctype<n>, bits [3(n-1)+2:3(n-1)], for n = 1 to 7

Cache Type fields. Indicate the type of cache that is implemented and can be managed using the architected cache maintenance instructions that operate by set/way at each level, from Level 1 up to a maximum of seven levels of cache hierarchy. Possible values of each field are:

Ctype<n>	Meaning
0b000	No cache.
0b001	Instruction cache only.
0b010	Data cache only.
0b011	Separate instruction and data caches.
0b100	Unified cache.

All other values are reserved.

If software reads the Cache Type fields from Ctype1 upwards, once it has seen a value of 000, no caches that can be managed using the architected cache maintenance instructions that operate by set/way exist at further-out levels of the hierarchy. So, for example, if Ctype3 is the first Cache Type field with a value of 000, the values of Ctype4 to Ctype7 must be ignored.

Accessing the CLIDR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, CLIDR_EL1

op0	op1	CRn	CRm	op2
0b11	0b001	0b0000	0b0000	0b001

```

if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        else
            UNDEFINED;
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && HCR_EL2.TID2 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.TID4 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.CLIDR_EL1 == '1'
then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            return CLIDR_EL1;
    elsif PSTATE.EL == EL2 then
        return CLIDR_EL1;
    elsif PSTATE.EL == EL3 then
        return CLIDR_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTFRQ_EL0, Counter-timer Frequency register

The CNTFRQ_EL0 characteristics are:

Purpose

This register is provided so that software can discover the frequency of the system counter. It must be programmed with this value as part of system initialization. The value of the register is not interpreted by hardware.

Configuration

AArch64 System register CNTFRQ_EL0 bits [31:0] are architecturally mapped to AArch32 System register [CNTFRQ\[31:0\]](#).

Attributes

CNTFRQ_EL0 is a 64-bit register.

Field descriptions

The CNTFRQ_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
Clock frequency																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

Bits [31:0]

Clock frequency. Indicates the system counter clock frequency, in Hz.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTFRQ_EL0

Accesses to this register use the following encodings:

MRS <Xt>, CNTFRQ_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b0000	0b000


```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.<EL0PCTEN,EL0VCTEN> == '00' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.<EL0PCTEN,EL0VCTEN> == '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return CNTFRQ_EL0;
elseif PSTATE.EL == EL1 then
    return CNTFRQ_EL0;
elseif PSTATE.EL == EL2 then
    return CNTFRQ_EL0;
elseif PSTATE.EL == EL3 then
    return CNTFRQ_EL0;

```

MSR CNTFRQ_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b0000	0b000

```

if IsHighestEL(PSTATE.EL) then
    CNTFRQ_EL0 = X[t];
else
    UNDEFINED;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTHCTL_EL2, Counter-timer Hypervisor Control register

The CNTHCTL_EL2 characteristics are:

Purpose

Controls the generation of an event stream from the physical counter, and access from EL1 to the physical counter and the EL1 physical timer.

Configuration

AArch64 System register CNTHCTL_EL2 bits [31:0] are architecturally mapped to AArch32 System register [CNTHCTL\[31:0\]](#).

If EL2 is not implemented, this register is RES0 from EL3.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

CNTHCTL_EL2 is a 64-bit register.

Field descriptions

The CNTHCTL_EL2 bit assignments are:

When FEAT_VHE is implemented and HCR_EL2.E2H == 1:

6362616059585756555453525150	49	48	47	46	45	44	43	42	41	40
RES0										
RES0	EVNTIS	EL1NVVCT	EL1NVPCT	EL1TVCT	EL1TVT	ECV	EL1PTEN	EL1PCTEN	ELOPTEN	ELOVTE
3130292827262524232221201918	17	16	15	14	13	12	11	10	9	8

Bits [63:18]

Reserved, RES0.

EVNTIS, bit [17]

When FEAT_ECV is implemented:

Controls the scale of the generation of the event stream.

EVNTIS	Meaning
0b0	The CNTHCTL_EL2.EVNTI field applies to CNTPCT_ELO[15:0] .
0b1	The CNTHCTL_EL2.EVNTI field applies to CNTPCT_ELO[23:8] .

This control applies regardless of the value of the CNTHCTL_EL2.ECV bit.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

EL1NVVCT, bit [16]**When FEAT_ECV is implemented:**

Traps EL1 accesses to the specified EL1 virtual timer registers using the EL02 descriptors to EL2, when EL2 is enabled for the current Security state.

EL1NVVCT	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	If ((HCR_EL2.E2H==1 && HCR_EL2.TGE==1) HCR_EL2.NV2==0 HCR_EL2.NV1==1 HCR_EL2.NV==0), this control does not cause any instructions to be trapped. If ((HCR_EL2.E2H==0 HCR_EL2.TGE==0) && HCR_EL2.NV2==1 && HCR_EL2.NV1==0 && HCR_EL2.NV==1), then EL1 accesses to CNTV_CTL_EL02 and CNTV_CVAL_EL02 are trapped to EL2.

If EL3 is implemented and EL2 is not implemented, behavior is as if this bit is 0 other than for the purpose of a direct read.

This control applies regardless of the value of the CNTHCTL_EL2.ECV bit.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

EL1NVPCT, bit [15]**When FEAT_ECV is implemented:**

Traps EL1 accesses to the specified EL1 physical timer registers using the EL02 descriptors to EL2, when EL2 is enabled for the current Security state.

EL1NVPCT	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	If ((HCR_EL2.E2H==1 && HCR_EL2.TGE==1) HCR_EL2.NV2==0 HCR_EL2.NV1==1 HCR_EL2.NV==0), this control does not cause any instructions to be trapped. If (HCR_EL2.E2H==0 HCR_EL2.TGE==0) && HCR_EL2.NV2==1 && HCR_EL2.NV1==0 && HCR_EL2.NV==1 , then EL1 accesses to CNTP_CTL_EL02 and CNTP_CVAL_EL02, are trapped to EL2.

If EL3 is implemented and EL2 is not implemented, behavior is as if this bit is 0 other than for the purpose of a direct read.

This control applies regardless of the value of the CNTHCTL_EL2.ECV bit.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

EL1TVCT, bit [14]

When FEAT_ECV is implemented:

Traps EL0 and EL1 accesses to the EL1 virtual counter registers to EL2, when EL2 is enabled for the current Security state.

EL1TVCT	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	If HCR_EL2 .{E2H, TGE} is {1, 1}, this control does not cause any instructions to be trapped. If HCR_EL2 .E2H is 0 or HCR_EL2 .TGE is 0, then: <ul style="list-style-type: none"> In AArch64 state, traps EL0 and EL1 accesses to CNTVCT_EL0 to EL2, unless they are trapped by CNTKCTL_EL1.EL0VCTEN. In AArch32 state, traps EL0 and EL1 accesses to CNTVCT to EL2, unless they are trapped by CNTKCTL_EL1.EL0VCTEN or CNTKCTL.PL0VCTEN.

If EL3 is implemented and EL2 is not implemented, behavior is as if this bit is 0 other than for the purpose of a direct read.

This control applies regardless of the value of the CNTHCTL_EL2.ECV bit.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

EL1TVT, bit [13]**When FEAT_ECV is implemented:**

Traps EL0 and EL1 accesses to the EL1 virtual timer registers to EL2, when EL2 is enabled for the current Security state.

EL1TVT	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	If HCR_EL2 .{E2H, TGE} is {1, 1}, this control does not cause any instructions to be trapped. If HCR_EL2 .E2H is 0 or HCR_EL2 .TGE is 0, then: <ul style="list-style-type: none"> In AArch64 state, traps EL0 and EL1 accesses to CNTV_CTL_EL0, CNTV_CVAL_EL0, and CNTV_TVAL_EL0 to EL2, unless they are trapped by CNTKCTL_EL1.EL0VTEN. In AArch32 state, traps EL0 and EL1 accesses to CNTV_CTL, CNTV_CVAL, and CNTV_TVAL to EL2, unless they are trapped by CNTKCTL_EL1.EL0VTEN or CNTKCTL.PL0VTEN.

If EL3 is implemented and EL2 is not implemented, behavior is as if this bit is 0 other than for the purpose of a direct read.

This control applies regardless of the value of the CNTHCTL_EL2.ECV bit.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

ECV, bit [12]**When FEAT_ECV is implemented:**

Enables the Enhanced Counter Virtualization functionality registers.

ECV	Meaning
0b0	Enhanced Counter Virtualization functionality is disabled.
0b1	<p>When HCR_EL2.{E2H, TGE} == {1, 1} or SCR_EL3.{NS, EEL2} == {0, 0}, then Enhanced Counter Virtualization functionality is disabled.</p> <p>When SCR_EL3.NS or SCR_EL3.EEL2 are 1, and HCR_EL2.E2H or HCR_EL2.TGE are 0, then Enhanced Counter Virtualization functionality is enabled when EL2 is enabled for the current Security state. This means that:</p> <ul style="list-style-type: none"> An MRS to CNTPCT_EL0 from either EL0 or EL1 that is not trapped will return the value (PCount<63:0> - CNTPOFF_EL2<63:0>). The EL1 physical timer interrupt is triggered when ((PCount<63:0> - CNTPOFF_EL2<63:0>) - PCVal<63:0>) is greater than or equal to 0. PCount<63:0> is the physical count returned when CNTPCT_EL0 is read from EL2 or EL3. PCVal<63:0> is the EL1 physical timer compare value for this timer.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

EL1PTEN, bit [11]

When [HCR_EL2](#).TGE is 0, traps EL0 and EL1 accesses to the E1 physical timer registers to EL2 when EL2 is enabled in the current Security state.

EL1PTEN	Meaning
0b0	<p>From AArch64 state: EL0 and EL1 accesses to the CNTP_CTL_EL0, CNTP_CVAL_EL0, and CNTP_TVAL_EL0 are trapped to EL2 when EL2 is enabled in the current Security state, unless they are trapped by CNTKCTL_EL1.ELOPTEN.</p> <p>From AArch32 state: EL0 and EL1 accesses to the CNTP_CTL, CNTP_CVAL, and CNTP_TVAL are trapped to EL2 when EL2 is enabled in the current Security state, unless they are trapped by CNTKCTL_EL1.ELOPTEN or CNTKCTL.PLOPTEN.</p>
0b1	This control does not cause any instructions to be trapped.

When [HCR_EL2](#).TGE is 1, this control does not cause any instructions to be trapped.

This field resets to an architecturally UNKNOWN value.

EL1PCTEN, bit [10]

When [HCR_EL2](#).TGE is 0, traps EL0 and EL1 accesses to the EL1 physical counter register to EL2 when EL2 is enabled in the current Security state, as follows:

- In AArch64 state, accesses to [CNTPCT_EL0](#) are trapped to EL2, reported using EC syndrome value 0x18.
- In AArch32 state, MRRC or MCRR accesses to [CNTPCT](#) are trapped to EL2, reported using EC syndrome value 0x04.

EL1PCTEN	Meaning
0b0	From AArch64 state: EL0 and EL1 accesses to the CNTPCT_EL0 are trapped to EL2 when EL2 is enabled in the current Security state, unless they are trapped by CNTKCTL_EL1.EL0PCTEN . From AArch32 state: EL0 and EL1 accesses to the CNTPCT are trapped to EL2 when EL2 is enabled in the current Security state, unless they are trapped by CNTKCTL_EL1.EL0PCTEN or CNTKCTL.PL0PCTEN .
0b1	This control does not cause any instructions to be trapped.

When [HCR_EL2.TGE](#) is 1, this control does not cause any instructions to be trapped.

This field resets to an architecturally UNKNOWN value.

ELOPTEN, bit [9]

When [HCR_EL2.TGE](#) is 0, this control does not cause any instructions to be trapped.

When [HCR_EL2.TGE](#) is 1, traps EL0 accesses to the physical timer registers to EL2.

ELOPTEN	Meaning
0b0	EL0 using AArch64: EL0 accesses to the CNTP_CTL_EL0 , CNTP_CVAL_EL0 , and CNTP_TVAL_EL0 registers are trapped to EL2. EL0 using AArch32: EL0 accesses to the CNTP_CTL , CNTP_CVAL and CNTP_TVAL registers are trapped to EL2.
0b1	This control does not cause any instructions to be trapped.

This field resets to an architecturally UNKNOWN value.

ELOVTEN, bit [8]

When [HCR_EL2.TGE](#) is 0, this control does not cause any instructions to be trapped.

When [HCR_EL2.TGE](#) is 1, traps EL0 accesses to the virtual timer registers to EL2.

ELOVTEN	Meaning
0b0	EL0 using AArch64: EL0 accesses to the CNTV_CTL_EL0 , CNTV_CVAL_EL0 , and CNTV_TVAL_EL0 registers are trapped to EL2. EL0 using AArch32: EL0 accesses to the CNTV_CTL , CNTV_CVAL , and CNTV_TVAL registers are trapped to EL2.
0b1	This control does not cause any instructions to be trapped.

This field resets to an architecturally UNKNOWN value.

EVNTI, bits [7:4]

Selects which bit of the counter register [CNTPCT_EL0](#) is the trigger for the event stream generated from that counter, when that stream is enabled.

If FEAT_ECV is implemented, and CNTHCTL_EL2.EVNTIS is 1, this field selects a trigger bit in the range 8 to 23 of the counter register [CNTPCT_EL0](#).

Otherwise, this field selects a trigger bit in the range 0 to 15 of the counter register.

This field resets to an architecturally UNKNOWN value.

EVNTDIR, bit [3]

Controls which transition of the counter register [CNTPCT_EL0](#) trigger bit, defined by EVNTI, generates an event when the event stream is enabled.

EVNTDIR	Meaning
0b0	A 0 to 1 transition of the trigger bit triggers an event.
0b1	A 1 to 0 transition of the trigger bit triggers an event.

This field resets to an architecturally UNKNOWN value.

EVNTEN, bit [2]

Enables the generation of an event stream from the counter register [CNTPCT_EL0](#).

EVNTEN	Meaning
0b0	Disables the event stream.
0b1	Enables the event stream.

This field resets to an architecturally UNKNOWN value.

EL0VCTEN, bit [1]

When [HCR_EL2.TGE](#) is 0, this control does not cause any instructions to be trapped.

When [HCR_EL2.TGE](#) is 1, traps EL0 accesses to the frequency register and virtual counter register to EL2.

EL0VCTEN	Meaning
0b0	EL0 using AArch64: EL0 accesses to the CNTVCT_EL0 are trapped to EL2. EL0 using AArch64: EL0 accesses to the CNTERQ_EL0 register are trapped to EL2, if CNTHCTL_EL2.EL0PCTEN is also 0. EL0 using AArch32: EL0 accesses to the CNTVCT are trapped to EL2. EL0 using AArch32: EL0 accesses to the CNTERQ register are trapped to EL2, if CNTHCTL_EL2.EL0PCTEN is also 0.
0b1	This control does not cause any instructions to be trapped.

This field resets to an architecturally UNKNOWN value.

EL0PCTEN, bit [0]

When [HCR_EL2.TGE](#) is 0, this control does not cause any instructions to be trapped.

When [HCR_EL2.TGE](#) is 1, traps EL0 accesses to the frequency register and physical counter register to EL2.

EL0PCTEN	Meaning
0b0	EL0 using AArch64: EL0 accesses to the CNTPCT_EL0 are trapped to EL2. EL0 using AArch64: EL0 accesses to the CNTERQ_EL0 register are trapped to EL2, if CNTHCTL_EL2.EL0VCTEN is also 0. EL0 using AArch32: EL0 accesses to the CNTPCT are trapped to EL2. EL0 using AArch32: EL0 accesses to the CNTERQ and register are trapped to EL2, if CNTHCTL_EL2.EL0VCTEN is also 0.
0b1	This control does not cause any instructions to be trapped.

This field resets to an architecturally UNKNOWN value.

Otherwise:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34		
RES0																															
RES0																EVNTIS	EL1INVCT	EL1INVPCT	EL1TVCT	EL1TVT	ECV	RES0	EVNTI	EVNTDIR	EVNTEN	EL0VCTEN	EL0PCTEN	EL0VCTEN	EL0PCTEN		
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		

This format applies in all Armv8.0 implementations, and it also contains a description of the behavior when EL3 is implemented and EL2 is not implemented.

Bits [63:18]

Reserved, RES0.

EVENTIS, bit [17]

When FEAT_ECV is implemented:

Controls the scale of the generation of the event stream.

EVENTIS	Meaning
0b0	The CNTHCTL_EL2.EVENTI field applies to CNTPTCT_ELO [15:0].
0b1	The CNTHCTL_EL2.EVENTI field applies to CNTPTCT_ELO [23:8].

This control applies regardless of the value of the CNTHCTL_EL2.ECV bit.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

EL1NVVCT, bit [16]

When FEAT_ECV is implemented:

Traps EL1 accesses to the specified EL1 virtual timer registers using the EL02 descriptors to EL2, when EL2 is enabled for the current Security state.

EL1NVVCT	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	If ((HCR_EL2.E2H ==1 && HCR_EL2.TGE ==1) HCR_EL2.NV2 ==0 HCR_EL2.NV1 ==1 HCR_EL2.NV ==0), this control does not cause any instructions to be trapped. If ((HCR_EL2.E2H ==0 HCR_EL2.TGE ==0) && HCR_EL2.NV2 ==1 && HCR_EL2.NV1 ==0 && HCR_EL2.NV ==1), then EL1 accesses to CNTV_CTL_EL02 and CNTV_CVAL_EL02 are trapped to EL2.

If EL3 is implemented and EL2 is not implemented, behavior is as if this bit is 0 other than for the purpose of a direct read.

This control applies regardless of the value of the CNTHCTL_EL2.ECV bit.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

EL1NVPCT, bit [15]

When FEAT_ECV is implemented:

Traps EL1 accesses to the specified EL1 physical timer registers using the EL02 descriptors to EL2, when EL2 is enabled for the current Security state.

EL1NVPCT	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	If ((HCR_EL2.E2H ==1 && HCR_EL2.TGE ==1) HCR_EL2.NV2 ==0 HCR_EL2.NV1 ==1 HCR_EL2.NV ==0), this control does not cause any instructions to be trapped. If (HCR_EL2.E2H ==0 HCR_EL2.TGE ==0) && HCR_EL2.NV2 ==1 && HCR_EL2.NV1 ==0 && HCR_EL2.NV ==1, then EL1 accesses to CNTP_CTL_EL02 and CNTP_CVAL_EL02, are trapped to EL2.

If EL3 is implemented and EL2 is not implemented, behavior is as if this bit is 0 other than for the purpose of a direct read.

This control applies regardless of the value of the CNTHCTL_EL2.ECV bit.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

EL1TVCT, bit [14]

When FEAT_ECV is implemented:

Traps EL0 and EL1 accesses to the EL1 virtual counter registers to EL2, when EL2 is enabled for the current Security state.

EL1TVCT	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	If HCR_EL2 .{E2H, TGE} is {1, 1}, this control does not cause any instructions to be trapped. If HCR_EL2.E2H is 0 or HCR_EL2.TGE is 0, then: In AArch64 state, traps EL0 and EL1 accesses to CNTVCT_EL0 to EL2, unless they are trapped by CNTKCTL_EL1.EL0VCTEN . In AArch32 state, traps EL0 and EL1 accesses to CNTVCT to EL2, unless they are trapped by CNTKCTL_EL1.EL0VCTEN or CNTKCTL.PL0VCTEN .

If EL3 is implemented and EL2 is not implemented, behavior is as if this bit is 0 other than for the purpose of a direct read.

This control applies regardless of the value of the CNTHCTL_EL2.ECV bit.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

EL1TVT, bit [13]

When FEAT_ECV is implemented:

Traps EL0 and EL1 accesses to the EL1 virtual timer registers to EL2, when EL2 is enabled for the current Security state.

EL1TVT	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	If HCR_EL2 .{E2H, TGE} is {1, 1}, this control does not cause any instructions to be trapped. If HCR_EL2 .E2H is 0 or HCR_EL2 .TGE is 0, then: <ul style="list-style-type: none"> In AArch64 state, traps EL0 and EL1 accesses to CNTV_CTL_EL0, CNTV_CVAL_EL0, and CNTV_TVAL_EL0 to EL2, unless they are trapped by CNTKCTL_EL1.EL0VTEN. In AArch32 state, traps EL0 and EL1 accesses to CNTV_CTL, CNTV_CVAL, and CNTV_TVAL to EL2, unless they are trapped by CNTKCTL_EL1.EL0VTEN or CNTKCTL.PL0VTEN.

If EL3 is implemented and EL2 is not implemented, behavior is as if this bit is 0 other than for the purpose of a direct read.

This control applies regardless of the value of the CNTHCTL_EL2.ECV bit.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

ECV, bit [12]

When FEAT_ECV is implemented:

Enables the Enhanced Counter Virtualization functionality registers.

ECV	Meaning
0b0	Enhanced Counter Virtualization functionality is disabled.
0b1	When HCR_EL2 .{E2H, TGE} == {1, 1} or SCR_EL3 .{NS, EEL2} == {0, 0}, then Enhanced Counter Virtualization functionality is disabled. When SCR_EL3 .NS or SCR_EL3 .EEL2 are 1, and HCR_EL2 .E2H or HCR_EL2 .TGE are 0, then Enhanced Counter Virtualization functionality is enabled when EL2 is enabled for the current Security state. This means that: <ul style="list-style-type: none"> An MRS to CNTPCT_EL0 from either EL0 or EL1 that is not trapped will return the value (PCount<63:0> - CNTPOFF_EL2<63:0>). The EL1 physical timer interrupt is triggered when ((PCount<63:0> - CNTPOFF_EL2<63:0>) - PCVal<63:0>) is greater than or equal to 0. PCount is the physical count returned when CNTPCT_EL0 is read from EL2 or EL3. PCVal<63:0> is the EL1 physical timer compare value for this timer.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bits [11:8]

Reserved, RES0.

EVNTI, bits [7:4]

Selects which bit of the counter register [CNTPCT_EL0](#) is the trigger for the event stream generated from that counter, when that stream is enabled.

If FEAT_ECV is implemented, and CNTHCTL_EL2.EVNTIS is 1, this field selects a trigger bit in the range 8 to 23 of the counter register [CNTPCT_EL0](#).

Otherwise, this field selects a trigger bit in the range 0 to 15 of the counter register.

This field resets to an architecturally UNKNOWN value.

EVNTDIR, bit [3]

Controls which transition of the counter register [CNTPCT_EL0](#) trigger bit, defined by EVNTI, generates an event when the event stream is enabled.

EVNTDIR	Meaning
0b0	A 0 to 1 transition of the trigger bit triggers an event.
0b1	A 1 to 0 transition of the trigger bit triggers an event.

This field resets to an architecturally UNKNOWN value.

EVNTEN, bit [2]

Enables the generation of an event stream from the counter register [CNTPCT_EL0](#).

EVNTEN	Meaning
0b0	Disables the event stream.
0b1	Enables the event stream.

This field resets to 0.

EL1PCEN, bit [1]

Traps EL0 and EL1 accesses to the EL1 physical timer registers to EL2 when EL2 is enabled in the current Security state, as follows:

- In AArch64 state, accesses to [CNTP_CTL_EL0](#), [CNTP_CVAL_EL0](#), [CNTP_TVAL_EL0](#) are trapped to EL2, reported using EC syndrome value 0x18.
- In AArch32 state, MRC or MCR accesses to the following registers are trapped to EL2 reported using EC syndrome value 0x3 and MRRC and MCRR accesses are trapped to EL2, reported using EC syndrome value 0x04:
 - [CNTP_CTL](#), [CNTP_CVAL](#), [CNTP_TVAL](#).

EL1PCEN	Meaning
0b0	From AArch64 state: EL0 and EL1 accesses to the CNTP_CTL_EL0 , CNTP_CVAL_EL0 , and CNTP_TVAL_EL0 are trapped to EL2 when EL2 is enabled in the current Security state, unless they are trapped by CNTKCTL_EL1.ELOPTEN . From AArch32 state: EL0 and EL1 accesses to the CNTP_CTL , CNTP_CVAL , and CNTP_TVAL are trapped to EL2 when EL2 is enabled in the current Security state, unless they are trapped by CNTKCTL_EL1.ELOPTEN or CNTKCTL.PLOPTEN .
0b1	This control does not cause any instructions to be trapped.

If EL3 is implemented and EL2 is not implemented, behavior is as if this bit is 1 other than for the purpose of a direct read.

This field resets to an architecturally UNKNOWN value.

EL1PCTEN, bit [0]

Traps EL0 and EL1 accesses to the EL1 physical counter register to EL2 when EL2 is enabled in the current Security state, as follows:

- In AArch64 state, accesses to [CNTPCT_EL0](#) are trapped to EL2, reported using EC syndrome value 0x18.
- In AArch32 state, MRRC or MCRR accesses to [CNTPCT](#) are trapped to EL2, reported using EC syndrome value 0x04.

EL1PCTEN	Meaning
0b0	From AArch64 state: EL0 and EL1 accesses to the CNTPCT_EL0 are trapped to EL2 when EL2 is enabled in the current Security state, unless they are trapped by CNTKCTL_EL1.EL0PCTEN . From AArch32 state: EL0 and EL1 accesses to the CNTPCT are trapped to EL2 when EL2 is enabled in the current Security state, unless they are trapped by CNTKCTL_EL1.EL0PCTEN or CNTKCTL.PL0PCTEN .
0b1	This control does not cause any instructions to be trapped.

If EL3 is implemented and EL2 is not implemented, behavior is as if this bit is 1 other than for the purpose of a direct read.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTHCTL_EL2

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, access from EL2 using the mnemonic CNTHCTL_EL2 or CNTKCTL_EL1 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, CNTHCTL_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1110	0b0001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return CNTHCTL_EL2;
elsif PSTATE.EL == EL3 then
    return CNTHCTL_EL2;

```

MSR CNTHCTL_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1110	0b0001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    CNTHCTL_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    CNTHCTL_EL2 = X[t];

```

MRS <Xt>, CNTKCTL_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1110	0b0001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    return CNTKCTL_EL1;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return CNTHCTL_EL2;
    else
        return CNTKCTL_EL1;
elsif PSTATE.EL == EL3 then
    return CNTKCTL_EL1;

```

MSR CNTKCTL_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1110	0b0001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    CNTKCTL_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        CNTHCTL_EL2 = X[t];
    else
        CNTKCTL_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    CNTKCTL_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTHP_CTL_EL2, Counter-timer Hypervisor Physical Timer Control register

The CNTHP_CTL_EL2 characteristics are:

Purpose

Control register for the EL2 physical timer.

Configuration

AArch64 System register CNTHP_CTL_EL2 bits [31:0] are architecturally mapped to AArch32 System register [CNTHP_CTL\[31:0\]](#).

If EL2 is not implemented, this register is RES0 from EL3.

Attributes

CNTHP_CTL_EL2 is a 64-bit register.

Field descriptions

The CNTHP_CTL_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32		
RES0																																	
RES0																																	
RES0																															ISTATUS	IMASK	ENABLE
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		

For more information, see the description of the ISTATUS bit.

This field resets to an architecturally UNKNOWN value.

ENABLE, bit [0]

Enables the timer. Permitted values are:

ENABLE	Meaning
0b0	Timer disabled.
0b1	Timer enabled.

Setting this bit to 0 disables the timer output signal, but the timer value accessible from [CNTHP_TVAL_EL2](#) continues to count down.

Note

Disabling the output signal might be a power-saving option.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTHP_CTL_EL2

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, access from EL2 using the mnemonic CNTHP_CTL_EL2 or CNTP_CTL_EL0 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, CNTHP_CTL_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1110	0b0010	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return CNTHP_CTL_EL2;
elsif PSTATE.EL == EL3 then
    return CNTHP_CTL_EL2;

```

MSR CNTHP_CTL_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1110	0b0010	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    CNTHP_CTL_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    CNTHP_CTL_EL2 = X[t];

```

MRS <Xt>, CNTP_CTL_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b0010	0b001

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0PTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '10' && CNTHCTL_EL2.EL1PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' &&
IsFeatureImplemented("FEAT_SEL2") then
        return CNTHPS_CTL_EL2;
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1' then
        return CNTHP_CTL_EL2;
    else
        return CNTP_CTL_EL0;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.E2H == '1' && CNTHCTL_EL2.EL1PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x180];
    else
        return CNTP_CTL_EL0;
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
        return CNTHPS_CTL_EL2;
    elseif HCR_EL2.E2H == '1' && SCR_EL3.NS == '1' then
        return CNTHP_CTL_EL2;
    else
        return CNTP_CTL_EL0;
elseif PSTATE.EL == EL3 then
    return CNTP_CTL_EL0;

```

MSR CNTP_CTL_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b0010	0b001


```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0PTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '10' && CNTHCTL_EL2.EL1PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' &&
IsFeatureImplemented("FEAT_SEL2") then
        CNTHPS_CTL_EL2 = X[t];
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1' then
        CNTHP_CTL_EL2 = X[t];
    else
        CNTP_CTL_EL0 = X[t];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.E2H == '1' && CNTHCTL_EL2.EL1PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x180] = X[t];
    else
        CNTP_CTL_EL0 = X[t];
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
        CNTHPS_CTL_EL2 = X[t];
    elseif HCR_EL2.E2H == '1' && SCR_EL3.NS == '1' then
        CNTHP_CTL_EL2 = X[t];
    else
        CNTP_CTL_EL0 = X[t];
elseif PSTATE.EL == EL3 then
    CNTP_CTL_EL0 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTHP_CVAL_EL2, Counter-timer Physical Timer CompareValue register (EL2)

The CNTHP_CVAL_EL2 characteristics are:

Purpose

Holds the compare value for the EL2 physical timer.

Configuration

AArch64 System register CNTHP_CVAL_EL2 bits [63:0] are architecturally mapped to AArch32 System register [CNTHP_CVAL\[63:0\]](#).

If EL2 is not implemented, this register is RES0 from EL3.

Attributes

CNTHP_CVAL_EL2 is a 64-bit register.

Field descriptions

The CNTHP_CVAL_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
														CompareValue																	
														CompareValue																	
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

CompareValue, bits [63:0]

Holds the EL2 physical timer CompareValue.

When [CNTHP_CTL_EL2.ENABLE](#) is 1, the timer condition is met when ([CNTPCT_EL0](#) - CompareValue) is greater than or equal to zero. This means that CompareValue acts like a 64-bit upcounter timer. When the timer condition is met:

- [CNTHP_CTL_EL2.ISTATUS](#) is set to 1.
- If [CNTHP_CTL_EL2.IMASK](#) is 0, an interrupt is generated.

When [CNTHP_CTL_EL2.ENABLE](#) is 0, the timer condition is not met, but [CNTPCT_EL0](#) continues to count.

If the Generic counter is implemented at a size less than 64 bits, then this field is permitted to be implemented at the same width as the counter, and the upper bits are RES0.

The value of this field is treated as zero-extended in all counter calculations.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTHP_CVAL_EL2

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, access from EL2 using the mnemonic CNTHP_CVAL_EL2 or CNTP_CVAL_EL0 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, CNTHP_CVAL_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1110	0b0010	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return CNTHP_CVAL_EL2;
elsif PSTATE.EL == EL3 then
    return CNTHP_CVAL_EL2;

```

MSR CNTHP_CVAL_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1110	0b0010	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    CNTHP_CVAL_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    CNTHP_CVAL_EL2 = X[t];

```

MRS <Xt>, CNTP_CVAL_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b0010	0b010

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0PTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '10' && CNTHCTL_EL2.EL1PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' &&
IsFeatureImplemented("FEAT_SEL2") then
        return CNTHPS_CVAL_EL2;
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1' then
        return CNTHP_CVAL_EL2;
    else
        return CNTP_CVAL_EL0;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.E2H == '1' && CNTHCTL_EL2.EL1PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x178];
    else
        return CNTP_CVAL_EL0;
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
        return CNTHPS_CVAL_EL2;
    elseif HCR_EL2.E2H == '1' && SCR_EL3.NS == '1' then
        return CNTHP_CVAL_EL2;
    else
        return CNTP_CVAL_EL0;
elseif PSTATE.EL == EL3 then
    return CNTP_CVAL_EL0;

```

MSR CNTP_CVAL_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b0010	0b010

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0PTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '10' && CNTHCTL_EL2.EL1PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' &&
IsFeatureImplemented("FEAT_SEL2") then
        CNTHPS_CVAL_EL2 = X[t];
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1' then
        CNTHP_CVAL_EL2 = X[t];
    else
        CNTP_CVAL_EL0 = X[t];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.E2H == '1' && CNTHCTL_EL2.EL1PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x178] = X[t];
    else
        CNTP_CVAL_EL0 = X[t];
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
        CNTHPS_CVAL_EL2 = X[t];
    elseif HCR_EL2.E2H == '1' && SCR_EL3.NS == '1' then
        CNTHP_CVAL_EL2 = X[t];
    else
        CNTP_CVAL_EL0 = X[t];
elseif PSTATE.EL == EL3 then
    CNTP_CVAL_EL0 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTHP_TVAL_EL2, Counter-timer Physical Timer TimerValue register (EL2)

The CNTHP_TVAL_EL2 characteristics are:

Purpose

Holds the timer value for the EL2 physical timer.

Configuration

AArch64 System register CNTHP_TVAL_EL2 bits [31:0] are architecturally mapped to AArch32 System register [CNTHP_TVAL\[31:0\]](#).

If EL2 is not implemented, this register is RES0 from EL3.

Attributes

CNTHP_TVAL_EL2 is a 64-bit register.

Field descriptions

The CNTHP_TVAL_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																RES0															
																TimerValue															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

TimerValue, bits [31:0]

The TimerValue view of the EL2 physical timer.

On a read of this register:

- If [CNTHP_CTL_EL2.ENABLE](#) is 0, the value returned is UNKNOWN.
- If [CNTHP_CTL_EL2.ENABLE](#) is 1, the value returned is ([CNTHP_CVAL_EL2](#) - [CNTPCT_EL0](#)).

On a write of this register, [CNTHP_CVAL_EL2](#) is set to ([CNTPCT_EL0](#) + TimerValue), where TimerValue is treated as a signed 32-bit integer.

When [CNTHP_CTL_EL2.ENABLE](#) is 1, the timer condition is met when ([CNTPCT_EL0](#) - [CNTHP_CVAL_EL2](#)) is greater than or equal to zero. This means that TimerValue acts like a 32-bit downcounter timer. When the timer condition is met:

- [CNTHP_CTL_EL2.ISTATUS](#) is set to 1.
- If [CNTHP_CTL_EL2.IMASK](#) is 0, an interrupt is generated.

When [CNTHP_CTL_EL2.ENABLE](#) is 0, the timer condition is not met, but [CNTPCT_EL0](#) continues to count, so the TimerValue view appears to continue to count down.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTHP_TVAL_EL2

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, access from EL2 using the mnemonic CNTHP_TVAL_EL2 or CNTP_TVAL_EL0 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, CNTHP_TVAL_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1110	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return CNTHP_TVAL_EL2;
elsif PSTATE.EL == EL3 then
    return CNTHP_TVAL_EL2;

```

MSR CNTHP_TVAL_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1110	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    CNTHP_TVAL_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    CNTHP_TVAL_EL2 = X[t];

```

MRS <Xt>, CNTP_TVAL_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b0010	0b000

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0PTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '10' && CNTHCTL_EL2.EL1PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' &&
IsFeatureImplemented("FEAT_SEL2") then
        return CNTHPS_TVAL_EL2;
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1' then
        return CNTHP_TVAL_EL2;
    else
        return CNTP_TVAL_EL0;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.E2H == '1' && CNTHCTL_EL2.EL1PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return CNTP_TVAL_EL0;
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
        return CNTHPS_TVAL_EL2;
    elseif HCR_EL2.E2H == '1' && SCR_EL3.NS == '1' then
        return CNTHP_TVAL_EL2;
    else
        return CNTP_TVAL_EL0;
elseif PSTATE.EL == EL3 then
    return CNTP_TVAL_EL0;

```

MSR CNTP_TVAL_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b0010	0b000


```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0PTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '10' && CNTHCTL_EL2.EL1PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' &&
IsFeatureImplemented("FEAT_SEL2") then
        CNTHPS_TVAL_EL2 = X[t];
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1' then
        CNTHP_TVAL_EL2 = X[t];
    else
        CNTP_TVAL_EL0 = X[t];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.E2H == '1' && CNTHCTL_EL2.EL1PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        CNTP_TVAL_EL0 = X[t];
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
        CNTHPS_TVAL_EL2 = X[t];
    elseif HCR_EL2.E2H == '1' && SCR_EL3.NS == '1' then
        CNTHP_TVAL_EL2 = X[t];
    else
        CNTP_TVAL_EL0 = X[t];
elseif PSTATE.EL == EL3 then
    CNTP_TVAL_EL0 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTHPS_CTL_EL2, Counter-timer Secure Physical Timer Control register (EL2)

The CNTHPS_CTL_EL2 characteristics are:

Purpose

Control register for the Secure EL2 physical timer.

Configuration

AArch64 System register CNTHPS_CTL_EL2 bits [31:0] are architecturally mapped to AArch32 System register [CNTHPS_CTL\[31:0\]](#).

This register is present only when FEAT_SEL2 is implemented. Otherwise, direct accesses to CNTHPS_CTL_EL2 are UNDEFINED.

Attributes

CNTHPS_CTL_EL2 is a 64-bit register.

Field descriptions

The CNTHPS_CTL_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:3]

Reserved, RES0.

ISTATUS, bit [2]

The status of the timer. This bit indicates whether the timer condition is met:

ISTATUS	Meaning
0b0	Timer condition is not met.
0b1	Timer condition is met.

When the value of the CNTHPS_CTL_EL2.ENABLE bit is 1, ISTATUS indicates whether the timer condition is met. ISTATUS takes no account of the value of the IMASK bit. If the value of ISTATUS is 1 and the value of IMASK is 0 then the timer interrupt is asserted.

When the value of the CNTHPS_CTL_EL2.ENABLE bit is 0, the ISTATUS field is UNKNOWN.

This bit is read-only.

IMASK, bit [1]

Timer interrupt mask bit. Permitted values are:

IMASK	Meaning
0b0	Timer interrupt is not masked by the IMASK bit.
0b1	Timer interrupt is masked by the IMASK bit.

For more information, see the description of the ISTATUS bit.

This field resets to an architecturally UNKNOWN value.

ENABLE, bit [0]

Enables the timer. Permitted values are:

ENABLE	Meaning
0b0	Timer disabled.
0b1	Timer enabled.

Setting this bit to 0 disables the timer output signal, but the timer value accessible from [CNTHPS_TVAL_EL2](#) continues to count down.

Note

Disabling the output signal might be a power-saving option.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTHPS_CTL_EL2

Accesses to this register use the following encodings:

MRS <Xt>, CNTHPS_CTL_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1110	0b0101	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if HaveEL(EL3) && SCR_EL3.NS == '1' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && SCR_EL3.NS == '1' then
        UNDEFINED;
    else
        return CNTHPS_CTL_EL2;
elsif PSTATE.EL == EL3 then
    if SCR_EL3.EEL2 == '0' then
        UNDEFINED;
    else
        return CNTHPS_CTL_EL2;

```

MSR CNTHPS_CTL_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1110	0b0101	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if HaveEL(EL3) && SCR_EL3.NS == '1' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && SCR_EL3.NS == '1' then
        UNDEFINED;
    else
        CNTHPS_CTL_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    if SCR_EL3.EEL2 == '0' then
        UNDEFINED;
    else
        CNTHPS_CTL_EL2 = X[t];

```

MRS <Xt>, CNTP_CTL_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b0010	0b001

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0PTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<E2H,TGE> == '10' && CNTHCTL_EL2.EL1PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' &&
        IsFeatureImplemented("FEAT_SEL2") then
        return CNTHPS_CTL_EL2;
    elsif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1' then
        return CNTHP_CTL_EL2;
    else
        return CNTP_CTL_EL0;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.E2H == '1' && CNTHCTL_EL2.EL1PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x180];
    else
        return CNTP_CTL_EL0;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
        return CNTHPS_CTL_EL2;
    elsif HCR_EL2.E2H == '1' && SCR_EL3.NS == '1' then
        return CNTHP_CTL_EL2;
    else
        return CNTP_CTL_EL0;
elsif PSTATE.EL == EL3 then
    return CNTP_CTL_EL0;

```

MSR CNTP_CTL_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b0010	0b001

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0PTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '10' && CNTHCTL_EL2.EL1PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' &&
IsFeatureImplemented("FEAT_SEL2") then
        CNTHPS_CTL_EL2 = X[t];
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1' then
        CNTHPS_CTL_EL2 = X[t];
    else
        CNTP_CTL_EL0 = X[t];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.E2H == '1' && CNTHCTL_EL2.EL1PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x180] = X[t];
    else
        CNTP_CTL_EL0 = X[t];
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
        CNTHPS_CTL_EL2 = X[t];
    elseif HCR_EL2.E2H == '1' && SCR_EL3.NS == '1' then
        CNTHPS_CTL_EL2 = X[t];
    else
        CNTP_CTL_EL0 = X[t];
elseif PSTATE.EL == EL3 then
    CNTP_CTL_EL0 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTHPS_CVAL_EL2, Counter-timer Secure Physical Timer CompareValue register (EL2)

The CNTHPS_CVAL_EL2 characteristics are:

Purpose

Holds the compare value for the Secure EL2 physical timer.

Configuration

AArch64 System register CNTHPS_CVAL_EL2 bits [31:0] are architecturally mapped to AArch32 System register [CNTHPS_CVAL\[31:0\]](#).

This register is present only when EL2 is implemented and FEAT_SEL2 is implemented. Otherwise, direct accesses to CNTHPS_CVAL_EL2 are UNDEFINED.

Attributes

CNTHPS_CVAL_EL2 is a 64-bit register.

Field descriptions

The CNTHPS_CVAL_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
CompareValue																															
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
CompareValue																															

CompareValue, bits [63:0]

Holds the EL2 physical timer CompareValue.

When [CNTHPS_CTL_EL2.ENABLE](#) is 1, the timer condition is met when ([CNTPTCT_EL0](#) - CompareValue) is greater than or equal to zero. This means that CompareValue acts like a 64-bit upcounter timer. When the timer condition is met:

- [CNTHPS_CTL_EL2.ISTATUS](#) is set to 1.
- If [CNTHPS_CTL_EL2.IMASK](#) is 0, an interrupt is generated.

When [CNTHPS_CTL_EL2.ENABLE](#) is 0, the timer condition is not met, but [CNTPTCT_EL0](#) continues to count.

If the Generic counter is implemented at a size less than 64 bits, then this field is permitted to be implemented at the same width as the counter, and the upper bits are RES0.

The value of this field is treated as zero-extended in all counter calculations.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTHPS_CVAL_EL2

Accesses to this register use the following encodings:

MRS <Xt>, CNTHPS_CVAL_EL2

op0	op1	CRn	CRm	op2
-----	-----	-----	-----	-----

0b11	0b100	0b1110	0b0101	0b010
------	-------	--------	--------	-------

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if HaveEL(EL3) && SCR_EL3.NS == '1' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && SCR_EL3.NS == '1' then
        UNDEFINED;
    else
        return CNTHPS_CVAL_EL2;
elsif PSTATE.EL == EL3 then
    if SCR_EL3.EEL2 == '0' then
        UNDEFINED;
    else
        return CNTHPS_CVAL_EL2;

```

MSR CNTHPS_CVAL_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1110	0b0101	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if HaveEL(EL3) && SCR_EL3.NS == '1' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && SCR_EL3.NS == '1' then
        UNDEFINED;
    else
        CNTHPS_CVAL_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    if SCR_EL3.EEL2 == '0' then
        UNDEFINED;
    else
        CNTHPS_CVAL_EL2 = X[t];

```

MRS <Xt>, CNTP_CVAL_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b0010	0b010

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0PTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '10' && CNTHCTL_EL2.EL1PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' &&
IsFeatureImplemented("FEAT_SEL2") then
        return CNTHPS_CVAL_EL2;
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1' then
        return CNTHP_CVAL_EL2;
    else
        return CNTP_CVAL_EL0;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.E2H == '1' && CNTHCTL_EL2.EL1PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x178];
    else
        return CNTP_CVAL_EL0;
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
        return CNTHPS_CVAL_EL2;
    elseif HCR_EL2.E2H == '1' && SCR_EL3.NS == '1' then
        return CNTHP_CVAL_EL2;
    else
        return CNTP_CVAL_EL0;
elseif PSTATE.EL == EL3 then
    return CNTP_CVAL_EL0;

```

MSR CNTP_CVAL_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b0010	0b010


```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0PTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '10' && CNTHCTL_EL2.EL1PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' &&
IsFeatureImplemented("FEAT_SEL2") then
        CNTHPS_CVAL_EL2 = X[t];
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1' then
        CNTHP_CVAL_EL2 = X[t];
    else
        CNTP_CVAL_EL0 = X[t];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.E2H == '1' && CNTHCTL_EL2.EL1PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x178] = X[t];
    else
        CNTP_CVAL_EL0 = X[t];
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
        CNTHPS_CVAL_EL2 = X[t];
    elseif HCR_EL2.E2H == '1' && SCR_EL3.NS == '1' then
        CNTHP_CVAL_EL2 = X[t];
    else
        CNTP_CVAL_EL0 = X[t];
elseif PSTATE.EL == EL3 then
    CNTP_CVAL_EL0 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTHPS_TVAL_EL2, Counter-timer Secure Physical Timer TimerValue register (EL2)

The CNTHPS_TVAL_EL2 characteristics are:

Purpose

Holds the timer value for the Secure EL2 physical timer.

Configuration

AArch64 System register CNTHPS_TVAL_EL2 bits [31:0] are architecturally mapped to AArch32 System register [CNTHPS_TVAL\[31:0\]](#).

This register is present only when EL2 is implemented and FEAT_SEL2 is implemented. Otherwise, direct accesses to CNTHPS_TVAL_EL2 are UNDEFINED.

Attributes

CNTHPS_TVAL_EL2 is a 64-bit register.

Field descriptions

The CNTHPS_TVAL_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
TimerValue																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

TimerValue, bits [31:0]

The TimerValue view of the EL2 physical timer.

On a read of this register:

- If [CNTHPS_CTL_EL2.ENABLE](#) is 0, the value returned is UNKNOWN.
- If [CNTHPS_CTL_EL2.ENABLE](#) is 1, the value returned is ([CNTHPS_CVAL_EL2](#) - [CNTPCT_EL0](#)).

On a write of this register, [CNTHPS_CVAL_EL2](#) is set to ([CNTPCT_EL0](#) + TimerValue), where TimerValue is treated as a signed 32-bit integer.

When [CNTHPS_CTL_EL2.ENABLE](#) is 1, the timer condition is met when ([CNTPCT_EL0](#) - [CNTHPS_CVAL_EL2](#)) is greater than or equal to zero. This means that TimerValue acts like a 32-bit downcounter timer. When the timer condition is met:

- [CNTHPS_CTL_EL2.ISTATUS](#) is set to 1.
- If [CNTHPS_CTL_EL2.IMASK](#) is 0, an interrupt is generated.

When [CNTHPS_CTL_EL2.ENABLE](#) is 0, the timer condition is not met, but [CNTPCT_EL0](#) continues to count, so the TimerValue view appears to continue to count down.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTHPS_TVAL_EL2

Accesses to this register use the following encodings:

MRS <Xt>, CNTHPS_TVAL_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1110	0b0101	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if HaveEL(EL3) && SCR_EL3.NS == '1' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && SCR_EL3.NS == '1' then
        UNDEFINED;
    else
        return CNTHPS_TVAL_EL2;
elsif PSTATE.EL == EL3 then
    if SCR_EL3.EEL2 == '0' then
        UNDEFINED;
    else
        return CNTHPS_TVAL_EL2;

```

MSR CNTHPS_TVAL_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1110	0b0101	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if HaveEL(EL3) && SCR_EL3.NS == '1' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && SCR_EL3.NS == '1' then
        UNDEFINED;
    else
        CNTHPS_TVAL_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    if SCR_EL3.EEL2 == '0' then
        UNDEFINED;
    else
        CNTHPS_TVAL_EL2 = X[t];

```

MRS <Xt>, CNTP_TVAL_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b0010	0b000

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0PTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '10' && CNTHCTL_EL2.EL1PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' &&
IsFeatureImplemented("FEAT_SEL2") then
        return CNTHPS_TVAL_EL2;
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1' then
        return CNTHP_TVAL_EL2;
    else
        return CNTP_TVAL_EL0;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.E2H == '1' && CNTHCTL_EL2.EL1PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return CNTP_TVAL_EL0;
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
        return CNTHPS_TVAL_EL2;
    elseif HCR_EL2.E2H == '1' && SCR_EL3.NS == '1' then
        return CNTHP_TVAL_EL2;
    else
        return CNTP_TVAL_EL0;
elseif PSTATE.EL == EL3 then
    return CNTP_TVAL_EL0;

```

MSR CNTP_TVAL_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b0010	0b000

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0PTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '10' && CNTHCTL_EL2.EL1PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' &&
IsFeatureImplemented("FEAT_SEL2") then
        CNTHPS_TVAL_EL2 = X[t];
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1' then
        CNTHPS_TVAL_EL2 = X[t];
    else
        CNTP_TVAL_EL0 = X[t];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.E2H == '1' && CNTHCTL_EL2.EL1PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        CNTP_TVAL_EL0 = X[t];
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
        CNTHPS_TVAL_EL2 = X[t];
    elseif HCR_EL2.E2H == '1' && SCR_EL3.NS == '1' then
        CNTHPS_TVAL_EL2 = X[t];
    else
        CNTP_TVAL_EL0 = X[t];
elseif PSTATE.EL == EL3 then
    CNTP_TVAL_EL0 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTHV_CTL_EL2, Counter-timer Virtual Timer Control register (EL2)

The CNTHV_CTL_EL2 characteristics are:

Purpose

Control register for the EL2 virtual timer.

Configuration

AArch64 System register CNTHV_CTL_EL2 bits [31:0] are architecturally mapped to AArch32 System register [CNTHV_CTL\[31:0\]](#).

This register is present only when FEAT_VHE is implemented. Otherwise, direct accesses to CNTHV_CTL_EL2 are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

Attributes

CNTHV_CTL_EL2 is a 64-bit register.

Field descriptions

The CNTHV CTL EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32						
																		RES0																			
RES0																														ISTATUS				IMASK		ENABLE	
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0						

Bits [63:3]

Reserved, RES0.

ISTATUS, bit [2]

The status of the timer. This bit indicates whether the timer condition is met:

ISTATUS	Meaning
0b0	Timer condition is not met.
0b1	Timer condition is met.

When the value of the ENABLE bit is 1, ISTATUS indicates whether the timer condition is met. ISTATUS takes no account of the value of the IMASK bit. If the value of ISTATUS is 1 and the value of IMASK is 0 then the timer interrupt is asserted.

When the value of the ENABLE bit is 0, the ISTATUS field is UNKNOWN.

This bit is read-only.

IMASK, bit [1]

Timer interrupt mask bit. Permitted values are:

IMASK	Meaning
0b0	Timer interrupt is not masked by the IMASK bit.
0b1	Timer interrupt is masked by the IMASK bit.

For more information, see the description of the ISTATUS bit.

This field resets to an architecturally UNKNOWN value.

ENABLE, bit [0]

Enables the timer. Permitted values are:

ENABLE	Meaning
0b0	Timer disabled.
0b1	Timer enabled.

Setting this bit to 0 disables the timer output signal, but the timer value accessible from [CNTHV_TVAL_EL2](#) continues to count down.

Note

Disabling the output signal might be a power-saving option.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTHV_CTL_EL2

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, access from EL2 using the mnemonic CNTHV_CTL_EL2 or CNTV_CTL_EL0 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, CNTHV_CTL_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1110	0b0011	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return CNTHV_CTL_EL2;
elsif PSTATE.EL == EL3 then
    return CNTHV_CTL_EL2;

```

MSR CNTHV_CTL_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1110	0b0011	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    CNTHV_CTL_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    CNTHV_CTL_EL2 = X[t];

```

MRS <Xt>, CNTV_CTL_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b0011	0b001

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0VTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0VTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' &&
        IsFeatureImplemented("FEAT_SEL2") then
        return CNTHVS_CTL_EL2;
    elsif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1' then
        return CNTHV_CTL_EL2;
    else
        return CNTV_CTL_EL0;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x170];
    else
        return CNTV_CTL_EL0;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
        return CNTHVS_CTL_EL2;
    elsif HCR_EL2.E2H == '1' && SCR_EL3.NS == '1' then
        return CNTHV_CTL_EL2;
    else
        return CNTV_CTL_EL0;
elsif PSTATE.EL == EL3 then
    return CNTV_CTL_EL0;

```

MSR CNTV_CTL_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b0011	0b001


```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0VTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0VTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' &&
IsFeatureImplemented("FEAT_SEL2") then
        CNTHVS_CTL_EL2 = X[t];
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1' then
        CNTHV_CTL_EL2 = X[t];
    else
        CNTV_CTL_EL0 = X[t];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x170] = X[t];
    else
        CNTV_CTL_EL0 = X[t];
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
        CNTHVS_CTL_EL2 = X[t];
    elseif HCR_EL2.E2H == '1' && SCR_EL3.NS == '1' then
        CNTHV_CTL_EL2 = X[t];
    else
        CNTV_CTL_EL0 = X[t];
elseif PSTATE.EL == EL3 then
    CNTV_CTL_EL0 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTHV_CVAL_EL2, Counter-timer Virtual Timer CompareValue register (EL2)

The CNTHV_CVAL_EL2 characteristics are:

Purpose

Holds the compare value for the EL2 virtual timer.

Configuration

AArch64 System register CNTHV_CVAL_EL2 bits [63:0] are architecturally mapped to AArch32 System register [CNTHV_CVAL\[63:0\]](#).

This register is present only when FEAT_VHE is implemented. Otherwise, direct accesses to CNTHV_CVAL_EL2 are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

Attributes

CNTHV_CVAL_EL2 is a 64-bit register.

Field descriptions

The CNTHV_CVAL_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
CompareValue																															
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

CompareValue, bits [63:0]

Holds the EL2 virtual timer CompareValue.

When [CNTHV_CTL_EL2.ENABLE](#) is 1, the timer condition is met when ([CNTVCT_EL0](#) - CompareValue) is greater than or equal to zero. This means that CompareValue acts like a 64-bit upcounter timer. When the timer condition is met:

- [CNTHV_CTL_EL2.ISTATUS](#) is set to 1.
- If [CNTHV_CTL_EL2.IMASK](#) is 0, an interrupt is generated.

When [CNTHV_CTL_EL2.ENABLE](#) is 0, the timer condition is not met, but [CNTVCT_EL0](#) continues to count.

If the Generic counter is implemented at a size less than 64 bits, then this field is permitted to be implemented at the same width as the counter, and the upper bits are RES0.

The value of this field is treated as zero-extended in all counter calculations.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTHV_CVAL_EL2

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, access from EL2 using the mnemonic CNTHV_CVAL_EL2 or CNTV_CVAL_EL0 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, CNTHV_CVAL_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1110	0b0011	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return CNTHV_CVAL_EL2;
elsif PSTATE.EL == EL3 then
    return CNTHV_CVAL_EL2;

```

MSR CNTHV_CVAL_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1110	0b0011	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    CNTHV_CVAL_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    CNTHV_CVAL_EL2 = X[t];

```

MRS <Xt>, CNTV_CVAL_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b0011	0b010

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0VTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0VTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' &&
IsFeatureImplemented("FEAT_SEL2") then
        return CNTHVS_CVAL_EL2;
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1' then
        return CNTHV_CVAL_EL2;
    else
        return CNTV_CVAL_EL0;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x168];
    else
        return CNTV_CVAL_EL0;
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
        return CNTHVS_CVAL_EL2;
    elseif HCR_EL2.E2H == '1' && SCR_EL3.NS == '1' then
        return CNTHV_CVAL_EL2;
    else
        return CNTV_CVAL_EL0;
elseif PSTATE.EL == EL3 then
    return CNTV_CVAL_EL0;

```

MSR CNTV_CVAL_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b0011	0b010

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0VTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0VTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' &&
IsFeatureImplemented("FEAT_SEL2") then
        CNTHVS_CVAL_EL2 = X[t];
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1' then
        CNTHV_CVAL_EL2 = X[t];
    else
        CNTV_CVAL_EL0 = X[t];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x168] = X[t];
    else
        CNTV_CVAL_EL0 = X[t];
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
        CNTHVS_CVAL_EL2 = X[t];
    elseif HCR_EL2.E2H == '1' && SCR_EL3.NS == '1' then
        CNTHV_CVAL_EL2 = X[t];
    else
        CNTV_CVAL_EL0 = X[t];
elseif PSTATE.EL == EL3 then
    CNTV_CVAL_EL0 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTHV_TVAL_EL2, Counter-timer Virtual Timer TimerValue Register (EL2)

The CNTHV_TVAL_EL2 characteristics are:

Purpose

Holds the timer value for the EL2 virtual timer.

Configuration

AArch64 System register CNTHV_TVAL_EL2 bits [31:0] are architecturally mapped to AArch32 System register [CNTHV_TVAL\[31:0\]](#).

This register is present only when FEAT_VHE is implemented. Otherwise, direct accesses to CNTHV_TVAL_EL2 are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

Attributes

CNTHV_TVAL_EL2 is a 64-bit register.

Field descriptions

The CNTHV_TVAL_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																RES0															
																TimerValue															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

TimerValue, bits [31:0]

The TimerValue view of the EL2 virtual timer.

On a read of this register:

- If [CNTHV_CTL_EL2.ENABLE](#) is 0, the value returned is UNKNOWN.
- If [CNTHV_CTL_EL2.ENABLE](#) is 1, the value returned is ([CNTHV_CVAL_EL2](#) - [CNTVCT_EL0](#)).

On a write of this register, [CNTHV_CVAL_EL2](#) is set to ([CNTVCT_EL0](#) + TimerValue), where TimerValue is treated as a signed 32-bit integer.

When [CNTHV_CTL_EL2.ENABLE](#) is 1, the timer condition is met when ([CNTVCT_EL0](#) - [CNTHV_CVAL_EL2](#)) is greater than or equal to zero. This means that TimerValue acts like a 32-bit downcounter timer. When the timer condition is met:

- [CNTHV_CTL_EL2.ISTATUS](#) is set to 1.
- If [CNTHV_CTL_EL2.IMASK](#) is 0, an interrupt is generated.

When [CNTHV_CTL_EL2.ENABLE](#) is 0, the timer condition is not met, but [CNTVCT_EL0](#) continues to count, so the TimerValue view appears to continue to count down.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTHV_TVAL_EL2

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, access from EL2 using the mnemonic CNTHV_TVAL_EL2 or CNTV_TVAL_EL0 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, CNTHV_TVAL_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1110	0b0011	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return CNTHV_TVAL_EL2;
elsif PSTATE.EL == EL3 then
    return CNTHV_TVAL_EL2;

```

MSR CNTHV_TVAL_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1110	0b0011	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    CNTHV_TVAL_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    CNTHV_TVAL_EL2 = X[t];

```

MRS <Xt>, CNTV_TVAL_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b0011	0b000

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0VTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0VTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' &&
IsFeatureImplemented("FEAT_SEL2") then
        return CNTHVS_TVAL_EL2;
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1' then
        return CNTHV_TVAL_EL2;
    else
        return CNTV_TVAL_EL0;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return CNTV_TVAL_EL0;
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
        return CNTHVS_TVAL_EL2;
    elseif HCR_EL2.E2H == '1' && SCR_EL3.NS == '1' then
        return CNTHV_TVAL_EL2;
    else
        return CNTV_TVAL_EL0;
elseif PSTATE.EL == EL3 then
    return CNTV_TVAL_EL0;

```

MSR CNTV_TVAL_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b0011	0b000


```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0VTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0VTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' &&
IsFeatureImplemented("FEAT_SEL2") then
        CNTHVS_TVAL_EL2 = X[t];
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1' then
        CNTHV_TVAL_EL2 = X[t];
    else
        CNTV_TVAL_EL0 = X[t];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        CNTV_TVAL_EL0 = X[t];
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
        CNTHVS_TVAL_EL2 = X[t];
    elseif HCR_EL2.E2H == '1' && SCR_EL3.NS == '1' then
        CNTHV_TVAL_EL2 = X[t];
    else
        CNTV_TVAL_EL0 = X[t];
elseif PSTATE.EL == EL3 then
    CNTV_TVAL_EL0 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTHVS_CTL_EL2, Counter-timer Secure Virtual Timer Control register (EL2)

The CNTHVS_CTL_EL2 characteristics are:

Purpose

Control register for the Secure EL2 virtual timer.

Configuration

AArch64 System register CNTHVS_CTL_EL2 bits [31:0] are architecturally mapped to AArch32 System register [CNTHVS_CTL\[31:0\]](#).

This register is present only when EL2 is implemented and FEAT_SEL2 is implemented. Otherwise, direct accesses to CNTHVS_CTL_EL2 are UNDEFINED.

Attributes

CNTHVS_CTL_EL2 is a 64-bit register.

Field descriptions

The CNTHVS_CTL_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:3]

Reserved, RES0.

ISTATUS, bit [2]

The status of the timer. This bit indicates whether the timer condition is met:

ISTATUS	Meaning
0b0	Timer condition is not met.
0b1	Timer condition is met.

When the value of the CNTHVS_CTL_EL2.ENABLE bit is 1, ISTATUS indicates whether the timer condition is met. ISTATUS takes no account of the value of the IMASK bit. If the value of ISTATUS is 1 and the value of IMASK is 0 then the timer interrupt is asserted.

When the value of the ENABLE bit is 0, the ISTATUS field is UNKNOWN.

This bit is read-only.

IMASK, bit [1]

Timer interrupt mask bit. Permitted values are:

IMASK	Meaning
0b0	Timer interrupt is not masked by the IMASK bit.
0b1	Timer interrupt is masked by the IMASK bit.

For more information, see the description of the CNTHVS_CTL_EL2.ISTATUS bit.

This field resets to an architecturally UNKNOWN value.

ENABLE, bit [0]

Enables the timer. Permitted values are:

ENABLE	Meaning
0b0	Timer disabled.
0b1	Timer enabled.

Setting this bit to 0 disables the timer output signal, but the timer value accessible from [CNTHVS_TVAL_EL2](#) continues to count down.

Note

Disabling the output signal might be a power-saving option.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTHVS_CTL_EL2

Accesses to this register use the following encodings:

MRS <Xt>, CNTHVS_CTL_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1110	0b0100	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if HaveEL(EL3) && SCR_EL3.NS == '1' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && SCR_EL3.NS == '1' then
        UNDEFINED;
    else
        return CNTHVS_CTL_EL2;
elsif PSTATE.EL == EL3 then
    if SCR_EL3.EEL2 == '0' then
        UNDEFINED;
    else
        return CNTHVS_CTL_EL2;

```

MSR CNTHVS_CTL_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1110	0b0100	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if HaveEL(EL3) && SCR_EL3.NS == '1' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && SCR_EL3.NS == '1' then
        UNDEFINED;
    else
        CNTHVS_CTL_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    if SCR_EL3.EEL2 == '0' then
        UNDEFINED;
    else
        CNTHVS_CTL_EL2 = X[t];

```

MRS <Xt>, CNTV_CTL_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b0011	0b001

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0VTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0VTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' &&
IsFeatureImplemented("FEAT_SEL2") then
        return CNTHVS_CTL_EL2;
    elsif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1' then
        return CNTHV_CTL_EL2;
    else
        return CNTV_CTL_EL0;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x170];
    else
        return CNTV_CTL_EL0;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
        return CNTHVS_CTL_EL2;
    elsif HCR_EL2.E2H == '1' && SCR_EL3.NS == '1' then
        return CNTHV_CTL_EL2;
    else
        return CNTV_CTL_EL0;
elsif PSTATE.EL == EL3 then
    return CNTV_CTL_EL0;

```

MSR CNTV_CTL_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b0011	0b001

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0VTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0VTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' &&
IsFeatureImplemented("FEAT_SEL2") then
        CNTHVS_CTL_EL2 = X[t];
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1' then
        CNTHV_CTL_EL2 = X[t];
    else
        CNTV_CTL_EL0 = X[t];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x170] = X[t];
    else
        CNTV_CTL_EL0 = X[t];
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
        CNTHVS_CTL_EL2 = X[t];
    elseif HCR_EL2.E2H == '1' && SCR_EL3.NS == '1' then
        CNTHV_CTL_EL2 = X[t];
    else
        CNTV_CTL_EL0 = X[t];
elseif PSTATE.EL == EL3 then
    CNTV_CTL_EL0 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTHVS_CVAL_EL2, Counter-timer Secure Virtual Timer CompareValue register (EL2)

The CNTHVS_CVAL_EL2 characteristics are:

Purpose

Holds the compare value for the Secure EL2 virtual timer.

Configuration

AArch64 System register CNTHVS_CVAL_EL2 bits [63:0] are architecturally mapped to AArch32 System register [CNTHVS_CVAL\[63:0\]](#).

This register is present only when EL2 is implemented and FEAT_SEL2 is implemented. Otherwise, direct accesses to CNTHVS_CVAL_EL2 are UNDEFINED.

Attributes

CNTHVS_CVAL_EL2 is a 64-bit register.

Field descriptions

The CNTHVS_CVAL_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
CompareValue																															
CompareValue																															
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

CompareValue, bits [63:0]

Holds the Secure EL2 virtual timer CompareValue.

When [CNTHVS_CTL_EL2.ENABLE](#) is 1, the timer condition is met when ([CNTVCT_EL0](#) - CompareValue) is greater than or equal to zero. This means that CompareValue acts like a 64-bit upcounter timer. When the timer condition is met:

- [CNTHVS_CTL_EL2.ISTATUS](#) is set to 1.
- If [CNTHVS_CTL_EL2.IMASK](#) is 0, an interrupt is generated.

When [CNTHVS_CTL_EL2.ENABLE](#) is 0, the timer condition is not met, but [CNTVCT_EL0](#) continues to count.

If the Generic counter is implemented at a size less than 64 bits, then this field is permitted to be implemented at the same width as the counter, and the upper bits are RES0.

The value of this field is treated as zero-extended in all counter calculations.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTHVS_CVAL_EL2

Accesses to this register use the following encodings:

MRS <Xt>, CNTHVS_CVAL_EL2

op0	op1	CRn	CRm	op2
-----	-----	-----	-----	-----

0b11	0b100	0b1110	0b0100	0b010
------	-------	--------	--------	-------

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if HaveEL(EL3) && SCR_EL3.NS == '1' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && SCR_EL3.NS == '1' then
        UNDEFINED;
    else
        return CNTHVS_CVAL_EL2;
elsif PSTATE.EL == EL3 then
    if SCR_EL3.EEL2 == '0' then
        UNDEFINED;
    else
        return CNTHVS_CVAL_EL2;

```

MSR CNTHVS_CVAL_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1110	0b0100	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if HaveEL(EL3) && SCR_EL3.NS == '1' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && SCR_EL3.NS == '1' then
        UNDEFINED;
    else
        CNTHVS_CVAL_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    if SCR_EL3.EEL2 == '0' then
        UNDEFINED;
    else
        CNTHVS_CVAL_EL2 = X[t];

```

MRS <Xt>, CNTV_CVAL_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b0011	0b010

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0VTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0VTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' &&
IsFeatureImplemented("FEAT_SEL2") then
        return CNTHVS_CVAL_EL2;
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1' then
        return CNTHV_CVAL_EL2;
    else
        return CNTV_CVAL_EL0;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x168];
    else
        return CNTV_CVAL_EL0;
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
        return CNTHVS_CVAL_EL2;
    elseif HCR_EL2.E2H == '1' && SCR_EL3.NS == '1' then
        return CNTHV_CVAL_EL2;
    else
        return CNTV_CVAL_EL0;
elseif PSTATE.EL == EL3 then
    return CNTV_CVAL_EL0;

```

MSR CNTV_CVAL_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b0011	0b010


```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0VTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0VTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' &&
IsFeatureImplemented("FEAT_SEL2") then
        CNTHVS_CVAL_EL2 = X[t];
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1' then
        CNTHV_CVAL_EL2 = X[t];
    else
        CNTV_CVAL_EL0 = X[t];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x168] = X[t];
    else
        CNTV_CVAL_EL0 = X[t];
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
        CNTHVS_CVAL_EL2 = X[t];
    elseif HCR_EL2.E2H == '1' && SCR_EL3.NS == '1' then
        CNTHV_CVAL_EL2 = X[t];
    else
        CNTV_CVAL_EL0 = X[t];
elseif PSTATE.EL == EL3 then
    CNTV_CVAL_EL0 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTHVS_TVAL_EL2, Counter-timer Secure Virtual Timer TimerValue register (EL2)

The CNTHVS_TVAL_EL2 characteristics are:

Purpose

Holds the timer value for the Secure EL2 virtual timer.

Configuration

AArch64 System register CNTHVS_TVAL_EL2 bits [31:0] are architecturally mapped to AArch32 System register [CNTHVS_TVAL\[31:0\]](#).

This register is present only when EL2 is implemented and FEAT_SEL2 is implemented. Otherwise, direct accesses to CNTHVS_TVAL_EL2 are UNDEFINED.

Attributes

CNTHVS_TVAL_EL2 is a 64-bit register.

Field descriptions

The CNTHVS_TVAL_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
TimerValue																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

TimerValue, bits [31:0]

The TimerValue view of the EL2 virtual timer.

On a read of this register:

- If [CNTHVS_CTL_EL2.ENABLE](#) is 0, the value returned is UNKNOWN.
- If [CNTHVS_CTL_EL2.ENABLE](#) is 1, the value returned is ([CNTHVS_CVAL_EL2](#) - [CNTVCT_EL0](#)).

On a write of this register, [CNTHVS_CVAL_EL2](#) is set to ([CNTVCT_EL0](#) + TimerValue), where TimerValue is treated as a signed 32-bit integer.

When [CNTHVS_CTL_EL2.ENABLE](#) is 1, the timer condition is met when (([CNTVCT_EL0](#) - [CNTHVS_CVAL_EL2](#)) is greater than or equal to zero. This means that TimerValue acts like a 32-bit downcounter timer. When the timer condition is met:

- [CNTHVS_CTL_EL2.ISTATUS](#) is set to 1.
- If [CNTHVS_CTL_EL2.IMASK](#) is 0, an interrupt is generated.

When [CNTHVS_CTL_EL2.ENABLE](#) is 0, the timer condition is not met, but [CNTVCT_EL0](#) continues to count, so the TimerValue view appears to continue to count down.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTHVS_TVAL_EL2

Accesses to this register use the following encodings:

MRS <Xt>, CNTHVS_TVAL_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1110	0b0100	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if HaveEL(EL3) && SCR_EL3.NS == '1' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && SCR_EL3.NS == '1' then
        UNDEFINED;
    else
        return CNTHVS_TVAL_EL2;
elsif PSTATE.EL == EL3 then
    if SCR_EL3.EEL2 == '0' then
        UNDEFINED;
    else
        return CNTHVS_TVAL_EL2;

```

MSR CNTHVS_TVAL_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1110	0b0100	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if HaveEL(EL3) && SCR_EL3.NS == '1' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && SCR_EL3.NS == '1' then
        UNDEFINED;
    else
        CNTHVS_TVAL_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    if SCR_EL3.EEL2 == '0' then
        UNDEFINED;
    else
        CNTHVS_TVAL_EL2 = X[t];

```

MRS <Xt>, CNTV_TVAL_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b0011	0b000

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0VTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0VTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' &&
IsFeatureImplemented("FEAT_SEL2") then
        return CNTHVS_TVAL_EL2;
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1' then
        return CNTHV_TVAL_EL2;
    else
        return CNTV_TVAL_EL0;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return CNTV_TVAL_EL0;
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
        return CNTHVS_TVAL_EL2;
    elseif HCR_EL2.E2H == '1' && SCR_EL3.NS == '1' then
        return CNTHV_TVAL_EL2;
    else
        return CNTV_TVAL_EL0;
elseif PSTATE.EL == EL3 then
    return CNTV_TVAL_EL0;

```

MSR CNTV_TVAL_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b0011	0b000

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0VTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0VTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' &&
IsFeatureImplemented("FEAT_SEL2") then
        CNTHVS_TVAL_EL2 = X[t];
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1' then
        CNTHV_TVAL_EL2 = X[t];
    else
        CNTV_TVAL_EL0 = X[t];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        CNTV_TVAL_EL0 = X[t];
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
        CNTHVS_TVAL_EL2 = X[t];
    elseif HCR_EL2.E2H == '1' && SCR_EL3.NS == '1' then
        CNTHV_TVAL_EL2 = X[t];
    else
        CNTV_TVAL_EL0 = X[t];
elseif PSTATE.EL == EL3 then
    CNTV_TVAL_EL0 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTKCTL_EL1, Counter-timer Kernel Control register

The CNTKCTL_EL1 characteristics are:

Purpose

When FEAT_VHE is not implemented, or when [HCR_EL2](#).{E2H, TGE} is not {1, 1}, this register controls the generation of an event stream from the virtual counter, and access from EL0 to the physical counter, virtual counter, EL1 physical timers, and the virtual timer.

When FEAT_VHE is implemented and [HCR_EL2](#).{E2H, TGE} is {1, 1}, this register does not cause any event stream from the virtual counter to be generated, and does not control access to the counters and timers. The access to counters and timers at EL0 is controlled by [CNTHCTL_EL2](#).

Configuration

AArch64 System register CNTKCTL_EL1 bits [31:0] are architecturally mapped to AArch32 System register [CNTKCTL\[31:0\]](#).

Attributes

CNTKCTL_EL1 is a 64-bit register.

Field descriptions

The CNTKCTL_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0																EVNTIS	RES0								ELOPTEN	ELOVTEN	EVNTI	EVNTDIR	EVNTEN	ELOVCTEN	ELOPCTEN
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:18]

Reserved, RES0.

EVNTIS, bit [17]

When FEAT_ECV is implemented:

Controls the scale of the generation of the event stream.

EVNTIS	Meaning
0b0	The CNTKCTL_EL1.EVNTI field applies to CNTVCT_ELO [15:0].
0b1	The CNTKCTL_EL1.EVNTI field applies to CNTVCT_ELO [23:8].

This control applies regardless of the value of the [CNTHCTL_EL2](#).ECV bit.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bits [16:10]

Reserved, RES0.

ELOPTEN, bit [9]

Traps EL0 accesses to the physical timer registers to EL1, or to EL2 when it is implemented and enabled for the current Security state and [HCR_EL2.TGE](#) is 1, as follows:

- In AArch64 state, the following registers are trapped, reported using EC syndrome value 0x18:
 - [CNTP_CTL_EL0](#), [CNTP_CVAL_EL0](#), and [CNTP_TVAL_EL0](#).
- In AArch32 state, MRC and MCR accesses to the following registers are trapped, reported using EC syndrome value 0x03, MRRC and MCRR accesses are trapped, reported using EC syndrome value 0x04:
 - [CNTP_CTL](#), [CNTP_CVAL](#), [CNTP_TVAL](#).

ELOPTEN	Meaning
0b0	EL0 accesses to the physical timer registers are trapped to EL1.
0b1	This control does not cause any instructions to be trapped.

When FEAT_VHE is implemented and [HCR_EL2.{E2H, TGE}](#) is {1, 1}, this control does not cause any instructions to be trapped.

This field resets to an architecturally UNKNOWN value.

ELOVTEN, bit [8]

Traps EL0 accesses to the virtual timer registers to EL1, or to EL2 when it is implemented and enabled for the current Security state and [HCR_EL2.TGE](#) is 1, as follows:

- In AArch64 state, accesses to the following registers are trapped, reported using EC syndrome value 0x18:
 - [CNTV_CTL_EL0](#), [CNTV_CVAL_EL0](#), and [CNTV_TVAL_EL0](#).
- In AArch32 state, MRC and MCR accesses to the following registers are trapped and reported using EC syndrome value 0x03, MRRC and MCRR accesses are trapped using EC syndrome value 0x04:
 - [CNTV_CTL](#), [CNTV_CVAL](#), and [CNTV_TVAL](#).

ELOVTEN	Meaning
0b0	EL0 accesses to the virtual timer registers are trapped.
0b1	This control does not cause any instructions to be trapped.

When FEAT_VHE is implemented and [HCR_EL2.{E2H, TGE}](#) is {1, 1}, this control does not cause any instructions to be trapped.

This field resets to an architecturally UNKNOWN value.

EVNTI, bits [7:4]

Selects which bit of the counter register [CNTVCT_EL0](#) is the trigger for the event stream generated from that counter, when that stream is enabled.

If FEAT_ECV is implemented, and CNTKCTL_EL1.EVNTIS is 1, this field selects a trigger bit in the range 8 to 23 of the counter register [CNTVCT_EL0](#).

Otherwise, this field selects a trigger bit in the range 0 to 15 of the counter register.

This field resets to an architecturally UNKNOWN value.

EVNTDIR, bit [3]

Controls which transition of the counter register [CNTVCT_EL0](#) trigger bit, defined by EVNTI, generates an event when the event stream is enabled.

EVNTDIR	Meaning
0b0	A 0 to 1 transition of the trigger bit triggers an event.
0b1	A 1 to 0 transition of the trigger bit triggers an event.

This field resets to an architecturally UNKNOWN value.

EVNTEN, bit [2]

When FEAT_VHE is not implemented, or when [HCR_EL2](#).{E2H, TGE} is not {1, 1}, enables the generation of an event stream from the counter register [CNTVCT_EL0](#).

EVNTEN	Meaning
0b0	Disables the event stream.
0b1	Enables the event stream.

When FEAT_VHE is implemented and [HCR_EL2](#).{E2H, TGE} is {1, 1}, this control does not enable the event stream.

This field resets to 0.

ELOVCTEN, bit [1]

Traps EL0 accesses to the frequency register and virtual counter register to EL1, or to EL2 when it is implemented and enabled for the current Security state and [HCR_EL2](#).TGE is 1, as follows:

- In AArch64 state, accesses to the following registers are trapped and reported using EC syndrome value 0x18:
 - [CNTVCT_EL0](#) and if [CNTKCTL_EL1](#).ELOPCTEN is 0, [CNTFRQ_EL0](#).
- In AArch32 state, MRC and MCR accesses to the following registers are trapped and reported using EC syndrome value 0x03, MRRC and MCRR accesses are trapped and reported using EC syndrome value 0x04:
 - [CNTVCT](#) and if [CNTKCTL_EL1](#).ELOPCTEN is 0, [CNTFRQ](#).

ELOVCTEN	Meaning
0b0	EL0 accesses to the frequency register and virtual counter registers are trapped.
0b1	This control does not cause any instructions to be trapped.

When FEAT_VHE is implemented and [HCR_EL2](#).{E2H, TGE} is {1, 1}, this control does not cause any instructions to be trapped.

This field resets to an architecturally UNKNOWN value.

ELOPCTEN, bit [0]

Traps EL0 accesses to the frequency register and physical counter register to EL1, or to EL2 when it is implemented and enabled for the current Security state and [HCR_EL2](#).TGE is 1, as follows:

- In AArch64 state, the following registers are trapped, reported using EC syndrome value 0x18:
 - [CNTPCT_EL0](#) and if [CNTKCTL_EL1](#).ELOVCTEN is 0, [CNTFRQ_EL0](#).
- In AArch32 state, MCR or MRC accesses the following registers are trapped, reported using EC syndrome value 0x03, MCRR or MRRC accesses are trapped and reported using EC syndrome value 0x04:
 - [CNTPCT](#) and if [CNTKCTL_EL1](#).ELOVCTEN is 0, [CNTFRQ](#).

ELOPCTEN	Meaning
0b0	EL0 accesses to the frequency register and physical counter register are trapped.
0b1	This control does not cause any instructions to be trapped.

When FEAT_VHE is implemented and [HCR_EL2](#).{E2H, TGE} is {1, 1}, this control does not cause any instructions to be trapped.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTKCTL_EL1

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, access from EL3 using the mnemonic CNTKCTL_EL1 or CNTKCTL_EL12 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, CNTKCTL_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b11110	0b0001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    return CNTKCTL_EL1;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return CNTHCTL_EL2;
    else
        return CNTKCTL_EL1;
elsif PSTATE.EL == EL3 then
    return CNTKCTL_EL1;

```

MSR CNTKCTL_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b11110	0b0001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    CNTKCTL_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        CNTHCTL_EL2 = X[t];
    else
        CNTKCTL_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    CNTKCTL_EL1 = X[t];

```

MRS <Xt>, CNTKCTL_EL12

op0	op1	CRn	CRm	op2
0b11	0b101	0b11110	0b0001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return CNTKCTL_EL1;
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        return CNTKCTL_EL1;
    else
        UNDEFINED;

```

MSR CNTKCTL_EL12, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b101	0b1110	0b0001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        CNTKCTL_EL1 = X[t];
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        CNTKCTL_EL1 = X[t];
    else
        UNDEFINED;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTP_CTL_EL0, Counter-timer Physical Timer Control register

The CNTP_CTL_EL0 characteristics are:

Purpose

Control register for the EL1 physical timer.

Configuration

AArch64 System register CNTP_CTL_EL0 bits [31:0] are architecturally mapped to AArch32 System register [CNTP_CTL\[31:0\]](#).

Attributes

CNTP_CTL_EL0 is a 64-bit register.

Field descriptions

The CNTP_CTL_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0																															
STATUS MASK ENABLE																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:3]

Reserved, RES0.

ISTATUS, bit [2]

The status of the timer. This bit indicates whether the timer condition is met:

ISTATUS	Meaning
0b0	Timer condition is not met.
0b1	Timer condition is met.

When the value of the ENABLE bit is 1, ISTATUS indicates whether the timer condition is met. ISTATUS takes no account of the value of the IMASK bit. If the value of ISTATUS is 1 and the value of IMASK is 0 then the timer interrupt is asserted.

When the value of the ENABLE bit is 0, the ISTATUS field is UNKNOWN.

This bit is read-only.

IMASK, bit [1]

Timer interrupt mask bit. Permitted values are:

IMASK	Meaning
0b0	Timer interrupt is not masked by the IMASK bit.
0b1	Timer interrupt is masked by the IMASK bit.

For more information, see the description of the ISTATUS bit.

This field resets to an architecturally UNKNOWN value.

ENABLE, bit [0]

Enables the timer. Permitted values are:

ENABLE	Meaning
0b0	Timer disabled.
0b1	Timer enabled.

Setting this bit to 0 disables the timer output signal, but the timer value accessible from [CNTP_TVAL_EL0](#) continues to count down.

Note

Disabling the output signal might be a power-saving option.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTP_CTL_EL0

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, access from EL3 using the mnemonic CNTP_CTL_EL0 or CNTP_CTL_EL02 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, CNTP_CTL_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b0010	0b001

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0PTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '10' && CNTHCTL_EL2.EL1PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' &&
IsFeatureImplemented("FEAT_SEL2") then
        return CNTHPS_CTL_EL2;
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1' then
        return CNTHP_CTL_EL2;
    else
        return CNTP_CTL_EL0;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.E2H == '1' && CNTHCTL_EL2.EL1PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x180];
    else
        return CNTP_CTL_EL0;
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
        return CNTHPS_CTL_EL2;
    elseif HCR_EL2.E2H == '1' && SCR_EL3.NS == '1' then
        return CNTHP_CTL_EL2;
    else
        return CNTP_CTL_EL0;
elseif PSTATE.EL == EL3 then
    return CNTP_CTL_EL0;

```

MSR CNTP_CTL_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b0010	0b001

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0PTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '10' && CNTHCTL_EL2.EL1PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' &&
IsFeatureImplemented("FEAT_SEL2") then
        CNTHPS_CTL_EL2 = X[t];
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1' then
        CNTHP_CTL_EL2 = X[t];
    else
        CNTP_CTL_EL0 = X[t];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.E2H == '1' && CNTHCTL_EL2.EL1PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x180] = X[t];
    else
        CNTP_CTL_EL0 = X[t];
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
        CNTHPS_CTL_EL2 = X[t];
    elseif HCR_EL2.E2H == '1' && SCR_EL3.NS == '1' then
        CNTHP_CTL_EL2 = X[t];
    else
        CNTP_CTL_EL0 = X[t];
elseif PSTATE.EL == EL3 then
    CNTP_CTL_EL0 = X[t];

```

MRS <Xt>, CNTP_CTL_EL02

op0	op1	CRn	CRm	op2
0b11	0b101	0b1110	0b0010	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        if EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1NVPCT == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            return NVMem[0x180];
    elseif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return CNTP_CTL_EL0;
    else
        UNDEFINED;
elseif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        return CNTP_CTL_EL0;
    else
        UNDEFINED;

```

MSR CNTP_CTL_EL02, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b101	0b1110	0b0010	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        if EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1NVPCT == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            NVMem[0x180] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        CNTP_CTL_EL0 = X[t];
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        CNTP_CTL_EL0 = X[t];
    else
        UNDEFINED;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTP_CVAL_EL0, Counter-timer Physical Timer CompareValue register

The CNTP_CVAL_EL0 characteristics are:

Purpose

Holds the compare value for the EL1 physical timer.

Configuration

AArch64 System register CNTP_CVAL_EL0 bits [63:0] are architecturally mapped to AArch32 System register [CNTP_CVAL\[63:0\]](#).

Attributes

CNTP_CVAL_EL0 is a 64-bit register.

Field descriptions

The CNTP_CVAL_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
CompareValue																															
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

CompareValue, bits [63:0]

Holds the EL1 physical timer CompareValue.

When [CNTP_CTL_EL0](#).ENABLE is 1, the timer condition is met when ([CNTPCT_EL0](#) - CompareValue) is greater than or equal to zero. This means that CompareValue acts like a 64-bit upcounter timer. When the timer condition is met:

- [CNTP_CTL_EL0](#).ISTATUS is set to 1.
- If [CNTP_CTL_EL0](#).IMASK is 0, an interrupt is generated.

When [CNTP_CTL_EL0](#).ENABLE is 0, the timer condition is not met, but [CNTPCT_EL0](#) continues to count.

If the Generic counter is implemented at a size less than 64 bits, then this field is permitted to be implemented at the same width as the counter, and the upper bits are RES0.

The value of this field is treated as zero-extended in all counter calculations.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTP_CVAL_EL0

When [HCR_EL2](#).E2H is 1, without explicit synchronization, access from EL3 using the mnemonic CNTP_CVAL_EL0 or CNTP_CVAL_EL02 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, CNTP_CVAL_EL0

op0	op1	CRn	CRm	op2
-----	-----	-----	-----	-----

0b11	0b011	0b1110	0b0010	0b010
------	-------	--------	--------	-------

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0PTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '10' && CNTHCTL_EL2.EL1PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' &&
IsFeatureImplemented("FEAT_SEL2") then
        return CNTHPS_CVAL_EL2;
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1' then
        return CNTHP_CVAL_EL2;
    else
        return CNTP_CVAL_EL0;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.E2H == '1' && CNTHCTL_EL2.EL1PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x178];
    else
        return CNTP_CVAL_EL0;
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
        return CNTHPS_CVAL_EL2;
    elseif HCR_EL2.E2H == '1' && SCR_EL3.NS == '1' then
        return CNTHP_CVAL_EL2;
    else
        return CNTP_CVAL_EL0;
elseif PSTATE.EL == EL3 then
    return CNTP_CVAL_EL0;

```

MSR CNTP_CVAL_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b0010	0b010

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0PTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '10' && CNTHCTL_EL2.EL1PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' &&
IsFeatureImplemented("FEAT_SEL2") then
        CNTHPS_CVAL_EL2 = X[t];
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1' then
        CNTHP_CVAL_EL2 = X[t];
    else
        CNTP_CVAL_EL0 = X[t];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.E2H == '1' && CNTHCTL_EL2.EL1PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x178] = X[t];
    else
        CNTP_CVAL_EL0 = X[t];
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
        CNTHPS_CVAL_EL2 = X[t];
    elseif HCR_EL2.E2H == '1' && SCR_EL3.NS == '1' then
        CNTHP_CVAL_EL2 = X[t];
    else
        CNTP_CVAL_EL0 = X[t];
elseif PSTATE.EL == EL3 then
    CNTP_CVAL_EL0 = X[t];

```

MRS <Xt>, CNTP_CVAL_EL02

op0	op1	CRn	CRm	op2
0b11	0b101	0b1110	0b0010	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        if EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1NVPCT == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            return NVMem[0x178];
    elseif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return CNTP_CVAL_EL0;
    else
        UNDEFINED;
elseif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        return CNTP_CVAL_EL0;
    else
        UNDEFINED;

```

MSR CNTP_CVAL_EL02, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b101	0b1110	0b0010	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        if EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1NVPCT == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            NVMem[0x178] = X[t];
        elsif EL2Enabled() && HCR_EL2.NV == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            UNDEFINED;
    elsif PSTATE.EL == EL2 then
        if HCR_EL2.E2H == '1' then
            CNTP_CVAL_EL0 = X[t];
        else
            UNDEFINED;
    elsif PSTATE.EL == EL3 then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
            CNTP_CVAL_EL0 = X[t];
        else
            UNDEFINED;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTP_TVAL_ELO, Counter-timer Physical Timer TimerValue register

The CNTP_TVAL_ELO characteristics are:

Purpose

Holds the timer value for the EL1 physical timer.

Configuration

AArch64 System register CNTP_TVAL_ELO bits [31:0] are architecturally mapped to AArch32 System register [CNTP_TVAL\[31:0\]](#).

Attributes

CNTP_TVAL_ELO is a 64-bit register.

Field descriptions

The CNTP_TVAL_ELO bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
TimerValue																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

TimerValue, bits [31:0]

The TimerValue view of the EL1 physical timer.

On a read of this register:

- If [CNTP_CTL_ELO.ENABLE](#) is 0, the value returned is UNKNOWN.
- If [CNTP_CTL_ELO.ENABLE](#) is 1, the value returned is ([CNTP_CVAL_ELO](#) - [CNTPCT_ELO](#)).

On a write of this register, [CNTP_CVAL_ELO](#) is set to ([CNTPCT_ELO](#) + TimerValue), where TimerValue is treated as a signed 32-bit integer.

When [CNTP_CTL_ELO.ENABLE](#) is 1, the timer condition is met when ([CNTPCT_ELO](#) - [CNTP_CVAL_ELO](#)) is greater than or equal to zero. This means that TimerValue acts like a 32-bit downcounter timer. When the timer condition is met:

- [CNTP_CTL_ELO.ISTATUS](#) is set to 1.
- If [CNTP_CTL_ELO.IMASK](#) is 0, an interrupt is generated.

When [CNTP_CTL_ELO.ENABLE](#) is 0, the timer condition is not met, but [CNTPCT_ELO](#) continues to count, so the TimerValue view appears to continue to count down.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTP_TVAL_EL0

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, access from EL3 using the mnemonic CNTP_TVAL_EL0 or CNTP_TVAL_EL02 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, CNTP_TVAL_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b11110	0b0010	0b000

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0PTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '10' && CNTHCTL_EL2.EL1PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' &&
IsFeatureImplemented("FEAT_SEL2") then
        return CNTHPS_TVAL_EL2;
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1' then
        return CNTHP_TVAL_EL2;
    else
        return CNTP_TVAL_EL0;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.E2H == '1' && CNTHCTL_EL2.EL1PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return CNTP_TVAL_EL0;
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
        return CNTHPS_TVAL_EL2;
    elseif HCR_EL2.E2H == '1' && SCR_EL3.NS == '1' then
        return CNTHP_TVAL_EL2;
    else
        return CNTP_TVAL_EL0;
elseif PSTATE.EL == EL3 then
    return CNTP_TVAL_EL0;

```

MSR CNTP_TVAL_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b11110	0b0010	0b000

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0PTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '10' && CNTHCTL_EL2.EL1PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' &&
IsFeatureImplemented("FEAT_SEL2") then
        CNTHPS_TVAL_EL2 = X[t];
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1' then
        CNTHP_TVAL_EL2 = X[t];
    else
        CNTP_TVAL_EL0 = X[t];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.E2H == '1' && CNTHCTL_EL2.EL1PTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        CNTP_TVAL_EL0 = X[t];
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
        CNTHPS_TVAL_EL2 = X[t];
    elseif HCR_EL2.E2H == '1' && SCR_EL3.NS == '1' then
        CNTHP_TVAL_EL2 = X[t];
    else
        CNTP_TVAL_EL0 = X[t];
elseif PSTATE.EL == EL3 then
    CNTP_TVAL_EL0 = X[t];

```

MRS <Xt>, CNTP_TVAL_EL02

op0	op1	CRn	CRm	op2
0b11	0b101	0b1110	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return CNTP_TVAL_EL0;
    else
        UNDEFINED;
elseif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        return CNTP_TVAL_EL0;
    else
        UNDEFINED;

```

MSR CNTP_TVAL_EL02, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b101	0b1110	0b0010	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        CNTP_TVAL_EL0 = X[t];
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        CNTP_TVAL_EL0 = X[t];
    else
        UNDEFINED;
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNPCT_EL0, Counter-timer Physical Count register

The CNTPCT_EL0 characteristics are:

Purpose

Holds the 64-bit physical count value.

Configuration

AArch64 System register CNTPCT_EL0 bits [63:0] are architecturally mapped to AArch32 System register [CNPCTI63:01](#).

All reads to the CNTPCT_EL0 occur in program order relative to reads to [CNPCTSS_EL0](#) or CNTPCT_EL0.

Attributes

CNPCT_EL0 is a 64-bit register.

Field descriptions

The CNTPCT_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Physical count value																															
Physical count value																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Physical count value.

Reads of CNTPCT_EL0 from EL0 or EL1 return (PCount<63:0> - [CNTPOFF_EL2](#)<63:0>) if the access is not trapped, and all of the following are true:

- [CNTHCTL_EL2](#).ECV is 1.
- [HCR_EL2](#).{E2H, TGE} is not {1, 1}.

Where PCount<63:0> is the physical count returned when CNTPCT_EL0 is read from EL2 or EL3.

Accessing the CNTPCT_EL0

Accesses to this register use the following encodings:

MRS <Xt>, CNTPCT_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b0000	0b001


```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0PCTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '10' && CNTHCTL_EL2.EL1PCTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0PCTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return CNTPCT_EL0;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && CNTHCTL_EL2.EL1PCTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return CNTPCT_EL0;
elseif PSTATE.EL == EL2 then
    return CNTPCT_EL0;
elseif PSTATE.EL == EL3 then
    return CNTPCT_EL0;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTPCTSS_EL0, Counter-timer Self-Synchronized Physical Count register

The CNTPCTSS_EL0 characteristics are:

Purpose

Holds the self-synchronized view of the 64-bit physical count value.

Configuration

AArch64 System register CNTPCTSS_EL0 bits [63:0] are architecturally mapped to AArch32 System register [CNTPCTSS\[63:0\]](#).

This register is present only when FEAT_ECV is implemented. Otherwise, direct accesses to CNTPCTSS_EL0 are UNDEFINED.

All reads to the CNTPCTSS_EL0 occur in program order relative to reads to [CNTPCT_EL0](#) or CNTPCTSS_EL0.

This register is a self-synchronised view of the [CNTPCT_EL0](#) counter, and cannot be read speculatively.

Attributes

CNTPCTSS_EL0 is a 64-bit register.

Field descriptions

The CNTPCTSS_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Self-synchronized physical count value																															
Self-synchronized physical count value																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Self-synchronized physical count value.

Accessing the CNTPCTSS_EL0

Accesses to this register use the following encodings:

MRS <Xt>, CNTPCTSS_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b0000	0b101

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0PCTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '10' && CNTHCTL_EL2.EL1PCTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0PCTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return CNTPCTSS_EL0;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && CNTHCTL_EL2.EL1PCTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return CNTPCTSS_EL0;
elseif PSTATE.EL == EL2 then
    return CNTPCTSS_EL0;
elseif PSTATE.EL == EL3 then
    return CNTPCTSS_EL0;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTPOFF_EL2, Counter-timer Physical Offset register

The CNTPOFF_EL2 characteristics are:

Purpose

Holds the 64-bit physical offset. This is the offset for the AArch64 physical timers and counters when Enhanced Counter Virtualization is enabled.

Configuration

This register is present only when FEAT_ECV is implemented. Otherwise, direct accesses to CNTPOFF_EL2 are UNDEFINED.

The offsetting of the timers and counters based on EL2 using AArch64 apply at:

- EL1 when EL1 is using AArch64 or AArch32.
- EL0 when EL0 is using AArch64 or AArch32.

When EL2 is implemented and enabled in the current Security state, the physical counter uses a fixed physical offset of zero if either of the following are true:

- [CNTHCTL_EL2](#).ECV is 0.
- [SCR_EL3](#).ECVEn is 0.
- [HCR_EL2](#).{E2H, TGE} is {1, 1}.

Attributes

CNTPOFF_EL2 is a 64-bit register.

Field descriptions

The CNTPOFF_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Physical offset																															
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
Physical offset																															

Bits [63:0]

Physical offset.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTPOFF_EL2

Accesses to this register use the following encodings:

MRS <Xt>, CNTPOFF_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1110	0b0000	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return NVMem[0x1A8];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.ECVEn == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.ECVEn == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return CNTPOFF_EL2;
elsif PSTATE.EL == EL3 then
    return CNTPOFF_EL2;

```

MSR CNTPOFF_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1110	0b0000	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        NVMem[0x1A8] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.ECVEn == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.ECVEn == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        CNTPOFF_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    CNTPOFF_EL2 = X[t];

```

CNTPS_CTL_EL1, Counter-timer Physical Secure Timer Control register

The CNTPS_CTL_EL1 characteristics are:

Purpose

Control register for the secure physical timer, usually accessible at EL3 but configurably accessible at EL1 in Secure state.

Configuration

There are no configuration notes.

Attributes

CNTPS_CTL_EL1 is a 64-bit register.

Field descriptions

The CNTPS_CTL_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0																															
ISTATUSIMASKENABLE																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:3]

Reserved, RES0.

ISTATUS, bit [2]

The status of the timer. This bit indicates whether the timer condition is met:

ISTATUS	Meaning
0b0	Timer condition is not met.
0b1	Timer condition is met.

When the value of the ENABLE bit is 1, ISTATUS indicates whether the timer condition is met. ISTATUS takes no account of the value of the IMASK bit. If the value of ISTATUS is 1 and the value of IMASK is 0 then the timer interrupt is asserted.

When the value of the ENABLE bit is 0, the ISTATUS field is UNKNOWN.

This bit is read-only.

IMASK, bit [1]

Timer interrupt mask bit. Permitted values are:

IMASK	Meaning
0b0	Timer interrupt is not masked by the IMASK bit.
0b1	Timer interrupt is masked by the IMASK bit.

For more information, see the description of the ISTATUS bit.

This field resets to an architecturally UNKNOWN value.

ENABLE, bit [0]

Enables the timer. Permitted values are:

ENABLE	Meaning
0b0	Timer disabled.
0b1	Timer enabled.

Setting this bit to 0 disables the timer output signal, but the timer value accessible from [CNTPS_TVAL_EL1](#) continues to count down.

Note

Disabling the output signal might be a power-saving option.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTPS_CTL_EL1

Accesses to this register use the following encodings:

MRS <Xt>, CNTPS_CTL_EL1

op0	op1	CRn	CRm	op2
0b11	0b111	0b11110	0b0010	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if HaveEL(EL3) && SCR_EL3.NS == '0' then
        if SCR_EL3.EEL2 == '1' then
            UNDEFINED;
        elsif SCR_EL3.ST == '0' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return CNTPS_CTL_EL1;
        else
            UNDEFINED;
    elsif PSTATE.EL == EL2 then
        UNDEFINED;
    elsif PSTATE.EL == EL3 then
        return CNTPS_CTL_EL1;

```

MSR CNTPS_CTL_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b111	0b11110	0b0010	0b001

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if HaveEL(EL3) && SCR_EL3.NS == '0' then
        if SCR_EL3.EEL2 == '1' then
            UNDEFINED;
        elsif SCR_EL3.ST == '0' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            CNTPS_CTL_EL1 = X[t];
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    CNTPS_CTL_EL1 = X[t];
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTPS_CVAL_EL1, Counter-timer Physical Secure Timer CompareValue register

The CNTPS_CVAL_EL1 characteristics are:

Purpose

Holds the compare value for the secure physical timer, usually accessible at EL3 but configurably accessible at EL1 in Secure state.

Configuration

There are no configuration notes.

Attributes

CNTPS_CVAL_EL1 is a 64-bit register.

Field descriptions

The CNTPS_CVAL_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
CompareValue																															
CompareValue																															
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

CompareValue, bits [63:0]

Holds the secure physical timer CompareValue.

When [CNTPS_CTL_EL1.ENABLE](#) is 1, the timer condition is met when ([CNTPCT_EL0](#) - CompareValue) is greater than or equal to zero. This means that CompareValue acts like a 64-bit upcounter timer. When the timer condition is met:

- [CNTPS_CTL_EL1.ISTATUS](#) is set to 1.
- If [CNTPS_CTL_EL1.IMASK](#) is 0, an interrupt is generated.

When [CNTPS_CTL_EL1.ENABLE](#) is 0, the timer condition is not met, but [CNTPCT_EL0](#) continues to count.

If the Generic counter is implemented at a size less than 64 bits, then this field is permitted to be implemented at the same width as the counter, and the upper bits are RES0.

The value of this field is treated as zero-extended in all counter calculations.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTPS_CVAL_EL1

Accesses to this register use the following encodings:

MRS <Xt>, CNTPS_CVAL_EL1

op0	op1	CRn	CRm	op2
0b11	0b111	0b1110	0b0010	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if HaveEL(EL3) && SCR_EL3.NS == '0' then
        if SCR_EL3.EEL2 == '1' then
            UNDEFINED;
        elsif SCR_EL3.ST == '0' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return CNTPS_CVAL_EL1;
        else
            UNDEFINED;
    elsif PSTATE.EL == EL2 then
        UNDEFINED;
    elsif PSTATE.EL == EL3 then
        return CNTPS_CVAL_EL1;

```

MSR CNTPS_CVAL_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b1111	0b1110	0b0010	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if HaveEL(EL3) && SCR_EL3.NS == '0' then
        if SCR_EL3.EEL2 == '1' then
            UNDEFINED;
        elsif SCR_EL3.ST == '0' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            CNTPS_CVAL_EL1 = X[t];
        else
            UNDEFINED;
    elsif PSTATE.EL == EL2 then
        UNDEFINED;
    elsif PSTATE.EL == EL3 then
        CNTPS_CVAL_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTPS_TVAL_EL1, Counter-timer Physical Secure Timer TimerValue register

The CNTPS_TVAL_EL1 characteristics are:

Purpose

Holds the timer value for the secure physical timer, usually accessible at EL3 but configurably accessible at EL1 in Secure state.

Configuration

There are no configuration notes.

Attributes

CNTPS_TVAL_EL1 is a 64-bit register.

Field descriptions

The CNTPS_TVAL_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
TimerValue																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

TimerValue, bits [31:0]

The TimerValue view of the secure physical timer.

On a read of this register:

- If [CNTPS_CTL_EL1.ENABLE](#) is 0, the value returned is UNKNOWN.
- If [CNTPS_CTL_EL1.ENABLE](#) is 1, the value returned is ([CNTPS_CVAL_EL1](#) - [CNTPCT_EL0](#)).

On a write of this register, [CNTPS_CVAL_EL1](#) is set to ([CNTPCT_EL0](#) + TimerValue), where TimerValue is treated as a signed 32-bit integer.

When [CNTPS_CTL_EL1.ENABLE](#) is 1, the timer condition is met when ([CNTPCT_EL0](#) - [CNTPS_CVAL_EL1](#)) is greater than or equal to zero. This means that TimerValue acts like a 32-bit downcounter timer. When the timer condition is met:

- [CNTPS_CTL_EL1.ISTATUS](#) is set to 1.
- If [CNTPS_CTL_EL1.IMASK](#) is 0, an interrupt is generated.

When [CNTPS_CTL_EL1.ENABLE](#) is 0, the timer condition is not met, but [CNTPCT_EL0](#) continues to count, so the TimerValue view appears to continue to count down.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTPS_TVAL_EL1

Accesses to this register use the following encodings:

MRS <Xt>, CNTPS_TVAL_EL1

op0	op1	CRn	CRm	op2
0b11	0b111	0b1110	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if HaveEL(EL3) && SCR_EL3.NS == '0' then
        if SCR_EL3.EEL2 == '1' then
            UNDEFINED;
        elsif SCR_EL3.ST == '0' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return CNTPS_TVAL_EL1;
        else
            UNDEFINED;
    elsif PSTATE.EL == EL2 then
        UNDEFINED;
    elsif PSTATE.EL == EL3 then
        return CNTPS_TVAL_EL1;

```

MSR CNTPS_TVAL_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b111	0b1110	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if HaveEL(EL3) && SCR_EL3.NS == '0' then
        if SCR_EL3.EEL2 == '1' then
            UNDEFINED;
        elsif SCR_EL3.ST == '0' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            CNTPS_TVAL_EL1 = X[t];
        else
            UNDEFINED;
    elsif PSTATE.EL == EL2 then
        UNDEFINED;
    elsif PSTATE.EL == EL3 then
        CNTPS_TVAL_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTV_CTL_EL0, Counter-timer Virtual Timer Control register

The CNTV_CTL_EL0 characteristics are:

Purpose

Control register for the virtual timer.

Configuration

AArch64 System register CNTV_CTL_EL0 bits [31:0] are architecturally mapped to AArch32 System register [CNTV_CTL\[31:0\]](#).

Attributes

CNTV_CTL_EL0 is a 64-bit register.

Field descriptions

The CNTV_CTL_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32							
RES0																																						
RES0																														ISTATUS			IMASK			ENABLE		
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0							

Bits [63:3]

Reserved, RES0.

ISTATUS, bit [2]

The status of the timer. This bit indicates whether the timer condition is met:

ISTATUS	Meaning
0b0	Timer condition is not met.
0b1	Timer condition is met.

When the value of the ENABLE bit is 1, ISTATUS indicates whether the timer condition is met. ISTATUS takes no account of the value of the IMASK bit. If the value of ISTATUS is 1 and the value of IMASK is 0 then the timer interrupt is asserted.

When the value of the ENABLE bit is 0, the ISTATUS field is UNKNOWN.

This bit is read-only.

IMASK, bit [1]

Timer interrupt mask bit. Permitted values are:

IMASK	Meaning
0b0	Timer interrupt is not masked by the IMASK bit.
0b1	Timer interrupt is masked by the IMASK bit.

For more information, see the description of the ISTATUS bit.

This field resets to an architecturally UNKNOWN value.

ENABLE, bit [0]

Enables the timer. Permitted values are:

ENABLE	Meaning
0b0	Timer disabled.
0b1	Timer enabled.

Setting this bit to 0 disables the timer output signal, but the timer value accessible from [CNTV_TVAL_EL0](#) continues to count down.

Note

Disabling the output signal might be a power-saving option.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTV_CTL_EL0

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, access from EL3 using the mnemonic CNTV_CTL_EL0 or CNTV_CTL_EL02 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, CNTV_CTL_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b0011	0b001

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0VTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0VTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' &&
IsFeatureImplemented("FEAT_SEL2") then
        return CNTHVS_CTL_EL2;
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1' then
        return CNTHV_CTL_EL2;
    else
        return CNTV_CTL_EL0;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x170];
    else
        return CNTV_CTL_EL0;
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
        return CNTHVS_CTL_EL2;
    elseif HCR_EL2.E2H == '1' && SCR_EL3.NS == '1' then
        return CNTHV_CTL_EL2;
    else
        return CNTV_CTL_EL0;
elseif PSTATE.EL == EL3 then
    return CNTV_CTL_EL0;

```

MSR CNTV_CTL_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b0011	0b001

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0VTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0VTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' &&
IsFeatureImplemented("FEAT_SEL2") then
        CNTHVS_CTL_EL2 = X[t];
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1' then
        CNTHV_CTL_EL2 = X[t];
    else
        CNTV_CTL_EL0 = X[t];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x170] = X[t];
    else
        CNTV_CTL_EL0 = X[t];
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
        CNTHVS_CTL_EL2 = X[t];
    elseif HCR_EL2.E2H == '1' && SCR_EL3.NS == '1' then
        CNTHV_CTL_EL2 = X[t];
    else
        CNTV_CTL_EL0 = X[t];
elseif PSTATE.EL == EL3 then
    CNTV_CTL_EL0 = X[t];

```

MRS <Xt>, CNTV_CTL_EL02

op0	op1	CRn	CRm	op2
0b11	0b101	0b1110	0b0011	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        if EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1NVVCT == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            return NVMem[0x170];
    elseif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return CNTV_CTL_EL0;
    else
        UNDEFINED;
elseif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        return CNTV_CTL_EL0;
    else
        UNDEFINED;

```


MSR CNTV_CTL_EL02, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b101	0b1110	0b0011	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        if EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1INVVCT == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            NVMem[0x170] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        CNTV_CTL_EL0 = X[t];
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        CNTV_CTL_EL0 = X[t];
    else
        UNDEFINED;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTV_CVAL_EL0, Counter-timer Virtual Timer CompareValue register

The CNTV_CVAL_EL0 characteristics are:

Purpose

Holds the compare value for the virtual timer.

Configuration

AArch64 System register CNTV_CVAL_EL0 bits [63:0] are architecturally mapped to AArch32 System register [CNTV_CVAL\[63:0\]](#).

Attributes

CNTV_CVAL_EL0 is a 64-bit register.

Field descriptions

The CNTV_CVAL_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
CompareValue																															
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

CompareValue, bits [63:0]

Holds the EL1 virtual timer CompareValue.

When [CNTV_CTL_EL0](#).ENABLE is 1, the timer condition is met when ([CNTVCT_EL0](#) - CompareValue) is greater than or equal to zero. This means that CompareValue acts like a 64-bit upcounter timer. When the timer condition is met:

- [CNTV_CTL_EL0](#).ISTATUS is set to 1.
- If [CNTV_CTL_EL0](#).IMASK is 0, an interrupt is generated.

When [CNTV_CTL_EL0](#).ENABLE is 0, the timer condition is not met, but [CNTVCT_EL0](#) continues to count.

If the Generic counter is implemented at a size less than 64 bits, then this field is permitted to be implemented at the same width as the counter, and the upper bits are RES0.

The value of this field is treated as zero-extended in all counter calculations.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTV_CVAL_EL0

When [HCR_EL2](#).E2H is 1, without explicit synchronization, access from EL3 using the mnemonic CNTV_CVAL_EL0 or CNTV_CVAL_EL02 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, CNTV_CVAL_EL0

op0	op1	CRn	CRm	op2
-----	-----	-----	-----	-----

0b11	0b011	0b1110	0b0011	0b010
------	-------	--------	--------	-------

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0VTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0VTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' &&
IsFeatureImplemented("FEAT_SEL2") then
        return CNTHVS_CVAL_EL2;
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1' then
        return CNTHV_CVAL_EL2;
    else
        return CNTV_CVAL_EL0;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x168];
    else
        return CNTV_CVAL_EL0;
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
        return CNTHVS_CVAL_EL2;
    elseif HCR_EL2.E2H == '1' && SCR_EL3.NS == '1' then
        return CNTHV_CVAL_EL2;
    else
        return CNTV_CVAL_EL0;
elseif PSTATE.EL == EL3 then
    return CNTV_CVAL_EL0;

```

MSR CNTV_CVAL_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b0011	0b010

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0VTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0VTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' &&
IsFeatureImplemented("FEAT_SEL2") then
        CNTHVS_CVAL_EL2 = X[t];
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1' then
        CNTHV_CVAL_EL2 = X[t];
    else
        CNTV_CVAL_EL0 = X[t];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x168] = X[t];
    else
        CNTV_CVAL_EL0 = X[t];
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
        CNTHVS_CVAL_EL2 = X[t];
    elseif HCR_EL2.E2H == '1' && SCR_EL3.NS == '1' then
        CNTHV_CVAL_EL2 = X[t];
    else
        CNTV_CVAL_EL0 = X[t];
elseif PSTATE.EL == EL3 then
    CNTV_CVAL_EL0 = X[t];

```

MRS <Xt>, CNTV_CVAL_EL02

op0	op1	CRn	CRm	op2
0b11	0b101	0b1110	0b0011	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        if EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1NVVCT == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            return NVMem[0x168];
    elseif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return CNTV_CVAL_EL0;
    else
        UNDEFINED;
elseif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        return CNTV_CVAL_EL0;
    else
        UNDEFINED;

```

MSR CNTV_CVAL_EL02, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b101	0b1110	0b0011	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        if EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1NVVCT == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            NVMem[0x168] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        CNTV_CVAL_EL0 = X[t];
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        CNTV_CVAL_EL0 = X[t];
    else
        UNDEFINED;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTV_TVAL_ELO, Counter-timer Virtual Timer TimerValue register

The CNTV_TVAL_ELO characteristics are:

Purpose

Holds the timer value for the EL1 virtual timer.

Configuration

AArch64 System register CNTV_TVAL_ELO bits [31:0] are architecturally mapped to AArch32 System register [CNTV_TVAL\[31:0\]](#).

Attributes

CNTV_TVAL_ELO is a 64-bit register.

Field descriptions

The CNTV_TVAL_ELO bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
TimerValue																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

TimerValue, bits [31:0]

The TimerValue view of the EL1 virtual timer.

On a read of this register:

- If [CNTV_CTL_ELO.ENABLE](#) is 0, the value returned is UNKNOWN.
- If [CNTV_CTL_ELO.ENABLE](#) is 1, the value returned is ([CNTV_CVAL_ELO](#) - [CNTVCT_ELO](#)).

On a write of this register, [CNTV_CVAL_ELO](#) is set to ([CNTVCT_ELO](#) + TimerValue), where TimerValue is treated as a signed 32-bit integer.

When [CNTV_CTL_ELO.ENABLE](#) is 1, the timer condition is met when ([CNTVCT_ELO](#) - [CNTV_CVAL_ELO](#)) is greater than or equal to zero. This means that TimerValue acts like a 32-bit downcounter timer. When the timer condition is met:

- [CNTV_CTL_ELO.ISTATUS](#) is set to 1.
- If [CNTV_CTL_ELO.IMASK](#) is 0, an interrupt is generated.

When [CNTV_CTL_ELO.ENABLE](#) is 0, the timer condition is not met, but [CNTVCT_ELO](#) continues to count, so the TimerValue view appears to continue to count down.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTV_TVAL_EL0

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, access from EL3 using the mnemonic CNTV_TVAL_EL0 or CNTV_TVAL_EL02 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, CNTV_TVAL_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b0011	0b000

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0VTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0VTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' &&
IsFeatureImplemented("FEAT_SEL2") then
        return CNTHVS_TVAL_EL2;
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1' then
        return CNTHV_TVAL_EL2;
    else
        return CNTV_TVAL_EL0;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return CNTV_TVAL_EL0;
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
        return CNTHVS_TVAL_EL2;
    elseif HCR_EL2.E2H == '1' && SCR_EL3.NS == '1' then
        return CNTHV_TVAL_EL2;
    else
        return CNTV_TVAL_EL0;
elseif PSTATE.EL == EL3 then
    return CNTV_TVAL_EL0;

```

MSR CNTV_TVAL_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b0011	0b000

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0VTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0VTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' &&
IsFeatureImplemented("FEAT_SEL2") then
        CNTHVS_TVAL_EL2 = X[t];
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1' then
        CNTHV_TVAL_EL2 = X[t];
    else
        CNTV_TVAL_EL0 = X[t];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        CNTV_TVAL_EL0 = X[t];
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
        CNTHVS_TVAL_EL2 = X[t];
    elseif HCR_EL2.E2H == '1' && SCR_EL3.NS == '1' then
        CNTHV_TVAL_EL2 = X[t];
    else
        CNTV_TVAL_EL0 = X[t];
elseif PSTATE.EL == EL3 then
    CNTV_TVAL_EL0 = X[t];

```

MRS <Xt>, CNTV_TVAL_EL02

op0	op1	CRn	CRm	op2
0b11	0b101	0b1110	0b0011	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return CNTV_TVAL_EL0;
    else
        UNDEFINED;
elseif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        return CNTV_TVAL_EL0;
    else
        UNDEFINED;

```

MSR CNTV_TVAL_EL02, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b101	0b1110	0b0011	0b000


```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        CNTV_TVAL_EL0 = X[t];
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        CNTV_TVAL_EL0 = X[t];
    else
        UNDEFINED;
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTVCT_EL0, Counter-timer Virtual Count register

The CNTVCT_EL0 characteristics are:

Purpose

Holds the 64-bit virtual count value. The virtual count value is equal to the physical count value minus the virtual offset visible in [CNTVOFF_EL2](#).

Configuration

AArch64 System register CNTVCT_EL0 bits [63:0] are architecturally mapped to AArch32 System register [CNTVCTI\[63:0\]](#).

The value of this register is the same as the value of [CNTPCT_EL0](#) in the following conditions:

- When EL2 is not implemented.
- When EL2 is implemented, [HCR_EL2](#).E2H is 1, and this register is read from EL2.
- When EL2 is implemented and enabled in the current Security state, [HCR_EL2](#).{E2H, TGE} is {1, 1}, and this register is read from EL0 or EL2.

All reads to the CNTVCT_EL0 occur in program order relative to reads to [CNTVCTSS_EL0](#) or CNTVCT_EL0.

Attributes

CNTVCT_EL0 is a 64-bit register.

Field descriptions

The CNTVCT_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Virtual count value																															
Virtual count value																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Virtual count value.

Accessing the CNTVCT_EL0

Accesses to this register use the following encodings:

MRS <Xt>, CNTVCT_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b11110	0b0000	0b010

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0VCTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0VCTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1TVCT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return CNTVCT_EL0;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && CNTHCTL_EL2.EL1TVCT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return CNTVCT_EL0;
elseif PSTATE.EL == EL2 then
    return CNTVCT_EL0;
elseif PSTATE.EL == EL3 then
    return CNTVCT_EL0;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTVCTSS_EL0, Counter-timer Self-Synchronized Virtual Count register

The CNTVCTSS_EL0 characteristics are:

Purpose

Holds the 64-bit virtual count value. The virtual count value is equal to the physical count value visible in [CNTPCT_EL0](#) minus the virtual offset visible in [CNTVOFF_EL2](#).

Configuration

AArch64 System register CNTVCTSS_EL0 bits [63:0] are architecturally mapped to AArch32 System register [CNTVCTSS\[63:0\]](#).

This register is present only when FEAT_ECV is implemented. Otherwise, direct accesses to CNTVCTSS_EL0 are UNDEFINED.

All reads to the CNTVCTSS_EL0 occur in program order relative to reads to [CNTVCT_EL0](#) or CNTVCTSS_EL0.

This register is a self-synchronised view of the [CNTVCT_EL0](#) counter, and cannot be read speculatively.

Attributes

CNTVCTSS_EL0 is a 64-bit register.

Field descriptions

The CNTVCTSS_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Self-synchronized virtual count value																															
Self-synchronized virtual count value																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Self-synchronized virtual count value.

Accessing the CNTVCTSS_EL0

Accesses to this register use the following encodings:

MRS <Xt>, CNTVCTSS_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b0000	0b110

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0VCTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0VCTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1TVCT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return CNTVCTSS_EL0;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && CNTHCTL_EL2.EL1TVCT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return CNTVCTSS_EL0;
elseif PSTATE.EL == EL2 then
    return CNTVCTSS_EL0;
elseif PSTATE.EL == EL3 then
    return CNTVCTSS_EL0;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTVOFF_EL2, Counter-timer Virtual Offset register

The CNTVOFF_EL2 characteristics are:

Purpose

Holds the 64-bit virtual offset. This is the offset between the physical count value visible in [CNTPCT_ELO](#) and the virtual count value visible in [CNTVCT_ELO](#).

Configuration

AArch64 System register CNTVOFF_EL2 bits [63:0] are architecturally mapped to AArch32 System register [CNTVOFF\[63:0\]](#).

If EL2 is not implemented, this register is RES0 from EL3 and the virtual counter uses a fixed virtual offset of zero.

Note

When EL2 is implemented and enabled in the current Security state, and is using AArch64, the virtual counter uses a fixed virtual offset of zero in the following situations:

- [HCR_EL2.E2H](#) is 1, and [CNTVCT_ELO](#) is read from EL2.
- [HCR_EL2.{E2H, TGE}](#) is {1, 1}, and either:
 - [CNTVCT_ELO](#) is read from EL0 or EL2.
 - [CNTVCT](#) is read from EL0.

Attributes

CNTVOFF_EL2 is a 64-bit register.

Field descriptions

The CNTVOFF_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Virtual offset																															
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
Virtual offset																															

Bits [63:0]

Virtual offset.

If the Generic counter is implemented at a size less than 64 bits, then this field is permitted to be implemented at the same width as the counter, and the upper bits are RES0.

The value of this field is treated as zero-extended in all counter calculations.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTVOFF_EL2

Accesses to this register use the following encodings:

MRS <Xt>, CNTVOFF_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1110	0b0000	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return NVMem[0x060];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return CNTVOFF_EL2;
elsif PSTATE.EL == EL3 then
    return CNTVOFF_EL2;

```

MSR CNTVOFF_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1110	0b0000	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        NVMem[0x060] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    CNTVOFF_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    CNTVOFF_EL2 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CONTEXTIDR_EL1, Context ID Register (EL1)

The CONTEXTIDR_EL1 characteristics are:

Purpose

Identifies the current Process Identifier.

The value of the whole of this register is called the Context ID and is used by:

- The debug logic, for Linked and Unlinked Context ID matching.
- The trace logic, to identify the current process.

The significance of this register is for debug and trace use only.

Configuration

AArch64 System register CONTEXTIDR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [CONTEXTIDR\[31:0\]](#).

Attributes

CONTEXTIDR_EL1 is a 64-bit register.

Field descriptions

The CONTEXTIDR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																RES0															
																PROCID															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

PROCID, bits [31:0]

Process Identifier. This field must be programmed with a unique value that identifies the current process.

Note

In AArch32 state, when [TTBCR](#).EAE is set to 0, [CONTEXTIDR](#).ASID holds the ASID.

In AArch64 state, CONTEXTIDR_EL1 is independent of the ASID, and for the EL1&0 translation regime either [TTBR0_EL1](#) or [TTBR1_EL1](#) holds the ASID.

This field resets to an architecturally UNKNOWN value.

Accessing the CONTEXTIDR_EL1

When [HCR_EL2](#).E2H is 1, without explicit synchronization, access from EL3 using the mnemonic CONTEXTIDR_EL1 or CONTEXTIDR_EL12 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, CONTEXTIDR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1101	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TRVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.CONTEXTIDR_EL1 ==
'1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x108];
    else
        return CONTEXTIDR_EL1;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return CONTEXTIDR_EL2;
    else
        return CONTEXTIDR_EL1;
elsif PSTATE.EL == EL3 then
    return CONTEXTIDR_EL1;

```

MSR CONTEXTIDR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1101	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.CONTEXTIDR_EL1 ==
'1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x108] = X[t];
    else
        CONTEXTIDR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        CONTEXTIDR_EL2 = X[t];
    else
        CONTEXTIDR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    CONTEXTIDR_EL1 = X[t];

```

MRS <Xt>, CONTEXTIDR_EL12

op0	op1	CRn	CRm	op2
0b11	0b101	0b1101	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        return NVMem[0x108];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return CONTEXTIDR_EL1;
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        return CONTEXTIDR_EL1;
    else
        UNDEFINED;

```

MSR CONTEXTIDR_EL12, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b101	0b1101	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        NVMem[0x108] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        CONTEXTIDR_EL1 = X[t];
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        CONTEXTIDR_EL1 = X[t];
    else
        UNDEFINED;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CONTEXTIDR_EL2, Context ID Register (EL2)

The CONTEXTIDR_EL2 characteristics are:

Purpose

Identifies the current Process Identifier for EL2.

The value of the whole of this register is called the Context ID and is used by:

- The debug logic, for Linked and Unlinked Context ID matching.
- The trace logic, to identify the current process.

The significance of this register is for debug and trace use only.

Configuration

This register is present only when FEAT_VHE is implemented or FEAT_Debugv8p2 is implemented. Otherwise, direct accesses to CONTEXTIDR_EL2 are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

CONTEXTIDR_EL2 is a 64-bit register.

Field descriptions

The CONTEXTIDR_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																RES0															
																PROCID															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

PROCID, bits [31:0]

Process Identifier. This field must be programmed with a unique value that identifies the current process.

This field resets to an architecturally UNKNOWN value.

Accessing the CONTEXTIDR_EL2

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, access from EL2 using the mnemonic CONTEXTIDR_EL2 or CONTEXTIDR_EL1 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, CONTEXTIDR_EL2

op0	op1	CRn	CRm	op2
-----	-----	-----	-----	-----

0b11	0b100	0b1101	0b0000	0b001
------	-------	--------	--------	-------

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return CONTEXTIDR_EL2;
elsif PSTATE.EL == EL3 then
    return CONTEXTIDR_EL2;

```

MSR CONTEXTIDR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1101	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    CONTEXTIDR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    CONTEXTIDR_EL2 = X[t];

```

MRS <Xt>, CONTEXTIDR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1101	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TRVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.CONTEXTIDR_EL1 ==
'1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x108];
    else
        return CONTEXTIDR_EL1;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return CONTEXTIDR_EL2;
    else
        return CONTEXTIDR_EL1;
elsif PSTATE.EL == EL3 then
    return CONTEXTIDR_EL1;

```

MSR CONTEXTIDR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1101	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.CONTEXTIDR_EL1 ==
'1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x108] = X[t];
    else
        CONTEXTIDR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        CONTEXTIDR_EL2 = X[t];
    else
        CONTEXTIDR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    CONTEXTIDR_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CPACR_EL1, Architectural Feature Access Control Register

The CPACR_EL1 characteristics are:

Purpose

Controls access to trace, SVE, Advanced SIMD and floating-point functionality.

Configuration

AArch64 System register CPACR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [CPACR\[31:0\]](#).

When [HCR_EL2](#).{E2H, TGE} == {1, 1}, the fields in this register have no effect on execution at EL0 and EL1. In this case, the controls provided by [CPTR_EL2](#) are used.

Attributes

CPACR_EL1 is a 64-bit register.

Field descriptions

The CPACR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0		TTA		RES0								FPEN		RES0		ZEN		RES0													
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:29]

Reserved, RES0.

TTA, bit [28]

Traps EL0 and EL1 System register accesses to all implemented trace registers to EL1, or to EL2 when it is implemented and enabled for the current Security state and [HCR_EL2](#).{E2H, TGE} is {0,1}, from both Execution states as follows:

- In AArch64 state, accesses to trace registers are trapped, reported using EC syndrome value 0x18.
- In AArch32 state, MRC and MCR accesses to trace registers are trapped, reported using EC syndrome value 0x05.
- In AArch32 state, MRRC and MCRR accesses to trace registers are trapped, reported using EC syndrome value 0x0C.

TTA	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	This control causes EL0 and EL1 System register accesses to all implemented trace registers to be trapped.

Note

- The ETMv4 architecture does not permit EL0 to access the trace registers. If the PE trace unit implements FEAT_ETMv4, EL0 accesses to the trace registers are UNDEFINED, and any resulting exception is higher

priority than an exception that would be generated because the value of [CPACR_EL1](#).TTA is 1.

- The Armv8-A architecture does not provide traps on trace register accesses through the optional memory-mapped interface.
-

System register accesses to the trace registers can have side-effects. When a System register access is trapped, any side-effects that are normally associated with the access do not occur before the exception is taken.

If System register access to the trace functionality is not implemented, this bit is RES0.

This field resets to an architecturally UNKNOWN value.

Bits [27:22]

Reserved, RES0.

FPEN, bits [21:20]

Traps EL0 and EL1 accesses to the SVE, Advanced SIMD, and floating-point registers to EL1, reported using EC syndrome value 0x07, or to EL2 reported using EC syndrome value 0x00, when EL2 is implemented and enabled for the current Security state and [HCR_EL2](#).{E2H, TGE} is {0,1}, from both Execution states as follows:

- In AArch64 state, accesses to [FPCR](#), [FPSR](#), any of the SIMD and floating-point registers V0-V31, including their views as D0-D31 registers or S0-31 registers.
- In AArch32 state, [FPSCR](#), and any of the SIMD and floating-point registers Q0-15, including their views as D0-D31 registers or S0-31 registers.

FPEN	Meaning
0b00	This control causes any instructions at EL0 or EL1 that use the registers associated with SVE, Advanced SIMD and floating-point execution to be trapped, unless they are trapped by CPACR_EL1 .ZEN.
0b01	This control causes any instructions at EL0 that use the registers associated with SVE, Advanced SIMD and floating-point execution to be trapped, unless they are trapped by CPACR_EL1 .ZEN, but does not cause any instruction at EL1 to be trapped.
0b10	This control causes any instructions at EL0 or EL1 that use the registers associated with SVE, Advanced SIMD and floating-point execution to be trapped, unless they are trapped by CPACR_EL1 .ZEN.
0b11	This control does not cause any instructions to be trapped.

Writes to [MVFR0](#), [MVFR1](#) and [MVFR2](#) from EL1 or higher are CONSTRAINED UNPREDICTABLE and whether these accesses can be trapped by this control depends on implemented CONSTRAINED UNPREDICTABLE behavior.

Note

- Attempts to write to the FPSID count as use of the registers for accesses from EL1 or higher.
 - Accesses from EL0 to [FPSID](#), [MVFR0](#), [MVFR1](#), [MVFR2](#), and [FPEXC](#) are UNDEFINED, and any resulting exception is higher priority than an exception that would be generated because the value of [CPACR_EL1](#).FPEN is not 0b11.
-

This field resets to an architecturally UNKNOWN value.

Bits [19:18]

Reserved, RES0.

ZEN, bits [17:16]

When FEAT_SVE is implemented:

Traps SVE instructions and instructions that access SVE System registers at EL0 and EL1 to EL1, or to EL2 when it is implemented and enabled for the current Security state and [HCR_EL2](#).{E2H, TGE} is {0,1}.

ZEN	Meaning
0b00	This control causes these instructions executed at EL0 or EL1 to be trapped.
0b01	This control causes these instructions executed at EL0 to be trapped, but does not cause any instruction at EL1 to be trapped.
0b10	This control causes these instructions executed at EL0 or EL1 to be trapped.
0b11	This control does not cause any instruction to be trapped.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bits [15:0]

Reserved, RES0.

Accessing the CPACR_EL1

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, access from EL3 using the mnemonic CPACR_EL1 or CPACR_EL12 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, CPACR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0001	0b0000	0b010


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TCPAC == '1' then
        UNDEFINED;
    elsif EL2Enabled() && CPTR_EL2.TCPAC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.CPACR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && CPTR_EL3.TCPAC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x100];
    else
        return CPACR_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TCPAC == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && CPTR_EL3.TCPAC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HCR_EL2.E2H == '1' then
        return CPTR_EL2;
    else
        return CPACR_EL1;
elsif PSTATE.EL == EL3 then
    return CPACR_EL1;

```

MSR CPACR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0001	0b0000	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TCPAC == '1' then
        UNDEFINED;
    elsif EL2Enabled() && CPTR_EL2.TCPAC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.CPACR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && CPTR_EL3.TCPAC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x100] = X[t];
    else
        CPACR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TCPAC == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && CPTR_EL3.TCPAC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HCR_EL2.E2H == '1' then
        CPTR_EL2 = X[t];
    else
        CPACR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    CPACR_EL1 = X[t];

```

MRS <Xt>, CPACR_EL12

op0	op1	CRn	CRm	op2
0b11	0b101	0b0001	0b0000	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        return NVMem[0x100];
    elseif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TCPAC == '1' then
            UNDEFINED;
        elseif HaveEL(EL3) && CPTR_EL3.TCPAC == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return CPACR_EL1;
    else
        UNDEFINED;
elseif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        return CPACR_EL1;
    else
        UNDEFINED;

```

MSR CPACR_EL12, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b101	0b0001	0b0000	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        NVMem[0x100] = X[t];
    elseif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TCPAC == '1' then
            UNDEFINED;
        elseif HaveEL(EL3) && CPTR_EL3.TCPAC == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            CPACR_EL1 = X[t];
    else
        UNDEFINED;
elseif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        CPACR_EL1 = X[t];
    else
        UNDEFINED;

```


CPP RCTX, Cache Prefetch Prediction Restriction by Context

The CPP RCTX characteristics are:

Purpose

Cache Prefetch Prediction Restriction by Context applies to all Cache Allocation Resources that predict cache allocations based on information gathered within the target execution context or contexts.

When this instruction is complete and synchronized, cache prefetch prediction does not permit later speculative execution within the target execution context to be observable through side channels.

This instruction applies to all:

- Instruction caches.
- Data caches.
- TLB prefetching hardware used by the executing PE that applies to the supplied context or contexts.

This instruction is guaranteed to be complete following a DSB that covers both read and write behavior on the same PE as executed the original restriction instruction, and a subsequent context synchronization event is required to ensure that the effect of the completion of the instructions is synchronized to the current execution.

Note

This instruction does not require the invalidation of Cache Allocation Resources so long as the behavior described for completion of this instruction is met by the implementation.

On some implementations the instruction is likely to take a significant number of cycles to execute. This instruction is expected to be used very rarely, such as on the roll-over of an ASID or VMID, but should not be used on every context switch.

Configuration

This instruction is present only when FEAT_SPECRES is implemented. Otherwise, direct accesses to CPP RCTX are UNDEFINED.

Attributes

CPP RCTX is a 64-bit System instruction.

Field descriptions

The CPP RCTX input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0															GVMID	VMID															
RES0					NS	EL	RES0									GASID	ASID														
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:49]

Reserved, RES0.

GVMID, bit [48]

Execution of this instruction applies to all VMIDs or a specified VMID.

GVMID	Meaning
0b0	Applies to specified VMID for an EL0 or EL1 target execution context.
0b1	Applies to all VMIDs for an EL0 or EL1 target execution context.

For target execution contexts other than EL0 and EL1, this field is RES0.

If the instruction is executed at EL0 or EL1, this field has an Effective value of 0.

If EL2 is not implemented or not enabled for the target Security state, this field is RES0.

VMID, bits [47:32]

Only applies when bit[48] is 0 and the target execution context is either:

- EL1.
- EL0 when ([HCR_EL2.E2H==0](#) or [HCR_EL2.TGE==0](#)).

Otherwise this field is RES0.

When the instruction is executed at EL1, this field is treated as the current VMID.

When the instruction is executed at EL0 and ([HCR_EL2.E2H==0](#) or [HCR_EL2.TGE==0](#)), this field is treated as the current VMID.

When the instruction is executed at EL0 and ([HCR_EL2.E2H==1](#) and [HCR_EL2.TGE==1](#)), this field is ignored.

If EL2 is not implemented or not enabled for the target Security state, this field is RES0.

Bits [31:27]

Reserved, RES0.

NS, bit [26]

Security State.

NS	Meaning
0b0	Secure state.
0b1	Non-secure state.

If the instruction is executed in Non-secure state, this field has an Effective value of 1.

EL, bits [25:24]

Exception Level. Indicates the Exception level of the target execution context.

EL	Meaning
0b00	EL0.
0b01	EL1.
0b10	EL2.
0b11	EL3.

If the instruction is executed at an Exception level lower than the specified level, this instruction is treated as a NOP.

Bits [23:17]

Reserved, RES0.

GASID, bit [16]

Execution of this instruction applies to all ASIDs or a specified ASID.

GASID	Meaning
0b0	Applies to specified ASID for an EL0 target execution context.
0b1	Applies to all ASID for an EL0 target execution context.

For target execution contexts other than EL0, this field is RES0.

If the instruction is executed at EL0, this field has an Effective value of 0.

ASID, bits [15:0]

Only applies for an EL0 target execution context and when bit[16] is 0.

Otherwise, this field is RES0.

When the instruction is executed at EL0, this field is treated as the current ASID.

Executing the CPP RCTX instruction

Accesses to this instruction use the following encodings:

CPP RCTX, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b011	0b0111	0b0011	0b111

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && SCTLR_EL1.EnRCTX == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HFGITR_EL2.CPPRCTX == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCTLR_EL2.EnRCTX == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            CPP_RCTX(X[t]);
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && HCR_EL2.NV == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.CPPRCTX == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            CPP_RCTX(X[t]);
    elsif PSTATE.EL == EL2 then
        CPP_RCTX(X[t]);
    elsif PSTATE.EL == EL3 then
        CPP_RCTX(X[t]);

```

CPTR_EL2, Architectural Feature Trap Register (EL2)

The CPT_R_EL2 characteristics are:

Purpose

Controls:

- Trapping to EL2 of access to [CPACR](#), [CPACR_EL1](#), trace functionality, and to SVE, Advanced SIMD and floating-point functionality.
- EL2 access to trace functionality, and to SVE, Advanced SIMD and floating-point functionality.

Configuration

AArch64 System register CPT_R_EL2 bits [31:0] are architecturally mapped to AArch32 System register [HCPTR\[31:0\]](#).

If EL2 is not implemented, this register is RES0 from EL3.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

CPT_R_EL2 is a 64-bit register.

Field descriptions

The CPT_R_EL2 bit assignments are:

When FEAT_VHE is implemented and HCR_EL2.E2H == 1:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
TCPAC	TAM	RES0	TTA	RES0								FPEN	RES0	ZEN	RES0																
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

TCPAC, bit [31]

When [HCR_EL2.TGE](#) is 0, traps EL1 accesses to [CPACR_EL1](#) reported using EC syndrome value 0x18, and accesses to [CPACR](#) reported using EC syndrome value 0x03, to EL2 when EL2 is enabled in the current Security state.

TCPAC	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	EL1 accesses to CPACR_EL1 and CPACR are trapped to EL2 when EL2 is enabled in the current Security state.

When [HCR_EL2.TGE](#) is 1, this control does not cause any instructions to be trapped.

Note

[CPACR_EL1](#) and [CPACR](#) are not accessible at EL0.

This field resets to an architecturally UNKNOWN value.

TAM, bit [30]**When FEAT_AMUv1 is implemented:**

Trap Activity Monitor access. Traps EL1 and EL0 accesses to all Activity Monitor registers to EL2, as follows:

- In AArch64 state, accesses to the following registers are trapped to EL2, reported using EC syndrome value 0x18:
 - [AMUSERENR_EL0](#), [AMCFGR_EL0](#), [AMCGCR_EL0](#), [AMCNTENCLR0_EL0](#), [AMCNTENCLR1_EL0](#), [AMCNTENSET0_EL0](#), [AMCNTENSET1_EL0](#), [AMCR_EL0](#), [AMEVCNTR0<n>_EL0](#), [AMEVCNTR1<n>_EL0](#), [AMEVTYPE0<n>_EL0](#), and [AMEVTYPE1<n>_EL0](#).
- In AArch32 state, MRC or MCR accesses to the following registers are trapped to EL2 and reported using EC syndrome value 0x03:
 - [AMUSERENR](#), [AMCFGR](#), [AMCGCR](#), [AMCNTENCLR0](#), [AMCNTENCLR1](#), [AMCNTENSET0](#), [AMCNTENSET1](#), [AMCR](#), [AMEVTYPE0<n>](#), and [AMEVTYPE1<n>](#).
- In AArch32 state, MRRC or MCRR accesses to [AMEVCNTR0<n>](#) and [AMEVCNTR1<n>](#), are trapped to EL2, reported using EC syndrome value 0x04.

TAM	Meaning
0b0	Accesses from EL1 and EL0 to Activity Monitor registers are not trapped.
0b1	Accesses from EL1 and EL0 to Activity Monitor registers are trapped to EL2, when EL2 is enabled in the current Security state.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bit [29]

Reserved, RES0.

TTA, bit [28]

Traps System register accesses to all implemented trace registers to EL2 when EL2 is enabled in the current Security state, from both Execution states, as follows:

- In AArch64 state, accesses to trace registers with op0=2, op1=1 are trapped to EL2, reported using EC syndrome value 0x18.
- In AArch32 state, MRC or MCR accesses to trace registers with cpnum=14, opc1=1, are trapped to EL2, reported using EC syndrome value 0x05.
- In AArch32 state, MRRC or MCRR accesses to trace registers with cpnum=14, opc1=1, are trapped to EL2, reported using EC syndrome value 0x0C.

TTA	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Any attempt at EL0, EL1 or EL2, to execute a System register access to an implemented trace register is trapped to EL2 when EL2 is enabled in the current Security state, unless HCR_EL2.TGE is 0 and it is trapped by CPACR.NSTRCDIS or CPACR_EL1.TTA . When HCR_EL2.TGE is 1, any attempt at EL0 or EL2 to execute a System register access to an implemented trace register is trapped to EL2 when EL2 is enabled in the current Security state.

Note

- The ETMv4 architecture does not permit EL0 to access the trace registers. If the PE trace unit implements FEAT_ETMv4, EL0 accesses to the trace registers are UNDEFINED, and any resulting exception is higher

priority than an exception that would be generated because the value of [CPTR_EL2.TTA](#) is 1.

- EL2 does not provide traps on trace register accesses through the optional memory-mapped interface.
-

System register accesses to the trace registers can have side-effects. When a System register access is trapped, any side-effects that are normally associated with the access do not occur before the exception is taken.

If System register access to the trace functionality is not supported, this bit is RES0.

This field resets to an architecturally UNKNOWN value.

Bits [27:22]

Reserved, RES0.

FPEN, bits [21:20]

Traps EL0, EL2 and, when [HCR_EL2.TGE](#) is 0, EL1 accesses to the SVE, Advanced SIMD and floating-point registers to EL2 when EL2 is enabled in the current Security state, from both Execution states.

FPEN	Meaning
0b00	This control causes any instructions at EL0, EL1, or EL2 that use the registers associated with SVE, Advanced SIMD and floating-point execution to be trapped, subject to the exception prioritization rules, unless they are trapped by CPTR_EL2.ZEN .
0b01	When HCR_EL2.TGE is 0, this control does not cause any instructions to be trapped. When HCR_EL2.TGE is 1, this control causes instructions at EL0 that use the registers associated with SVE, Advanced SIMD and floating-point execution to be trapped, unless they are trapped by CPTR_EL2.ZEN , but does not cause any instruction at EL2 to be trapped.
0b10	This control causes any instructions at EL0, EL1, or EL2 that use the registers associated with SVE, Advanced SIMD and floating-point execution to be trapped, subject to the exception prioritization rules, unless they are trapped by CPTR_EL2.ZEN .
0b11	This control does not cause any instructions to be trapped.

Writes to [MVFR0](#), [MVFR1](#), and [MVFR2](#) from EL1 or higher are CONSTRAINED UNPREDICTABLE and whether these accesses can be trapped by this control depends on implemented CONSTRAINED UNPREDICTABLE behavior.

Note

- Attempts to write to the FPSID count as use of the registers for accesses from EL1 or higher.
 - Accesses from EL0 to [FPSID](#), [MVFR0](#), [MVFR1](#), [MVFR2](#), and [FPEXC](#) are UNDEFINED, and any resulting exception is higher priority than an exception that would be generated because the value of [CPTR_EL2.FPEN](#) is not 0b11.
-

This field resets to an architecturally UNKNOWN value.

Bits [19:18]

Reserved, RES0.

ZEN, bits [17:16]

When FEAT_SVE is implemented:

Traps execution at EL2, EL1, and EL0 of SVE instructions or instructions that access SVE System registers to EL2 when EL2 is enabled in the current Security state.

ZEN	Meaning
0b00	This control causes execution at EL2, EL1, and EL0 of these instructions to be trapped, subject to the exception prioritization rules.
0b01	When HCR_EL2.TGE is 0, this control does not cause any instruction to be trapped. When HCR_EL2.TGE is 1, this control causes these instructions executed at EL0 to be trapped, but does not cause any instruction at EL2 to be trapped.
0b10	This control causes execution at EL2, EL1, and EL0 of these instructions to be trapped, subject to the exception prioritization rules.
0b11	This control does not cause any instruction to be trapped.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bits [15:0]

Reserved, RES0.

Otherwise:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32													
RES0																																												
TCPAC		TAM	RES0																		TTA		RES0					RES1		RES0	TFP		RES1	TZ	RES1									
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													

This format applies in all Armv8.0 implementations.

Bits [63:32]

Reserved, RES0.

TCPAC, bit [31]

Traps EL1 accesses to [CPACR_EL1](#), reported using EC syndrome value 0x18 and accesses to [CPACR](#), reported using EC syndrome value 0x03, to EL2 when EL2 is enabled in the current Security state.

TCPAC	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	EL1 accesses to CPACR_EL1 and CPACR are trapped to EL2 when EL2 is enabled in the current Security state.

When [HCR_EL2.TGE](#) is 1, this control does not cause any instructions to be trapped.

Note

[CPACR_EL1](#) and [CPACR](#) are not accessible at EL0.

This field resets to an architecturally UNKNOWN value.

TAM, bit [30]

When FEAT_AMUv1 is implemented:

Trap Activity Monitor access. Traps EL1 and EL0 accesses to all Activity Monitor registers to EL2, as follows:

- In AArch64 state, accesses to the following registers are trapped to EL2, reported using EC syndrome value 0x18:
 - [AMUSERENR_EL0](#), [AMCFGR_EL0](#), [AMCGCR_EL0](#), [AMCNTENCLR0_EL0](#), [AMCNTENCLR1_EL0](#), [AMCNTENSET0_EL0](#), [AMCNTENSET1_EL0](#), [AMCR_EL0](#), [AMEVCNTR0<n>_EL0](#), [AMEVCNTR1<n>_EL0](#), [AMEVTYPER0<n>_EL0](#), and [AMEVTYPER1<n>_EL0](#).
- In AArch32 state, MCR or MRC accesses to the following registers are trapped to EL2 and reported using EC syndrome value 0x03:
 - [AMUSERENR](#), [AMCFGR](#), [AMCGCR](#), [AMCNTENCLR0](#), [AMCNTENCLR1](#), [AMCNTENSET0](#), [AMCNTENSET1](#), [AMCR](#), [AMEVTYPER0<n>](#), and [AMEVTYPER1<n>](#).
- In AArch32 state, MCRR or MRRC accesses to [AMEVCNTR0<n>](#) and [AMEVCNTR1<n>](#), are trapped to EL2, reported using EC syndrome value 0x04.

TAM	Meaning
0b0	Accesses from EL1 and EL0 to Activity Monitor registers are not trapped.
0b1	Accesses from EL1 and EL0 to Activity Monitor registers are trapped to EL2, when EL2 is enabled in the current Security state.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bits [29:21]

Reserved, RES0.

TTA, bit [20]

Traps System register accesses to all implemented trace registers to EL2 when EL2 is enabled in the current Security state, from both Execution states as follows:

- In AArch64 state, accesses to trace registers with op0=2, op1=1 are trapped to EL2, reported using EC syndrome value 0x18.
- In AArch32 state, MRC or MCR accesses to trace registers with cpnum=14, opc1=1 are trapped to EL2, reported using EC syndrome value 0x05.
- In AArch32 state, MRRC or MCRR accesses to trace registers with cpnum=14, opc1=1 are trapped to EL2, reported using EC syndrome value 0x0C.

TTA	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Any attempt at EL0, EL1, or EL2, to execute a System register access to an implemented trace register is trapped to EL2 when EL2 is enabled in the current Security state, unless it is trapped by CPACR.TRCDIS or CPACR_EL1.TTA .

Note

- The ETMv4 architecture does not permit EL0 to access the trace registers. If the PE trace unit implements FEAT_ETMv4, EL0 accesses to the trace registers are UNDEFINED, and any resulting exception is higher priority than an exception that would be generated because the value of [CPTR_EL2.TTA](#) is 1.
- EL2 does not provide traps on trace register accesses through the optional memory-mapped interface.

System register accesses to the trace registers can have side-effects. When a System register access is trapped, any side-effects that are normally associated with the access do not occur before the exception is taken.

If System register access to the trace functionality is not supported, this bit is RES0.

This field resets to an architecturally UNKNOWN value.

Bits [19:14]

Reserved, RES0.

Bits [13:12]

Reserved, RES1.

Bit [11]

Reserved, RES0.

TFP, bit [10]

Traps accesses to SVE, Advanced SIMD and floating-point functionality to EL2 when EL2 is enabled in the current Security state, from both Execution states, as follows:

- In AArch64 state, accesses to the following registers are trapped to EL2, reported using EC syndrome value 0x07:
 - [FPCR](#), [FPSR](#), [FPEXC32_EL2](#), any of the SIMD and floating-point registers V0-V31, including their views as D0-D31 registers or S0-31 registers.
- In AArch32 state, accesses to the following registers are trapped to EL2, reported using EC syndrome value 0x07:
 - [MVFR0](#), [MVFR1](#), [MVFR2](#), [FPSCR](#), [FPEXC](#), and any of the SIMD and floating-point registers Q0-15, including their views as D0-D31 registers or S0-31 registers. For the purposes of this trap, the architecture defines a VMSR access to [FPSID](#) from EL1 or higher as an access to a SIMD and floating point register. Otherwise, permitted VMSR accesses to [FPSID](#) are ignored.

TFP	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Any attempt at EL0, EL1 or EL2, to execute an instruction that uses the registers associated with SVE, Advanced SIMD and floating-point execution is trapped to EL2 when EL2 is enabled in the current Security state, subject to the exception prioritization rules, unless it is trapped by CPTR_EL2.TZ .

Note

[FPEXC32_EL2](#) is not accessible from EL0 using AArch64.

[FPSID](#), [MVFR0](#), [MVFR1](#), and [FPEXC](#) are not accessible from EL0 using AArch32.

This field resets to an architecturally UNKNOWN value.

Bit [9]

Reserved, RES1.

TZ, bit [8]

When FEAT_SVE is implemented:

Traps execution at EL2, EL1, or EL0 of SVE instructions and instructions that access SVE System registers to EL2 when EL2 is enabled in the current Security state.

TZ	Meaning
0b0	This control does not cause any instruction to be trapped.
0b1	This control causes these instructions to be trapped, subject to the exception prioritization rules.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES1.

Bits [7:0]

Reserved, RES1.

Accessing the CPTR_EL2

Accesses to this register use the following encodings:

MRS <Xt>, CPTR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0001	0b0001	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TCPAC == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && CPTR_EL3.TCPAC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return CPTR_EL2;
elsif PSTATE.EL == EL3 then
    return CPTR_EL2;

```

MSR CPTR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0001	0b0001	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TCPAC == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && CPTR_EL3.TCPAC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        CPTR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    CPTR_EL2 = X[t];

```

MRS <Xt>, CPACR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0001	0b0000	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TCPAC == '1' then
        UNDEFINED;
    elsif EL2Enabled() && CPTR_EL2.TCPAC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.CPACR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && CPTR_EL3.TCPAC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x100];
    else
        return CPACR_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TCPAC == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && CPTR_EL3.TCPAC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HCR_EL2.E2H == '1' then
        return CPTR_EL2;
    else
        return CPACR_EL1;
elsif PSTATE.EL == EL3 then
    return CPACR_EL1;

```

MSR CPACR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0001	0b0000	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TCPAC == '1' then
        UNDEFINED;
    elsif EL2Enabled() && CPTR_EL2.TCPAC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.CPACR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && CPTR_EL3.TCPAC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x100] = X[t];
    else
        CPACR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TCPAC == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && CPTR_EL3.TCPAC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HCR_EL2.E2H == '1' then
        CPTR_EL2 = X[t];
    else
        CPACR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    CPACR_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CPTR_EL3, Architectural Feature Trap Register (EL3)

The CPT_R_EL3 characteristics are:

Purpose

Controls trapping to EL3 of access to [CPACR_EL1](#), [CPTR_EL2](#), trace functionality and registers associated with SVE, Advanced SIMD and floating-point execution. Also controls EL3 access to trace functionality and registers associated with SVE, Advanced SIMD and floating-point execution.

Configuration

This register is present only when EL3 is implemented. Otherwise, direct accesses to CPT_R_EL3 are UNDEFINED.

Attributes

CPT_R_EL3 is a 64-bit register.

Field descriptions

The CPT_R_EL3 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32				
RES0																																			
TCPAC	TAM	RES0										TTA	RES0										TFP	RES0	EZ	RES0									
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0				

Bits [63:32]

Reserved, RES0.

TCPAC, bit [31]

Traps all of the following to EL3, from both Security states and both Execution states.

- EL2 accesses to [CPTR_EL2](#), reported using EC syndrome value 0x18, or [HCPTR](#), reported using EC syndrome value 0x03.
- EL2 and EL1 accesses to [CPACR_EL1](#) reported using EC syndrome value 0x18, or [CPACR](#) reported using EC syndrome value 0x03.

When CPT_R_EL3.TCPAC is:

TCPAC	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	EL2 accesses to the CPTR_EL2 or HCPTR , and EL2 and EL1 accesses to the CPACR_EL1 or CPACR , are trapped to EL3, unless they are trapped by CPTR_EL2 .TCPAC.

This field resets to an architecturally UNKNOWN value.

TAM, bit [30]

When FEAT_AMUv1 is implemented:

Trap Activity Monitor access. Traps EL2, EL1 and EL0 accesses to all Activity Monitor registers to EL3.

Accesses to the Activity Monitors registers are trapped as follows:

- In AArch64 state, the following registers are trapped to EL3 and reported with EC syndrome value 0x18:

- [AMUSERENR_EL0](#), [AMCFGR_EL0](#), [AMCGCR_EL0](#), [AMCNTENCLR0_EL0](#), [AMCNTENCLR1_EL0](#), [AMCNTENSET0_EL0](#), [AMCNTENSET1_EL0](#), [AMCR_EL0](#), [AMEVCNTR0<n>_EL0](#), [AMEVCNTR1<n>_EL0](#), [AMEVTYPER0<n>_EL0](#), and [AMEVTYPER1<n>_EL0](#).
- In AArch32 state, accesses with MRC or MCR to the following registers reported with EC syndrome value 0x03:
 - [AMUSERENR](#), [AMCFGR](#), [AMCGCR](#), [AMCNTENCLR0](#), [AMCNTENCLR1](#), [AMCNTENSET0](#), [AMCNTENSET1](#), [AMCR](#), [AMEVTYPER0<n>](#), and [AMEVTYPER1<n>](#).
- In AArch32 state, accesses with MRRC or MCRR to the following registers, reported with EC syndrome value 0x04:
 - [AMEVCNTR0<n>](#), [AMEVCNTR1<n>](#).

TAM	Meaning
0b0	Accesses from EL2, EL1, and EL0 to Activity Monitor registers are not trapped.
0b1	Accesses from EL2, EL1, and EL0 to Activity Monitor registers are trapped to EL3.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bits [29:21]

Reserved, RES0.

TTA, bit [20]

Traps System register accesses. Accesses to the trace registers, from all Exception levels, both Security states, and both Execution states are trapped to EL3 as follows:

- In AArch64 state, Trace registers with op0=2, op1=1, are trapped to EL3 and reported using EC syndrome value 0x18.
- In AArch32 state, accesses using MCR or MRC to the Trace registers with cpnum=14 and opc1=1 are reported using EC syndrome value 0x05.
- In AArch32 state, accesses using MCRR or MRRC to the Trace registers with cpnum=14 and opc1=1 are reported using EC syndrome value 0x0C.

TTA	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Any System register access to the trace registers is trapped to EL3, subject to the exception prioritization rules, unless it is trapped by CPACR.TRCDIS , CPACR_EL1.TTA or CPTR_EL2.TTA .

If System register access to trace functionality is not supported, this bit is RES0.

Note

The ETMv4 architecture does not permit EL0 to access the trace registers. If the PE trace unit implements FEAT_ETMv4, EL0 accesses to the trace registers are UNDEFINED, and any resulting exception is higher priority than this trap exception.

EL3 does not provide traps on trace register accesses through the Memory-mapped interface.

System register accesses to the trace registers can have side-effects. When a System register access is trapped, no side-effects occur before the exception is taken, see 'Traps on instructions'.

This field resets to an architecturally UNKNOWN value.

Bits [19:11]

Reserved, RES0.

TFP, bit [10]

Traps all accesses to SVE, Advanced SIMD and floating-point functionality, from all Exception levels, both Security states, and both Execution states, to EL3. Defined values are:

This includes the following registers, all reported using EC syndrome value 0x07:

- [FPCR](#), [FPSR](#), [FPEXC32_EL2](#), any of the SIMD and floating-point registers V0-V31, including their views as D0-D31 registers or S0-S31 registers.
- [MVFR0](#), [MVFR1](#), [MVFR2](#), [FPSCR](#), [FPEXC](#), and any of the SIMD and floating-point registers Q0-Q15, including their views as D0-D31 registers or S0-S31 registers.

Permitted VMSR accesses to [FPSID](#) are ignored, but for the purposes of this trap the architecture define a VMSR access to the [FPSID](#) from EL1 or higher as an access to a SIMD and floating-point register.

TFP	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Any attempt at any Exception level to execute an instruction that uses the registers associated with SVE, Advanced SIMD and floating-point is trapped to EL3, subject to the exception prioritization rules, unless it is trapped by CPTR_EL3.EZ .

Note

[FPEXC32_EL2](#) is not accessible from EL0 using AArch64.

[FPSID](#), [MVFR0](#), [MVFR1](#), and [FPEXC](#) are not accessible from EL0 using AArch32.

This field resets to an architecturally UNKNOWN value.

Bit [9]

Reserved, RES0.

EZ, bit [8]

When FEAT_SVE is implemented:

Traps all accesses to SVE functionality and registers from all Exception levels, and both Security states, to EL3.

EZ	Meaning
0b0	This control causes these instructions executed at any Exception level to be trapped, subject to the exception prioritization rules.
0b1	This control does not cause any instruction to be trapped.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bits [7:0]

Reserved, RES0.

Accessing the CPTR_EL3

Accesses to this register use the following encodings:

MRS <Xt>, CPTR_EL3

op0	op1	CRn	CRm	op2
0b11	0b110	0b0001	0b0001	0b010

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    return CPTR_EL3;
```

MSR CPTR_EL3, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b0001	0b0001	0b010

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    CPTR_EL3 = X[t];
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CSSELR_EL1, Cache Size Selection Register

The CSSELR_EL1 characteristics are:

Purpose

Selects the current Cache Size ID Register, [CCSIDR_EL1](#), by specifying the required cache level and the cache type (either instruction or data cache).

Configuration

AArch64 System register CSSELR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [CSSELR\[31:0\]](#).

Attributes

CSSELR_EL1 is a 64-bit register.

Field descriptions

The CSSELR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:5]

Reserved, RES0.

TnD, bit [4]

When FEAT_MTE is implemented:

Allocation Tag not Data bit.

TnD	Meaning
0b0	Data, Instruction or Unified cache.
0b1	Separate Allocation Tag cache.

When CSSELR_EL1.InD == 1, this bit is RES0.

If CSSELR_EL1.Level is programmed to a cache level that is not implemented, then the value for this field on a read of CSSELR_EL1 is UNKNOWN.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Level, bits [3:1]

Cache level of required cache.

Level	Meaning
0b000	Level 1 cache.
0b001	Level 2 cache.
0b010	Level 3 cache.
0b011	Level 4 cache.
0b100	Level 5 cache.
0b101	Level 6 cache.
0b110	Level 7 cache.

All other values are reserved.

If CSSELR_EL1.Level is programmed to a cache level that is not implemented, then the value for this field on a read of CSSELR_EL1 is UNKNOWN.

This field resets to an architecturally UNKNOWN value.

InD, bit [0]

Instruction not Data bit.

InD	Meaning
0b0	Data or unified cache.
0b1	Instruction cache.

If CSSELR_EL1.Level is programmed to a cache level that is not implemented, then a read of CSSELR_EL1 is CONSTRAINED UNPREDICTABLE, and returns UNKNOWN values for CSSELR_EL1.{Level, InD}.

This field resets to an architecturally UNKNOWN value.

Accessing the CSSELR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, CSSELR_EL1

op0	op1	CRn	CRm	op2
0b11	0b010	0b0000	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TID2 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.TID4 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.CSSELR_EL1 == '1'
    then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return CSSELR_EL1;
elsif PSTATE.EL == EL2 then
    return CSSELR_EL1;
elsif PSTATE.EL == EL3 then
    return CSSELR_EL1;

```

MSR CSSELR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b010	0b0000	0b0000	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TID2 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.TID4 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.CSSELR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        CSSELR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    CSSELR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    CSSELR_EL1 = X[t];
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CTR_EL0, Cache Type Register

The CTR_EL0 characteristics are:

Purpose

Provides information about the architecture of the caches.

Configuration

AArch64 System register CTR_EL0 bits [31:0] are architecturally mapped to AArch32 System register [CTR\[31:0\]](#).

Attributes

CTR_EL0 is a 64-bit register.

Field descriptions

The CTR_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32		
RES0																										TminLine							
RES1	RES0	DIC	IDC	CWG				ERG				DminLine				L1Ip				RES0								lminLine					
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0		

Bits [63:38]

Reserved, RES0.

TminLine, bits [37:32]

When FEAT_MTE is implemented:

Tag minimum Line. Log₂ of the number of words covered by Allocation Tags in the smallest cache line of all caches which can contain Allocation tags that are controlled by the PE.

Note

- For an implementation with cache lines containing 64 bytes of data and 4 Allocation Tags, this will be $\log_2(64/4) = 4$.
- For an implementation with Allocations Tags in separate cache lines of 128 Allocation Tags per line, this will be $\log_2(128*16/4) = 9$.

Otherwise:

Reserved, RES0.

Bit [31]

Reserved, RES1.

Bit [30]

Reserved, RES0.

DIC, bit [29]

Instruction cache invalidation requirements for data to instruction coherence.

DIC	Meaning
0b0	Instruction cache invalidation to the Point of Unification is required for data to instruction coherence.
0b1	Instruction cache invalidation to the Point of Unification is not required for data to instruction coherence.

IDC, bit [28]

Data cache clean requirements for instruction to data coherence. The meaning of this bit is:

IDC	Meaning
0b0	Data cache clean to the Point of Unification is required for instruction to data coherence, unless CLIDR_EL1.LoC == 0b000 or (CLIDR_EL1.LoUIS == 0b000 && CLIDR_EL1.LoUU == 0b000).
0b1	Data cache clean to the Point of Unification is not required for instruction to data coherence.

CWG, bits [27:24]

Cache writeback granule. Log₂ of the number of words of the maximum size of memory that can be overwritten as a result of the eviction of a cache entry that has had a memory location in it modified.

A value of 0b0000 indicates that this register does not provide Cache writeback granule information and either:

- The architectural maximum of 512 words (2KB) must be assumed.
- The Cache writeback granule can be determined from maximum cache line size encoded in the Cache Size ID Registers.

Values greater than 0b1001 are reserved.

Arm recommends that an implementation that does not support cache write-back implements this field as 0b0001. This applies, for example, to an implementation that supports only write-through caches.

ERG, bits [23:20]

Exclusives reservation granule. Log₂ of the number of words of the maximum size of the reservation granule that has been implemented for the Load-Exclusive and Store-Exclusive instructions.

The use of the value 0b0000 is deprecated.

The value 0b0001 and values greater than 0b1001 are reserved.

DminLine, bits [19:16]

Log₂ of the number of words in the smallest cache line of all the data caches and unified caches that are controlled by the PE.

L1Ip, bits [15:14]

Level 1 instruction cache policy. Indicates the indexing and tagging policy for the L1 instruction cache. Possible values of this field are:

L1Ip	Meaning
0b00	VMID aware Physical Index, Physical tag (VPIPT)
0b01	ASID-tagged Virtual Index, Virtual Tag (AIVIVT)
0b10	Virtual Index, Physical Tag (VIPT)
0b11	Physical Index, Physical Tag (PIPT)

The value 0b01 is reserved in Armv8.

The value 0b00 is permitted only in an implementation that includes FEAT_VPIPT, otherwise the value is reserved.

Bits [13:4]

Reserved, RES0.

IminLine, bits [3:0]

Log₂ of the number of words in the smallest cache line of all the instruction caches that are controlled by the PE.

Accessing the CTR_EL0

Accesses to this register use the following encodings:

MRS <Xt>, CTR_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b0000	0b0000	0b001

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && SCTLR_EL1.UCT == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && HCR_EL2.TID2 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HFGTR_EL2.CTR_EL0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCTLR_EL2.UCT == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return CTR_EL0;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TID2 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.CTR_EL0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return CTR_EL0;
elseif PSTATE.EL == EL2 then
    return CTR_EL0;
elseif PSTATE.EL == EL3 then
    return CTR_EL0;

```

CurrentEL, Current Exception Level

The CurrentEL characteristics are:

Purpose

Holds the current Exception level.

Configuration

There are no configuration notes.

Attributes

CurrentEL is a 64-bit register.

Field descriptions

The CurrentEL bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0																												EL		RES0	
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:4]

Reserved, RES0.

EL, bits [3:2]

Current Exception level. Possible values of this field are:

EL	Meaning
0b00	EL0
0b01	EL1
0b10	EL2
0b11	EL3

When the [HCR_EL2.NV](#) bit is 1, EL1 read accesses to the CurrentEL register return the value of 0b10 in this field.

This field resets to the highest implemented Exception Level.

Bits [1:0]

Reserved, RES0.

Accessing the CurrentEL

Accesses to this register use the following encodings:

MRS <Xt>, CurrentEL

op0	op1	CRn	CRm	op2
0b11	0b000	0b0100	0b0010	0b010

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        return Zeros(60):'10':Zeros(2);
    else
        return Zeros(60):PSTATE.EL:Zeros(2);
elsif PSTATE.EL == EL2 then
    return Zeros(60):PSTATE.EL:Zeros(2);
elsif PSTATE.EL == EL3 then
    return Zeros(60):PSTATE.EL:Zeros(2);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DACR32_EL2, Domain Access Control Register

The DACR32_EL2 characteristics are:

Purpose

Allows access to the AArch32 [DACR](#) register from AArch64 state only. Its value has no effect on execution in AArch64 state.

Configuration

AArch64 System register DACR32_EL2 bits [31:0] are architecturally mapped to AArch32 System register [DACR\[31:0\]](#).

This register is present only when EL1 is capable of using AArch32. Otherwise, direct accesses to DACR32_EL2 are UNDEFINED.

If EL2 is not implemented but EL3 is implemented, and EL1 is capable of using AArch32, then this register is not RES0.

Attributes

DACR32_EL2 is a 64-bit register.

Field descriptions

The DACR32_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0																
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

D<n>, bits [2n+1:2n], for n = 0 to 15

Domain n access permission, where n = 0 to 15. Permitted values are:

D<n>	Meaning
0b00	No access. Any access to the domain generates a Domain fault.
0b01	Client. Accesses are checked against the permission bits in the translation tables.
0b11	Manager. Accesses are not checked against the permission bits in the translation tables.

The value 0b10 is reserved.

This field resets to an architecturally UNKNOWN value.

Accessing the DACR32_EL2

Accesses to this register use the following encodings:

MRS <Xt>, DACR32_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0011	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return DACR32_EL2;
elsif PSTATE.EL == EL3 then
    return DACR32_EL2;

```

MSR DACR32_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0011	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    DACR32_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    DACR32_EL2 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DAIF, Interrupt Mask Bits

The DAIF characteristics are:

Purpose

Allows access to the interrupt mask bits.

Configuration

There are no configuration notes.

Attributes

DAIF is a 64-bit register.

Field descriptions

The DAIF bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32										
																RES0																									
																				RES0										D	A	I	F	RES0							
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0										

Bits [63:10]

Reserved, RES0.

D, bit [9]

Process state D mask. The possible values of this bit are:

D	Meaning
0b0	Watchpoint, Breakpoint, and Software Step exceptions targeted at the current Exception level are not masked.
0b1	Watchpoint, Breakpoint, and Software Step exceptions targeted at the current Exception level are masked.

When the target Exception level of the debug exception is higher than the current Exception level, the exception is not masked by this bit.

This field resets to 1.

A, bit [8]

Error interrupt mask bit. The possible values of this bit are:

A	Meaning
0b0	Exception not masked.
0b1	Exception masked.

This field resets to 1.

I, bit [7]

IRQ mask bit. The possible values of this bit are:

I	Meaning
0b0	Exception not masked.
0b1	Exception masked.

This field resets to 1.

F, bit [6]

FIQ mask bit. The possible values of this bit are:

F	Meaning
0b0	Exception not masked.
0b1	Exception masked.

This field resets to 1.

Bits [5:0]

Reserved, RES0.

Accessing the DAIF

Accesses to this register use the following encodings:

MRS <Xt>, DAIF

op0	op1	CRn	CRm	op2
0b11	0b011	0b0100	0b0010	0b001

```

if PSTATE.EL == EL0 then
    if (EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') || SCTLRL_EL1.UMA == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        else
            return Zeros(54):PSTATE.<D,A,I,F>:Zeros(6);
elseif PSTATE.EL == EL1 then
    return Zeros(54):PSTATE.<D,A,I,F>:Zeros(6);
elseif PSTATE.EL == EL2 then
    return Zeros(54):PSTATE.<D,A,I,F>:Zeros(6);
elseif PSTATE.EL == EL3 then
    return Zeros(54):PSTATE.<D,A,I,F>:Zeros(6);

```

MSR DAIF, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b0100	0b0010	0b001


```

if PSTATE.EL == EL0 then
    if (EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') || SCTLR_EL1.UMA == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    else
        PSTATE.<D,A,I,F> = X[t]<9:6>;
elsif PSTATE.EL == EL1 then
    PSTATE.<D,A,I,F> = X[t]<9:6>;
elsif PSTATE.EL == EL2 then
    PSTATE.<D,A,I,F> = X[t]<9:6>;
elsif PSTATE.EL == EL3 then
    PSTATE.<D,A,I,F> = X[t]<9:6>;

```

MSR DAIFSet, #<imm>

op0	op1	CRn	op2
0b00	0b011	0b0100	0b110

MSR DAIFClr, #<imm>

op0	op1	CRn	op2
0b00	0b011	0b0100	0b111

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGAUTHSTATUS_EL1, Debug Authentication Status register

The DBGAUTHSTATUS_EL1 characteristics are:

Purpose

Provides information about the state of the IMPLEMENTATION DEFINED authentication interface for debug.

Configuration

AArch64 System register DBGAUTHSTATUS_EL1 bits [31:0] are architecturally mapped to AArch32 System register [DBGAUTHSTATUS\[31:0\]](#).

AArch64 System register DBGAUTHSTATUS_EL1 bits [31:0] are architecturally mapped to External register [DBGAUTHSTATUS_EL1\[31:0\]](#).

Attributes

DBGAUTHSTATUS_EL1 is a 64-bit register.

Field descriptions

The DBGAUTHSTATUS_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0								SNID				SID				NSNID				NSID											
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:8]

Reserved, RES0.

SNID, bits [7:6]

When FEAT_Debugv8p4 is implemented:

Secure non-invasive debug.

This field has the same value as DBGAUTHSTATUS_EL1.SID.

Otherwise:

Secure non-invasive debug.

SNID	Meaning
0b00	Not implemented. EL3 is not implemented and the Effective value of SCR_EL3.NS is 1.
0b10	Implemented and disabled. ExternalSecureNoninvasiveDebugEnabled() == FALSE.
0b11	Implemented and enabled. ExternalSecureNoninvasiveDebugEnabled() == TRUE.

All other values are reserved.

SID, bits [5:4]

Secure invasive debug.

SID	Meaning
0b00	Not implemented. EL3 is not implemented and the Effective value of SCR_EL3.NS is 1.
0b10	Implemented and disabled. ExternalSecureInvasiveDebugEnabled() == FALSE.
0b11	Implemented and enabled. ExternalSecureInvasiveDebugEnabled() == TRUE.

All other values are reserved.

NSNID, bits [3:2]

When FEAT_Debugv8p4 is implemented:

Non-secure non-invasive debug.

NSNID	Meaning
0b00	Not implemented. EL3 is not implemented and the Effective value of SCR_EL3.NS is 0
0b11	Implemented and enabled. EL3 is implemented or the Effective value of SCR_EL3.NS is 1.

All other values are reserved.

Otherwise:

Non-secure non-invasive debug.

NSNID	Meaning
0b00	Not implemented. EL3 is not implemented and the Effective value of SCR_EL3.NS is 0.
0b10	Implemented and disabled. ExternalNoninvasiveDebugEnabled() == FALSE.
0b11	Implemented and enabled. ExternalNoninvasiveDebugEnabled() == TRUE.

All other values are reserved.

NSID, bits [1:0]

Non-secure invasive debug.

NSID	Meaning
0b00	Not implemented. EL3 is not implemented and the Effective value of SCR_EL3.NS is 0.
0b10	Implemented and disabled. ExternalInvasiveDebugEnabled() == FALSE.
0b11	Implemented and enabled. ExternalInvasiveDebugEnabled() == TRUE.

All other values are reserved.

Accessing the DBGAUTHSTATUS_EL1

Accesses to this register use the following encodings:

MRS <Xt>, DBGAUTHSTATUS_EL1

op0	op1	CRn	CRm	op2
-----	-----	-----	-----	-----

0b10	0b000	0b0111	0b1110	0b1110
------	-------	--------	--------	--------

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.DBGAUTHSTATUS_EL1
== '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return DBGAUTHSTATUS_EL1;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return DBGAUTHSTATUS_EL1;
    elsif PSTATE.EL == EL3 then
        return DBGAUTHSTATUS_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGBCR<n>_EL1, Debug Breakpoint Control Registers, n = 0 - 15

The DBGBCR<n>_EL1 characteristics are:

Purpose

Holds control information for a breakpoint. Forms breakpoint n together with value register [DBGBVR<n>_EL1](#).

Configuration

AArch64 System register DBGBCR<n>_EL1 bits [31:0] are architecturally mapped to AArch32 System register [DBGBCR<n>\[31:0\]](#).

AArch64 System register DBGBCR<n>_EL1 bits [31:0] are architecturally mapped to External register [DBGBCR<n>_EL1\[31:0\]](#).

If breakpoint n is not implemented then accesses to this register are UNDEFINED.

Attributes

DBGBCR<n>_EL1 is a 64-bit register.

Field descriptions

The DBGBCR<n>_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0								BT				LBN				SSC		HMC	RES0				BAS				RES0		PMC	E	
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:24]

Reserved, RES0.

BT, bits [23:20]

Breakpoint Type. Possible values are:

BT	Meaning
0b0000	Unlinked instruction address match. DBGBVR<n>_EL1 is the address of an instruction.
0b0001	As 0b0000, but linked to a Context matching breakpoint.
0b0010	Unlinked Context ID match. When FEAT_VHE is implemented, EL2 is using AArch64, and the Effective value of HCR_EL2.E2H is 1, if either the PE is executing at EL0 with HCR_EL2.TGE set to 1 or the PE is executing at EL2, then DBGBVR<n>_EL1.ContextID must match the CONTEXTIDR_EL2 value. Otherwise, DBGBVR<n>_EL1.ContextID must match the CONTEXTIDR_EL1 value
0b0011	As 0b0010, with linking enabled.
0b0110	Unlinked CONTEXTIDR_EL1 match. DBGBVR<n>_EL1.ContextID is a Context ID compared against CONTEXTIDR_EL1 .
0b0111	As 0b0110, with linking enabled.
0b1000	Unlinked VMID match. DBGBVR<n>_EL1.VMID is a VMID compared against VTTBR_EL2.VMID .
0b1001	As 0b1000, with linking enabled.
0b1010	Unlinked VMID and Context ID match. DBGBVR<n>_EL1.ContextID is a Context ID compared against CONTEXTIDR_EL1 , and DBGBVR<n>_EL1.VMID is a VMID compared against VTTBR_EL2.VMID .
0b1011	As 0b1010, with linking enabled.
0b1100	Unlinked CONTEXTIDR_EL2 match. DBGBVR<n>_EL1.ContextID2 is a Context ID compared against CONTEXTIDR_EL2 .
0b1101	As 0b1100, with linking enabled.
0b1110	Unlinked Full Context ID match. DBGBVR<n>_EL1.ContextID is compared against CONTEXTIDR_EL1 , and DBGBVR<n>_EL1.ContextID2 is compared against CONTEXTIDR_EL2 .
0b1111	As 0b1110, with linking enabled.

All other values are reserved. Constraints on breakpoint programming mean other values are reserved under some conditions.

For more information on the operation of the SSC, HMC, and PMC fields, and on the effect of programming this field to a reserved value, see 'Execution conditions for which a breakpoint generates Breakpoint exceptions' and 'Reserved DBGBCR<n>_EL1.BT values'.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

LBN, bits [19:16]

Linked breakpoint number. For Linked address matching breakpoints, this specifies the index of the Context-matching breakpoint linked to.

For all other breakpoint types this field is ignored and reads of the register return an UNKNOWN value.

This field is ignored when the value of DBGBCR<n>_EL1.E is 0.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

SSC, bits [15:14]

Security state control. Determines the Security states under which a Breakpoint debug event for breakpoint n is generated. This field must be interpreted along with the HMC and PMC fields, and there are constraints on the permitted values of the {HMC, SSC, PMC} fields.

For more information on the operation of the SSC, HMC, and PMC fields, and the effect of programming the fields to a reserved set of values, see 'Execution conditions for which a breakpoint generates Breakpoint exceptions' and 'Reserved DBGBCR<n>_EL1.{SSC, HMC, PMC} values'.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

HMC, bit [13]

Higher mode control. Determines the debug perspective for deciding when a Breakpoint debug event for breakpoint n is generated. This field must be interpreted along with the SSC and PMC fields, and there are constraints on the permitted values of the {HMC, SSC, PMC} fields. For more information see the SSC, bits [15:14] description.

For more information on the operation of the SSC, HMC, and PMC fields, see 'Execution conditions for which a breakpoint generates Breakpoint exceptions'.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

Bits [12:9]

Reserved, RES0.

BAS, bits [8:5]

When AArch32 is supported at any Exception level:

Byte address select. Defines which half-words an address-matching breakpoint matches, regardless of the instruction set and Execution state.

The permitted values depend on the breakpoint type.

For Address match breakpoints, the permitted values are:

BAS	Match instruction at	Constraint for debuggers
0b0011	DBGBVR<n>_EL1	Use for T32 instructions
0b1100	DBGBVR<n>_EL1 + 2	Use for T32 instructions
0b1111	DBGBVR<n>_EL1	Use for A64 and A32 instructions

All other values are reserved. For more information, see 'Reserved DBGBCR<n>_EL1.BAS values'.

For more information on using the BAS field in address match breakpoints, see 'Using the BAS field in Address Match breakpoints'.

For Context matching breakpoints, this field is RES1 and ignored.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

Otherwise:

Reserved, RES1.

Bits [4:3]

Reserved, RES0.

PMC, bits [2:1]

Privilege mode control. Determines the Exception level or levels at which a Breakpoint debug event for breakpoint n is generated. This field must be interpreted along with the SSC and HMC fields, and there are constraints on the permitted values of the {HMC, SSC, PMC} fields. For more information see the DBGBCR<n>_EL1.SSC description.

For more information on the operation of the SSC, HMC, and PMC fields, see 'Execution conditions for which a breakpoint generates Breakpoint exceptions'.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

E, bit [0]

Enable breakpoint [DBGBVR<n>_EL1](#).

E	Meaning
0b0	Breakpoint disabled.
0b1	Breakpoint enabled.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

Accessing the DBGBCR<n>_EL1

Accesses to this register use the following encodings:

MRS <Xt>, DBGBCR<n>_EL1

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	n[3:0]	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.DBGBCRn_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        elsif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            return DBGBCR_EL1[UInt(CRm<3:0>)];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        elsif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            return DBGBCR_EL1[UInt(CRm<3:0>)];
    elsif PSTATE.EL == EL3 then
        if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            return DBGBCR_EL1[UInt(CRm<3:0>)];

```


MSR DBGBCR<n>_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	n[3:0]	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGWTR_EL2.DBGBCRn_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGBCR_EL1[UInt(CRm<3:0>)] = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGBCR_EL1[UInt(CRm<3:0>)] = X[t];
elsif PSTATE.EL == EL3 then
    if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGBCR_EL1[UInt(CRm<3:0>)] = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGGBVR<n>_EL1, Debug Breakpoint Value Registers, n = 0 - 15

The DBGGBVR<n>_EL1 characteristics are:

Purpose

Holds a virtual address, or a VMID and/or a context ID, for use in breakpoint matching. Forms breakpoint n together with control register [DBGBCR<n>_EL1](#).

Configuration

AArch64 System register DBGGBVR<n>_EL1 bits [31:0] are architecturally mapped to AArch32 System register [DBGGBVR<n>\[31:0\]](#).

AArch64 System register DBGGBVR<n>_EL1 bits [63:32] are architecturally mapped to AArch32 System register [DBGGBXVR<n>\[31:0\]](#).

AArch64 System register DBGGBVR<n>_EL1 bits [63:0] are architecturally mapped to External register [DBGGBVR<n>_EL1\[63:0\]](#).

If breakpoint n is not implemented then accesses to this register are UNDEFINED.

Attributes

How this register is interpreted depends on the value of [DBGBCR<n>_EL1](#).BT.

- When [DBGBCR<n>_EL1](#).BT is 0b000x, this register holds a virtual address.
- When [DBGBCR<n>_EL1](#).BT is 0b001x, 0b011x, or 0b110x, this register holds a Context ID.
- When [DBGBCR<n>_EL1](#).BT is 0b100x, this register holds a VMID.
- When [DBGBCR<n>_EL1](#).BT is 0b101x, this register holds a VMID and a Context ID.
- When [DBGBCR<n>_EL1](#).BT is 0b111x, this register holds two Context ID values.

For other values of [DBGBCR<n>_EL1](#).BT, this register is RES0.

Field descriptions

The DBGGBVR<n>_EL1 bit assignments are:

When DBGBCR<n>_EL1.BT == 0b000x:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
RESS[14:4]											VA[52:49]						VA[48:2]															
VA[48:2]																															RES0	
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	

RESS[14:4], bits [63:53]

Reserved, Sign extended. Software must treat this field as RES0 if the most significant bit of VA is 0 or RES0, and as RES1 if the most significant bit of VA is 1.

It is IMPLEMENTATION DEFINED whether:

- Reads return the value of the most significant bit of the VA for every bit in this field.
- Reads return the last value written.

The PE ignores this field.

VA[52:49], bits [52:49]

When FEAT_LVA is implemented:

Extension to VA[48:2]. See VA[48:2] for more details.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

Otherwise:

Extension to RESS[14:4]. See RESS[14:4] for more details.

VA[48:2], bits [48:2]

Bits[48:2] of the address value for comparison.

When FEAT_LVA is implemented, VA[52:49] forms the upper part of the address value. Otherwise, VA[52:49] are RESS.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

Bits [1:0]

Reserved, RES0.

When DBGBCR<n>_EL1.BT == 0b001x:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
																RES0																
																ContextID																
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	

Bits [63:32]

Reserved, RES0.

ContextID, bits [31:0]

Context ID value for comparison.

The value is compared against [CONTEXTIDR_EL2](#) when FEAT_VHE is implemented, [HCR_EL2](#).E2H is 1, and either:

- The PE is executing at EL2.
- [HCR_EL2](#).TGE is 1, the PE is executing at EL0, and EL2 is enabled in the current Security state.

Otherwise, the value is compared against [CONTEXTIDR_EL1](#).

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

When DBGBCR<n>_EL1.BT == 0b011x:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
																RES0																
																ContextID																
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	

Bits [63:32]

Reserved, RES0.

ContextID, bits [31:0]

Context ID value for comparison against [CONTEXTIDR_EL1](#).

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

When DBGBCR<n>_EL1.BT == 0b100x and EL2 is implemented:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																VMID[15:8]								VMID[7:0]							
RES0																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:48]

Reserved, RES0.

VMID[15:8], bits [47:40]

When FEAT_VMID16 is implemented, VTCR_EL2.VS == 1 and EL2 is using AArch64:

Extension to VMID[7:0]. See DBGBCR<n>_EL1.VMID[7:0] for more details.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

Otherwise:

Reserved, RES0.

VMID[7:0], bits [39:32]

VMID value for comparison.

The VMID is 8 bits when any of the following are true:

- EL2 is using AArch32.
- [VTCR_EL2.VS](#) is 0.
- FEAT_VMID16 is not implemented.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

Bits [31:0]

Reserved, RES0.

When DBGBCR<n>_EL1.BT == 0b101x and EL2 is implemented:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																VMID[15:8]								VMID[7:0]							
ContextID																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:48]

Reserved, RES0.

VMID[15:8], bits [47:40]

When FEAT_VMID16 is implemented, VTCR_EL2.VS == 1 and EL2 is using AArch64:

Extension to VMID[7:0]. See DBGVVR<n>_EL1.VMID[7:0] for more details.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

Otherwise:

Reserved, RES0.

VMID[7:0], bits [39:32]

VMID value for comparison.

The VMID is 8 bits when any of the following are true:

- EL2 is using AArch32.
- [VTCR_EL2.VS](#) is 0.
- FEAT_VMID16 is not implemented.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

ContextID, bits [31:0]

Context ID value for comparison against [CONTEXTIDR_EL1](#).

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

When DBGVCR<n>_EL1.BT == 0b110x, EL2 is implemented and (FEAT_VHE is implemented or FEAT_Debugv8p2 is implemented):

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
ContextID2																															
RES0																															
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

ContextID2, bits [63:32]

Context ID value for comparison against [CONTEXTIDR_EL2](#).

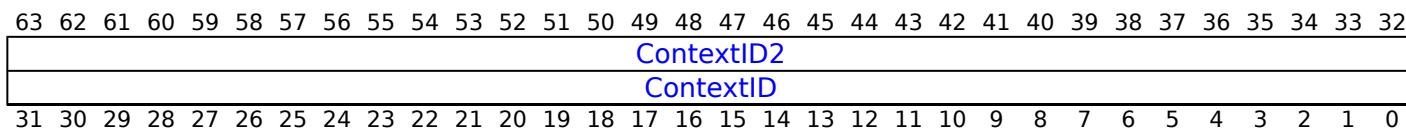
On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

Bits [31:0]

Reserved, RES0.

When DBGBCR<n>_EL1.BT == 0b111x, EL2 is implemented and (FEAT_VHE is implemented or FEAT_Debugv8p2 is implemented):



ContextID2, bits [63:32]

Context ID value for comparison against [CONTEXTIDR_EL2](#).

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

ContextID, bits [31:0]

Context ID value for comparison against [CONTEXTIDR_EL1](#).

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

Accessing the DBGBVR<n>_EL1

Accesses to this register use the following encodings:

MRS <Xt>, DBGBVR<n>_EL1

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	n[3:0]	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.DBGBVRn_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        return DBGGBVR_EL1[UInt(CRm<3:0>)];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        return DBGGBVR_EL1[UInt(CRm<3:0>)];
elsif PSTATE.EL == EL3 then
    if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        return DBGGBVR_EL1[UInt(CRm<3:0>)];

```

MSR DBGGBVR<n>_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	n[3:0]	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDBGWTR_EL2.DBGBVRn_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGBVR_EL1[UInt(CRm<3:0>)] = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGBVR_EL1[UInt(CRm<3:0>)] = X[t];
elsif PSTATE.EL == EL3 then
    if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGBVR_EL1[UInt(CRm<3:0>)] = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGCLAIMCLR_EL1, Debug CLAIM Tag Clear register

The DBGCLAIMCLR_EL1 characteristics are:

Purpose

Used by software to read the values of the CLAIM tag bits, and to clear CLAIM tag bits to 0.

The architecture does not define any functionality for the CLAIM tag bits.

Note

CLAIM tags are typically used for communication between the debugger and target software.

Used in conjunction with the [DBGCLAIMSET_EL1](#) register.

Configuration

AArch64 System register DBGCLAIMCLR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [DBGCLAIMCLR\[31:0\]](#).

AArch64 System register DBGCLAIMCLR_EL1 bits [31:0] are architecturally mapped to External register [DBGCLAIMCLR_EL1\[31:0\]](#).

An implementation must include eight CLAIM tag bits.

Attributes

DBGCLAIMCLR_EL1 is a 64-bit register.

Field descriptions

The DBGCLAIMCLR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																RES0															
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
RAZ/SBZ																CLAIM															

Bits [63:32]

Reserved, RES0.

Bits [31:8]

Reserved, RAZ/SBZ. Software can rely on these bits reading as zero, and must use a should-be-zero policy on writes. Implementations must ignore writes.

CLAIM, bits [7:0]

Read or clear CLAIM tag bits. Reading this field returns the current value of the CLAIM tag bits.

Writing a 1 to one of these bits clears the corresponding CLAIM tag bit to 0. This is an indirect write to the CLAIM tag bits. A single write operation can clear multiple CLAIM tag bits to 0.

Writing 0 to one of these bits has no effect.

On a Cold reset, this field resets to 0.

On a Warm reset, the value of this field is unchanged.

Accessing the DBGCLAIMCLR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, DBGCLAIMCLR_EL1

op0	op1	CRn	CRm	op2
0b10	0b000	0b0111	0b1001	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.DBGCLAIM == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return DBGCLAIMCLR_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return DBGCLAIMCLR_EL1;
elsif PSTATE.EL == EL3 then
    return DBGCLAIMCLR_EL1;

```

MSR DBGCLAIMCLR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b000	0b0111	0b1001	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDBGWTR_EL2.DBGCLAIM == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            DBGCLAIMCLR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            DBGCLAIMCLR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    DBGCLAIMCLR_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGCLAIMSET_EL1, Debug CLAIM Tag Set register

The DBGCLAIMSET_EL1 characteristics are:

Purpose

Used by software to set the CLAIM tag bits to 1.

The architecture does not define any functionality for the CLAIM tag bits.

Note

CLAIM tags are typically used for communication between the debugger and target software.

Used in conjunction with the [DBGCLAIMCLR_EL1](#) register.

Configuration

AArch64 System register DBGCLAIMSET_EL1 bits [31:0] are architecturally mapped to AArch32 System register [DBGCLAIMSET\[31:0\]](#).

AArch64 System register DBGCLAIMSET_EL1 bits [31:0] are architecturally mapped to External register [DBGCLAIMSET_EL1\[31:0\]](#).

An implementation must include eight CLAIM tag bits.

Attributes

DBGCLAIMSET_EL1 is a 64-bit register.

Field descriptions

The DBGCLAIMSET_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32					
																RES0																				
																								CLAIM												
RAZ/SBZ																																				
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0					

Bits [63:32]

Reserved, RES0.

Bits [31:8]

Reserved, RAZ/SBZ. Software can rely on these bits reading as zero, and must use a should-be-zero policy on writes. Implementations must ignore writes.

CLAIM, bits [7:0]

Set CLAIM tag bits.

This field is RAO.

Writing a 1 to one of these bits sets the corresponding CLAIM tag bit to 1. This is an indirect write to the CLAIM tag bits. A single write operation can set multiple CLAIM tag bits to 1.

Writing 0 to one of these bits has no effect.

Accessing the DBGCLAIMSET_EL1

Accesses to this register use the following encodings:

MRS <Xt>, DBGCLAIMSET_EL1

op0	op1	CRn	CRm	op2
0b10	0b000	0b0111	0b1000	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.DBGCLAIM == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return DBGCLAIMSET_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return DBGCLAIMSET_EL1;
elsif PSTATE.EL == EL3 then
    return DBGCLAIMSET_EL1;

```

MSR DBGCLAIMSET_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b000	0b0111	0b1000	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDBGWTR_EL2.DBGCLAIM == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            DBGCLAIMSET_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            DBGCLAIMSET_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    DBGCLAIMSET_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGDTR_EL0, Debug Data Transfer Register, half-duplex

The DBGDTR_EL0 characteristics are:

Purpose

Transfers 64 bits of data between the PE and an external debugger. Can transfer both ways using only a single register.

Configuration

AArch64 System register DBGDTR_EL0 bits [63:32] are architecturally mapped to AArch32 System register [DBGDTRRXint\[31:0\]](#) when written.

AArch64 System register DBGDTR_EL0 bits [63:32] are architecturally mapped to External register [DBGDTRRX_EL0\[31:0\]](#) when written.

AArch64 System register DBGDTR_EL0 bits [63:32] are architecturally mapped to AArch64 System register [DBGDTRRX_EL0\[31:0\]](#) when written.

AArch64 System register DBGDTR_EL0 bits [31:0] are architecturally mapped to AArch32 System register [DBGDTRTXint\[31:0\]](#) when written.

AArch64 System register DBGDTR_EL0 bits [31:0] are architecturally mapped to External register [DBGDTRTX_EL0\[31:0\]](#) when written.

AArch64 System register DBGDTR_EL0 bits [31:0] are architecturally mapped to AArch64 System register [DBGDTRTX_EL0\[31:0\]](#) when written.

AArch64 System register DBGDTR_EL0 bits [63:32] are architecturally mapped to AArch32 System register [DBGDTRTXint\[31:0\]](#) when read.

AArch64 System register DBGDTR_EL0 bits [63:32] are architecturally mapped to External register [DBGDTRTX_EL0\[31:0\]](#) when read.

AArch64 System register DBGDTR_EL0 bits [63:32] are architecturally mapped to AArch64 System register [DBGDTRTX_EL0\[31:0\]](#) when read.

AArch64 System register DBGDTR_EL0 bits [31:0] are architecturally mapped to AArch32 System register [DBGDTRRXint\[31:0\]](#) when read.

AArch64 System register DBGDTR_EL0 bits [31:0] are architecturally mapped to External register [DBGDTRRX_EL0\[31:0\]](#) when read.

AArch64 System register DBGDTR_EL0 bits [31:0] are architecturally mapped to AArch64 System register [DBGDTRRX_EL0\[31:0\]](#) when read.

Attributes

DBGDTR_EL0 is a 64-bit register.

Field descriptions

The DBGDTR_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																HighWord															
																LowWord															
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

HighWord, bits [63:32]

Writes to this register set DTRRX to the value in this field and do not change RXfull.

Reads of this register:

- If RXfull is set to 1, return the last value written to DTRTX.
- If RXfull is set to 0, return an UNKNOWN value.

After the read, RXfull is cleared to 0.

LowWord, bits [31:0]

Writes to this register set DTRTX to the value in this field and set TXfull to 1.

Reads of this register:

- If RXfull is set to 1, return the last value written to DTRRX.
- If RXfull is set to 0, return an UNKNOWN value.

After the read, RXfull is cleared to 0.

Accessing the DBGDTR_EL0

Accesses to this register use the following encodings:

MRS <Xt>, DBGDTR_EL0

op0	op1	CRn	CRm	op2
0b10	0b011	0b0000	0b0100	0b000


```

if Halted() then
    return DBGDTR_EL0;
elsif PSTATE.EL == EL0 then
    if MDSCR_EL1.TDCC == '1' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TDCC == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && (HCR_EL2.TGE == '1' || MDCR_EL2.<TDE,TDA> != '00') then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TDCC == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return DBGDTR_EL0;
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && MDCR_EL2.TDCC == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TDCC == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return DBGDTR_EL0;
    elsif PSTATE.EL == EL2 then
        if HaveEL(EL3) && MDCR_EL3.TDCC == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return DBGDTR_EL0;
    elsif PSTATE.EL == EL3 then
        return DBGDTR_EL0;

```

MSR DBGDTR_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b011	0b0000	0b0100	0b000

```

if Halted() then
    DBGDTR_EL0 = X[t];
elsif PSTATE.EL == EL0 then
    if MDSCR_EL1.TDCC == '1' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TDCC == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && (HCR_EL2.TGE == '1' || MDCR_EL2.<TDE,TDA> != '00') then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TDCC == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            DBGDTR_EL0 = X[t];
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && MDCR_EL2.TDCC == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TDCC == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            DBGDTR_EL0 = X[t];
    elsif PSTATE.EL == EL2 then
        if HaveEL(EL3) && MDCR_EL3.TDCC == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            DBGDTR_EL0 = X[t];
    elsif PSTATE.EL == EL3 then
        DBGDTR_EL0 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGDTRRX_EL0, Debug Data Transfer Register, Receive

The DBGDTRRX_EL0 characteristics are:

Purpose

Transfers data from an external debugger to the PE. For example, it is used by a debugger transferring commands and data to a debug target. See [DBGDTR_EL0](#) for additional architectural mappings. It is a component of the Debug Communications Channel.

Configuration

AArch64 System register DBGDTRRX_EL0 bits [31:0] are architecturally mapped to AArch32 System register [DBGDTRRXint\[31:0\]](#).

AArch64 System register DBGDTRRX_EL0 bits [31:0] are architecturally mapped to External register [DBGDTRRX_EL0\[31:0\]](#).

Attributes

DBGDTRRX_EL0 is a 64-bit register.

Field descriptions

The DBGDTRRX_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
Update DTRRX																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

Bits [31:0]

Update DTRRX.

Reads of this register:

- If RXfull is set to 1, return the last value written to DTRRX.
- If RXfull is set to 0, return an UNKNOWN value.

After the read, RXfull is cleared to 0.

For the full behavior of the Debug Communications Channel, see 'The Debug Communication Channel and Instruction Transfer Register'.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

Accessing the DBGDTRRX_EL0

Accesses to this register use the following encodings:

MRS <Xt>, DBGDTRRX_EL0

op0	op1	CRn	CRm	op2
0b10	0b011	0b0000	0b0101	0b000

```

if Halted() then
    return DBGDTRRX_EL0;
elsif PSTATE.EL == EL0 then
    if MDSCR_EL1.TDCC == '1' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TDCC == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && (HCR_EL2.TGE == '1' || MDCR_EL2.<TDE,TDA> != '00') then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TDCC == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return DBGDTRRX_EL0;
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && MDCR_EL2.TDCC == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TDCC == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return DBGDTRRX_EL0;
    elsif PSTATE.EL == EL2 then
        if HaveEL(EL3) && MDCR_EL3.TDCC == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return DBGDTRRX_EL0;
    elsif PSTATE.EL == EL3 then
        return DBGDTRRX_EL0;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGDTRTX_EL0, Debug Data Transfer Register, Transmit

The DBGDTRTX_EL0 characteristics are:

Purpose

Transfers data from the PE to an external debugger. For example, it is used by a debug target to transfer data to the debugger. See [DBGDTR_EL0](#) for additional architectural mappings. It is a component of the Debug Communication Channel.

Configuration

AArch64 System register DBGDTRTX_EL0 bits [31:0] are architecturally mapped to AArch32 System register [DBGDTRTXint\[31:0\]](#).

AArch64 System register DBGDTRTX_EL0 bits [31:0] are architecturally mapped to External register [DBGDTRTX_EL0\[31:0\]](#).

Attributes

DBGDTRTX_EL0 is a 64-bit register.

Field descriptions

The DBGDTRTX_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
Return DTRTX																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

Bits [31:0]

Return DTRTX.

Writes to this register:

- If TXfull is set to 1, set DTRRX and DTRTX to UNKNOWN.
- If TXfull is set to 0, update the value in DTRTX.

After the write, TXfull is set to 1.

For the full behavior of the Debug Communications Channel, see 'The Debug Communication Channel and Instruction Transfer Register'.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

Accessing the DBGDTRTX_EL0

Accesses to this register use the following encodings:

MSR DBGDTRTX_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b011	0b0000	0b0101	0b000

```

if Halted() then
    DBGDTRTX_EL0 = X[t];
elsif PSTATE.EL == EL0 then
    if MDSCR_EL1.TDCC == '1' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TDCC == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && (HCR_EL2.TGE == '1' || MDCR_EL2.<TDE,TDA> != '00') then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TDCC == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            DBGDTRTX_EL0 = X[t];
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && MDCR_EL2.TDCC == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TDCC == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            DBGDTRTX_EL0 = X[t];
    elsif PSTATE.EL == EL2 then
        if HaveEL(EL3) && MDCR_EL3.TDCC == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            DBGDTRTX_EL0 = X[t];
    elsif PSTATE.EL == EL3 then
        DBGDTRTX_EL0 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGPRCR_EL1, Debug Power Control Register

The DBGPRCR_EL1 characteristics are:

Purpose

Controls behavior of the PE on powerdown request.

Configuration

AArch64 System register DBGPRCR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [DBGPRCR\[31:0\]](#).

Bit [0] of this register is mapped to [EDPRCR](#).CORENPDRQ, bit [0] of the external view of this register.

The other bits in these registers are not mapped to each other.

Attributes

DBGPRCR_EL1 is a 64-bit register.

Field descriptions

The DBGPRCR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0																															CORENPDRQ
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:1]

Reserved, RES0.

CORENPDRQ, bit [0]

When FEAT_DoPD is implemented:

Core no powerdown request. Requests emulation of powerdown.

This request is typically passed to an external power controller. This means that whether a request causes power up is dependent on the IMPLEMENTATION DEFINED nature of the system. The power controller must not allow the Core power domain to switch off while this bit is 1.

CORENPDRQ	Meaning
0b0	If the system responds to a powerdown request, it powers down Core power domain.
0b1	If the system responds to a powerdown request, it does not powerdown the Core power domain, but instead emulates a powerdown of that domain.

In an implementation that includes the recommended external debug interface, this bit drives the DBGNOPWRDWN signal.

It is IMPLEMENTATION DEFINED whether this bit is reset to its Cold reset value on exit from an IMPLEMENTATION DEFINED software-visible retention state. For more information about retention states see 'Core power domain power states'.

Note

Writes to this bit are not prohibited by the IMPLEMENTATION DEFINED authentication interface. This means that a debugger can request emulation of powerdown regardless of whether invasive debug is permitted.

On a Cold reset, if the powerup request is implemented and the powerup request has been asserted, this field is set to an IMPLEMENTATION DEFINED choice of 0 or 1. If the powerup request is not asserted, this field is set to 0.

On a Warm reset, the value of this field is unchanged.

Otherwise:

Core no powerdown request. Requests emulation of powerdown.

This request is typically passed to an external power controller. This means that whether a request causes power up is dependent on the IMPLEMENTATION DEFINED nature of the system. The power controller must not allow the Core power domain to switch off while this bit is 1.

CORENPDRQ	Meaning
0b0	If the system responds to a powerdown request, it powers down Core power domain.
0b1	If the system responds to a powerdown request, it does not powerdown the Core power domain, but instead emulates a powerdown of that domain.

In an implementation that includes the recommended external debug interface, this bit drives the DBGNOPWRDWN signal.

It is IMPLEMENTATION DEFINED whether this bit is reset to the value of [EDPRCR.COREPURQ](#) on exit from an IMPLEMENTATION DEFINED software-visible retention state. For more information about retention states see 'Core power domain power states'.

Note

Writes to this bit are not prohibited by the IMPLEMENTATION DEFINED authentication interface. This means that a debugger can request emulation of powerdown regardless of whether invasive debug is permitted.

On a Cold reset, this field resets to the value in [EDPRCR.COREPURQ](#).

On a Warm reset, the value of this field is unchanged.

Accessing the DBGPRCR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, DBGPRCR_EL1

op0	op1	CRn	CRm	op2
0b10	0b000	0b0001	0b0100	0b100


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDOSA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.DBGPRCR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.<TDE,TDOSA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDOSA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return DBGPRCR_EL1;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDOSA == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && MDCR_EL3.TDOSA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                return DBGPRCR_EL1;
    elsif PSTATE.EL == EL3 then
        return DBGPRCR_EL1;

```

MSR DBGPRCR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b000	0b0001	0b0100	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDOSA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDBGWTR_EL2.DBGPRCR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.<TDE,TDOSA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDOSA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            DBGPRCR_EL1 = X[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDOSA == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && MDCR_EL3.TDOSA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                DBGPRCR_EL1 = X[t];
    elsif PSTATE.EL == EL3 then
        DBGPRCR_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGVCR32_EL2, Debug Vector Catch Register

The DBGVCR32_EL2 characteristics are:

Purpose

Allows access to the AArch32 register [DBGVCR](#) from AArch64 state only. Its value has no effect on execution in AArch64 state.

Configuration

AArch64 System register DBGVCR32_EL2 bits [31:0] are architecturally mapped to AArch32 System register [DBGVCR\[31:0\]](#).

This register is present only when EL1 is capable of using AArch32. Otherwise, direct accesses to DBGVCR32_EL2 are UNDEFINED.

If EL2 is not implemented but EL3 is implemented, and EL1 is capable of using AArch32, then this register is not RES0.

Attributes

DBGVCR32_EL2 is a 64-bit register.

Field descriptions

The DBGVCR32_EL2 bit assignments are:

When EL3 is implemented:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
NSF	NSI	RES0	NSD	NSP	NSS	NSU	RES0																SF	SI	RES0	SD	SP	SS	SU	RES0	
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

NSF, bit [31]

FIQ vector catch enable in Non-secure state.

The exception vector offset is 0x1C.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

NSI, bit [30]

IRQ vector catch enable in Non-secure state.

The exception vector offset is 0x18.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Bit [29]

Reserved, RES0.

NSD, bit [28]

Data Abort vector catch enable in Non-secure state.

The exception vector offset is 0x10.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

NSP, bit [27]

Prefetch Abort vector catch enable in Non-secure state.

The exception vector offset is 0x0C.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

NSS, bit [26]

Supervisor Call (SVC) vector catch enable in Non-secure state.

The exception vector offset is 0x08.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

NSU, bit [25]

Undefined Instruction vector catch enable in Non-secure state.

The exception vector offset is 0x04.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Bits [24:8]

Reserved, RES0.

SF, bit [7]

FIQ vector catch enable in Secure state.

The exception vector offset is 0x1C.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

SI, bit [6]

IRQ vector catch enable in Secure state.

The exception vector offset is 0x18.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Bit [5]

Reserved, RES0.

SD, bit [4]

Data Abort vector catch enable in Secure state.

The exception vector offset is 0x10.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

SP, bit [3]

Prefetch Abort vector catch enable in Secure state.

The exception vector offset is 0x0C.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

SS, bit [2]

Supervisor Call (SVC) vector catch enable in Secure state.

The exception vector offset is 0x08.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

SU, bit [1]

Undefined Instruction vector catch enable in Secure state.

The exception vector offset is 0x04.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Bit [0]

Reserved, RES0.

When EL3 is not implemented:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
																RES0																
RES0																								F	I	RES0	D	P	S	U	RES0	
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	

Bits [63:8]

Reserved, RES0.

F, bit [7]

FIQ vector catch enable.

The exception vector offset is 0x1C.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

I, bit [6]

IRQ vector catch enable.

The exception vector offset is 0x18.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Bit [5]

Reserved, RES0.

D, bit [4]

Data Abort vector catch enable.

The exception vector offset is 0x10.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

P, bit [3]

Prefetch Abort vector catch enable.

The exception vector offset 0x0C.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

S, bit [2]

Supervisor Call (SVC) vector catch enable.

The exception vector offset is 0x08.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

U, bit [1]

Undefined Instruction vector catch enable.

The exception vector offset is 0x04.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Bit [0]

Reserved, RES0.

Accessing the DBGVCR32_EL2

Accesses to this register use the following encodings:

MRS <Xt>, DBGVCR32_EL2

op0	op1	CRn	CRm	op2
0b10	0b100	0b0000	0b0111	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return DBGVCR32_EL2;
elsif PSTATE.EL == EL3 then
    return DBGVCR32_EL2;

```

MSR DBGVCR32_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b100	0b0000	0b0111	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        DBGVCR32_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    DBGVCR32_EL2 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGWCR<n>_EL1, Debug Watchpoint Control Registers, n = 0 - 15

The DBGWCR<n>_EL1 characteristics are:

Purpose

Holds control information for a watchpoint. Forms watchpoint n together with value register [DBGWVR<n>_EL1](#).

Configuration

AArch64 System register DBGWCR<n>_EL1 bits [31:0] are architecturally mapped to AArch32 System register [DBGWCR<n>\[31:0\]](#).

AArch64 System register DBGWCR<n>_EL1 bits [31:0] are architecturally mapped to External register [DBGWCR<n>_EL1\[31:0\]](#).

If watchpoint n is not implemented then accesses to this register are UNDEFINED.

Attributes

DBGWCR<n>_EL1 is a 64-bit register.

Field descriptions

The DBGWCR<n>_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0				MASK				RES0				WT	LBN				SSC	HMC	BAS								LSC	PAC	E		
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:29]

Reserved, RES0.

MASK, bits [28:24]

Address mask. Only objects up to 2GB can be watched using a single mask.

MASK	Meaning
0b00000	No mask.
0b00001	Reserved.
0b00010	Reserved.

If programmed with a reserved value, a watchpoint must behave as if either:

- MASK has been programmed with a defined value, which might be 0 (no mask), other than for a direct read of DBGWCRn_EL1.
- The watchpoint is disabled.

Software must not rely on this property because the behavior of reserved values might change in a future revision of the architecture.

Other values mask the corresponding number of address bits, from 0b00011 masking 3 address bits (0x00000007 mask for address) to 0b11111 masking 31 address bits (0x7FFFFFFF mask for address).

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

Bits [23:21]

Reserved, RES0.

WT, bit [20]

Watchpoint type. Possible values are:

WT	Meaning
0b0	Unlinked data address match.
0b1	Linked data address match.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

LBN, bits [19:16]

Linked breakpoint number. For Linked data address watchpoints, this specifies the index of the Context-matching breakpoint linked to.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

SSC, bits [15:14]

Security state control. Determines the Security states under which a Watchpoint debug event for watchpoint n is generated. This field must be interpreted along with the HMC and PAC fields.

For more information, see 'Execution conditions for which a breakpoint generates Breakpoint exceptions', and 'Reserved DBGBCR<n>_EL1.{SSC, HMC, PMC} values'.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

HMC, bit [13]

Higher mode control. Determines the debug perspective for deciding when a Watchpoint debug event for watchpoint n is generated. This field must be interpreted along with the SSC and PAC fields.

For more information on the operation of the SSC, HMC, and PAC fields, see 'Execution conditions for which a watchpoint generates Watchpoint exceptions'.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

BAS, bits [12:5]

Byte address select. Each bit of this field selects whether a byte from within the word or double-word addressed by [DBGWVR<n>_EL1](#) is being watched.

BAS	Description
xxxxxxx1	Match byte at DBGWVR<n>_EL1
xxxxxx1x	Match byte at DBGWVR<n>_EL1 + 1
xxxxx1xx	Match byte at DBGWVR<n>_EL1 + 2
xxx1xxx	Match byte at DBGWVR<n>_EL1 + 3

In cases where [DBGWVR<n>_EL1](#) addresses a double-word:

BAS	Description, if DBGWVR<n>_EL1[2] == 0
xxx1xxxx	Match byte at DBGWVR<n>_EL1 + 4
xx1xxxxx	Match byte at DBGWVR<n>_EL1 + 5
x1xxxxxx	Match byte at DBGWVR<n>_EL1 + 6
1xxxxxxx	Match byte at DBGWVR<n>_EL1 + 7

If [DBGWVR<n>_EL1\[2\] == 1](#), only BAS[3:0] are used and BAS[7:4] are ignored. Arm deprecates setting [DBGWVR<n>_EL1\[2\] == 1](#).

The valid values for BAS are non-zero binary numbers all of whose set bits are contiguous. All other values are reserved and must not be used by software. See 'Reserved DBGWCR<n>_EL1.BAS values'.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

LSC, bits [4:3]

Load/store control. This field enables watchpoint matching on the type of access being made. Possible values of this field are:

LSC	Meaning
0b01	Match instructions that load from a watchpointed address.
0b10	Match instructions that store to a watchpointed address.
0b11	Match instructions that load from or store to a watchpointed address.

All other values are reserved, but must behave as if the watchpoint is disabled. Software must not rely on this property as the behavior of reserved values might change in a future revision of the architecture.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

PAC, bits [2:1]

Privilege of access control. Determines the Exception level or levels at which a Watchpoint debug event for watchpoint n is generated. This field must be interpreted along with the SSC and HMC fields.

For more information on the operation of the SSC, HMC, and PAC fields, see 'Execution conditions for which a watchpoint generates Watchpoint exceptions'.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

E, bit [0]

Enable watchpoint n. Possible values are:

E	Meaning
0b0	Watchpoint disabled.
0b1	Watchpoint enabled.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

Accessing the DBGWCR<n>_EL1

Accesses to this register use the following encodings:

MRS <Xt>, DBGWCR<n>_EL1

op0	op1	CRn	CRm	op2
-----	-----	-----	-----	-----

0b10	0b000	0b0000	n[3:0]	0b111
------	-------	--------	--------	-------

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.DBGWCRn_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        elsif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            return DBGWCR_EL1[UInt(CRm<3:0>)];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        elsif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            return DBGWCR_EL1[UInt(CRm<3:0>)];
    elsif PSTATE.EL == EL3 then
        if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            return DBGWCR_EL1[UInt(CRm<3:0>)];

```

MSR DBGWCR<n>_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	n[3:0]	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDBGWTR_EL2.DBGWCRn_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGWCR_EL1[UInt(CRm<3:0>)] = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGWCR_EL1[UInt(CRm<3:0>)] = X[t];
elsif PSTATE.EL == EL3 then
    if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGWCR_EL1[UInt(CRm<3:0>)] = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGWVR<n>_EL1, Debug Watchpoint Value Registers, n = 0 - 15

The DBGWVR<n>_EL1 characteristics are:

Purpose

Holds a data address value for use in watchpoint matching. Forms watchpoint n together with control register [DBGWCR<n>_EL1](#).

Configuration

AArch64 System register DBGWVR<n>_EL1 bits [31:0] are architecturally mapped to AArch32 System register [DBGWVR<n>\[31:0\]](#).

AArch64 System register DBGWVR<n>_EL1 bits [63:0] are architecturally mapped to External register [DBGWVR<n>_EL1\[63:0\]](#).

If watchpoint n is not implemented then accesses to this register are UNDEFINED.

Attributes

DBGWVR<n>_EL1 is a 64-bit register.

Field descriptions

The DBGWVR<n>_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
RESS[14:4]											VA[52:49]					VA[48:2]																
VA[48:2]																															RES0	
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	

RESS[14:4], bits [63:53]

Reserved, Sign extended. Hardware and software must treat this field as RES0 if the most significant bit of VA is 0 or RES0, and as RES1 if the most significant bit of VA is 1.

Hardware always ignores the value of these bits and it is IMPLEMENTATION DEFINED whether:

- The bits are hardwired to a copy of the most significant bit of VA, meaning writes to these bits are ignored, and reads to the bits always return the hardwired value.
- The value in those bits can be written, and reads will return the last value written. The value held in those bits is ignored by hardware.

VA[52:49], bits [52:49]

When FEAT_LVA is implemented:

Extension to VA[48:2]. See VA[48:2] for more details.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

Otherwise:

Extension to RESS[14:4]. See RESS[14:4] for more details.

VA[48:2], bits [48:2]

Bits[48:2] of the address value for comparison.

When FEAT_LVA is implemented, VA[52:49] forms the upper part of the address value. Otherwise, VA[52:49] are RESS.

Arm deprecates setting [DBGWVR<n>_EL1](#)[2] == 1.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

Bits [1:0]

Reserved, RES0.

Accessing the DBGWVR<n>_EL1

Accesses to this register use the following encodings:

MRS <Xt>, DBGWVR<n>_EL1

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	n[3:0]	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.DBGWVRn_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        return DBGWVR_EL1[UInt(CRm<3:0>)];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        return DBGWVR_EL1[UInt(CRm<3:0>)];
elsif PSTATE.EL == EL3 then
    if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        return DBGWVR_EL1[UInt(CRm<3:0>)];

```

MSR DBGWVR<n>_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	n[3:0]	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDBGWTR_EL2.DBGWVRn_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGWVR_EL1[UInt(CRm<3:0>)] = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGWVR_EL1[UInt(CRm<3:0>)] = X[t];
elsif PSTATE.EL == EL3 then
    if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGWVR_EL1[UInt(CRm<3:0>)] = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DC CGDSW, Clean of Data and Allocation Tags by Set/Way

The DC CGDSW characteristics are:

Purpose

Clean data and Allocation Tags in data cache by set/way.

Configuration

This instruction is present only when FEAT_MTE is implemented and ID_AA64PFR1_EL1.MTE != 0b0001. Otherwise, direct accesses to DC CGDSW are UNDEFINED.

Attributes

DC CGDSW is a 64-bit System instruction.

Field descriptions

The DC CGDSW input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
SetWay																													Level		RES0
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

SetWay, bits [31:4]

Contains two fields:

- Way, bits[31:32-A], the number of the way to operate on.
- Set, bits[B-1:L], the number of the set to operate on.

Bits[L-1:4] are RES0.

$A = \text{Log}_2(\text{ASSOCIATIVITY})$, $L = \text{Log}_2(\text{LINELEN})$, $B = (L + S)$, $S = \text{Log}_2(\text{NSETS})$.

ASSOCIATIVITY, LINELEN (line length, in bytes), and NSETS (number of sets) have their usual meanings and are the values for the cache level being operated on. The values of A and S are rounded up to the next integer.

Level, bits [3:1]

Cache level to operate on, minus 1. For example, this field is 0 for operations on L1 cache, or 1 for operations on L2 cache.

Bit [0]

Reserved, RES0.

Executing the DC CGDSW instruction

If this instruction is executed with a set, way or level argument that is larger than the value supported by the implementation then the behavior is CONSTRAINED UNPREDICTABLE and one of the following occurs:

- The instruction is UNDEFINED.
- The instruction performs cache maintenance on one of:
 - No cache lines.
 - A single arbitrary cache line.
 - Multiple arbitrary cache lines.

Accesses to this instruction use the following encodings:

DC CGDSW, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b000	0b0111	0b1010	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TSW == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.DCCSW == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        DC_CGDSW(X[t]);
elsif PSTATE.EL == EL2 then
    DC_CGDSW(X[t]);
elsif PSTATE.EL == EL3 then
    DC_CGDSW(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DC CGDVAC, Clean of Data and Allocation Tags by VA to PoC

The DC CGDVAC characteristics are:

Purpose

Clean data and Allocation Tags in data cache by address to Point of Coherency.

Configuration

This instruction is present only when FEAT_MTE is implemented. Otherwise, direct accesses to DC CGDVAC are UNDEFINED.

Attributes

DC CGDVAC is a 64-bit System instruction.

Field descriptions

The DC CGDVAC input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Virtual address to use																															
Virtual address to use																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Virtual address to use. No alignment restrictions apply to this VA.

Executing the DC CGDVAC instruction

If EL0 access is enabled, when executed at EL0, this instruction requires read access permission to the VA, otherwise it generates a Permission Fault, subject to the constraints described in 'Permission fault'.

Execution of this instruction might require an address translation from VA to PA, and that translation might fault. For more information, see 'The data cache maintenance instruction (DC)'.

Accesses to this instruction use the following encodings:

DC CGDVAC, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b011	0b0111	0b1010	0b101

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && SCTLR_EL1.UCI == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && HCR_EL2.TPCP == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HFGITR_EL2.DCCVAC == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCTLR_EL2.UCI == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            DC_CGDVAC(X[t]);
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && HCR_EL2.TPCP == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.DCCVAC == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            DC_CGDVAC(X[t]);
    elsif PSTATE.EL == EL2 then
        DC_CGDVAC(X[t]);
    elsif PSTATE.EL == EL3 then
        DC_CGDVAC(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DC CGDVADP, Clean of Data and Allocation Tags by VA to PoDP

The DC CGDVADP characteristics are:

Purpose

Clean Allocation Tags and data in data cache by address to Point of Deep Persistence.

If the memory system does not identify a Point of Deep Persistence, then this instruction behaves as a [DC CGDVAP](#).

Configuration

This instruction is present only when FEAT_DPB2 is implemented and FEAT_MTE is implemented. Otherwise, direct accesses to DC CGDVADP are UNDEFINED.

Attributes

DC CGDVADP is a 64-bit System instruction.

Field descriptions

The DC CGDVADP input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Virtual address to use																															
Virtual address to use																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Virtual address to use. No alignment restrictions apply to this VA.

Executing the DC CGDVADP instruction

If EL0 access is enabled, when executed at EL0, this instruction requires read access permission to the VA, otherwise it generates a Permission Fault, see 'Permission fault'.

Execution of this instruction might require an address translation from VA to PA, and that translation might fault. For more information, see 'The data cache maintenance instruction (DC)'.

Accesses to this instruction use the following encodings:

DC CGDVADP, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b011	0b0111	0b1101	0b101

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && SCTLR_EL1.UCI == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && HCR_EL2.TPCP == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HFGITR_EL2.DCCVADP == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCTLR_EL2.UCI == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            DC_CGDVADP(X[t]);
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && HCR_EL2.TPCP == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.DCCVADP == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            DC_CGDVADP(X[t]);
    elsif PSTATE.EL == EL2 then
        DC_CGDVADP(X[t]);
    elsif PSTATE.EL == EL3 then
        DC_CGDVADP(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DC CGDVAP, Clean of Data and Allocation Tags by VA to PoP

The DC CGDVAP characteristics are:

Purpose

Clean data and Allocation Tags in data cache by address to Point of Persistence.

If the memory system does not identify a Point of Persistence, then this instruction behaves as a [DC CGDVAC](#).

Configuration

This instruction is present only when FEAT_MTE is implemented. Otherwise, direct accesses to DC CGDVAP are UNDEFINED.

Attributes

DC CGDVAP is a 64-bit System instruction.

Field descriptions

The DC CGDVAP input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Virtual address to use																															
Virtual address to use																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Virtual address to use. No alignment restrictions apply to this VA.

Executing the DC CGDVAP instruction

If EL0 access is enabled, when executed at EL0, this instruction requires read access permission to the VA, otherwise it generates a Permission Fault, see 'Permission fault'.

Execution of this instruction might require an address translation from VA to PA, and that translation might fault. For more information, see 'The data cache maintenance instruction (DC)'.

Accesses to this instruction use the following encodings:

DC CGDVAP, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b011	0b0111	0b1100	0b101

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && SCTLR_EL1.UCI == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && HCR_EL2.TPCP == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HFGITR_EL2.DCCVAP == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCTLR_EL2.UCI == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            DC_CGDVAP(X[t]);
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && HCR_EL2.TPCP == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.DCCVAP == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            DC_CGDVAP(X[t]);
    elsif PSTATE.EL == EL2 then
        DC_CGDVAP(X[t]);
    elsif PSTATE.EL == EL3 then
        DC_CGDVAP(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DC CGSW, Clean of Allocation Tags by Set/Way

The DC CGSW characteristics are:

Purpose

Clean Allocation Tags in data cache by set/way.

Configuration

This instruction is present only when FEAT_MTE is implemented and ID_AA64PFR1_EL1.MTE != 0b0001. Otherwise, direct accesses to DC CGSW are UNDEFINED.

Attributes

DC CGSW is a 64-bit System instruction.

Field descriptions

The DC CGSW input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32		
RES0																																	
SetWay																														Level		RES0	
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0		

Bits [63:32]

Reserved, RES0.

SetWay, bits [31:4]

Contains two fields:

- Way, bits[31:32-A], the number of the way to operate on.
- Set, bits[B-1:L], the number of the set to operate on.

Bits[L-1:4] are RES0.

$A = \text{Log}_2(\text{ASSOCIATIVITY})$, $L = \text{Log}_2(\text{LINELEN})$, $B = (L + S)$, $S = \text{Log}_2(\text{NSETS})$.

ASSOCIATIVITY, LINELEN (line length, in bytes), and NSETS (number of sets) have their usual meanings and are the values for the cache level being operated on. The values of A and S are rounded up to the next integer.

Level, bits [3:1]

Cache level to operate on, minus 1. For example, this field is 0 for operations on L1 cache, or 1 for operations on L2 cache.

Bit [0]

Reserved, RES0.

Executing the DC CGSW instruction

If this instruction is executed with a set, way or level argument that is larger than the value supported by the implementation then the behavior is CONSTRAINED UNPREDICTABLE and one of the following occurs:

- The instruction is UNDEFINED.
- The instruction performs cache maintenance on one of:
 - No cache lines.
 - A single arbitrary cache line.
 - Multiple arbitrary cache lines.

Accesses to this instruction use the following encodings:

DC CGSW, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b000	0b0111	0b1010	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TSW == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.DCCSW == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        DC_CGSW(X[t]);
elsif PSTATE.EL == EL2 then
    DC_CGSW(X[t]);
elsif PSTATE.EL == EL3 then
    DC_CGSW(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DC CGVAC, Clean of Allocation Tags by VA to PoC

The DC CGVAC characteristics are:

Purpose

Clean Allocation Tags in data cache by address to Point of Coherency.

Configuration

This instruction is present only when FEAT_MTE is implemented. Otherwise, direct accesses to DC CGVAC are UNDEFINED.

Attributes

DC CGVAC is a 64-bit System instruction.

Field descriptions

The DC CGVAC input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Virtual address to use																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Virtual address to use. No alignment restrictions apply to this VA.

Executing the DC CGVAC instruction

If EL0 access is enabled, when executed at EL0, this instruction requires read access permission to the VA, otherwise it generates a Permission Fault, subject to the constraints described in 'Permission fault'.

Execution of this instruction might require an address translation from VA to PA, and that translation might fault. For more information, see 'The data cache maintenance instruction (DC)'.

Accesses to this instruction use the following encodings:

DC CGVAC, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b011	0b0111	0b1010	0b011

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && SCTLR_EL1.UCI == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && HCR_EL2.TPCP == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HFGITR_EL2.DCCVAC == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCTLR_EL2.UCI == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            DC_CGVAC(X[t]);
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && HCR_EL2.TPCP == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.DCCVAC == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            DC_CGVAC(X[t]);
    elsif PSTATE.EL == EL2 then
        DC_CGVAC(X[t]);
    elsif PSTATE.EL == EL3 then
        DC_CGVAC(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DC CGVADP, Clean of Allocation Tags by VA to PoDP

The DC CGVADP characteristics are:

Purpose

Clean Allocation tags by address to Point of Deep Persistence.

If the memory system does not identify a Point of Deep Persistence, then this instruction behaves as a [DC CGVAP](#).

Configuration

This instruction is present only when FEAT_DPB2 is implemented and FEAT_MTE is implemented. Otherwise, direct accesses to DC CGVADP are UNDEFINED.

Attributes

DC CGVADP is a 64-bit System instruction.

Field descriptions

The DC CGVADP input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Virtual address to use																															
Virtual address to use																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Virtual address to use. No alignment restrictions apply to this VA.

Executing the DC CGVADP instruction

If EL0 access is enabled, when executed at EL0, this instruction requires read access permission to the VA, otherwise it generates a Permission Fault, see 'Permission fault'.

Execution of this instruction might require an address translation from VA to PA, and that translation might fault. For more information, see 'The data cache maintenance instruction (DC)'.

Accesses to this instruction use the following encodings:

DC CGVADP, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b011	0b0111	0b1101	0b011

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && SCTLR_EL1.UCI == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && HCR_EL2.TPCP == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HFGITR_EL2.DCCVADP == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCTLR_EL2.UCI == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            DC_CGVADP(X[t]);
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && HCR_EL2.TPCP == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.DCCVADP == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            DC_CGVADP(X[t]);
    elsif PSTATE.EL == EL2 then
        DC_CGVADP(X[t]);
    elsif PSTATE.EL == EL3 then
        DC_CGVADP(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DC CGVAP, Clean of Allocation Tags by VA to PoP

The DC CGVAP characteristics are:

Purpose

Clean Allocation Tags in data cache by address to Point of Persistence.

If the memory system does not identify a Point of Persistence, then this instruction behaves as a [DC CGVAC](#).

Configuration

This instruction is present only when FEAT_MTE is implemented. Otherwise, direct accesses to DC CGVAP are UNDEFINED.

Attributes

DC CGVAP is a 64-bit System instruction.

Field descriptions

The DC CGVAP input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Virtual address to use																															
Virtual address to use																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Virtual address to use. No alignment restrictions apply to this VA.

Executing the DC CGVAP instruction

If EL0 access is enabled, when executed at EL0, this instruction requires read access permission to the VA, otherwise it generates a Permission Fault, see 'Permission fault'.

Execution of this instruction might require an address translation from VA to PA, and that translation might fault. For more information, see 'The data cache maintenance instruction (DC)'.

Accesses to this instruction use the following encodings:

DC CGVAP, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b011	0b0111	0b1100	0b011

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && SCTLR_EL1.UCI == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && HCR_EL2.TPCP == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HFGITR_EL2.DCCVAP == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCTLR_EL2.UCI == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            DC_CGVAP(X[t]);
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && HCR_EL2.TPCP == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.DCCVAP == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            DC_CGVAP(X[t]);
    elsif PSTATE.EL == EL2 then
        DC_CGVAP(X[t]);
    elsif PSTATE.EL == EL3 then
        DC_CGVAP(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DC CIGDSW, Clean and Invalidate of Data and Allocation Tags by Set/Way

The DC CIGDSW characteristics are:

Purpose

Clean and Invalidate data and Allocation Tags in data cache by set/way.

Configuration

This instruction is present only when FEAT_MTE is implemented and ID_AA64PFR1_EL1.MTE != 0b0001. Otherwise, direct accesses to DC CIGDSW are UNDEFINED.

Attributes

DC CIGDSW is a 64-bit System instruction.

Field descriptions

The DC CIGDSW input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
SetWay																													Level		RES0
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

SetWay, bits [31:4]

Contains two fields:

- Way, bits[31:32-A], the number of the way to operate on.
- Set, bits[B-1:L], the number of the set to operate on.

Bits[L-1:4] are RES0.

$A = \text{Log}_2(\text{ASSOCIATIVITY})$, $L = \text{Log}_2(\text{LINELEN})$, $B = (L + S)$, $S = \text{Log}_2(\text{NSETS})$.

ASSOCIATIVITY, LINELEN (line length, in bytes), and NSETS (number of sets) have their usual meanings and are the values for the cache level being operated on. The values of A and S are rounded up to the next integer.

Level, bits [3:1]

Cache level to operate on, minus 1. For example, this field is 0 for operations on L1 cache, or 1 for operations on L2 cache.

Bit [0]

Reserved, RES0.

Executing the DC CIGDSW instruction

If this instruction is executed with a set, way or level argument that is larger than the value supported by the implementation then the behavior is CONSTRAINED UNPREDICTABLE and one of the following occurs:

- The instruction is UNDEFINED.
- The instruction performs cache maintenance on one of:
 - No cache lines.
 - A single arbitrary cache line.
 - Multiple arbitrary cache lines.

Accesses to this instruction use the following encodings:

DC CIGDSW, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b000	0b0111	0b1110	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TSW == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.DCCISW == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        DC_CIGDSW(X[t]);
elsif PSTATE.EL == EL2 then
    DC_CIGDSW(X[t]);
elsif PSTATE.EL == EL3 then
    DC_CIGDSW(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DC CIGDVAC, Clean and Invalidate of Data and Allocation Tags by VA to PoC

The DC CIGDVAC characteristics are:

Purpose

Clean and Invalidate data and Allocation Tags in data cache by address to Point of Coherency.

Configuration

This instruction is present only when FEAT_MTE is implemented. Otherwise, direct accesses to DC CIGDVAC are UNDEFINED.

Attributes

DC CIGDVAC is a 64-bit System instruction.

Field descriptions

The DC CIGDVAC input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Virtual address to use																															
Virtual address to use																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Virtual address to use. No alignment restrictions apply to this VA.

Executing the DC CIGDVAC instruction

Execution of this instruction might require an address translation from VA to PA, and that translation might fault. For more information, see 'The data cache maintenance instruction (DC)'.

If EL0 access is enabled, when executed at EL0, this instruction requires read access permission to the VA, otherwise it generates a Permission Fault, subject to the constraints described in 'Permission fault'.

Accesses to this instruction use the following encodings:

DC CIGDVAC, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b011	0b0111	0b1110	0b101

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && SCTLR_EL1.UCI == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && HCR_EL2.TPCP == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HFGITR_EL2.DCCIVAC == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCTLR_EL2.UCI == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            DC_CIGDVAC(X[t]);
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && HCR_EL2.TPCP == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.DCCIVAC == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            DC_CIGDVAC(X[t]);
    elsif PSTATE.EL == EL2 then
        DC_CIGDVAC(X[t]);
    elsif PSTATE.EL == EL3 then
        DC_CIGDVAC(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DC CIGSW, Clean and Invalidate of Allocation Tags by Set/Way

The DC CIGSW characteristics are:

Purpose

Clean and Invalidate Allocation Tags in data cache by set/way.

Configuration

This instruction is present only when FEAT_MTE is implemented and ID_AA64PFR1_EL1.MTE != 0b0001. Otherwise, direct accesses to DC CIGSW are UNDEFINED.

Attributes

DC CIGSW is a 64-bit System instruction.

Field descriptions

The DC CIGSW input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
SetWay																													Level		RES0
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

SetWay, bits [31:4]

Contains two fields:

- Way, bits[31:32-A], the number of the way to operate on.
- Set, bits[B-1:L], the number of the set to operate on.

Bits[L-1:4] are RES0.

$A = \text{Log}_2(\text{ASSOCIATIVITY})$, $L = \text{Log}_2(\text{LINELEN})$, $B = (L + S)$, $S = \text{Log}_2(\text{NSETS})$.

ASSOCIATIVITY, LINELEN (line length, in bytes), and NSETS (number of sets) have their usual meanings and are the values for the cache level being operated on. The values of A and S are rounded up to the next integer.

Level, bits [3:1]

Cache level to operate on, minus 1. For example, this field is 0 for operations on L1 cache, or 1 for operations on L2 cache.

Bit [0]

Reserved, RES0.

Executing the DC CIGSW instruction

If this instruction is executed with a set, way or level argument that is larger than the value supported by the implementation then the behavior is CONSTRAINED UNPREDICTABLE and one of the following occurs:

- The instruction is UNDEFINED.
- The instruction performs cache maintenance on one of:
 - No cache lines.
 - A single arbitrary cache line.
 - Multiple arbitrary cache lines.

Accesses to this instruction use the following encodings:

DC CIGSW, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b000	0b0111	0b1110	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TSW == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.DCCISW == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        DC_CIGSW(X[t]);
elsif PSTATE.EL == EL2 then
    DC_CIGSW(X[t]);
elsif PSTATE.EL == EL3 then
    DC_CIGSW(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DC CIGVAC, Clean and Invalidate of Allocation Tags by VA to PoC

The DC CIGVAC characteristics are:

Purpose

Clean and Invalidate Allocation Tags in data cache by address to Point of Coherency.

Configuration

This instruction is present only when FEAT_MTE is implemented. Otherwise, direct accesses to DC CIGVAC are UNDEFINED.

Attributes

DC CIGVAC is a 64-bit System instruction.

Field descriptions

The DC CIGVAC input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Virtual address to use																															
Virtual address to use																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Virtual address to use. No alignment restrictions apply to this VA.

Executing the DC CIGVAC instruction

Execution of this instruction might require an address translation from VA to PA, and that translation might fault. For more information, see 'The data cache maintenance instruction (DC)'.

If EL0 access is enabled, when executed at EL0, this instruction requires read access permission to the VA, otherwise it generates a Permission Fault, subject to the constraints described in 'Permission fault'.

Accesses to this instruction use the following encodings:

DC CIGVAC, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b011	0b0111	0b1110	0b011

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && SCTLR_EL1.UCI == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && HCR_EL2.TPCP == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HFGITR_EL2.DCCIVAC == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCTLR_EL2.UCI == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            DC_CIGVAC(X[t]);
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && HCR_EL2.TPCP == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.DCCIVAC == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            DC_CIGVAC(X[t]);
    elsif PSTATE.EL == EL2 then
        DC_CIGVAC(X[t]);
    elsif PSTATE.EL == EL3 then
        DC_CIGVAC(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DC CISW, Data or unified Cache line Clean and Invalidate by Set/Way

The DC CISW characteristics are:

Purpose

Clean and Invalidate data cache by set/way.

When FEAT_MTE is implemented, this instruction might clean and invalidate Allocation Tags from caches.

Configuration

AArch64 System instruction DC CISW performs the same function as AArch32 System instruction [DCCISW](#).

Attributes

DC CISW is a 64-bit System instruction.

Field descriptions

The DC CISW input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																RES0															
SetWay																									Level			RES0			
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

SetWay, bits [31:4]

Contains two fields:

- Way, bits[31:32-A], the number of the way to operate on.
- Set, bits[B-1:L], the number of the set to operate on.

Bits[L-1:4] are RES0.

$A = \text{Log}_2(\text{ASSOCIATIVITY})$, $L = \text{Log}_2(\text{LINELEN})$, $B = (L + S)$, $S = \text{Log}_2(\text{NSETS})$.

ASSOCIATIVITY, LINELEN (line length, in bytes), and NSETS (number of sets) have their usual meanings and are the values for the cache level being operated on. The values of A and S are rounded up to the next integer.

Level, bits [3:1]

Cache level to operate on, minus 1. For example, this field is 0 for operations on L1 cache, or 1 for operations on L2 cache.

Bit [0]

Reserved, RES0.

Executing the DC CISW instruction

If this instruction is executed with a set, way or level argument that is larger than the value supported by the implementation then the behavior is CONSTRAINED UNPREDICTABLE and one of the following occurs:

- The instruction is UNDEFINED.
- The instruction performs cache maintenance on one of:
 - No cache lines.
 - A single arbitrary cache line.
 - Multiple arbitrary cache lines.

Accesses to this instruction use the following encodings:

DC CISW, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b000	0b0111	0b1110	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TSW == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.DCCISW == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        DC_CISW(X[t]);
elsif PSTATE.EL == EL2 then
    DC_CISW(X[t]);
elsif PSTATE.EL == EL3 then
    DC_CISW(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DC CIVAC, Data or unified Cache line Clean and Invalidate by VA to PoC

The DC CIVAC characteristics are:

Purpose

Clean and Invalidate data cache by address to Point of Coherency.

When FEAT_MTE is implemented, this instruction might clean and invalidate Allocation Tags from caches.

Configuration

AArch64 System instruction DC CIVAC performs the same function as AArch32 System instruction [DCCIMVAC](#).

Attributes

DC CIVAC is a 64-bit System instruction.

Field descriptions

The DC CIVAC input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Virtual address to use																															
Virtual address to use																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Virtual address to use. No alignment restrictions apply to this VA.

Executing the DC CIVAC instruction

Execution of this instruction might require an address translation from VA to PA, and that translation might fault. For more information, see 'The data cache maintenance instruction (DC)'.

If EL0 access is enabled, when executed at EL0, this instruction requires read access permission to the VA, otherwise it generates a Permission Fault, subject to the constraints described in 'Permission fault'.

Accesses to this instruction use the following encodings:

DC CIVAC, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b011	0b0111	0b1110	0b001

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && SCTLRL_EL1.UCI == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && HCR_EL2.TPCP == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HFGITR_EL2.DCCIVAC == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCTLRL_EL2.UCI == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            DC_CIVAC(X[t]);
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && HCR_EL2.TPCP == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.DCCIVAC == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            DC_CIVAC(X[t]);
    elsif PSTATE.EL == EL2 then
        DC_CIVAC(X[t]);
    elsif PSTATE.EL == EL3 then
        DC_CIVAC(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DC CSW, Data or unified Cache line Clean by Set/Way

The DC CSW characteristics are:

Purpose

Clean data cache by set/way.

When FEAT_MTE is implemented, this instruction might clean Allocation Tags from caches.

Configuration

AArch64 System instruction DC CSW performs the same function as AArch32 System instruction [DCCSW](#).

Attributes

DC CSW is a 64-bit System instruction.

Field descriptions

The DC CSW input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
RES0																																
SetWay																													Level			RES0
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	

Bits [63:32]

Reserved, RES0.

SetWay, bits [31:4]

Contains two fields:

- Way, bits[31:32-A], the number of the way to operate on.
- Set, bits[B-1:L], the number of the set to operate on.

Bits[L-1:4] are RES0.

$A = \text{Log}_2(\text{ASSOCIATIVITY})$, $L = \text{Log}_2(\text{LINELEN})$, $B = (L + S)$, $S = \text{Log}_2(\text{NSETS})$.

ASSOCIATIVITY, LINELEN (line length, in bytes), and NSETS (number of sets) have their usual meanings and are the values for the cache level being operated on. The values of A and S are rounded up to the next integer.

Level, bits [3:1]

Cache level to operate on, minus 1. For example, this field is 0 for operations on L1 cache, or 1 for operations on L2 cache.

Bit [0]

Reserved, RES0.

Executing the DC CSW instruction

If this instruction is executed with a set, way or level argument that is larger than the value supported by the implementation then the behavior is CONSTRAINED UNPREDICTABLE and one of the following occurs:

- The instruction is UNDEFINED.
- The instruction performs cache maintenance on one of:
 - No cache lines.
 - A single arbitrary cache line.
 - Multiple arbitrary cache lines.

Accesses to this instruction use the following encodings:

DC CSW, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b000	0b0111	0b1010	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TSW == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.DCCSW == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        DC_CSW(X[t]);
elsif PSTATE.EL == EL2 then
    DC_CSW(X[t]);
elsif PSTATE.EL == EL3 then
    DC_CSW(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DC CVAC, Data or unified Cache line Clean by VA to PoC

The DC CVAC characteristics are:

Purpose

Clean data cache by address to Point of Coherency.

When FEAT_MTE is implemented, this instruction might clean Allocation Tags from caches.

Configuration

AArch64 System instruction DC CVAC performs the same function as AArch32 System instruction [DCCMVAC](#).

Attributes

DC CVAC is a 64-bit System instruction.

Field descriptions

The DC CVAC input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Virtual address to use																															
Virtual address to use																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Virtual address to use. No alignment restrictions apply to this VA.

Executing the DC CVAC instruction

If EL0 access is enabled, when executed at EL0, this instruction requires read access permission to the VA, otherwise it generates a Permission Fault, subject to the constraints described in 'Permission fault'.

Execution of this instruction might require an address translation from VA to PA, and that translation might fault. For more information, see 'The data cache maintenance instruction (DC)'.

Accesses to this instruction use the following encodings:

DC CVAC, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b011	0b0111	0b1010	0b001

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && SCTLR_EL1.UCI == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && HCR_EL2.TPCP == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HFGITR_EL2.DCCVAC == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCTLR_EL2.UCI == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            DC_CVAC(X[t]);
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && HCR_EL2.TPCP == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.DCCVAC == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            DC_CVAC(X[t]);
    elsif PSTATE.EL == EL2 then
        DC_CVAC(X[t]);
    elsif PSTATE.EL == EL3 then
        DC_CVAC(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DC CVADP, Data or unified Cache line Clean by VA to PoDP

The DC CVADP characteristics are:

Purpose

Clean data cache by address to Point of Deep Persistence.

If the memory system does not identify a Point of Deep Persistence, then this instruction behaves as a [DC CVAP](#).

When FEAT_MTE is implemented, this instruction might clean Allocation Tags from caches.

Configuration

This instruction is present only when FEAT_DPB2 is implemented. Otherwise, direct accesses to DC CVADP are UNDEFINED.

Attributes

DC CVADP is a 64-bit System instruction.

Field descriptions

The DC CVADP input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Virtual address to use																															
Virtual address to use																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Virtual address to use. No alignment restrictions apply to this VA.

Executing the DC CVADP instruction

If EL0 access is enabled, when executed at EL0, this instruction requires read access permission to the VA, otherwise it generates a Permission Fault, see 'Permission fault'.

Execution of this instruction might require an address translation from VA to PA, and that translation might fault. For more information, see 'The data cache maintenance instruction (DC)'.

Accesses to this instruction use the following encodings:

DC CVADP, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b011	0b0111	0b1101	0b001

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && SCTLR_EL1.UCI == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && HCR_EL2.TPCP == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HFGITR_EL2.DCCVADP == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCTLR_EL2.UCI == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            DC_CVADP(X[t]);
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && HCR_EL2.TPCP == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.DCCVADP == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            DC_CVADP(X[t]);
    elsif PSTATE.EL == EL2 then
        DC_CVADP(X[t]);
    elsif PSTATE.EL == EL3 then
        DC_CVADP(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DC CVAP, Data or unified Cache line Clean by VA to PoP

The DC CVAP characteristics are:

Purpose

Clean data cache by address to Point of Persistence.

If the memory system does not identify a Point of Persistence, then this instruction behaves as a [DC CVAC](#).

When FEAT_MTE is implemented, this instruction might clean Allocation Tags from caches.

Configuration

This instruction is present only when FEAT_DPB is implemented. Otherwise, direct accesses to DC CVAP are UNDEFINED.

Attributes

DC CVAP is a 64-bit System instruction.

Field descriptions

The DC CVAP input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Virtual address to use																															
Virtual address to use																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Virtual address to use. No alignment restrictions apply to this VA.

Executing the DC CVAP instruction

If EL0 access is enabled, when executed at EL0, this instruction requires read access permission to the VA, otherwise it generates a Permission Fault, see 'Permission fault'.

Execution of this instruction might require an address translation from VA to PA, and that translation might fault. For more information, see 'The data cache maintenance instruction (DC)'.

Accesses to this instruction use the following encodings:

DC CVAP, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b011	0b0111	0b1100	0b001

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && SCTLR_EL1.UCI == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && HCR_EL2.TPCP == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HFGITR_EL2.DCCVAP == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCTLR_EL2.UCI == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            DC_CVAP(X[t]);
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && HCR_EL2.TPCP == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.DCCVAP == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            DC_CVAP(X[t]);
    elsif PSTATE.EL == EL2 then
        DC_CVAP(X[t]);
    elsif PSTATE.EL == EL3 then
        DC_CVAP(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DC CVAU, Data or unified Cache line Clean by VA to PoU

The DC CVAU characteristics are:

Purpose

Clean data cache by address to Point of Unification.

Configuration

AArch64 System instruction DC CVAU performs the same function as AArch32 System instruction [DCCMVAU](#).

Attributes

DC CVAU is a 64-bit System instruction.

Field descriptions

The DC CVAU input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Virtual address to use																															
Virtual address to use																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Virtual address to use. No alignment restrictions apply to this VA.

Executing the DC CVAU instruction

If EL0 access is enabled, when executed at EL0, this instruction requires read access permission to the VA, otherwise it generates a Permission Fault, subject to the constraints described in 'Permission fault'.

Execution of this instruction might require an address translation from VA to PA, and that translation might fault. For more information, see 'The data cache maintenance instruction (DC)'.

Accesses to this instruction use the following encodings:

DC CVAU, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b011	0b0111	0b1011	0b001

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && SCTLR_EL1.UCI == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && HCR_EL2.TPU == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && HCR_EL2.TOCU == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HFGITR_EL2.DCCVAU == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCTLR_EL2.UCI == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            DC_CVAU(X[t]);
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && HCR_EL2.TPU == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.TOCU == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.DCCVAU == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            DC_CVAU(X[t]);
    elsif PSTATE.EL == EL2 then
        DC_CVAU(X[t]);
    elsif PSTATE.EL == EL3 then
        DC_CVAU(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DC GVA, Data Cache set Allocation Tag by VA

The DC GVA characteristics are:

Purpose

Write a value to the Allocation Tags of a naturally aligned block of N bytes, where the size of N is identified in [DCZID_EL0](#). The Allocation Tag used is determined by the input address.

Configuration

This instruction is present only when FEAT_MTE is implemented. Otherwise, direct accesses to DC GVA are UNDEFINED.

Attributes

DC GVA is a 64-bit System instruction.

Field descriptions

The DC GVA input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Virtual address to use																															
Virtual address to use																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Virtual address to use. There is no alignment restriction on the address within the block of N bytes that is used.

Executing the DC GVA instruction

When this instruction is executed, it can generate memory faults or watchpoints which are prioritized in the same way as other memory-related faults or watchpoints. If a synchronous data abort fault or a watchpoint is generated, the CM bit in the ESR_ELx.ISS field is not set.

If the memory region being modified is any type of Device memory, this instruction can give an alignment fault that is prioritized in the same way as other alignment faults that are determined by the memory type.

This instruction applies to Normal memory regardless of cacheability attributes.

This instruction behaves as a set of stores to each Allocation Tag within the block being accessed, and so it:

- Generates a Permission Fault if the translation system does not permit writes to the locations.
- Requires the same considerations for ordering and the management of coherency as any other store instructions.

Accesses to this instruction use the following encodings:

DC GVA, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b011	0b0111	0b0100	0b011

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && SCTLR_EL1.DZE == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && HCR_EL2.TDZ == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HFGITR_EL2.DCZVA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCTLR_EL2.DZE == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            DC_GVA(X[t]);
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && HCR_EL2.TDZ == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.DCZVA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            DC_GVA(X[t]);
    elsif PSTATE.EL == EL2 then
        DC_GVA(X[t]);
    elsif PSTATE.EL == EL3 then
        DC_GVA(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DC GZVA, Data Cache set Allocation Tags and Zero by VA

The DC GZVA characteristics are:

Purpose

Zero data and write a value to the Allocation Tags of a naturally aligned block of N bytes, where the size of N is identified in [DCZID_ELO](#). The Allocation Tag used is determined by the input address.

Configuration

This instruction is present only when FEAT_MTE is implemented. Otherwise, direct accesses to DC GZVA are UNDEFINED.

Attributes

DC GZVA is a 64-bit System instruction.

Field descriptions

The DC GZVA input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Virtual address to use																															
Virtual address to use																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Virtual address to use. There is no alignment restriction on the address within the block of N bytes that is used.

Executing the DC GZVA instruction

When this instruction is executed, it can generate memory faults or watchpoints which are prioritized in the same way as other memory-related faults or watchpoints. If a synchronous data abort fault or a watchpoint is generated, the CM bit in the ESR_ELx.ISS field is not set.

If the memory region being zeroed is any type of Device memory, this instruction can give an alignment fault which is prioritized in the same way as other alignment faults that are determined by the memory type.

This instruction applies to Normal memory regardless of cacheability attributes.

This instruction behaves as a set of Stores to each byte and Allocation tag within the block being accessed, and so it:

- Generates a Permission Fault if the translation system does not permit writes to the locations.
- Requires the same considerations for ordering and the management of coherency as any other store instructions.

Accesses to this instruction use the following encodings:

DC GZVA, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b011	0b0111	0b0100	0b100

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && SCTLR_EL1.DZE == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && HCR_EL2.TDZ == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HFGITR_EL2.DCZVA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCTLR_EL2.DZE == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            DC_GZVA(X[t]);
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && HCR_EL2.TDZ == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.DCZVA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            DC_GZVA(X[t]);
    elsif PSTATE.EL == EL2 then
        DC_GZVA(X[t]);
    elsif PSTATE.EL == EL3 then
        DC_GZVA(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DC IGDSW, Invalidate of Data and Allocation Tags by Set/Way

The DC IGDSW characteristics are:

Purpose

Invalidate data and Allocation Tags in data cache by set/way.

Configuration

This instruction is present only when FEAT_MTE is implemented and ID_AA64PFR1_EL1.MTE != 0b0001. Otherwise, direct accesses to DC IGDSW are UNDEFINED.

Attributes

DC IGDSW is a 64-bit System instruction.

Field descriptions

The DC IGDSW input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
SetWay																													Level		RES0
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

SetWay, bits [31:4]

Contains two fields:

- Way, bits[31:32-A], the number of the way to operate on.
- Set, bits[B-1:L], the number of the set to operate on.

Bits[L-1:4] are RES0.

$A = \text{Log}_2(\text{ASSOCIATIVITY})$, $L = \text{Log}_2(\text{LINELEN})$, $B = (L + S)$, $S = \text{Log}_2(\text{NSETS})$.

ASSOCIATIVITY, LINELEN (line length, in bytes), and NSETS (number of sets) have their usual meanings and are the values for the cache level being operated on. The values of A and S are rounded up to the next integer.

Level, bits [3:1]

Cache level to operate on, minus 1. For example, this field is 0 for operations on L1 cache, or 1 for operations on L2 cache.

Bit [0]

Reserved, RES0.

Executing the DC IGDSW instruction

If this instruction is executed with a set, way or level argument that is larger than the value supported by the implementation then the behavior is CONSTRAINED UNPREDICTABLE and one of the following occurs:

- The instruction is UNDEFINED.
- The instruction performs cache maintenance on one of:
 - No cache lines.
 - A single arbitrary cache line.
 - Multiple arbitrary cache lines.

Accesses to this instruction use the following encodings:

DC IGDSW, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b000	0b0111	0b0110	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TSW == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.DCISW == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.SWI0 == '1' then
        DC_CIGDSW(X[t]);
    elsif EL2Enabled() && HCR_EL2.<DC,VM> != '00' then
        DC_CIGDSW(X[t]);
    else
        DC_IGDSW(X[t]);
elsif PSTATE.EL == EL2 then
    DC_IGDSW(X[t]);
elsif PSTATE.EL == EL3 then
    DC_IGDSW(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DC IGDVAC, Invalidate of Data and Allocation Tags by VA to PoC

The DC IGDVAC characteristics are:

Purpose

Invalidate data and Allocation Tags in data cache by address to Point of Coherency.

Configuration

This instruction is present only when FEAT_MTE is implemented and ID_AA64PFR1_EL1.MTE != 0b0001. Otherwise, direct accesses to DC IGDVAC are UNDEFINED.

Attributes

DC IGDVAC is a 64-bit System instruction.

Field descriptions

The DC IGDVAC input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Virtual address to use																															
Virtual address to use																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Virtual address to use. No alignment restrictions apply to this VA.

Executing the DC IGDVAC instruction

When the instruction is executed, it can generate a watchpoint, which is prioritized in the same way as other watchpoints. If a watchpoint is generated, the CM bit in the ESR_ELx.ISS field is set to 1.

This instruction requires write access permission to the VA, otherwise it generates a Permission Fault, subject to the constraints described in 'Permission fault'.

Execution of this instruction might require an address translation from VA to PA, and that translation might fault. For more information, see 'The data cache maintenance instruction (DC)'.

Accesses to this instruction use the following encodings:

DC IGDVAC, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b000	0b0111	0b0110	0b101

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TPCP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.DCIVAC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<DC,VM> != '00' then
        DC_CIGDVAC(X[t]);
    else
        DC_IGDVAC(X[t]);
elsif PSTATE.EL == EL2 then
    DC_IGDVAC(X[t]);
elsif PSTATE.EL == EL3 then
    DC_IGDVAC(X[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DC IGSW, Invalidate of Allocation Tags by Set/Way

The DC IGSW characteristics are:

Purpose

Invalidate Allocation Tags in data cache by set/way.

Configuration

This instruction is present only when FEAT_MTE is implemented and ID_AA64PFR1_EL1.MTE != 0b0001. Otherwise, direct accesses to DC IGSW are UNDEFINED.

Attributes

DC IGSW is a 64-bit System instruction.

Field descriptions

The DC IGSW input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32		
RES0																																	
SetWay																														Level		RES0	
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0		

Bits [63:32]

Reserved, RES0.

SetWay, bits [31:4]

Contains two fields:

- Way, bits[31:32-A], the number of the way to operate on.
- Set, bits[B-1:L], the number of the set to operate on.

Bits[L-1:4] are RES0.

$A = \text{Log}_2(\text{ASSOCIATIVITY})$, $L = \text{Log}_2(\text{LINELEN})$, $B = (L + S)$, $S = \text{Log}_2(\text{NSETS})$.

ASSOCIATIVITY, LINELEN (line length, in bytes), and NSETS (number of sets) have their usual meanings and are the values for the cache level being operated on. The values of A and S are rounded up to the next integer.

Level, bits [3:1]

Cache level to operate on, minus 1. For example, this field is 0 for operations on L1 cache, or 1 for operations on L2 cache.

Bit [0]

Reserved, RES0.

Executing the DC IGSW instruction

If this instruction is executed with a set, way or level argument that is larger than the value supported by the implementation then the behavior is CONSTRAINED UNPREDICTABLE and one of the following occurs:

- The instruction is UNDEFINED.
- The instruction performs cache maintenance on one of:
 - No cache lines.
 - A single arbitrary cache line.
 - Multiple arbitrary cache lines.

Accesses to this instruction use the following encodings:

DC IGSW, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b000	0b0111	0b0110	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TSW == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.DCISW == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.SWI0 == '1' then
        DC_CIGSW(X[t]);
    elsif EL2Enabled() && HCR_EL2.<DC,VM> != '00' then
        DC_CIGSW(X[t]);
    else
        DC_IGSW(X[t]);
elsif PSTATE.EL == EL2 then
    DC_IGSW(X[t]);
elsif PSTATE.EL == EL3 then
    DC_IGSW(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DC IGVAC, Invalidate of Allocation Tags by VA to PoC

The DC IGVAC characteristics are:

Purpose

Invalidate Allocation Tags in data cache by address to Point of Coherency.

Configuration

This instruction is present only when FEAT_MTE is implemented and ID_AA64PFR1_EL1.MTE != 0b0001. Otherwise, direct accesses to DC IGVAC are UNDEFINED.

Attributes

DC IGVAC is a 64-bit System instruction.

Field descriptions

The DC IGVAC input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Virtual address to use																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Virtual address to use. No alignment restrictions apply to this VA.

Executing the DC IGVAC instruction

When the instruction is executed, it can generate a watchpoint, which is prioritized in the same way as other watchpoints. If a watchpoint is generated, the CM bit in the ESR_ELx.ISS field is set to 1.

This instruction requires write access permission to the VA, otherwise it generates a Permission Fault, subject to the constraints described in 'Permission fault'.

Execution of this instruction might require an address translation from VA to PA, and that translation might fault. For more information, see 'The data cache maintenance instruction (DC)'.

Accesses to this instruction use the following encodings:

DC IGVAC, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b000	0b0111	0b0110	0b011

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TPCP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.DCIVAC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<DC,VM> != '00' then
        DC_CIGVAC(X[t]);
    else
        DC_IGVAC(X[t]);
elsif PSTATE.EL == EL2 then
    DC_IGVAC(X[t]);
elsif PSTATE.EL == EL3 then
    DC_IGVAC(X[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DC ISW, Data or unified Cache line Invalidate by Set/Way

The DC ISW characteristics are:

Purpose

Invalidate data cache by set/way.

When FEAT_MTE is implemented, this instruction might invalidate Allocation Tags from caches. When it invalidates Allocation Tags from caches, it also cleans them.

Configuration

AArch64 System instruction DC ISW performs the same function as AArch32 System instruction [DCISW](#).

Attributes

DC ISW is a 64-bit System instruction.

Field descriptions

The DC ISW input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																RES0															
																SetWay												Level		RES0	
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

SetWay, bits [31:4]

Contains two fields:

- Way, bits[31:32-A], the number of the way to operate on.
- Set, bits[B-1:L], the number of the set to operate on.

Bits[L-1:4] are RES0.

$A = \text{Log}_2(\text{ASSOCIATIVITY})$, $L = \text{Log}_2(\text{LINELEN})$, $B = (L + S)$, $S = \text{Log}_2(\text{NSETS})$.

ASSOCIATIVITY, LINELEN (line length, in bytes), and NSETS (number of sets) have their usual meanings and are the values for the cache level being operated on. The values of A and S are rounded up to the next integer.

Level, bits [3:1]

Cache level to operate on, minus 1. For example, this field is 0 for operations on L1 cache, or 1 for operations on L2 cache.

Bit [0]

Reserved, RES0.

Executing the DC ISW instruction

If this instruction is executed with a set, way or level argument that is larger than the value supported by the implementation then the behavior is CONSTRAINED UNPREDICTABLE and one of the following occurs:

- The instruction is UNDEFINED.
- The instruction performs cache maintenance on one of:
 - No cache lines.
 - A single arbitrary cache line.
 - Multiple arbitrary cache lines.

Accesses to this instruction use the following encodings:

DC ISW, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b000	0b0111	0b0110	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TSW == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.DCISW == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.SWI0 == '1' then
        DC_CISW(X[t]);
    elsif EL2Enabled() && HCR_EL2.<DC,VM> != '00' then
        DC_CISW(X[t]);
    else
        DC_ISW(X[t]);
elsif PSTATE.EL == EL2 then
    DC_ISW(X[t]);
elsif PSTATE.EL == EL3 then
    DC_ISW(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DC IVAC, Data or unified Cache line Invalidate by VA to PoC

The DC IVAC characteristics are:

Purpose

Invalidate data cache by address to Point of Coherency.

When FEAT_MTE is implemented, this instruction might invalidate Allocation Tags from caches. When it invalidates Allocation Tags from caches, it also cleans them.

Configuration

AArch64 System instruction DC IVAC performs the same function as AArch32 System instruction [DCIMVAC](#).

Attributes

DC IVAC is a 64-bit System instruction.

Field descriptions

The DC IVAC input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Virtual address to use																															
Virtual address to use																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Virtual address to use. No alignment restrictions apply to this VA.

Executing the DC IVAC instruction

When the instruction is executed, it can generate a watchpoint, which is prioritized in the same way as other watchpoints. If a watchpoint is generated, the CM bit in the ESR_ELx.ISS field is set to 1.

This instruction requires write access permission to the VA, otherwise it generates a Permission Fault, subject to the constraints described in 'Permission fault'.

Execution of this instruction might require an address translation from VA to PA, and that translation might fault. For more information, see 'The data cache maintenance instruction (DC)'.

Accesses to this instruction use the following encodings:

DC IVAC, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b000	0b0111	0b0110	0b001

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TPCP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.DCIVAC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<DC,VM> != '00' then
        DC_CIVAC(X[t]);
    else
        DC_IVAC(X[t]);
elsif PSTATE.EL == EL2 then
    DC_IVAC(X[t]);
elsif PSTATE.EL == EL3 then
    DC_IVAC(X[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DC ZVA, Data Cache Zero by VA

The DC ZVA characteristics are:

Purpose

Zero data cache by address. Zeroes a naturally aligned block of N bytes, where the size of N is identified in [DCZID_ELO](#).

Configuration

There are no configuration notes.

Attributes

DC ZVA is a 64-bit System instruction.

Field descriptions

The DC ZVA input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Virtual address to use																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Virtual address to use. There is no alignment restriction on the address within the block of N bytes that is used.

Executing the DC ZVA instruction

When this instruction is executed, it can generate memory faults or watchpoints which are prioritized in the same way as other memory-related faults or watchpoints. If a synchronous data abort fault or a watchpoint is generated, the CM bit in the ESR_ELx.ISS field is set to 0.

If the memory region being zeroed is any type of Device memory, this instruction can give an Alignment fault which is prioritized in the same way as other Alignment faults that are determined by the memory type.

This instruction applies to Normal memory regardless of cacheability attributes.

This instruction behaves as a set of Stores to each byte within the block being accessed, and so it:

- Generates a Permission Fault if the translation system does not permit writes to the locations.
- Requires the same considerations for ordering and the management of coherency as any other store instructions.

Accesses to this instruction use the following encodings:

DC ZVA, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b011	0b0111	0b0100	0b001

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && SCTLR_EL1.DZE == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && HCR_EL2.TDZ == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HFGITR_EL2.DCZVA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCTLR_EL2.DZE == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            DC_ZVA(X[t]);
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && HCR_EL2.TDZ == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.DCZVA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            DC_ZVA(X[t]);
    elsif PSTATE.EL == EL2 then
        DC_ZVA(X[t]);
    elsif PSTATE.EL == EL3 then
        DC_ZVA(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DCZID_EL0, Data Cache Zero ID register

The DCZID_EL0 characteristics are:

Purpose

Indicates the block size that is written with byte values of 0 by the [DC ZVA](#) (Data Cache Zero by Address) System instruction.

If FEAT_MTE is implemented, this register also indicates the granularity at which the [DC GVA](#) and [DC GZVA](#) instructions write.

Configuration

There are no configuration notes.

Attributes

DCZID_EL0 is a 64-bit register.

Field descriptions

The DCZID_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
																RES0																
RES0																										DZP		BS				
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	

Bits [63:5]

Reserved, RES0.

DZP, bit [4]

Data Zero Prohibited. This field indicates whether use of [DC ZVA](#) instructions is permitted or prohibited.

If FEAT_MTE is implemented, this field also indicates whether use of the [DC GVA](#) and [DC GZVA](#) instructions are permitted or prohibited.

DZP	Meaning
0b0	Instructions are permitted.
0b1	Instructions are prohibited.

The value read from this field is governed by the access state and the values of the [HCR_EL2.TDZ](#) and [SCTLR_EL1.DZE](#) bits.

BS, bits [3:0]

Log₂ of the block size in words. The maximum size supported is 2KB (value == 9).

Accessing the DCZID EL0

Accesses to this register use the following encodings:

MRS <Xt>, DCZID_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b0000	0b0000	0b111

```

if PSTATE.EL == EL0 then
    if EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HFGTR_EL2.DCZID_EL0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return DCZID_EL0;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.DCZID_EL0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return DCZID_EL0;
elsif PSTATE.EL == EL2 then
    return DCZID_EL0;
elsif PSTATE.EL == EL3 then
    return DCZID_EL0;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DISR_EL1, Deferred Interrupt Status Register

The DISR_EL1 characteristics are:

Purpose

Records that an SError interrupt has been consumed by an ESB instruction.

Configuration

AArch64 System register DISR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [DISR\[31:0\]](#).

This register is present only when FEAT_RAS is implemented. Otherwise, direct accesses to DISR_EL1 are UNDEFINED.

Attributes

DISR_EL1 is a 64-bit register.

Field descriptions

The DISR_EL1 bit assignments are:

When DISR_EL1.IDS == 0:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
A	RES0						IDS	RES0										AET		EA	RES0			DFSC							
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

A, bit [31]

Set to 1 when an ESB instruction defers an asynchronous SError interrupt. If the implementation does not include any sources of SError interrupt that can be synchronized by an Error Synchronization Barrier, then this bit is RES0.

This field resets to an architecturally UNKNOWN value.

Bits [30:25]

Reserved, RES0.

IDS, bit [24]

Indicates the deferred SError interrupt type.

IDS	Meaning
0b0	Deferred error uses architecturally-defined format.

This field resets to an architecturally UNKNOWN value.

Bits [23:13]

Reserved, RES0.

AET, bits [12:10]

Asynchronous Error Type. See the description of ESR_ELx.AET for an SError interrupt.
This field resets to an architecturally UNKNOWN value.

EA, bit [9]

External abort Type. See the description of ESR_ELx.EA for an SError interrupt.
This field resets to an architecturally UNKNOWN value.

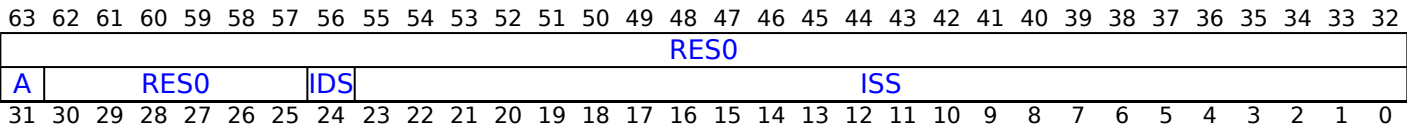
Bits [8:6]

Reserved, RES0.

DFSC, bits [5:0]

Fault Status Code. See the description of ESR_ELx.DFSC for an SError interrupt.
This field resets to an architecturally UNKNOWN value.

When DISR_EL1.IDS == 1:



Bits [63:32]

Reserved, RES0.

A, bit [31]

Set to 1 when an ESB instruction defers an asynchronous SError interrupt. If the implementation does not include any sources of SError interrupt that can be synchronized by an Error Synchronization Barrier, then this bit is RES0.
This field resets to an architecturally UNKNOWN value.

Bits [30:25]

Reserved, RES0.

IDS, bit [24]

Indicates the deferred SError interrupt type.

IDS	Meaning
0b1	Deferred error uses IMPLEMENTATION DEFINED format.

This field resets to an architecturally UNKNOWN value.

ISS, bits [23:0]

IMPLEMENTATION DEFINED syndrome. See the description of ESR_ELx[23:0] for an SError interrupt.

This field resets to an architecturally UNKNOWN value.

Accessing the DISR_EL1

An indirect write to DISR_EL1 made by an ESB instruction does not require an explicit synchronization operation for the value that is written to be observed by a direct read of DISR_EL1 occurring in program order after the ESB instruction.

DISR_EL1 is RAZ/WI if EL3 is implemented, the PE is in Non-debug state, [SCR_EL3.EA](#) == 1, and any of the following apply:

- At EL2.
- At EL1 and (([SCR_EL3.NS](#) == 0 && [SCR_EL3.EEL2](#) == 0) || [HCR_EL2.AMO](#) == 0).

Accesses to this register use the following encodings:

MRS <Xt>, DISR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b0001	0b001

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.AMO == '1' then
        return VDISR_EL2;
    else
        return DISR_EL1;
elsif PSTATE.EL == EL2 then
    return DISR_EL1;
elsif PSTATE.EL == EL3 then
    return DISR_EL1;
```

MSR DISR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b0001	0b001

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.AMO == '1' then
        VDISR_EL2 = X[t];
    else
        DISR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    DISR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    DISR_EL1 = X[t];
```

DIT, Data Independent Timing

The DIT characteristics are:

Purpose

Allows access to the Data Independent Timing bit.

Configuration

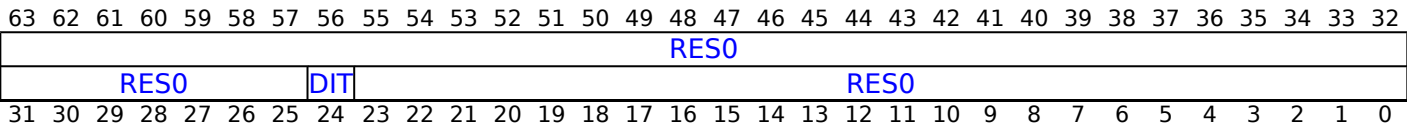
This register is present only when FEAT_DIT is implemented. Otherwise, direct accesses to DIT are UNDEFINED.

Attributes

DIT is a 64-bit register.

Field descriptions

The DIT bit assignments are:



Bits [63:25]

Reserved, RES0.

DIT, bit [24]

Data Independent Timing.

DIT	Meaning
0b0	The architecture makes no statement about the timing properties of any instructions.
0b1	The architecture requires that: <ul style="list-style-type: none">The timing of every load and store instruction is insensitive to the value of the data being loaded or stored.For certain data processing instructions, the instruction takes a time which is independent of:<ul style="list-style-type: none">The values of the data supplied in any of its registers.The values of the NZCV flags.For certain data processing instructions, the response of the instruction to asynchronous exceptions does not vary based on:<ul style="list-style-type: none">The values of the data supplied in any of its registers.The values of the NZCV flags.

The data processing instructions affected by this bit are:

- All cryptographic instructions. These instructions are:
 - AESD, AESE, AESIMC, AESMC, SHA1C, SHA1H, SHA1M, SHA1P, SHA1SU0, SHA1SU1, SHA256H, SHA256H2, SHA256SU0, SHA256SU1, SHA512H, SHA512H2, SHA512SU0, SHA512SU1, EOR3, RAX1, XAR, BCAX, SM3SS1, SM3TT1A, SM3TT1B, SM3TT2A, SM3TT2B, SM3PARTW1, SM3PARTW2, SM4E, and SM4EKEY.

- A subset of those instructions which use the general-purpose register file. These instructions are:
 - ADC, ADCS, ADD, ADDS, AND, ANDS, ASR, ASRV, BFC, BFI, BFM, BFXIL, BIC, BICS, CCMN, CCMP, CFINV, CINC, CINV, CLS, CLZ, CMN, CMP, CNEG, CSEL, CSET, CSETM, CSINC, CSINV, CSNEG, EON, EOR, EXTR, LSL, LSLV, LSR, LSRV, MADD, MNEG, MOV, MOVK, MOVN, MOVZ, MSUB, MUL, MVN, NEG, NEGS, NGC, NGCS, NOP, ORN, ORR, RBIT, RET, REV, REV16, REV32, REV64, RMIF, ROR, RORV, SBC, SBCS, SBFIZ, SBFM, SBFX, SETF8, SETF16, SMADDL, SMNEGL, SMSUBL, SMULH, SMULL, SUB, SUBS, SXTB, SXTH, SXTW, TST, UBFIZ, UBFM, UBFX, UMADDL, UMNEGL, UMSUBL, UMULH, UMULL, UXTB, and UXTH.
- A subset of those instructions which use the SIMD&FP register file. These instructions are:
 - ABS, ADD, ADDHN, ADDHN2, ADDP, ADDV, AND, BIC, BIF, BIT, BSL, CLS, CLZ, CMEQ, CMGE, CMGT, CMHI, CMHS, CMLE, CMLT, CMTST, CNT, CRC32B, CRC32H, CRC32W, CRC32X, CRC32CB, CRC32CH, CRC32CW, CRC32CX, DUP, EOR, EXT, FCSEL, INS, MLA, MLS, MOV, MOVI, MUL, MVN, MVNI, NEG, NOT, ORN, ORR, PMUL, PMULL, PMULL2, RADDHN, RADDHN2, RBIT, REV16, REV32, RSHRN, RSHRN2, RSUBHN, RSUBHN2, SABA, SABD, SABAL, SABAL2, SABDL, SABDL2, SADALP, SADDL, SADDL2, SADDLP, SADDLV, SADDW, SADDW2, SHADD, SHL, SHLL, SHLL2, SHRN, SHRN2, SHSUB, SLI, SMAX, SMAXP, SMAXV, SMIN, SMINP, SMINV, SMLAL, SMLAL2, SMLSL, SMLSL2, SMOV, SMULL, SMULL2, SRI, SSSL, SSSL2, SSSL2, SSHR, SSRA, SSUBL, SSUBL2, SSUBW, SSUBW2, SUB, SUBHN, SUBHN2, SXTL, SXTL2, TBL, TBX, TRN1, TRN2, UABA, UABAL, UABAL2, UABD, UABDL, UABDL2, UADALP, UADDL, UADDL2, UADDLP, UADDLV, UADDW, UADDW2, UHADD, UHSUB, UMAX, UMAXP, UMAXV, UMIN, UMINP, UMINV, UMLAL, UMLAL2, UMLSL, UMOV, UMLSL2, UMULL, UMULL2, USHL, USHLL, USHLL2, USHR, USRA, USUBL, USUBL2, USUBW, USUBW2, UXTL, UXTL2, UZP1, UZP2, XTN, XTN2, ZIP1, and ZIP2.

Note

The architecture makes no statement about the timing properties when the PSTATE.DIT bit is not set. However, it is likely that many of these instructions have timing that is invariant of the data in many situations.

In particular, Arm strongly recommends that the Armv8.3 pointer authentication instructions do not have their timing dependent on the key value used in the pointer authentication in all cases, regardless of the PSTATE.DIT bit.

This field resets to 0.

Bits [23:0]

Reserved, RES0.

Accessing the DIT

Accesses to this register use the following encodings:

MRS <Xt>, DIT

op0	op1	CRn	CRm	op2
0b11	0b011	0b0100	0b0010	0b101

```

if PSTATE.EL == EL0 then
    return Zeros(39):PSTATE.DIT:Zeros(24);
elsif PSTATE.EL == EL1 then
    return Zeros(39):PSTATE.DIT:Zeros(24);
elsif PSTATE.EL == EL2 then
    return Zeros(39):PSTATE.DIT:Zeros(24);
elsif PSTATE.EL == EL3 then
    return Zeros(39):PSTATE.DIT:Zeros(24);

```

MSR DIT, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b0100	0b0010	0b101

```
if PSTATE.EL == EL0 then
    PSTATE.DIT = X[t]<24>;
elsif PSTATE.EL == EL1 then
    PSTATE.DIT = X[t]<24>;
elsif PSTATE.EL == EL2 then
    PSTATE.DIT = X[t]<24>;
elsif PSTATE.EL == EL3 then
    PSTATE.DIT = X[t]<24>;
```

MSR DIT, #<imm>

op0	op1	CRn	op2
0b00	0b011	0b0100	0b010

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DLR_EL0, Debug Link Register

The DLR_EL0 characteristics are:

Purpose

In Debug state, holds the address to restart from.

Configuration

AArch64 System register DLR_EL0 bits [31:0] are architecturally mapped to AArch32 System register [DLR\[31:0\]](#).

Attributes

DLR_EL0 is a 64-bit register.

Field descriptions

The DLR_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Restart address																															
Restart address																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Restart address.

Accessing the DLR_EL0

Accesses to this register use the following encodings:

MRS <Xt>, DLR_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b0100	0b0101	0b001

```
if !Halted() then
    UNDEFINED;
else
    return DLR_EL0;
```

MSR DLR_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b0100	0b0101	0b001

```
if !Halted() then
    UNDEFINED;
else
    DLR_EL0 = X[t];
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DPSR_EL0, Debug Saved Program Status Register

The DPSR_EL0 characteristics are:

Purpose

Holds the saved process state for Debug state. On entering Debug state, PSTATE information is written to this register. On exiting Debug state, values are copied from this register to PSTATE.

Configuration

AArch64 System register DPSR_EL0 bits [31:0] are architecturally mapped to AArch32 System register [DPSR\[31:0\]](#).

Attributes

DPSR_EL0 is a 64-bit register.

Field descriptions

The DPSR_EL0 bit assignments are:

When AArch32 is supported at any Exception level and exiting Debug state to AArch32 state:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
N	Z	C	V	Q	IT[1:0]		DI	SS	B	P	A	N	SS	IL	GE		IT[7:2]				E	A	I	F	T	M[4]		M[3:0]			
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

N, bit [31]

Negative Condition flag. Copied to PSTATE.N on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

Z, bit [30]

Zero Condition flag. Copied to PSTATE.Z on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

C, bit [29]

Carry Condition flag. Copied to PSTATE.C on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

V, bit [28]

Overflow Condition flag. Copied to PSTATE.V on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

Q, bit [27]

Overflow or saturation flag. Copied to PSTATE.Q on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

IT[1:0], bits [26:25]

If-Then. Copied to PSTATE.IT[1:0] on exiting Debug state.

On exiting Debug state DSPSR_EL0.IT must contain a value that is valid for the instruction being returned to.

This field resets to an architecturally UNKNOWN value.

DIT, bit [24]

When FEAT_DIT is implemented:

Data Independent Timing. Copied to PSTATE.DIT on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

SSBS, bit [23]

When FEAT_SSBS is implemented:

Speculative Store Bypass. Copied to PSTATE.SSBS on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

PAN, bit [22]

When FEAT_PAN is implemented:

Privileged Access Never. Copied to PSTATE.PAN on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

SS, bit [21]

Software Step. Copied to PSTATE.SS on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

IL, bit [20]

Illegal Execution state. Copied to PSTATE.IL on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

GE, bits [19:16]

Greater than or Equal flags. Copied to PSTATE.GE on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

IT[7:2], bits [15:10]

If-Then. Copied to PSTATE.IT[7:2] on exiting Debug state.

DSPSR_EL0.IT must contain a value that is valid for the instruction being returned to.

This field resets to an architecturally UNKNOWN value.

E, bit [9]

Endianness. Copied to PSTATE.E on exiting Debug state.

If the implementation does not support big-endian operation, DSPSR_EL0.E is RES0. If the implementation does not support little-endian operation, DSPSR_EL0.E is RES1. On exiting Debug state, if the implementation does not support big-endian operation at the Exception level being returned to, DSPSR_EL0.E is RES0, and if the implementation does not support little-endian operation at the Exception level being returned to, DSPSR_EL0.E is RES1.

This field resets to an architecturally UNKNOWN value.

A, bit [8]

SError interrupt mask. Copied to PSTATE.A on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

I, bit [7]

IRQ interrupt mask. Copied to PSTATE.I on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

F, bit [6]

FIQ interrupt mask. Copied to PSTATE.F on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

T, bit [5]

T32 Instruction set state. Copied to PSTATE.T on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

M[4], bit [4]

Execution state. Copied to PSTATE.nRW on exiting Debug state.

M[4]	Meaning
0b1	AArch32 execution state.

This field resets to an architecturally UNKNOWN value.

M[3:0], bits [3:0]

AArch32 Mode. Copied to PSTATE.M[3:0] on exiting Debug state.

M[3:0]	Meaning
0b0000	User.
0b0001	FIQ.
0b0010	IRQ.
0b0011	Supervisor.
0b0110	Monitor.
0b0111	Abort.
0b1010	Hyp.
0b1011	Undefined.
0b1111	System.

Other values are reserved. If DPSR_EL0.M[3:0] has a Reserved value, or a value for an unimplemented Exception level, exiting Debug state is an illegal return event, as described in 'Illegal return events from AArch64 state'.

This field resets to an architecturally UNKNOWN value.

When AArch64 is supported at any Exception level and entering or exiting Debug state from or to AArch64 state:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
N	Z	C	V	RES0	TCO	DIT	UAO	PAN	SS	IL	RES0								SSBS	BTYPE	D	A	I	F	RES0	M[4]	M[3:0]				
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

N, bit [31]

Negative Condition flag. Set to the value of PSTATE.N on entering Debug state, and copied to PSTATE.N on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

Z, bit [30]

Zero Condition flag. Set to the value of PSTATE.Z on entering Debug state, and copied to PSTATE.Z on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

C, bit [29]

Carry Condition flag. Set to the value of PSTATE.C on entering Debug state, and copied to PSTATE.C on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

V, bit [28]

Overflow Condition flag. Set to the value of PSTATE.V on entering Debug state, and copied to PSTATE.V on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

Bits [27:26]

Reserved, RES0.

TCO, bit [25]**When FEAT_MTE is implemented:**

Tag Check Override. Set to the value of PSTATE.TCO on entering Debug state, and copied to PSTATE.TCO on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

DIT, bit [24]**When FEAT_DIT is implemented:**

Data Independent Timing. Set to the value of PSTATE.DIT on entering Debug state, and copied to PSTATE.DIT on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

UAO, bit [23]**When FEAT_UAO is implemented:**

User Access Override. Set to the value of PSTATE.UAO on entering Debug state, and copied to PSTATE.UAO on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

PAN, bit [22]**When FEAT_PAN is implemented:**

Privileged Access Never. Set to the value of PSTATE.PAN on entering Debug state, and copied to PSTATE.PAN on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

SS, bit [21]

Software Step. Set to the value of PSTATE.SS on entering Debug state, and conditionally copied to PSTATE.SS on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

IL, bit [20]

Illegal Execution state. Set to the value of PSTATE.IL on entering Debug state, and copied to PSTATE.IL on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

Bits [19:13]

Reserved, RES0.

SSBS, bit [12]

When FEAT_SSBS is implemented:

Speculative Store Bypass. Set to the value of PSTATE.SSBS on entering Debug state, and copied to PSTATE.SSBS on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

BTYPE, bits [11:10]

When FEAT_BTI is implemented:

Branch Type Indicator. Set to the value of PSTATE.BTYPE on entering Debug state, and copied to PSTATE.BTYPE on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

D, bit [9]

Debug exception mask. Set to the value of PSTATE.D on entering Debug state, and copied to PSTATE.D on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

A, bit [8]

SError interrupt mask. Set to the value of PSTATE.A on entering Debug state, and copied to PSTATE.A on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

I, bit [7]

IRQ interrupt mask. Set to the value of PSTATE.I on entering Debug state, and copied to PSTATE.I on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

F, bit [6]

FIQ interrupt mask. Set to the value of PSTATE.F on entering Debug state, and copied to PSTATE.F on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

Bit [5]

Reserved, RES0.

M[4], bit [4]

Execution state. Set to 0b0, the value of PSTATE.nRW, on entering Debug state from AArch64 state, and copied to PSTATE.nRW on exiting Debug state.

M[4]	Meaning
0b0	AArch64 execution state.

This field resets to an architecturally UNKNOWN value.

M[3:0], bits [3:0]

AArch64 Exception level and selected Stack Pointer.

M[3:0]	Meaning
0b0000	EL0t.
0b0100	EL1t.
0b0101	EL1h.
0b1000	EL2t.
0b1001	EL2h.
0b1100	EL3t.
0b1101	EL3h.

Other values are reserved. If DPSR_EL0.M[3:0] has a Reserved value, or a value for an unimplemented Exception level, exiting Debug state is an illegal return event, as described in 'Illegal return events from AArch64 state'.

The bits in this field are interpreted as follows:

- M[3:2] is set to the value of PSTATE.EL on entering Debug state and copied to PSTATE.EL on exiting Debug state.
- M[1] is unused and is 0 for all non-reserved values.
- M[0] is set to the value of PSTATE.SP on entering Debug state and copied to PSTATE.SP on exiting Debug state

This field resets to an architecturally UNKNOWN value.

Accessing the DPSR_EL0

Accesses to this register use the following encodings:

MRS <Xt>, DPSR_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b0100	0b0101	0b000

```
if !Halted() then
    UNDEFINED;
else
    return DPSR_EL0;
```

MSR DSPSR_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b0100	0b0101	0b000

```
if !Halted() then
    UNDEFINED;
else
    DSPSR_EL0 = X[t];
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DVP RCTX, Data Value Prediction Restriction by Context

The DVP RCTX characteristics are:

Purpose

Data Value Prediction Restriction by Context applies to all Data Value Prediction Resources that predict execution based on information gathered within the target execution context or contexts.

When this instruction is complete and synchronized, data value prediction does not permit later speculative execution within the target execution context to be observable through side channels.

This instruction is guaranteed to be complete following a DSB that covers both read and write behavior on the same PE as executed the original restriction instruction, and a subsequent context synchronization event is required to ensure that the effect of the completion of the instructions is synchronized to the current execution.

Note

This instruction does not require the invalidation of prediction structures so long as the behavior described for completion of this instruction is met by the implementation.

On some implementations the instruction is likely to take a significant number of cycles to execute. This instruction is expected to be used very rarely, such as on the roll-over of an ASID or VMID, but should not be used on every context switch.

Configuration

This instruction is present only when FEAT_SPECRES is implemented. Otherwise, direct accesses to DVP RCTX are UNDEFINED.

Attributes

DVP RCTX is a 64-bit System instruction.

Field descriptions

The DVP RCTX input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0															GVMID	VMID															
RES0					NS	EL		RES0							GASID	ASID															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:49]

Reserved, RES0.

GVMID, bit [48]

Execution of this instruction applies to all VMIDs or a specified VMID.

GVMID	Meaning
0b0	Applies to specified VMID for an EL0 or EL1 target execution context.
0b1	Applies to all VMIDs for an EL0 or EL1 target execution context.

For target execution contexts other than EL0 or EL1, this field is RES0.

If the instruction is executed at EL0 or EL1, then this field has an Effective value of 0.

If EL2 is not implemented or not enabled for the target Security state, this field is RES0.

VMID, bits [47:32]

Only applies when bit[48] is 0 and the target execution context is either:

- EL1.
- EL0 when ([HCR_EL2.E2H==0](#) or [HCR_EL2.TGE==0](#)).

Otherwise this field is RES0.

When the instruction is executed at EL1, this field is treated as the current VMID.

When the instruction is executed at EL0 and ([HCR_EL2.E2H==0](#) or [HCR_EL2.TGE==0](#)), this field is treated as the current VMID.

When the instruction is executed at EL0 and ([HCR_EL2.E2H==1](#) and [HCR_EL2.TGE==1](#)), this field is ignored.

If EL2 is not implemented or not enabled for the target Security state, this field is RES0.

Bits [31:27]

Reserved, RES0.

NS, bit [26]

Security State.

NS	Meaning
0b0	Secure state.
0b1	Non-secure state.

If the instruction is executed in Non-secure state, this field has an Effective value of 1.

EL, bits [25:24]

Exception Level. Indicates the Exception level of the target execution context.

EL	Meaning
0b00	EL0.
0b01	EL1.
0b10	EL2.
0b11	EL3.

If the instruction is executed at an Exception level lower than the specified level, this instruction is treated as a NOP.

Bits [23:17]

Reserved, RES0.

GASID, bit [16]

Execution of this instruction applies to all ASIDs or a specified ASID.

GASID	Meaning
0b0	Applies to specified ASID for an EL0 target execution context.
0b1	Applies to all ASID for an EL0 target execution context.

For target execution contexts other than EL0, this field is RES0.

If the instruction is executed at EL0, this field has an Effective value of 0.

ASID, bits [15:0]

Only applies for an EL0 target execution context and when bit[16] is 0.

Otherwise this field is RES0.

When the instruction is executed at EL0, this field is treated as the current ASID.

Executing the DVP RCTX instruction

Accesses to this instruction use the following encodings:

DVP RCTX, <Xt>

op0	op1	CRn	CRm	op2
0b01	0b011	0b0111	0b0011	0b101

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && SCTLR_EL1.EnRCTX == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HFGITR_EL2.DVPRCTX == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCTLR_EL2.EnRCTX == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            DVP_RCTX(X[t]);
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && HCR_EL2.NV == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.DVPRCTX == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            DVP_RCTX(X[t]);
    elsif PSTATE.EL == EL2 then
        DVP_RCTX(X[t]);
    elsif PSTATE.EL == EL3 then
        DVP_RCTX(X[t]);

```

ELR_EL1, Exception Link Register (EL1)

The ELR_EL1 characteristics are:

Purpose

When taking an exception to EL1, holds the address to return to.

Configuration

There are no configuration notes.

Attributes

ELR_EL1 is a 64-bit register.

Field descriptions

The ELR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																Return address															
																Return address															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Return address.

An exception return from EL1 using AArch64 makes ELR_EL1 become UNKNOWN.

This field resets to an architecturally UNKNOWN value.

Accessing the ELR_EL1

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, access from EL3 using the mnemonic ELR_EL1 or ELR_EL12 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, ELR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0100	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1> == '01' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x230];
    else
        return ELR_EL1;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return ELR_EL2;
    else
        return ELR_EL1;
elsif PSTATE.EL == EL3 then
    return ELR_EL1;

```

MSR ELR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0100	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1> == '01' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x230] = X[t];
    else
        ELR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        ELR_EL2 = X[t];
    else
        ELR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    ELR_EL1 = X[t];

```

MRS <Xt>, ELR_EL12

op0	op1	CRn	CRm	op2
0b11	0b101	0b0100	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        return NVMem[0x230];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return ELR_EL1;
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        return ELR_EL1;
    else
        UNDEFINED;

```

MSR ELR_EL12, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b101	0b0100	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        NVMem[0x230] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        ELR_EL1 = X[t];
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        ELR_EL1 = X[t];
    else
        UNDEFINED;

```

MRS <Xt>, ELR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0100	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return ELR_EL1;
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return ELR_EL2;
elsif PSTATE.EL == EL3 then
    return ELR_EL2;

```

MSR ELR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0100	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        ELR_EL1 = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    ELR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    ELR_EL2 = X[t];

```


01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ELR_EL2, Exception Link Register (EL2)

The ELR_EL2 characteristics are:

Purpose

When taking an exception to EL2, holds the address to return to.

Configuration

AArch64 System register ELR_EL2 bits [31:0] are architecturally mapped to AArch32 System register [ELR_hyp\[31:0\]](#).

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

ELR_EL2 is a 64-bit register.

Field descriptions

The ELR_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Return address																															
Return address																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Return address.

An exception return from EL2 using AArch64 makes ELR_EL2 become UNKNOWN.

When EL2 is in AArch32 Execution state and an exception is taken from EL0, EL1, or EL2 to EL3 and AArch64 execution, the upper 32-bits of ELR_EL2 are either set to 0 or hold the same value that they did before AArch32 execution. Which option is adopted is determined by an implementation, and might vary dynamically within an implementation. Correspondingly software must regard the value as being an UNKNOWN choice between the two values.

This field resets to an architecturally UNKNOWN value.

Accessing the ELR_EL2

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, access from EL2 using the mnemonic ELR_EL2 or ELR_EL1 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, ELR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0100	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return ELR_EL1;
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return ELR_EL2;
elsif PSTATE.EL == EL3 then
    return ELR_EL2;

```

MSR ELR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0100	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        ELR_EL1 = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    ELR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    ELR_EL2 = X[t];

```

MRS <Xt>, ELR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0100	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1> == '01' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x230];
    else
        return ELR_EL1;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return ELR_EL2;
    else
        return ELR_EL1;
elsif PSTATE.EL == EL3 then
    return ELR_EL1;

```

MSR ELR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0100	0b0000	0b001

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1> == '01' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x230] = X[t];
    else
        ELR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        ELR_EL2 = X[t];
    else
        ELR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    ELR_EL1 = X[t];
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ELR_EL3, Exception Link Register (EL3)

The ELR_EL3 characteristics are:

Purpose

When taking an exception to EL3, holds the address to return to.

Configuration

This register is present only when EL3 is implemented. Otherwise, direct accesses to ELR_EL3 are UNDEFINED.

Attributes

ELR_EL3 is a 64-bit register.

Field descriptions

The ELR_EL3 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Return address																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Return address.

An exception return from EL3 using AArch64 makes ELR_EL3 become UNKNOWN.

This field resets to an architecturally UNKNOWN value.

Accessing the ELR_EL3

Accesses to this register use the following encodings:

MRS <Xt>, ELR_EL3

op0	op1	CRn	CRm	op2
0b11	0b110	0b0100	0b0000	0b001

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    return ELR_EL3;
```

MSR ELR_EL3, <Xt>

op0	op1	CRn	CRm	op2
-----	-----	-----	-----	-----

ELR_EL3, Exception Link Register (EL3)

0b11	0b110	0b0100	0b0000	0b001
------	-------	--------	--------	-------

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    ELR_EL3 = X[t];
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERRIDR_EL1, Error Record ID Register

The ERRIDR_EL1 characteristics are:

Purpose

Defines the highest numbered index of the error records that can be accessed through the Error Record System registers.

Configuration

AArch64 System register ERRIDR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ERRIDR\[31:0\]](#).

This register is present only when FEAT_RAS is implemented. Otherwise, direct accesses to ERRIDR_EL1 are UNDEFINED.

Attributes

ERRIDR_EL1 is a 64-bit register.

Field descriptions

The ERRIDR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																NUM															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:16]

Reserved, RES0.

NUM, bits [15:0]

Highest numbered index of the records that can be accessed through the Error Record System registers plus one. Zero indicates no records can be accessed through the Error Record System registers.

Each implemented record is owned by a node. A node might own multiple records.

Accessing the ERRIDR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ERRIDR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0011	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.TERR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.ERRIDR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ERRIDR_EL1;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TERR == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && SCR_EL3.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                return ERRIDR_EL1;
    elsif PSTATE.EL == EL3 then
        return ERRIDR_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERRSELR_EL1, Error Record Select Register

The ERRSELR_EL1 characteristics are:

Purpose

Selects an error record to be accessed through the Error Record System registers.

Configuration

AArch64 System register ERRSELR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ERRSELR\[31:0\]](#).

This register is present only when FEAT_RAS is implemented. Otherwise, direct accesses to ERRSELR_EL1 are UNDEFINED.

If [ERRIDR_EL1](#) indicates that zero error records are implemented, then it is IMPLEMENTATION DEFINED whether ERRSELR_EL1 is UNDEFINED or RES0.

Attributes

ERRSELR_EL1 is a 64-bit register.

Field descriptions

The ERRSELR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																SEL															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:16]

Reserved, RES0.

SEL, bits [15:0]

Selects the error record accessed through the ERX registers.

For example, if ERRSELR_EL1.SEL is set to 0x0004, then direct reads and writes of [ERXSTATUS_EL1](#) access ERR4STATUS.

If ERRSELR_EL1.SEL is set to a value greater than or equal to [ERRIDR_EL1](#).NUM, then all of the following apply:

- The value read back from ERRSELR_EL1.SEL is UNKNOWN.
- One of the following occurs:
 - An UNKNOWN error record is selected.
 - The ERX*_EL1 registers are RAZ/WI.
 - ERX*_EL1 register reads and writes are NOPs.
 - ERX*_EL1 register reads and writes are UNDEFINED.

This field resets to an architecturally UNKNOWN value.

Accessing the ERRSELR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ERRSELR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0011	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.TERR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.ERRSELR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ERRSELR_EL1;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TERR == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && SCR_EL3.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                return ERRSELR_EL1;
    elsif PSTATE.EL == EL3 then
        return ERRSELR_EL1;

```

MSR ERRSELR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0011	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.TERR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.ERRSELR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ERRSELR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ERRSELR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    ERRSELR_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERXADDR_EL1, Selected Error Record Address Register

The ERXADDR_EL1 characteristics are:

Purpose

Accesses [ERR<n>ADDR](#) for the error record <n> selected by [ERRSELR_EL1](#).SEL.

Configuration

AArch64 System register ERXADDR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ERXADDR\[31:0\]](#).

AArch64 System register ERXADDR_EL1 bits [63:32] are architecturally mapped to AArch32 System register [ERXADDR2\[31:0\]](#).

This register is present only when FEAT_RAS is implemented. Otherwise, direct accesses to ERXADDR_EL1 are UNDEFINED.

Attributes

ERXADDR_EL1 is a 64-bit register.

Field descriptions

The ERXADDR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
ERR<n>ADDR																															
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
ERR<n>ADDR																															

Bits [63:0]

ERXADDR_EL1 accesses [ERR<n>ADDR](#), where <n> is the value in [ERRSELR_EL1](#).SEL.

Accessing the ERXADDR_EL1

If [ERRIDR_EL1](#).NUM == 0x0000 or [ERRSELR_EL1](#).SEL is set to a value greater than or equal to [ERRIDR_EL1](#).NUM, then one of the following occurs:

- An UNKNOWN error record is selected.
- ERXADDR_EL1 is RAZ/WI.
- Direct reads and writes of ERXADDR_EL1 are NOPs.
- Direct reads and writes of ERXADDR_EL1 are UNDEFINED.

[ERR<n>ADDR](#) describes additional constraints that also apply when [ERR<n>ADDR](#) is accessed through ERXADDR_EL1.

Accesses to this register use the following encodings:

MRS <Xt>, ERXADDR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0100	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elseif EL2Enabled() && HCR_EL2.TERR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.ERXADDR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif HaveEL(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ERXADDR_EL1;
elseif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elseif HaveEL(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ERXADDR_EL1;
elseif PSTATE.EL == EL3 then
    return ERXADDR_EL1;

```

MSR ERXADDR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0100	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.TERR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.ERXADDR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ERXADDR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ERXADDR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    ERXADDR_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERXCTLR_EL1, Selected Error Record Control Register

The ERXCTLR_EL1 characteristics are:

Purpose

Accesses [ERR<n>CTLR](#) for the error record <n> selected by [ERRSELR_EL1](#).SEL.

Configuration

AArch64 System register ERXCTLR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ERXCTLR\[31:0\]](#).

AArch64 System register ERXCTLR_EL1 bits [63:32] are architecturally mapped to AArch32 System register [ERXCTLR2\[31:0\]](#).

This register is present only when FEAT_RAS is implemented. Otherwise, direct accesses to ERXCTLR_EL1 are UNDEFINED.

Attributes

ERXCTLR_EL1 is a 64-bit register.

Field descriptions

The ERXCTLR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
ERR<n>CTLR																															
ERR<n>CTLR																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

ERXCTLR_EL1 accesses [ERR<n>CTLR](#), where <n> is the value in [ERRSELR_EL1](#).SEL.

Accessing the ERXCTLR_EL1

If [ERRIDR_EL1](#).NUM == 0x0000 or [ERRSELR_EL1](#).SEL is set to a value greater than or equal to [ERRIDR_EL1](#).NUM, then one of the following occurs:

- An UNKNOWN error record is selected.
- ERXCTLR_EL1 is RAZ/WI.
- Direct reads and writes of ERXCTLR_EL1 are NOPs.
- Direct reads and writes of ERXCTLR_EL1 are UNDEFINED.

If [ERRSELR_EL1](#).SEL is not the index of the first error record owned by a node, then [ERR<n>CTLR](#) is not present, meaning reads and writes of ERXCTLR_EL1 are RES0.

Accesses to this register use the following encodings:

MRS <Xt>, ERXCTLR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0100	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elseif EL2Enabled() && HCR_EL2.TERR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.ERXCTLR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif HaveEL(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ERXCTLR_EL1;
elseif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elseif HaveEL(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ERXCTLR_EL1;
elseif PSTATE.EL == EL3 then
    return ERXCTLR_EL1;
    
```

MSR ERXCTLR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0100	0b001


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.TERR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.ERXCTLR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ERXCTLR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ERXCTLR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    ERXCTLR_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERXFR_EL1, Selected Error Record Feature Register

The ERXFR_EL1 characteristics are:

Purpose

Accesses [ERR<n>FR](#) for the error record <n> selected by [ERRSELR_EL1](#).SEL.

Configuration

AArch64 System register ERXFR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ERXFR\[31:0\]](#).

AArch64 System register ERXFR_EL1 bits [63:32] are architecturally mapped to AArch32 System register [ERXFR2\[31:0\]](#).

This register is present only when FEAT_RAS is implemented. Otherwise, direct accesses to ERXFR_EL1 are UNDEFINED.

Attributes

ERXFR_EL1 is a 64-bit register.

Field descriptions

The ERXFR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																ERR<n>FR															
																ERR<n>FR															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

ERXFR_EL1 accesses [ERR<n>FR](#), where <n> is the value in [ERRSELR_EL1](#).SEL.

Accessing the ERXFR_EL1

If [ERRIDR_EL1](#).NUM == 0x0000 or [ERRSELR_EL1](#).SEL is set to a value greater than or equal to [ERRIDR_EL1](#).NUM, then one of the following occurs:

- An UNKNOWN error record is selected.
- ERXFR_EL1 is RAZ.
- Direct reads of ERXFR_EL1 are NOPs.
- Direct reads of ERXFR_EL1 are UNDEFINED.

Accesses to this register use the following encodings:

MRS <Xt>, ERXFR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0100	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.TERR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGRTR_EL2.ERXFR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ERXFR_EL1;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TERR == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && SCR_EL3.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                return ERXFR_EL1;
    elsif PSTATE.EL == EL3 then
        return ERXFR_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERXMISC0_EL1, Selected Error Record Miscellaneous Register 0

The ERXMISC0_EL1 characteristics are:

Purpose

Accesses [ERR<n>MISC0](#) for the error record <n> selected by [ERRSELR_EL1](#).SEL.

Configuration

AArch64 System register ERXMISC0_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ERXMISC0\[31:0\]](#).

AArch64 System register ERXMISC0_EL1 bits [63:32] are architecturally mapped to AArch32 System register [ERXMISC1\[31:0\]](#).

This register is present only when FEAT_RAS is implemented. Otherwise, direct accesses to ERXMISC0_EL1 are UNDEFINED.

Attributes

ERXMISC0_EL1 is a 64-bit register.

Field descriptions

The ERXMISC0_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
ERR<n>MISC0																															
ERR<n>MISC0																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

ERXMISC0_EL1 accesses [ERR<n>MISC0](#), where <n> is the value in [ERRSELR_EL1](#).SEL.

Accessing the ERXMISC0_EL1

If [ERRIDR_EL1](#).NUM == 0x0000 or [ERRSELR_EL1](#).SEL is set to a value greater than or equal to [ERRIDR_EL1](#).NUM, then one of the following occurs:

- An UNKNOWN error record is selected.
- ERXMISC0_EL1 is RAZ/WI.
- Direct reads and writes of ERXMISC0_EL1 are NOPs.
- Direct reads and writes of ERXMISC0_EL1 are UNDEFINED.

[ERR<n>MISC0](#) describes additional constraints that also apply when [ERR<n>MISC0](#) is accessed through ERXMISC0_EL1.

Accesses to this register use the following encodings:

MRS <Xt>, ERXMISC0_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0101	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.TERR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.ERXMISCn_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ERXMISC0_EL1;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TERR == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && SCR_EL3.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                return ERXMISC0_EL1;
    elsif PSTATE.EL == EL3 then
        return ERXMISC0_EL1;

```

MSR ERXMISC0_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0101	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.TERR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.ERXMISCn_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ERXMISC0_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ERXMISC0_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    ERXMISC0_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERXMISC1_EL1, Selected Error Record Miscellaneous Register 1

The ERXMISC1_EL1 characteristics are:

Purpose

Accesses [ERR<n>MISC1](#) for the error record <n> selected by [ERRSELR_EL1](#).SEL.

Configuration

AArch64 System register ERXMISC1_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ERXMISC2\[31:0\]](#).

AArch64 System register ERXMISC1_EL1 bits [63:32] are architecturally mapped to AArch32 System register [ERXMISC3\[31:0\]](#).

This register is present only when FEAT_RAS is implemented. Otherwise, direct accesses to ERXMISC1_EL1 are UNDEFINED.

Attributes

ERXMISC1_EL1 is a 64-bit register.

Field descriptions

The ERXMISC1_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
ERR<n>MISC1																															
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
ERR<n>MISC1																															

Bits [63:0]

ERXMISC1_EL1 accesses [ERR<n>MISC1](#), where <n> is the value in [ERRSELR_EL1](#).SEL.

Accessing the ERXMISC1_EL1

If [ERRIDR_EL1](#).NUM == 0x0000 or [ERRSELR_EL1](#).SEL is set to a value greater than or equal to [ERRIDR_EL1](#).NUM, then one of the following occurs:

- An UNKNOWN error record is selected.
- ERXMISC1_EL1 is RAZ/WI.
- Direct reads and writes of ERXMISC1_EL1 are NOPs.
- Direct reads and writes of ERXMISC1_EL1 are UNDEFINED.

[ERR<n>MISC1](#) describes additional constraints that also apply when [ERR<n>MISC1](#) is accessed through ERXMISC1_EL1.

Accesses to this register use the following encodings:

MRS <Xt>, ERXMISC1_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0101	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elseif EL2Enabled() && HCR_EL2.TERR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.ERXMISCn_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif HaveEL(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return ERXMISC1_EL1;
elseif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elseif HaveEL(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return ERXMISC1_EL1;
elseif PSTATE.EL == EL3 then
    return ERXMISC1_EL1;
    
```

MSR ERXMISC1_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0101	0b001


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.TERR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.ERXMISCn_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ERXMISC1_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ERXMISC1_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    ERXMISC1_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERXMISC2_EL1, Selected Error Record Miscellaneous Register 2

The ERXMISC2_EL1 characteristics are:

Purpose

Accesses [ERR<n>MISC2](#) for the error record <n> selected by [ERRSELR_EL1](#).SEL.

Configuration

AArch64 System register ERXMISC2_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ERXMISC4\[31:0\]](#).

AArch64 System register ERXMISC2_EL1 bits [63:32] are architecturally mapped to AArch32 System register [ERXMISC5\[31:0\]](#).

This register is present only when FEAT_RASv1p1 is implemented. Otherwise, direct accesses to ERXMISC2_EL1 are UNDEFINED.

Attributes

ERXMISC2_EL1 is a 64-bit register.

Field descriptions

The ERXMISC2_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
ERR<n>MISC2																															
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
ERR<n>MISC2																															

Bits [63:0]

ERXMISC2_EL1 accesses [ERR<n>MISC2](#), where <n> is the value in [ERRSELR_EL1](#).SEL.

Accessing the ERXMISC2_EL1

If [ERRIDR_EL1](#).NUM == 0x0000 or [ERRSELR_EL1](#).SEL is set to a value greater than or equal to [ERRIDR_EL1](#).NUM, then one of the following occurs:

- An UNKNOWN error record is selected.
- ERXMISC2_EL1 is RAZ/WI.
- Direct reads and writes of ERXMISC2_EL1 are NOPs.
- Direct reads and writes of ERXMISC2_EL1 are UNDEFINED.

[ERR<n>MISC2](#) describes additional constraints that also apply when [ERR<n>MISC2](#) is accessed through ERXMISC2_EL1.

Accesses to this register use the following encodings:

MRS <Xt>, ERXMISC2_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0101	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elseif EL2Enabled() && HCR_EL2.TERR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.ERXMISCn_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif HaveEL(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return ERXMISC2_EL1;
elseif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elseif HaveEL(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return ERXMISC2_EL1;
elseif PSTATE.EL == EL3 then
    return ERXMISC2_EL1;
    
```

MSR ERXMISC2_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0101	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.TERR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.ERXMISCn_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ERXMISC2_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ERXMISC2_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    ERXMISC2_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERXMISC3_EL1, Selected Error Record Miscellaneous Register 3

The ERXMISC3_EL1 characteristics are:

Purpose

Accesses [ERR<n>MISC3](#) for the error record <n> selected by [ERRSELR_EL1](#).SEL.

Configuration

AArch64 System register ERXMISC3_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ERXMISC6\[31:0\]](#).

AArch64 System register ERXMISC3_EL1 bits [63:32] are architecturally mapped to AArch32 System register [ERXMISC7\[31:0\]](#).

This register is present only when FEAT_RASv1p1 is implemented. Otherwise, direct accesses to ERXMISC3_EL1 are UNDEFINED.

Attributes

ERXMISC3_EL1 is a 64-bit register.

Field descriptions

The ERXMISC3_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
ERR<n>MISC3																															
ERR<n>MISC3																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

ERXMISC3_EL1 accesses [ERR<n>MISC3](#), where <n> is the value in [ERRSELR_EL1](#).SEL.

Accessing the ERXMISC3_EL1

If [ERRIDR_EL1](#).NUM == 0x0000 or [ERRSELR_EL1](#).SEL is set to a value greater than or equal to [ERRIDR_EL1](#).NUM, then one of the following occurs:

- An UNKNOWN error record is selected.
- ERXMISC3_EL1 is RAZ/WI.
- Direct reads and writes of ERXMISC3_EL1 are NOPs.
- Direct reads and writes of ERXMISC3_EL1 are UNDEFINED.

[ERR<n>MISC3](#) describes additional constraints that also apply when [ERR<n>MISC3](#) is accessed through ERXMISC3_EL1.

Accesses to this register use the following encodings:

MRS <Xt>, ERXMISC3_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0101	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elseif EL2Enabled() && HCR_EL2.TERR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.ERXMISCn_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif HaveEL(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return ERXMISC3_EL1;
elseif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elseif HaveEL(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return ERXMISC3_EL1;
elseif PSTATE.EL == EL3 then
    return ERXMISC3_EL1;
    
```

MSR ERXMISC3_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0101	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.TERR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.ERXMISCn_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ERXMISC3_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ERXMISC3_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    ERXMISC3_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERXPFGCDN_EL1, Selected Pseudo-fault Generation Countdown register

The ERXPFGCDN_EL1 characteristics are:

Purpose

Accesses [ERR<n>PFGCDN](#) for the error record <n> selected by [ERRSELR_EL1](#).SEL.

Configuration

This register is present only when FEAT_RASv1p1 is implemented. Otherwise, direct accesses to ERXPFGCDN_EL1 are UNDEFINED.

Attributes

ERXPFGCDN_EL1 is a 64-bit register.

Field descriptions

The ERXPFGCDN_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
ERR<n>PFGCDN																															
ERR<n>PFGCDN																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

ERXPFGCDN_EL1 accesses [ERR<n>PFGCDN](#), where <n> is the value in [ERRSELR_EL1](#).SEL.

Accessing the ERXPFGCDN_EL1

If [ERRIDR_EL1](#).NUM == 0x0000 or [ERRSELR_EL1](#).SEL is set to a value greater than or equal to [ERRIDR_EL1](#).NUM, then one of the following occurs:

- An UNKNOWN error record is selected.
- ERXPFGCDN_EL1 is RAZ/WI.
- Direct reads and writes of ERXPFGCDN_EL1 are NOPs.
- Direct reads and writes of ERXPFGCDN_EL1 are UNDEFINED.

If [ERRSELR_EL1](#).SEL selects an error record owned by a node that does not implement the RAS Common Fault Injection Model Extension, then one of the following occurs:

- ERXPFGCDN_EL1 is RAZ/WI.
- Direct reads and writes of ERXPFGCDN_EL1 are NOPs.
- Direct reads and writes of ERXPFGCDN_EL1 are UNDEFINED.

Note

A node does not implement the RAS Common Fault Injection Model Extension when [ERR<q>FR.INJ](#) == 0b00. <q> is the index of the first error record owned by the same node as error record <n>, where <n> is the value in [ERRSELR_EL1](#).SEL. If the node owns a single record, then q = n.

If [ERRSELR_EL1](#).SEL is not the index of the first error record owned by a node, then [ERR<n>PFGCDN](#) is not present, meaning reads and writes of ERXPFGCDN_EL1 are RES0.

[ERR<n>PFGCDN](#) describes additional constraints that also apply when [ERR<n>PFGCDN](#) is accessed through ERXPFPGCDN_EL1.

Accesses to this register use the following encodings:

MRS <Xt>, ERXPFPGCDN_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0100	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIEN == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.FIEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.ERXPFPGCDN_EL1 ==
'1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.FIEN == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ERXPFPGCDN_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIEN == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.FIEN == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ERXPFPGCDN_EL1;
elsif PSTATE.EL == EL3 then
    return ERXPFPGCDN_EL1;

```

MSR ERXPFPGCDN_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0100	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIEN == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.FIEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.ERXPFGCDN_EL1 ==
'1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.FIEN == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ERXPFGCDN_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIEN == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.FIEN == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ERXPFGCDN_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    ERXPFGCDN_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERXPFGCTL_EL1, Selected Pseudo-fault Generation Control register

The ERXPFGCTL_EL1 characteristics are:

Purpose

Accesses [ERR<n>PFGCTL](#) for the error record <n> selected by [ERRSELR_EL1](#).SEL.

Configuration

This register is present only when FEAT_RASv1p1 is implemented. Otherwise, direct accesses to ERXPFGCTL_EL1 are UNDEFINED.

Attributes

ERXPFGCTL_EL1 is a 64-bit register.

Field descriptions

The ERXPFGCTL_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
ERR<n>PFGCTL																															
ERR<n>PFGCTL																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

ERXPFGCTL_EL1 accesses [ERR<n>PFGCTL](#), where <n> is the value in [ERRSELR_EL1](#).SEL.

Accessing the ERXPFGCTL_EL1

If [ERRIDR_EL1](#).NUM == 0x0000 or [ERRSELR_EL1](#).SEL is set to a value greater than or equal to [ERRIDR_EL1](#).NUM, then one of the following occurs:

- An UNKNOWN error record is selected.
- ERXPFGCTL_EL1 is RAZ/WI.
- Direct reads and writes of ERXPFGCTL_EL1 are NOPs.
- Direct reads and writes of ERXPFGCTL_EL1 are UNDEFINED.

If [ERRSELR_EL1](#).SEL selects an error record owned by a node that does not implement the RAS Common Fault Injection Model Extension, then one of the following occurs:

- ERXPFGCTL_EL1 is RAZ/WI.
- Direct reads and writes of ERXPFGCTL_EL1 are NOPs.
- Direct reads and writes of ERXPFGCTL_EL1 are UNDEFINED.

Note

A node does not implement the RAS Common Fault Injection Model Extension when [ERR<q>FR.INJ](#) == 0b00. <q> is the index of the first error record owned by the same node as error record <n>, where <n> is the value in [ERRSELR_EL1](#).SEL. If the node owns a single record, then q = n.

If [ERRSELR_EL1](#).SEL is not the index of the first error record owned by a node, then [ERR<n>PFGCTL](#) is not present, meaning reads and writes of ERXPFGCTL_EL1 are RES0.

[ERR<n>PFGCTL](#) describes additional constraints that also apply when [ERR<n>PFGCTL](#) is accessed through ERXPFPGCTL_EL1.

Accesses to this register use the following encodings:

MRS <Xt>, ERXPFPGCTL_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0100	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIEN == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.FIEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.ERXPFPGCTL_EL1 ==
'1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.FIEN == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ERXPFPGCTL_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIEN == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.FIEN == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ERXPFPGCTL_EL1;
elsif PSTATE.EL == EL3 then
    return ERXPFPGCTL_EL1;

```

MSR ERXPFPGCTL_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0100	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIEN == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.FIEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.ERXPFPGCTL_EL1 ==
'1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.FIEN == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ERXPFPGCTL_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIEN == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.FIEN == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ERXPFPGCTL_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    ERXPFPGCTL_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERXPFGF_EL1, Selected Pseudo-fault Generation Feature register

The ERXPFGF_EL1 characteristics are:

Purpose

Accesses [ERR<n>PFGF](#) for the error record <n> selected by [ERRSELR_EL1](#).SEL.

Configuration

This register is present only when FEAT_RASv1p1 is implemented. Otherwise, direct accesses to ERXPFGF_EL1 are UNDEFINED.

Attributes

ERXPFGF_EL1 is a 64-bit register.

Field descriptions

The ERXPFGF_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
ERR<n>PFGF																															
ERR<n>PFGF																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

ERXPFGF_EL1 accesses [ERR<n>PFGF](#), where <n> is the value in [ERRSELR_EL1](#).SEL.

Accessing the ERXPFGF_EL1

If [ERRIDR_EL1](#).NUM == 0x0000 or [ERRSELR_EL1](#).SEL is set to a value greater than or equal to [ERRIDR_EL1](#).NUM, then one of the following occurs:

- An UNKNOWN error record is selected.
- ERXPFGF_EL1 is RAZ.
- Direct reads of ERXPFGF_EL1 are NOPs.
- Direct reads of ERXPFGF_EL1 are UNDEFINED.

If [ERRSELR_EL1](#).SEL selects an error record owned by a node that does not implement the RAS Common Fault Injection Model Extension, then one of the following occurs:

- ERXPFGF_EL1 is RAZ.
- Direct reads of ERXPFGF_EL1 are NOPs.
- Direct reads of ERXPFGF_EL1 are UNDEFINED.

Note

A node does not implement the RAS Common Fault Injection Model Extension when [ERR<q>FR](#).INJ == 0b00. <q> is the index of the first error record owned by the same node as error record <n>, where <n> is the value in [ERRSELR_EL1](#).SEL. If the node owns a single record, then q = n.

If [ERRSELR_EL1](#).SEL is not the index of the first error record owned by a node, then [ERR<n>PFGF](#) is not present, meaning reads of ERXPFGF_EL1 are RES0.

[ERR<n>PFGF](#) describes additional constraints that also apply when [ERR<n>PFGF](#) is accessed through ERXPFGF_EL1.

Accesses to this register use the following encodings:

MRS <Xt>, ERXPFGF_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0100	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIEN == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.FIEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.ERXPFGF_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.FIEN == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ERXPFGF_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIEN == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.FIEN == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ERXPFGF_EL1;
elsif PSTATE.EL == EL3 then
    return ERXPFGF_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERXSTATUS_EL1, Selected Error Record Primary Status Register

The ERXSTATUS_EL1 characteristics are:

Purpose

Accesses [ERR<n>STATUS](#) for the error record <n> selected by [ERRSELR_EL1](#).SEL.

Configuration

AArch64 System register ERXSTATUS_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ERXSTATUS\[31:0\]](#).

This register is present only when FEAT_RAS is implemented. Otherwise, direct accesses to ERXSTATUS_EL1 are UNDEFINED.

Attributes

ERXSTATUS_EL1 is a 64-bit register.

Field descriptions

The ERXSTATUS_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
ERR<n>STATUS																															
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
ERR<n>STATUS																															

Bits [63:0]

ERXSTATUS_EL1 accesses [ERR<n>STATUS](#), where <n> is the value in [ERRSELR_EL1](#).SEL.

Accessing the ERXSTATUS_EL1

If [ERRIDR_EL1](#).NUM == 0x0000 or [ERRSELR_EL1](#).SEL is set to a value greater than or equal to [ERRIDR_EL1](#).NUM, then one of the following occurs:

- An UNKNOWN error record is selected.
- ERXSTATUS_EL1 is RAZ/WI.
- Direct reads and writes of ERXSTATUS_EL1 are NOPs.
- Direct reads and writes of ERXSTATUS_EL1 are UNDEFINED.

[ERR<n>STATUS](#) describes additional constraints that also apply when [ERR<n>STATUS](#) is accessed through ERXSTATUS_EL1.

Accesses to this register use the following encodings:

MRS <Xt>, ERXSTATUS_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0100	0b010


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elseif EL2Enabled() && HCR_EL2.TERR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.ERXSTATUS_EL1 ==
'1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif HaveEL(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return ERXSTATUS_EL1;
elseif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elseif HaveEL(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return ERXSTATUS_EL1;
elseif PSTATE.EL == EL3 then
    return ERXSTATUS_EL1;
    
```

MSR ERXSTATUS_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0100	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.TERR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.ERXSTATUS_EL1 ==
'1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ERXSTATUS_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ERXSTATUS_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    ERXSTATUS_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ESR_EL1, Exception Syndrome Register (EL1)

The ESR_EL1 characteristics are:

Purpose

Holds syndrome information for an exception taken to EL1.

Configuration

AArch64 System register ESR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [DFSR\[31:0\]](#).

Attributes

ESR_EL1 is a 64-bit register.

Field descriptions

The ESR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
																RES0																
EC						IL		ISS																								
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	

ESR_EL1 is made UNKNOWN as a result of an exception return from EL1.

When an UNPREDICTABLE instruction is treated as UNDEFINED, and the exception is taken to EL1, the value of ESR_EL1 is UNKNOWN. The value written to ESR_EL1 must be consistent with a value that could be created as a result of an exception from the same Exception level that generated the exception as a result of a situation that is not UNPREDICTABLE at that Exception level, in order to avoid the possibility of a privilege violation.

Bits [63:32]

Reserved, RES0.

EC, bits [31:26]

Exception Class. Indicates the reason for the exception that this register holds information about.

For each EC value, the table references a subsection that gives information about:

- The cause of the exception, for example the configuration required to enable the trap.
- The encoding of the associated ISS.

Possible values of the EC field are:

EC	Meaning	ISS	Applies when
0b000000	Unknown reason.	ISS encoding for exceptions with an unknown reason	
0b000001	Trapped WFI or WFE instruction execution. Conditional WFE and WFI instructions that fail their condition code check do not cause an exception.	ISS encoding for an exception from a WFI or WFE instruction	
0b000011	Trapped MCR or MRC access with (coproc==0b1111) that is not reported using EC 0b000000.	ISS encoding for an exception from an MCR or MRC access	When AArch32 is supported at any Exception level
0b000100	Trapped MCRR or MRRC access with (coproc==0b1111) that is not reported using EC 0b000000.	ISS encoding for an exception from an MCRR or MRRC access	When AArch32 is supported at any Exception level
0b000101	Trapped MCR or MRC access with (coproc==0b1110).	ISS encoding for an exception from an MCR or MRC access	When AArch32 is supported at any Exception level
0b000110	Trapped LDC or STC access. The only architected uses of these instruction are: <ul style="list-style-type: none"> An STC to write data to memory from DBGDTRRXint. An LDC to read data from memory to DBGDTRTXint. 	ISS encoding for an exception from an LDC or STC instruction	When AArch32 is supported at any Exception level
0b000111	Access to SVE, Advanced SIMD, or floating-point functionality trapped by CPACR_EL1.FPEN , CPTR_EL2.FPEN , CPTR_EL2.TFP , or CPTR_EL3.TFP control. Excludes exceptions resulting from CPACR_EL1 when the value of HCR_EL2.TGE is 1, or because SVE or Advanced SIMD and floating-point are not implemented. These are reported with EC value 0b000000 as described in 'The EC used to report an exception routed to EL2 because HCR_EL2.TGE is 1'.	ISS encoding for an exception from an access to SVE, Advanced SIMD or floating-point functionality resulting from the FPEN and TFP traps	

0b001100	Trapped MRRC access with (coproc==0b1110).	ISS encoding for an exception from an MCRR or MRRC access	When AArch32 is supported at any Exception level
0b001101	Branch Target Exception.	ISS encoding for an exception from Branch Target Identification instruction	When FEAT_BTI is implemented
0b001110	Illegal Execution state.	ISS encoding for an exception from an Illegal Execution state, or a PC or SP alignment fault	
0b010001	SVC instruction execution in AArch32 state. This is reported in ESR_EL2 only when the exception is generated because the value of HCR_EL2.TGE is 1.	ISS encoding for an exception from HVC or SVC instruction execution	When AArch32 is supported at any Exception level
0b010101	SVC instruction execution in AArch64 state.	ISS encoding for an exception from HVC or SVC instruction execution	When AArch64 is supported at any Exception level
0b011000	Trapped MSR, MRS or System instruction execution in AArch64 state, that is not reported using EC 0b000000, 0b000001 or 0b000111. This includes all instructions that cause exceptions that are part of the encoding space defined in 'System instruction class encoding overview', except for those exceptions reported using EC values 0b000000, 0b000001, or 0b000111.	ISS encoding for an exception from MSR, MRS, or System instruction execution in AArch64 state	When AArch64 is supported at any Exception level
0b011001	Access to SVE functionality trapped as a result of CPACR_EL1.ZEN , CPTR_EL2.ZEN , CPTR_EL2.TZ , or CPTR_EL3.EZ , that is not reported using EC 0b000000.	ISS encoding for an exception from an access to SVE functionality, resulting from CPACR_EL1.ZEN, CPTER_EL2.ZEN, CPTER_EL2.TZ, or CPTER_EL3.EZ	When FEAT_SVE is implemented
0b011100	Exception from a Pointer Authentication instruction authentication failure	ISS encoding for an exception from a Pointer Authentication instruction authentication failure	When FEAT_FPAC is implemented

0b100000	Instruction Abort from a lower Exception level. Used for MMU faults generated by instruction accesses and synchronous External aborts, including synchronous parity or ECC errors. Not used for debug related exceptions.	ISS encoding for an exception from an Instruction Abort	
0b100001	Instruction Abort taken without a change in Exception level. Used for MMU faults generated by instruction accesses and synchronous External aborts, including synchronous parity or ECC errors. Not used for debug related exceptions.	ISS encoding for an exception from an Instruction Abort	
0b100010	PC alignment fault exception.	ISS encoding for an exception from an Illegal Execution state, or a PC or SP alignment fault	
0b100100	Data Abort from a lower Exception level. Used for MMU faults generated by data accesses, alignment faults other than those caused by Stack Pointer misalignment, and synchronous External aborts, including synchronous parity or ECC errors. Not used for debug related exceptions.	ISS encoding for an exception from a Data Abort	
0b100101	Data Abort taken without a change in Exception level. Used for MMU faults generated by data accesses, alignment faults other than those caused by Stack Pointer misalignment, and synchronous External aborts, including synchronous parity or ECC errors. Not used for debug related exceptions.	ISS encoding for an exception from a Data Abort	
0b100110	SP alignment fault exception.	ISS encoding for an exception from an Illegal Execution state, or a PC or SP alignment fault	
0b101000	Trapped floating-point exception taken from AArch32 state.	ISS encoding for an exception from a trapped	When AArch32 is supported at any

	This EC value is valid if the implementation supports trapping of floating-point exceptions, otherwise it is reserved. Whether a floating-point implementation supports trapping of floating-point exceptions is IMPLEMENTATION DEFINED.	floating-point exception	Exception level
0b101100	Trapped floating-point exception taken from AArch64 state. This EC value is valid if the implementation supports trapping of floating-point exceptions, otherwise it is reserved. Whether a floating-point implementation supports trapping of floating-point exceptions is IMPLEMENTATION DEFINED.	ISS encoding for an exception from a trapped floating-point exception	When AArch64 is supported at any Exception level
0b101111	SError interrupt.	ISS encoding for an SError interrupt	
0b110000	Breakpoint exception from a lower Exception level.	ISS encoding for an exception from a Breakpoint or Vector Catch debug exception	
0b110001	Breakpoint exception taken without a change in Exception level.	ISS encoding for an exception from a Breakpoint or Vector Catch debug exception	
0b110010	Software Step exception from a lower Exception level.	ISS encoding for an exception from a Software Step exception	
0b110011	Software Step exception taken without a change in Exception level.	ISS encoding for an exception from a Software Step exception	
0b110100	Watchpoint exception from a lower Exception level.	ISS encoding for an exception from a Watchpoint exception	
0b110101	Watchpoint exception taken without a change in Exception level.	ISS encoding for an exception from a Watchpoint exception	
0b111000	BKPT instruction execution in AArch32 state.	ISS encoding for an exception from execution of a Breakpoint instruction	When AArch32 is supported at any Exception level

0b111100	BRK instruction execution in AArch64 state. This is reported in ESR_EL3 only if a BRK instruction is executed.	ISS encoding for an exception from execution of a Breakpoint instruction	When AArch64 is supported at any Exception level
----------	--	--	--

All other EC values are reserved by Arm, and:

- Unused values in the range 0b000000 - 0b101100 (0x00 - 0x2C) are reserved for future use for synchronous exceptions.
- Unused values in the range 0b101101 - 0b111111 (0x2D - 0x3F) are reserved for future use, and might be used for synchronous or asynchronous exceptions.

The effect of programming this field to a reserved value is that behavior is CONSTRAINED UNPREDICTABLE.

This field resets to an architecturally UNKNOWN value.

IL, bit [25]

Instruction Length for synchronous exceptions. Possible values of this bit are:

IL	Meaning
0b0	16-bit instruction trapped.
0b1	32-bit instruction trapped. This value is also used when the exception is one of the following: <ul style="list-style-type: none"> • An SError interrupt. • An Instruction Abort exception. • A PC alignment fault exception. • An SP alignment fault exception. • A Data Abort exception for which the value of the ISV bit is 0. • An Illegal Execution state exception. • Any debug exception except for Breakpoint instruction exceptions. For Breakpoint instruction exceptions, this bit has its standard meaning: <ul style="list-style-type: none"> ◦ 0b0: 16-bit T32 BKPT instruction. ◦ 0b1: 32-bit A32 BKPT instruction or A64 BRK instruction. • An exception reported using EC value 0b000000.

This field resets to an architecturally UNKNOWN value.

ISS, bits [24:0]

Instruction Specific Syndrome. Architecturally, this field can be defined independently for each defined Exception class. However, in practice, some ISS encodings are used for more than one Exception class.

Typically, an ISS encoding has a number of subfields. When an ISS subfield holds a register number, the value returned in that field is the AArch64 view of the register number.

For an exception taken from AArch32 state, see 'Mapping of the general-purpose registers between the Execution states'.

If the AArch32 register descriptor is 0b1111, then:

- If the instruction that generated the exception was not UNPREDICTABLE, the field takes the value 0b1111.
- If the instruction that generated the exception was UNPREDICTABLE, the field takes an UNKNOWN value that must be either:
 - The AArch64 view of the register number of a register that might have been used at the Exception level from which the exception was taken.
 - The value 0b1111.

When the EC field is 0b000000, indicating an exception with an unknown reason, the ISS field is not valid, RES0.

ISS encoding for exceptions with an unknown reason

24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								

Bits [24:0]

Reserved, RES0.

When an exception is reported using this EC code the IL field is set to 1.

This EC code is used for all exceptions that are not covered by any other EC value. This includes exceptions that are generated in the following situations:

- The attempted execution of an instruction bit pattern that has no allocated instruction or that is not accessible at the current Exception level and Security state, including:
 - A read access using a System register pattern that is not allocated for reads or that does not permit reads at the current Exception level and Security state.
 - A write access using a System register pattern that is not allocated for writes or that does not permit writes at the current Exception level and Security state.
 - Instruction encodings that are unallocated.
 - Instruction encodings for instructions or System registers that are not implemented in the implementation.
- In Debug state, the attempted execution of an instruction bit pattern that is not accessible in Debug state.
- In Non-debug state, the attempted execution of an instruction bit pattern that is not accessible in Non-debug state.
- In AArch32 state, attempted execution of a short vector floating-point instruction.
- In an implementation that does not include Advanced SIMD and floating-point functionality, an attempted access to Advanced SIMD or floating-point functionality under conditions where that access would be permitted if that functionality was present. This includes the attempted execution of an Advanced SIMD or floating-point instruction, and attempted accesses to Advanced SIMD and floating-point System registers.
- An exception generated because of the value of one of the [SCTLR_EL1](#).{ITD, SED, CP15BEN} control bits.
- Attempted execution of:
 - An HVC instruction when disabled by [HCR_EL2](#).HCD or [SCR_EL3](#).HCE.
 - An SMC instruction when disabled by [SCR_EL3](#).SMD.
 - An HLT instruction when disabled by [EDSCR](#).HDE.
- Attempted execution of an MSR or MRS instruction to access [SP_EL0](#) when the value of [SPSel](#).SP is 0.
- Attempted execution, in Debug state, of:
 - A DCPS1 instruction when the value of [HCR_EL2](#).TGE is 1 and EL2 is disabled or not implemented in the current Security state.
 - A DCPS2 instruction from EL1 or EL0 when EL2 is disabled or not implemented in the current Security state.
 - A DCPS3 instruction when the value of [EDSCR](#).SDD is 1, or when EL3 is not implemented.
- When EL3 is using AArch64, attempted execution from Secure EL1 of an SRS instruction using R13_mon. See 'Traps to EL3 of Secure monitor functionality from Secure EL1 using AArch32'.
- In Debug state when the value of [EDSCR](#).SDD is 1, the attempted execution at EL2, EL1, or EL0 of an instruction that is configured to trap to EL3.
- In AArch32 state, the attempted execution of an MRS (banked register) or an MSR (banked register) instruction to SPSR_mon, SP_mon, or LR_mon.
- An exception that is taken to EL2 because the value of [HCR_EL2](#).TGE is 1 that, if the value of [HCR_EL2](#).TGE was 0 would have been reported with an ESR_ELx.EC value of 0b000111.

ISS encoding for an exception from a WFI or WFE instruction

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
CV	COND				RES0																			TI

CV, bit [24]

Condition code valid. Possible values of this bit are:

CV	Meaning
0b0	The COND field is not valid.
0b1	The COND field is valid.

For exceptions taken from AArch64, CV is set to 1.

For exceptions taken from AArch32:

- When an A32 instruction is trapped, CV is set to 1.
- When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether CV is set to 1 or set to 0. See the description of the COND field for more information.

This field resets to an architecturally UNKNOWN value.

COND, bits [23:20]

For exceptions taken from AArch64, this field is set to 0b1110.

The condition code for the trapped instruction. This field is valid only for exceptions taken from AArch32, and only when the value of CV is 1.

For exceptions taken from AArch32:

- When an A32 instruction is trapped, CV is set to 1 and:
 - If the instruction is conditional, COND is set to the condition code field value from the instruction.
 - If the instruction is unconditional, COND is set to 0b1110.
- A conditional A32 instruction that is known to pass its condition code check can be presented either:
 - With COND set to 0b1110, the value for unconditional.
 - With the COND value held in the instruction.
- When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether:
 - CV is set to 0 and COND is set to an UNKNOWN value. Software must examine the SPSR.IT field to determine the condition, if any, of the T32 instruction.
 - CV is set to 1 and COND is set to the condition code for the condition that applied to the instruction.
- For an implementation that, for both A32 and T32 instructions, takes an exception on a trapped conditional instruction only if the instruction passes its condition code check, these definitions mean that when CV is set to 1 it is IMPLEMENTATION DEFINED whether the COND field is set to 0b1110, or to the value of any condition that applied to the instruction.

This field resets to an architecturally UNKNOWN value.

Bits [19:1]

Reserved, RES0.

TI, bit [0]

Trapped instruction. Possible values of this bit are:

TI	Meaning
0b0	WFI trapped.
0b1	WFE trapped.

This field resets to an architecturally UNKNOWN value.

The following fields describe configuration settings for generating this exception:

- [SCTLR_EL1](#).{nTWE, nTWI}.
- [HCR_EL2](#).{TWE, TWI}.
- [SCR_EL3](#).{TWE, TWI}.

ISS encoding for an exception from an MCR or MRC access

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
CV	COND				Opc2			Opc1			CRn			Rt			CRm			Direction				

CV, bit [24]

Condition code valid. Possible values of this bit are:

CV	Meaning
0b0	The COND field is not valid.
0b1	The COND field is valid.

For exceptions taken from AArch64, CV is set to 1.

For exceptions taken from AArch32:

- When an A32 instruction is trapped, CV is set to 1.
- When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether CV is set to 1 or set to 0. See the description of the COND field for more information.

This field resets to an architecturally UNKNOWN value.

COND, bits [23:20]

For exceptions taken from AArch64, this field is set to 0b1110.

The condition code for the trapped instruction. This field is valid only for exceptions taken from AArch32, and only when the value of CV is 1.

For exceptions taken from AArch32:

- When an A32 instruction is trapped, CV is set to 1 and:
 - If the instruction is conditional, COND is set to the condition code field value from the instruction.
 - If the instruction is unconditional, COND is set to 0b1110.
- A conditional A32 instruction that is known to pass its condition code check can be presented either:
 - With COND set to 0b1110, the value for unconditional.
 - With the COND value held in the instruction.
- When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether:
 - CV is set to 0 and COND is set to an UNKNOWN value. Software must examine the SPSR.IT field to determine the condition, if any, of the T32 instruction.
 - CV is set to 1 and COND is set to the condition code for the condition that applied to the instruction.
- For an implementation that, for both A32 and T32 instructions, takes an exception on a trapped conditional instruction only if the instruction passes its condition code check, these definitions mean that when CV is set to 1 it is IMPLEMENTATION DEFINED whether the COND field is set to 0b1110, or to the value of any condition that applied to the instruction.

This field resets to an architecturally UNKNOWN value.

Opc2, bits [19:17]

The Opc2 value from the issued instruction.

For a trapped VMRS access, holds the value 0b000.

This field resets to an architecturally UNKNOWN value.

Opc1, bits [16:14]

The Opc1 value from the issued instruction.

For a trapped VMRS access, holds the value 0b111.

This field resets to an architecturally UNKNOWN value.

CRn, bits [13:10]

The CRn value from the issued instruction.

For a trapped VMRS access, holds the reg field from the VMRS instruction encoding.

This field resets to an architecturally UNKNOWN value.

Rt, bits [9:5]

The Rt value from the issued instruction, the general-purpose register used for the transfer. The reported value gives the AArch64 view of the register. See 'Mapping of the general-purpose registers between the Execution states'.

This field resets to an architecturally UNKNOWN value.

CRm, bits [4:1]

The CRm value from the issued instruction.

For a trapped VMRS access, holds the value 0b0000.

This field resets to an architecturally UNKNOWN value.

Direction, bit [0]

Indicates the direction of the trapped instruction. The possible values of this bit are:

Direction	Meaning
0b0	Write to System register space. MCR instruction.
0b1	Read from System register space. MRC or VMRS instruction.

This field resets to an architecturally UNKNOWN value.

The following fields describe configuration settings for generating exceptions that are reported using EC value 0b000011:

- [CNTKCTL_EL1](#).{EL0PTEN, EL0VTEN, EL0PCTEN, EL0VCTEN}, for accesses to the Generic Timer Registers from EL0 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL1 or EL2.
- [PMUSERENR_EL0](#).{ER, CR, SW, EN}, for accesses to Performance Monitor registers from EL0 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL1 or EL2.
- [AMUSERENR_EL0](#).EN, for accesses to Activity Monitors registers from EL0 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL1 or EL2.
- [HCR_EL2](#).{TRVM, TVM}, for accesses to virtual memory control registers from EL1 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL2.
- [HCR_EL2](#).TTLB, for execution of TLB maintenance instructions at EL1 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL2.
- [HCR_EL2](#).{TSW, TPC, TPU} for execution of cache maintenance instructions at EL0 and EL1 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL2.
- [HCR_EL2](#).TACR, for accesses to the Auxiliary Control Register at EL1 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL2.
- [HCR_EL2](#).TIDCP, for accesses to lockdown, DMA, and TCM operations at EL0 and EL1 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL2.
- [HCR_EL2](#).{TID1, TID2, TID3}, for accesses to ID registers at EL0 and EL1 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL2.
- [CPTR_EL2](#).TCPAC, for accesses to [CPACR_EL1](#) or [CPACR](#) using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL2.
- [HSTR_EL2](#).T<n>, for accesses to System registers using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL2.
- [CNTHCTL_EL2](#).EL1PCEN, for accesses to the Generic Timer registers from EL0 and EL1 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL2.
- [MDCR_EL2](#).{TPM, TPMCR}, for accesses to Performance Monitor registers from EL0 and EL1 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL2.
- [CPTR_EL2](#).TAM, for accesses to Activity Monitors registers from EL0 and EL1 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL2.
- [CPTR_EL3](#).TCPAC, for accesses to [CPACR](#) from EL1 and EL2, and accesses to [HCPTR](#) from EL2 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL3.
- [MDCR_EL3](#).TPM, for accesses to Performance Monitor registers from EL0, EL1 and EL2 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL3.
- [CPTR_EL3](#).TAM, for accesses to Activity Monitors registers from EL0, EL1 and EL2 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL3.
- For information on other traps using EC value 0b000011, see 'Traps to EL3 of Secure monitor functionality from Secure EL1 using AArch32'.
- If FEAT_FGT is implemented, MCR or MRC access to some registers at EL0, trapped to EL2.

The following fields describe configuration settings for generating exceptions that are reported using EC value 0b000101:

- [CPACR_EL1](#).TTA for accesses to trace registers, MCR or MRC access (coproc == 0b1110) trapped to EL1 or EL2.
- [MDSCR_EL1](#).TDCC, for accesses to the Debug Communications Channel (DCC) registers at EL0 and EL1 using AArch32 state, MCR or MRC access (coproc == 0b1110) trapped to EL1 or EL2.
- If FEAT_FGT is implemented, [MDCR_EL2](#).TDCC for accesses to the DCC registers at EL0 and EL1 trapped to EL2, and [MDCR_EL3](#).TDCC for accesses to the DCC registers at EL0, EL1, and EL2 trapped to EL3.
- [HCR_EL2](#).TID0, for accesses to the [JIDR](#) register in the ID group 0 at EL0 and EL1 using AArch32, MRC access (coproc == 0b1110) trapped to EL2.
- [CPTR_EL2](#).TTA, for accesses to trace registers using AArch32, MCR or MRC access (coproc == 0b1110) trapped to EL2.
- [MDCR_EL2](#).TDRA, for accesses to Debug ROM registers [DBGDRAR](#) and AArch-DBGDSAR using AArch32, MCR or MRC access (coproc == 0b1110) trapped to EL2.
- [MDCR_EL2](#).TDOSA, for accesses to powerdown debug registers, using AArch32 state, MCR or MRC access (coproc == 0b1110) trapped to EL2.
- [MDCR_EL2](#).TDA, for accesses to other debug registers, using AArch32 state, MCR or MRC access (coproc == 0b1110) trapped to EL2.
- [CPTR_EL3](#).TTA, for accesses to trace registers using AArch32, MCR or MRC access (coproc == 0b1110) trapped to EL3.
- [MDCR_EL3](#).TDOSA, for accesses to powerdown debug registers using AArch32, MCR or MRC access (coproc == 0b1110) trapped to EL3.
- [MDCR_EL3](#).TDA, for accesses to other debug registers, using AArch32, MCR or MRC access (coproc == 0b1110) trapped to EL3.

The following fields describe configuration settings for generating exceptions that are reported using EC value 0b001000:

- [HCR_EL2](#).TID0, for accesses to the [FPSID](#) register in ID group 0 at EL1 using AArch32 state, VMRS access trapped to EL2.
- [HCR_EL2](#).TID3, for accesses to registers in ID group 3 including [MVFR0](#), [MVFR1](#) and [MVFR2](#), VMRS access trapped to EL2.

ISS encoding for an exception from an MCRR or MRRC access

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
CV	COND				Opc1				RES0	Rt2				Rt				CRm				Direction		

CV, bit [24]

Condition code valid. Possible values of this bit are:

CV	Meaning
0b0	The COND field is not valid.
0b1	The COND field is valid.

For exceptions taken from AArch64, CV is set to 1.

For exceptions taken from AArch32:

- When an A32 instruction is trapped, CV is set to 1.
- When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether CV is set to 1 or set to 0. See the description of the COND field for more information.

This field resets to an architecturally UNKNOWN value.

COND, bits [23:20]

For exceptions taken from AArch64, this field is set to 0b1110.

The condition code for the trapped instruction. This field is valid only for exceptions taken from AArch32, and only when the value of CV is 1.

For exceptions taken from AArch32:

- When an A32 instruction is trapped, CV is set to 1 and:
 - If the instruction is conditional, COND is set to the condition code field value from the instruction.
 - If the instruction is unconditional, COND is set to 0b1110.
- A conditional A32 instruction that is known to pass its condition code check can be presented either:
 - With COND set to 0b1110, the value for unconditional.
 - With the COND value held in the instruction.
- When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether:
 - CV is set to 0 and COND is set to an UNKNOWN value. Software must examine the SPSR.IT field to determine the condition, if any, of the T32 instruction.
 - CV is set to 1 and COND is set to the condition code for the condition that applied to the instruction.
- For an implementation that, for both A32 and T32 instructions, takes an exception on a trapped conditional instruction only if the instruction passes its condition code check, these definitions mean that when CV is set to 1 it is IMPLEMENTATION DEFINED whether the COND field is set to 0b1110, or to the value of any condition that applied to the instruction.

This field resets to an architecturally UNKNOWN value.

Opc1, bits [19:16]

The Opc1 value from the issued instruction.

This field resets to an architecturally UNKNOWN value.

Bit [15]

Reserved, RES0.

Rt2, bits [14:10]

The Rt2 value from the issued instruction, the second general-purpose register used for the transfer. The reported value gives the AArch64 view of the register. See 'Mapping of the general-purpose registers between the Execution states'.

This field resets to an architecturally UNKNOWN value.

Rt, bits [9:5]

The Rt value from the issued instruction, the first general-purpose register used for the transfer. The reported value gives the AArch64 view of the register. See 'Mapping of the general-purpose registers between the Execution states'.

This field resets to an architecturally UNKNOWN value.

CRm, bits [4:1]

The CRm value from the issued instruction.

This field resets to an architecturally UNKNOWN value.

Direction, bit [0]

Indicates the direction of the trapped instruction. The possible values of this bit are:

Direction	Meaning
0b0	Write to System register space. MCRR instruction.
0b1	Read from System register space. MRRC instruction.

This field resets to an architecturally UNKNOWN value.

The following fields describe configuration settings for generating exceptions that are reported using EC value 0b000100:

- [CNTKCTL_EL1](#).{ELOPTEN, EL0VTEN, ELOPCTEN, EL0VCTEN}, for accesses to the Generic Timer Registers from EL0 using AArch32 state, MCRR or MRRC access (coproc == 0b1111) trapped to EL1 or EL2.
- [PMUSERENR_EL0](#).{CR, EN}, for accesses to Performance Monitor registers from EL0 using AArch32 state, MCRR or MRRC access (coproc == 0b1111) trapped to EL1 or EL2.
- [AMUSERENR_EL0](#).{EN}, for accesses to Activity Monitors registers AMEVCNTR0<n> and AMEVCNTR1<n> from EL0 using AArch32 state, MCRR or MRRC access (coproc == 0b1111) trapped to EL1 or EL2.
- [HCR_EL2](#).{TRVM, TVM}, for accesses to virtual memory control registers from EL1 using AArch32 state, MCRR or MRRC access (coproc == 0b1111) trapped to EL2.
- [HSTR_EL2](#).T<n>, for accesses to System registers using AArch32 state, MCRR or MRRC access (coproc == 0b1111) trapped to EL2.
- [CNTHCTL_EL2](#).{EL1PCEN, EL1PCTEN}, for accesses to the Generic Timer registers from EL0 and EL1 using AArch32 state, MCRR or MRRC access (coproc == 0b1111) trapped to EL2.
- [MDCR_EL2](#).{TPM, TPMCR}, for accesses to Performance Monitor registers from EL0 and EL1 using AArch32 state, MCRR or MRRC access (coproc == 0b1111) trapped to EL2.
- [CPTR_EL2](#).TAM, for accesses to Activity Monitors registers registers AMEVCNTR0<n> and AMEVCNTR1<n> from EL0 and EL1 using AArch32 state, MCRR or MRRC access (coproc == 0b1111) trapped to EL2.
- [MDCR_EL3](#).TPM, for accesses to Performance Monitor registers from EL0, EL1 and EL2 using AArch32 state, MCRR or MRRC access (coproc == 0b1111) trapped to EL3.
- [CPTR_EL3](#).TAM, for accesses to Activity Monitors registers from EL0, EL1 and EL2 using AArch32 state, MCRR or MRRC access (coproc == 0b1111) trapped to EL3.
- If FEAT_FGT is implemented, [HDFGRTR_EL2](#).PMCCNTR_EL0 for MRRC access and [HDFGWTR_EL2](#).PMCCNTR_EL0 for MCRR access to [PMCCNTR](#) at EL0, trapped to EL2.

The following sections describe configuration settings for generating exceptions that are reported using EC value 0b001100:

- [MDSCR_EL1](#).TDCC, for accesses to the Debug ROM registers [DBGDSAR](#) and [DBGDRAR](#) at EL0 using AArch32 state, MCRR or MRRC access (coproc == 0b1110) trapped to EL1 or EL2.
- [MDCR_EL2](#).TDRA, for accesses to Debug ROM registers [DBGDRAR](#) and AArch-DBGDSAR using AArch32, MCRR or MRRC access (coproc == 0b1110) trapped to EL2.
- [MDCR_EL3](#).TDA, for accesses to debug registers, using AArch32, MCRR or MRRC access (coproc == 0b1110) trapped to EL3.
- [CPACR_EL1](#).TTA for accesses to trace registers using AArch32, MCRR or MRRC access (coproc == 0b1110) trapped to EL1 or EL2.
- [CPTR_EL2](#).TTA, for accesses to trace registers using AArch32, MCRR or MRRC access (coproc == 0b1110) trapped to EL2.
- [CPTR_EL3](#).TTA, for accesses to trace registers using AArch32, MCRR or MRRC access (coproc == 0b1110) trapped to EL3.

Note

If the Armv8-A architecture is implemented with an ETMv4 implementation, MCRR and MRRC accesses to trace registers are UNDEFINED and the resulting exception is higher priority than an exception due to these traps.

ISS encoding for an exception from an LDC or STC instruction

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
CV	COND				imm8								RES0	Rn				Offset	AM		Direction			

CV, bit [24]

Condition code valid. Possible values of this bit are:

CV	Meaning
0b0	The COND field is not valid.
0b1	The COND field is valid.

For exceptions taken from AArch64, CV is set to 1.

For exceptions taken from AArch32:

- When an A32 instruction is trapped, CV is set to 1.

- When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether CV is set to 1 or set to 0. See the description of the COND field for more information.

This field resets to an architecturally UNKNOWN value.

COND, bits [23:20]

For exceptions taken from AArch64, this field is set to 0b1110.

The condition code for the trapped instruction. This field is valid only for exceptions taken from AArch32, and only when the value of CV is 1.

For exceptions taken from AArch32:

- When an A32 instruction is trapped, CV is set to 1 and:
 - If the instruction is conditional, COND is set to the condition code field value from the instruction.
 - If the instruction is unconditional, COND is set to 0b1110.
- A conditional A32 instruction that is known to pass its condition code check can be presented either:
 - With COND set to 0b1110, the value for unconditional.
 - With the COND value held in the instruction.
- When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether:
 - CV is set to 0 and COND is set to an UNKNOWN value. Software must examine the SPSR.IT field to determine the condition, if any, of the T32 instruction.
 - CV is set to 1 and COND is set to the condition code for the condition that applied to the instruction.
- For an implementation that, for both A32 and T32 instructions, takes an exception on a trapped conditional instruction only if the instruction passes its condition code check, these definitions mean that when CV is set to 1 it is IMPLEMENTATION DEFINED whether the COND field is set to 0b1110, or to the value of any condition that applied to the instruction.

This field resets to an architecturally UNKNOWN value.

imm8, bits [19:12]

The immediate value from the issued instruction.

This field resets to an architecturally UNKNOWN value.

Bits [11:10]

Reserved, RES0.

Rn, bits [9:5]

The Rn value from the issued instruction, the general-purpose register used for the transfer. The reported value gives the AArch64 view of the register. See 'Mapping of the general-purpose registers between the Execution states'.

This field is valid only when AM[2] is 0, indicating an immediate form of the LDC or STC instruction. When AM[2] is 1, indicating a literal form of the LDC or STC instruction, this field is UNKNOWN.

This field resets to an architecturally UNKNOWN value.

Offset, bit [4]

Indicates whether the offset is added or subtracted:

Offset	Meaning
0b0	Subtract offset.
0b1	Add offset.

This bit corresponds to the U bit in the instruction encoding.

This field resets to an architecturally UNKNOWN value.

AM, bits [3:1]

Addressing mode. The permitted values of this field are:

AM	Meaning
0b000	Immediate unindexed.
0b001	Immediate post-indexed.
0b010	Immediate offset.
0b011	Immediate pre-indexed.
0b100	For a trapped STC instruction or a trapped T32 LDC instruction this encoding is reserved.
0b110	For a trapped STC instruction, this encoding is reserved.

The values 0b101 and 0b111 are reserved. The effect of programming this field to a reserved value is that behavior is **CONSTRAINED UNPREDICTABLE**, as described in 'Reserved values in System and memory-mapped registers and translation table entries'.

Bit [2] in this subfield indicates the instruction form, immediate or literal.

Bits [1:0] in this subfield correspond to the bits {P, W} in the instruction encoding.

This field resets to an architecturally **UNKNOWN** value.

Direction, bit [0]

Indicates the direction of the trapped instruction. The possible values of this bit are:

Direction	Meaning
0b0	Write to memory. STC instruction.
0b1	Read from memory. LDC instruction.

This field resets to an architecturally **UNKNOWN** value.

The following fields describe the configuration settings for the traps that are reported using EC value 0b000110:

- [MDSCR_EL1](#).TDCC, for accesses using AArch32 state, LDC access to [DBGDTRTXint](#) or STC access to [DBGDTRRXint](#) trapped to EL1 or EL2.
- [MDCR_EL2](#).TDA, for accesses using AArch32 state, LDC access to [DBGDTRTXint](#) or STC access to [DBGDTRRXint](#) MCR or MRC access trapped to EL2.
- [MDCR_EL3](#).TDA, for accesses using AArch32 state, LDC access to [DBGDTRTXint](#) or STC access to [DBGDTRRXint](#) MCR or MRC access trapped to EL3.
- If FEAT_FGT is implemented, [MDCR_EL2](#).TDCC for LDC and STC accesses to the DCC registers at EL0 and EL1 trapped to EL2, and [MDCR_EL3](#).TDCC for accesses to the DCC registers at EL0, EL1, and EL2 trapped to EL3.

ISS encoding for an exception from an access to SVE, Advanced SIMD or floating-point functionality, resulting from the FPEN and TFP traps

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
CV	COND				RES0																			

The accesses covered by this trap include:

- Execution of SVE or Advanced SIMD and floating-point instructions.
- Accesses to the Advanced SIMD and floating-point System registers.

For an implementation that does not include either SVE or support for floating-point and Advanced SIMD, the exception is reported using the EC value 0b000000.

CV, bit [24]

Condition code valid. Possible values of this bit are:

CV	Meaning
0b0	The COND field is not valid.
0b1	The COND field is valid.

For exceptions taken from AArch64, CV is set to 1.

For exceptions taken from AArch32:

- When an A32 instruction is trapped, CV is set to 1.
- When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether CV is set to 1 or set to 0. See the description of the COND field for more information.

This field resets to an architecturally UNKNOWN value.

COND, bits [23:20]

For exceptions taken from AArch64, this field is set to 0b1110.

The condition code for the trapped instruction. This field is valid only for exceptions taken from AArch32, and only when the value of CV is 1.

For exceptions taken from AArch32:

- When an A32 instruction is trapped, CV is set to 1 and:
 - If the instruction is conditional, COND is set to the condition code field value from the instruction.
 - If the instruction is unconditional, COND is set to 0b1110.
- A conditional A32 instruction that is known to pass its condition code check can be presented either:
 - With COND set to 0b1110, the value for unconditional.
 - With the COND value held in the instruction.
- When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether:
 - CV is set to 0 and COND is set to an UNKNOWN value. Software must examine the SPSR.IT field to determine the condition, if any, of the T32 instruction.
 - CV is set to 1 and COND is set to the condition code for the condition that applied to the instruction.
- For an implementation that, for both A32 and T32 instructions, takes an exception on a trapped conditional instruction only if the instruction passes its condition code check, these definitions mean that when CV is set to 1 it is IMPLEMENTATION DEFINED whether the COND field is set to 0b1110, or to the value of any condition that applied to the instruction.

This field resets to an architecturally UNKNOWN value.

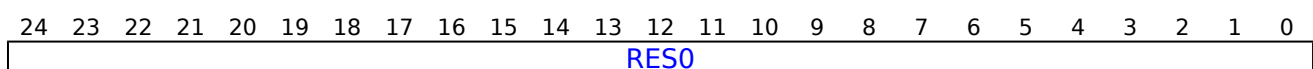
Bits [19:0]

Reserved, RES0.

The following sections describe the configuration settings for the traps that are reported using EC value 0b000111:

- [CPACR_EL1.FPEN](#), for accesses to SIMD and floating-point registers trapped to EL1.
- [CPTR_EL2.TFP](#), for accesses to SIMD and floating-point registers trapped to EL2.
- [CPTR_EL2.TFP](#), for accesses to SIMD and floating-point registers trapped to EL3.

ISS encoding for an exception from an access to SVE functionality, resulting from CPACR_EL1.ZEN, CPTR_EL2.ZEN, CPTR_EL2.TZ, or CPTR_EL3.EZ



The accesses covered by this trap include:

- Execution of SVE instructions.
- Accesses to the SVE System registers, ZCR_ELx and ID_AA64ZFR0_EL1.

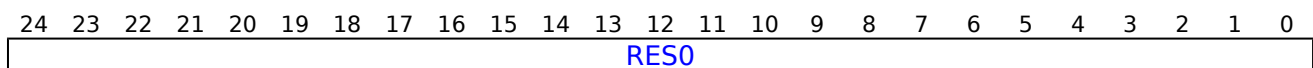
For an implementation that does not include SVE, the exception is reported using the EC value 0b000000.

Bits [24:0]

Reserved, RES0.

The following sections describe the configuration setting for the traps:

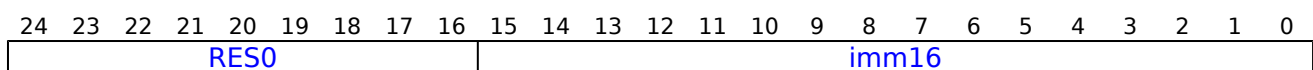
- [CPACR_EL1.ZEN](#), for accesses to SVE registers at EL0 or EL1, trapped to EL2.
- [CPTR_EL2.ZEN](#), for accesses to SVE registers at EL0, EL1, or EL2, trapped to EL2.
- [CPTR_EL2.TZ](#), for accesses to SVE instructions and instructions that access SVE System registers at EL0, EL1, or EL2, trapped to EL2.
- [CPTR_EL3.EZ](#), for accesses to SVE functionality and registers from all Exception levels, trapped to EL3.

ISS encoding for an exception from an Illegal Execution state, or a PC or SP alignment fault**Bits [24:0]**

Reserved, RES0.

There are no configuration settings for generating Illegal Execution state exceptions and PC alignment fault exceptions. For more information about these exceptions see 'The Illegal Execution state exception' and 'PC alignment checking'.

'SP alignment checking' describes the configuration settings for generating SP alignment fault exceptions.

ISS encoding for an exception from HVC or SVC instruction execution**Bits [24:16]**

Reserved, RES0.

imm16, bits [15:0]

The value of the immediate field from the HVC or SVC instruction.

For an HVC instruction, and for an A64 SVC instruction, this is the value of the imm16 field of the issued instruction.

For an A32 or T32 SVC instruction:

- If the instruction is unconditional, then:
 - For the T32 instruction, this field is zero-extended from the imm8 field of the instruction.
 - For the A32 instruction, this field is the bottom 16 bits of the imm24 field of the instruction.
- If the instruction is conditional, this field is UNKNOWN.

This field resets to an architecturally UNKNOWN value.

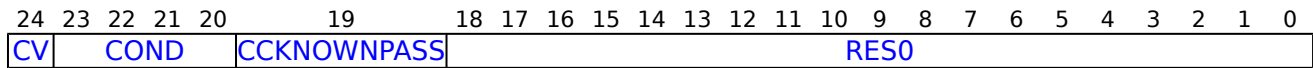
In AArch32 state, the HVC instruction is unconditional, and a conditional SVC instruction generates an exception only if it passes its condition code check. Therefore, the syndrome information for these exceptions does not require conditionality information.

For T32 and A32 instructions, see 'SVC' and 'HVC'.

For A64 instructions, see 'SVC' and 'HVC'.

If FEAT_FGT is implemented, [HFGITR_EL2](#).{SVC_EL1, SVC_EL0} control fine-grained traps on SVC execution.

ISS encoding for an exception from SMC instruction execution in AArch32 state



For an SMC instruction that completes normally and generates an exception that is taken to EL3, the ISS encoding is RES0.

For an SMC instruction that is trapped to EL2 from EL1 because [HCR_EL2.TSC](#) is 1, the ISS encoding is as shown in the diagram.

CV, bit [24]

Condition code valid. Possible values of this bit are:

CV	Meaning
0b0	The COND field is not valid.
0b1	The COND field is valid.

For exceptions taken from AArch64, CV is set to 1.

For exceptions taken from AArch32:

- When an A32 instruction is trapped, CV is set to 1.
- When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether CV is set to 1 or set to 0. See the description of the COND field for more information.

This field is only valid if CCKNOWNPASS is 1, otherwise it is RES0.

This field resets to an architecturally UNKNOWN value.

COND, bits [23:20]

For exceptions taken from AArch64, this field is set to 0b1110.

The condition code for the trapped instruction. This field is valid only for exceptions taken from AArch32, and only when the value of CV is 1.

For exceptions taken from AArch32:

- When an A32 instruction is trapped, CV is set to 1 and:
 - If the instruction is conditional, COND is set to the condition code field value from the instruction.
 - If the instruction is unconditional, COND is set to 0b1110.
- A conditional A32 instruction that is known to pass its condition code check can be presented either:
 - With COND set to 0b1110, the value for unconditional.
 - With the COND value held in the instruction.
- When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether:
 - CV is set to 0 and COND is set to an UNKNOWN value. Software must examine the SPSR.IT field to determine the condition, if any, of the T32 instruction.
 - CV is set to 1 and COND is set to the condition code for the condition that applied to the instruction.
- For an implementation that, for both A32 and T32 instructions, takes an exception on a trapped conditional instruction only if the instruction passes its condition code check, these definitions mean that when CV is set to 1 it is IMPLEMENTATION DEFINED whether the COND field is set to 0b1110, or to the value of any condition that applied to the instruction.

This field is only valid if CCKNOWNPASS is 1, otherwise it is RES0.

This field resets to an architecturally UNKNOWN value.

CCKNOWNPASS, bit [19]

Indicates whether the instruction might have failed its condition code check.

CCKNOWNPASS	Meaning
0b0	The instruction was unconditional, or was conditional and passed its condition code check.
0b1	The instruction was conditional, and might have failed its condition code check.

Note

In an implementation in which an SMC instruction that fails its code check is not trapped, this field can always return the value 0.

This field resets to an architecturally UNKNOWN value.

Bits [18:0]

Reserved, RES0.

HCR_EL2.TSC describes the configuration settings for trapping SMC instructions to EL2.

'System calls' describes the case where these exceptions are trapped to EL3.

ISS encoding for an exception from SMC instruction execution in AArch64 state

24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0										imm16														

Bits [24:16]

Reserved, RES0.

imm16, bits [15:0]

The value of the immediate field from the issued SMC instruction.

This field resets to an architecturally UNKNOWN value.

The value of ISS[24:0] described here is used both:

- When an SMC instruction is trapped from EL1 modes.
- When an SMC instruction is not trapped, so completes normally and generates an exception that is taken to EL3.

HCR_EL2.TSC describes the configuration settings for trapping SMC from EL1 modes.

'System calls' describes the case where these exceptions are trapped to EL3.

ISS encoding for an exception from MSR, MRS, or System instruction execution in AArch64 state

24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0				Op0		Op2		Op1			CRn			Rt				CRm			Direction			

Bits [24:22]

Reserved, RES0.

Op0, bits [21:20]

The Op0 value from the issued instruction.

This field resets to an architecturally UNKNOWN value.

Op2, bits [19:17]

The Op2 value from the issued instruction.

This field resets to an architecturally UNKNOWN value.

Op1, bits [16:14]

The Op1 value from the issued instruction.

This field resets to an architecturally UNKNOWN value.

CRn, bits [13:10]

The CRn value from the issued instruction.

This field resets to an architecturally UNKNOWN value.

Rt, bits [9:5]

The Rt value from the issued instruction, the general-purpose register used for the transfer.

This field resets to an architecturally UNKNOWN value.

CRm, bits [4:1]

The CRm value from the issued instruction.

This field resets to an architecturally UNKNOWN value.

Direction, bit [0]

Indicates the direction of the trapped instruction. The possible values of this bit are:

Direction	Meaning
0b0	Write access, including MSR instructions.
0b1	Read access, including MRS instructions.

This field resets to an architecturally UNKNOWN value.

For exceptions caused by System instructions, see 'System instructions' subsection of 'Branches, exception generating and System instructions' for the encoding values returned by an instruction.

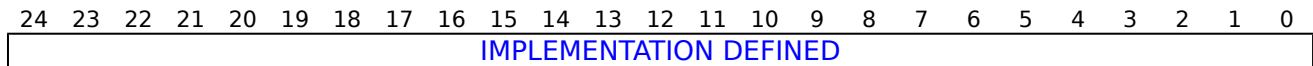
The following fields describe configuration settings for generating the exception that is reported using EC value 0b011000:

- [SCTLR_EL1](#).UCI, for execution of cache maintenance instructions using AArch64 state, MSR or MRS access trapped to EL1 or EL2.
- [SCTLR_EL1](#).UCT, for accesses to [CTR_EL0](#) using AArch64 state, MSR or MRS access trapped to EL1 or EL2.
- [SCTLR_EL1](#).DZE, for execution of DC ZVA instructions using AArch64 state, MSR or MRS access trapped to EL1 or EL2.
- [SCTLR_EL1](#).UMA, for accesses to the PSTATE interrupt masks using AArch64 state, MSR or MRS access trapped to EL1 or EL2.
- [CPACR_EL1](#).TTA, for accesses to the trace registers using AArch64 state, MSR or MRS access trapped to EL1 or EL2.
- [MDSCR_EL1](#).TDCC, for accesses to the Debug Communications Channel (DCC) registers using AArch64 state, MSR or MRS access trapped to EL1 or EL2.
- If FEAT_FGT is implemented, [MDCR_EL2](#).TDCC for accesses to the DCC registers at EL0 and EL1 trapped to EL2, and [MDCR_EL3](#).TDCC for accesses to the DCC registers at EL0, EL1, and EL2 trapped to EL3.
- [CNTKCTL_EL1](#).{EL0PTEN, EL0VTEN, EL0PCTEN, EL0VCTEN} accesses to the Generic Timer registers using AArch64 state, MSR or MRS access trapped to EL1 or EL2.

- [PMUSERENR_EL0](#).{ER, CR, SW, EN}, for accesses to the Performance Monitor registers using AArch64 state, MSR or MRS access trapped to EL1 or EL2.
- [AMUSERENR_EL0](#).EN, for accesses to Activity Monitors registers using AArch64 state, MSR or MRS access trapped to EL1 or EL2.
- [HCR_EL2](#).{TRVM, TVM}, for accesses to virtual memory control registers using AArch64 state, MSR or MRS access trapped to EL2.
- [HCR_EL2](#).TDZ, for execution of DC ZVA instructions using AArch64 state, MSR or MRS access trapped to EL2.
- [HCR_EL2](#).TTLB, for execution of TLB maintenance instructions using AArch64 state, MSR or MRS access trapped to EL2.
- [HCR_EL2](#).{TSW, TPC, TPU}, for execution of cache maintenance instructions using AArch64 state, MSR or MRS access trapped to EL2.
- [HCR_EL2](#).TACR, for accesses to the Auxiliary Control Register, [ACTLR_EL1](#), using AArch64 state, MSR or MRS access trapped to EL2.
- [HCR_EL2](#).TIDCP, for accesses to lockdown, DMA, and TCM operations using AArch64 state, MSR or MRS access trapped to EL2.
- [HCR_EL2](#).{TID1, TID2, TID3}, for accesses to ID group 1, ID group 2 or ID group 3 registers, using AArch64 state, MSR or MRS access trapped to EL2.
- [CPTR_EL2](#).TCPAC, for accesses to [CPACR_EL1](#), using AArch64 state, MSR or MRS access trapped to EL2.
- [CPTR_EL2](#).TTA, for accesses to the trace registers, using AArch64 state, MSR or MRS access trapped to EL2.
- [MDCR_EL2](#).TTRF, for accesses to the trace filter register, [TRFCR_EL1](#), using AArch64 state, MSR or MRS access trapped to EL2.
- [MDCR_EL2](#).TDRA, for accesses to Debug ROM registers, using AArch64 state, MSR or MRS access trapped to EL2.
- [MDCR_EL2](#).TDOSA, for accesses to powerdown debug registers using AArch64 state, MSR or MRS access trapped to EL2.
- [CNTHCTL_EL2](#).{EL1PCEN, EL1PCTEN}, for accesses to the Generic Timer registers using AArch64 state, MSR or MRS access trapped to EL2.
- [MDCR_EL2](#).TDA, for accesses to debug registers using AArch64 state, MSR or MRS access trapped to EL2.
- [MDCR_EL2](#).{TPM, TPMCR}, for accesses to Performance Monitor registers, using AArch64 state, MSR or MRS access trapped to EL2.
- [CPTR_EL2](#).TAM, for accesses to Activity Monitors registers, using AArch64 state, MSR or MRS access trapped to EL2.
- [HCR_EL2](#).APK, for accesses to Pointer authentication key registers. using AArch64 state, MSR or MRS access trapped to EL2.
- [HCR_EL2](#).{NV, NV1}, for Nested virtualization register access, using AArch64 state, MSR or MRS access, trapped to EL2.
- [HCR_EL2](#).AT, for execution of AT S1E* instructions, using AArch64 state, MSR or MRS access, trapped to EL2.
- [HCR_EL2](#).{TERR, FIEN}, for accesses to RAS registers, using AArch64 state, MSR or MRS access, trapped to EL2.
- [SCR_EL3](#).APK, for accesses to Pointer authentication key registers, using AArch64 state, MSR or MRS access trapped to EL3.
- [SCR_EL3](#).ST, for accesses to the Counter-timer Physical Secure timer registers, using AArch64 state, MSR or MRS access trapped to EL3.
- [SCR_EL3](#).{TERR, FIEN}, for accesses to RAS registers, using AArch64 state, MSR or MRS access trapped to EL3.
- [CPTR_EL3](#).TCPAC, for accesses to [CPTR_EL2](#) and [CPACR_EL1](#) using AArch64 state, MSR or MRS access trapped to EL3.
- [CPTR_EL3](#).TTA, for accesses to the trace registers, using AArch64 state, MSR or MRS access trapped to EL3.
- [MDCR_EL3](#).TTRF, for accesses to the filter trace control registers, [TRFCR_EL1](#) and [TRFCR_EL2](#), using AArch64 state, MSR or MRS access trapped to EL3.
- [MDCR_EL3](#).TDA, for accesses to debug registers, using AArch64 state, MSR or MRS access trapped to EL3.
- [MDCR_EL3](#).TDOSA, for accesses to powerdown debug registers, using AArch64 state, MSR or MRS access trapped to EL3.
- [MDCR_EL3](#).TPM, for accesses to Performance Monitor registers, using AArch64 state, MSR or MRS access trapped to EL3.
- [CPTR_EL3](#).TAM, for accesses to Activity Monitors registers, using AArch64 state, MSR or MRS access, trapped to EL3.
- If FEAT_EVT is implemented the following registers control traps for EL1 and EL0 Cache controls that use this EC value:
 - [HCR_EL2](#).{TTLBOS, TTLBIS, TICAB, TOCU, TID4}.
 - [HCR2](#).{TTLBIS, TICAB, TOCU, TID4}.
- If FEAT_FGT is implemented:

- [SCR_EL3.FGTEn](#), for accesses to the fine-grained trap registers, MSR or MRS access at EL2 trapped to EL3.
- [HFGTR_EL2](#) for reads and [HFGWTR_EL2](#) for writes of registers, using AArch64 state, MSR or MRS access at EL0 and EL1 trapped to EL2.
- [HFGITR_EL2](#) for execution of system instructions, MSR or MRS access trapped to EL2
- [HDFGTR_EL2](#) for reads and [HDFGWTR_EL2](#) for writes of registers, using AArch64 state, MSR or MRS access at EL0 and EL1 state trapped to EL2.
- [HAFGRTR_EL2](#) for reads of Activity Monitor counters, using AArch64 state, MRS access at EL0 and EL1 trapped to EL2.

ISS encoding for an IMPLEMENTATION DEFINED exception to EL3

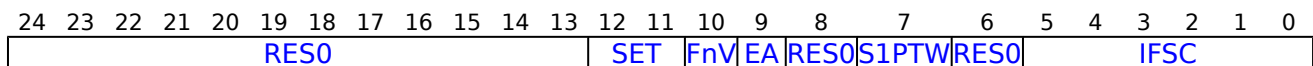


IMPLEMENTATION DEFINED, bits [24:0]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

ISS encoding for an exception from an Instruction Abort



Bits [24:13]

Reserved, RES0.

SET, bits [12:11]

When FEAT_RAS is implemented:

Synchronous Error Type. When IFSC is 0b010000, describes the PE error state after taking the Instruction Abort exception. The possible values of this field are:

SET	Meaning
0b00	Recoverable state (UER).
0b10	Uncontainable (UC).
0b11	Restartable state (UEO).

All other values are reserved.

Note

Software can use this information to determine what recovery might be possible. Taking a synchronous External Abort exception might result in a PE state that is not recoverable.

This field is valid only if the IFSC code is 0b010000. It is RES0 for all other aborts.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

FnV, bit [10]

FAR not Valid, for a synchronous External abort other than a synchronous External abort on a translation table walk.

FnV	Meaning
0b0	FAR is valid.
0b1	FAR is not valid, and holds an UNKNOWN value.

This field is only valid if the IFSC code is 0b010000. It is RES0 for all other aborts.

This field resets to an architecturally UNKNOWN value.

EA, bit [9]

External abort type. This bit can provide an IMPLEMENTATION DEFINED classification of External aborts.

For any abort other than an External abort this bit returns a value of 0.

This field resets to an architecturally UNKNOWN value.

Bit [8]

Reserved, RES0.

S1PTW, bit [7]

For a stage 2 fault, indicates whether the fault was a stage 2 fault on an access made for a stage 1 translation table walk:

S1PTW	Meaning
0b0	Fault not on a stage 2 translation for a stage 1 translation table walk.
0b1	Fault on the stage 2 translation of an access for a stage 1 translation table walk.

For any abort other than a stage 2 fault this bit is RES0.

This field resets to an architecturally UNKNOWN value.

Bit [6]

Reserved, RES0.

IFSC, bits [5:0]

Instruction Fault Status Code.

IFSC	Meaning	Applies when
0b000000	Address size fault, level 0 of translation or translation table base register.	
0b000001	Address size fault, level 1.	
0b000010	Address size fault, level 2.	
0b000011	Address size fault, level 3.	
0b000100	Translation fault, level 0.	
0b000101	Translation fault, level 1.	
0b000110	Translation fault, level 2.	
0b000111	Translation fault, level 3.	
0b001001	Access flag fault, level 1.	
0b001010	Access flag fault, level 2.	
0b001011	Access flag fault, level 3.	
0b001101	Permission fault, level 1.	
0b001110	Permission fault, level 2.	
0b001111	Permission fault, level 3.	
0b010000	Synchronous External abort, not on translation table walk or hardware update of translation table.	
0b010100	Synchronous External abort on translation table walk or hardware update of translation table, level 0.	
0b010101	Synchronous External abort on translation table walk or hardware update of translation table, level 1.	
0b010110	Synchronous External abort on translation table walk or hardware update of translation table, level 2.	
0b010111	Synchronous External abort on translation table walk or hardware update of translation table, level 3.	
0b011000	Synchronous parity or ECC error on memory access, not on translation table walk.	When FEAT_RAS is not implemented
0b011100	Synchronous parity or ECC error on memory access on translation table walk or hardware update of translation table, level 0.	When FEAT_RAS is not implemented
0b011101	Synchronous parity or ECC error on memory access on translation table walk or hardware update of translation table, level 1.	When FEAT_RAS is not implemented
0b011110	Synchronous parity or ECC error on memory access on translation table walk or hardware update of translation table, level 2.	When FEAT_RAS is not implemented
0b011111	Synchronous parity or ECC error on memory access on translation table walk or hardware update of translation table, level 3.	When FEAT_RAS is not implemented
0b110000	TLB conflict abort.	
0b110001	Unsupported atomic hardware update fault.	When FEAT_HAFDBS is implemented

All other values are reserved.

For more information about the lookup level associated with a fault, see 'The level associated with MMU faults'.

Note

Because Access flag faults and Permission faults can only result from a Block or Page translation table descriptor, they cannot occur at level 0.

If the S1PTW bit is set, then the level refers the level of the stage2 translation that is translating a stage 1 translation walk.

This field resets to an architecturally UNKNOWN value.

ISS encoding for an exception from a Data Abort

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
ISV	SAS	SSE				SRT			SF	AR	VNCR	SET	FNV	EA	CM	S1PTW	WnR					DFSC		

ISV, bit [24]

Instruction Syndrome Valid. Indicates whether the syndrome information in ISS[23:14] is valid.

ISV	Meaning
0b0	No valid instruction syndrome. ISS[23:14] are RES0.
0b1	ISS[23:14] hold a valid instruction syndrome.

This bit is 0 for all faults reported in ESR_EL2 except the following stage 2 aborts:

- AArch64 loads and stores of a single general-purpose register (including the register specified with 0b11111, including those with Acquire/Release semantics, but excluding Load Exclusive or Store Exclusive and excluding those with writeback).
- AArch32 instructions where the instruction:
 - Is an LDR, LDA, LDRT, LDRSH, LDRSHT, LDRH, LDAH, LDRHT, LDRSB, LDRSBT, LDRB, LDAB, LDRBT, STR, STL, STRT, STRH, STLH, STRHT, STRB, STLB, or STRBT instruction.
 - Is not performing register writeback.
 - Is not using R15 as a source or destination register.

For these cases, ISV is UNKNOWN if the exception was generated in Debug state in memory access mode, and otherwise indicates whether ISS[23:14] hold a valid syndrome.

ISV is 0 for all faults reported in ESR_EL1 or ESR_EL3.

When the RAS Extension is implemented, ISV is 0 for any synchronous External abort.

For ISS reporting, a stage 2 abort on a stage 1 translation table walk does not return a valid instruction syndrome, and therefore ISV is 0 for these aborts.

When the RAS Extension is not implemented, the value of ISV on a synchronous External abort on a stage 2 translation table walk is IMPLEMENTATION DEFINED.

When FEAT_MTE is implemented, for a synchronous Tag Check Fault abort taken to ELx, ESR_ELx.FNV is 0 and FAR_ELx is valid.

This field resets to an architecturally UNKNOWN value.

SAS, bits [23:22]

Syndrome Access Size. When ISV is 1, indicates the size of the access attempted by the faulting operation.

SAS	Meaning
0b00	Byte
0b01	Halfword
0b10	Word
0b11	Doubleword

This field is UNKNOWN when the value of ISV is UNKNOWN.

This field is RES0 when the value of ISV is 0.

This field resets to an architecturally UNKNOWN value.

SSE, bit [21]

Syndrome Sign Extend. When ISV is 1, for a byte, halfword, or word load operation, indicates whether the data item must be sign extended. For these cases, the possible values of this bit are:

SSE	Meaning
0b0	Sign-extension not required.
0b1	Data item must be sign-extended.

For all other operations this bit is 0.

This field is UNKNOWN when the value of ISV is UNKNOWN.

This field is RES0 when the value of ISV is 0.

This field resets to an architecturally UNKNOWN value.

SRT, bits [20:16]

Syndrome Register Transfer. When ISV is 1, the register number of the Rt operand of the faulting instruction.

If the exception was taken from an Exception level that is using AArch32 then this is the AArch64 view of the register. See 'Mapping of the general-purpose registers between the Execution states'.

This field is UNKNOWN when the value of ISV is UNKNOWN.

This field is RES0 when the value of ISV is 0.

This field resets to an architecturally UNKNOWN value.

SF, bit [15]

Width of the register accessed by the instruction is Sixty-Four. When ISV is 1, the possible values of this bit are:

SF	Meaning
0b0	Instruction loads/stores a 32-bit wide register.
0b1	Instruction loads/stores a 64-bit wide register.

Note

This field specifies the register width identified by the instruction, not the Execution state.

This field is UNKNOWN when the value of ISV is UNKNOWN.

This field is RES0 when the value of ISV is 0.

This field resets to an architecturally UNKNOWN value.

AR, bit [14]

When ISV == '1':

Acquire/Release. The possible values of this bit are:

AR	Meaning
0b0	Instruction did not have acquire/release semantics.
0b1	Instruction did have acquire/release semantics.

This field is UNKNOWN when the value of ISV is UNKNOWN.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

VNCR, bit [13]**When FEAT_NV2 is implemented:**

Indicates that the fault came from use of [VNCR_EL2](#) register by EL1 code.

VNCR	Meaning
0b0	The fault was not generated by the use of VNCR_EL2 , by an MRS or MSR instruction executed at EL1.
0b1	The fault was generated by the use of VNCR_EL2 , by an MRS or MSR instruction executed at EL1.

This field is 0 in ESR_EL1.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

SET, bits [12:11]**When FEAT_RAS is implemented:**

Synchronous Error Type. When DFSC is 0b010000, describes the PE error state after taking the Data Abort exception. The possible values of this field are:

SET	Meaning
0b00	Recoverable state (UER).
0b10	Uncontainable (UC).
0b11	Restartable state (UEO).

All other values are reserved.

Note

Software can use this information to determine what recovery might be possible. Taking a synchronous External Abort exception might result in a PE state that is not recoverable.

This field is valid only if the DFSC code is 0b010000. It is RES0 for all other aborts.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

FnV, bit [10]

FAR not Valid, for a synchronous External abort other than a synchronous External abort on a translation table walk.

FnV	Meaning
0b0	FAR is valid.
0b1	FAR is not valid, and holds an UNKNOWN value.

This field is valid only if the DFSC code is 0b010000. It is RES0 for all other aborts.

This field resets to an architecturally UNKNOWN value.

EA, bit [9]

External abort type. This bit can provide an IMPLEMENTATION DEFINED classification of External aborts.

For any abort other than an External abort this bit returns a value of 0.

This field resets to an architecturally UNKNOWN value.

CM, bit [8]

Cache maintenance. Indicates whether the Data Abort came from a cache maintenance or address translation instruction:

CM	Meaning
0b0	The Data Abort was not generated by the execution of one of the System instructions identified in the description of value 1.
0b1	The Data Abort was generated by either the execution of a cache maintenance instruction or by a synchronous fault on the execution of an address translation instruction. The DC ZVA , DC GVA , and DC GZVA instructions are not classified as cache maintenance instructions, and therefore their execution cannot cause this field to be set to 1.

This field resets to an architecturally UNKNOWN value.

S1PTW, bit [7]

For a stage 2 fault, indicates whether the fault was a stage 2 fault on an access made for a stage 1 translation table walk:

S1PTW	Meaning
0b0	Fault not on a stage 2 translation for a stage 1 translation table walk.
0b1	Fault on the stage 2 translation of an access for a stage 1 translation table walk.

For any abort other than a stage 2 fault this bit is RES0.

This field resets to an architecturally UNKNOWN value.

WnR, bit [6]

Write not Read. Indicates whether a synchronous abort was caused by an instruction writing to a memory location, or by an instruction reading from a memory location. The possible values of this bit are:

WnR	Meaning
0b0	Abort caused by an instruction reading from a memory location.
0b1	Abort caused by an instruction writing to a memory location.

For faults on cache maintenance and address translation instructions, this bit always returns a value of 1.

For faults from an atomic instruction that both reads and writes from a memory location, this bit is set to 0 if a read of the address specified by the instruction would have generated the fault which is being reported, otherwise it is set to 1. The architecture permits, but does not require, a relaxation of this requirement such that for all stage 2 aborts on stage 1 translation table walks for atomic instructions, the WnR bit is always 0.

This field is UNKNOWN for:

- An External abort on an Atomic access.
- A fault reported using a DFSC value of 0b110101 or 0b110001, indicating an unsupported Exclusive or atomic access.

This field resets to an architecturally UNKNOWN value.

DFSC, bits [5:0]

Data Fault Status Code.

DFSC	Meaning	Applies when
0b000000	Address size fault, level 0 of translation or translation table base register.	
0b000001	Address size fault, level 1.	
0b000010	Address size fault, level 2.	
0b000011	Address size fault, level 3.	
0b000100	Translation fault, level 0.	
0b000101	Translation fault, level 1.	
0b000110	Translation fault, level 2.	
0b000111	Translation fault, level 3.	
0b001001	Access flag fault, level 1.	
0b001010	Access flag fault, level 2.	
0b001011	Access flag fault, level 3.	
0b001101	Permission fault, level 1.	
0b001110	Permission fault, level 2.	
0b001111	Permission fault, level 3.	
0b010000	Synchronous External abort, not on translation table walk or hardware update of translation table.	
0b010001	Synchronous Tag Check Fault.	When FEAT_MTE is implemented
0b010100	Synchronous External abort on translation table walk or hardware update of translation table, level 0.	
0b010101	Synchronous External abort on translation table walk or hardware update of translation table, level 1.	
0b010110	Synchronous External abort on translation table walk or hardware update of translation table, level 2.	
0b010111	Synchronous External abort on translation table walk or hardware update of translation table, level 3.	
0b011000	Synchronous parity or ECC error on memory access, not on translation table walk.	When FEAT_RAS is not implemented
0b011100	Synchronous parity or ECC error on memory access on translation table walk or hardware update of translation table, level 0.	When FEAT_RAS is not implemented
0b011101	Synchronous parity or ECC error on memory access on translation table walk or hardware update of translation table, level 1.	When FEAT_RAS is not implemented
0b011110	Synchronous parity or ECC error on memory access on translation table walk or hardware update of translation table, level 2.	When FEAT_RAS is not implemented
0b011111	Synchronous parity or ECC error on memory access on translation table walk or hardware update of translation table, level 3.	When FEAT_RAS is not implemented
0b100001	Alignment fault.	
0b110000	TLB conflict abort.	
0b110001	Unsupported atomic hardware update fault.	When FEAT_HAFDBS is implemented
0b110100	IMPLEMENTATION DEFINED fault (Lockdown).	
0b110101	IMPLEMENTATION DEFINED fault (Unsupported Exclusive or Atomic access).	

All other values are reserved.

For more information about the lookup level associated with a fault, see 'The level associated with MMU faults'.

Note

Because Access flag faults and Permission faults can only result from a Block or Page translation table descriptor, they cannot occur at level 0.

If the S1PTW bit is set, then the level refers the level of the stage2 translation that is translating a stage 1 translation walk.

This field resets to an architecturally UNKNOWN value.

ISS encoding for an exception from a trapped floating-point exception

24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0	TFV							RES0						VECITR	IDF		RES0	IXF	UFF	OFF	DZF	IOF		

Bit [24]

Reserved, RES0.

TFV, bit [23]

Trapped Fault Valid bit. Indicates whether the IDF, IXF, UFF, OFF, DZF, and IOF bits hold valid information about trapped floating-point exceptions. The possible values of this bit are:

TFV	Meaning
0b0	The IDF, IXF, UFF, OFF, DZF, and IOF bits do not hold valid information about trapped floating-point exceptions and are UNKNOWN.
0b1	One or more floating-point exceptions occurred during an operation performed while executing the reported instruction. The IDF, IXF, UFF, OFF, DZF, and IOF bits indicate trapped floating-point exceptions that occurred. For more information see 'Floating-point exceptions and exception traps'.

It is IMPLEMENTATION DEFINED whether this field is set to 0 on an exception generated by a trapped floating point exception from a vector instruction.

Note

This is not a requirement. Implementations can set this field to 1 on a trapped floating-point exception from a vector instruction and return valid information in the {IDF, IXF, UFF, OFF, DZF, IOF} fields.

This field resets to an architecturally UNKNOWN value.

Bits [22:11]

Reserved, RES0.

VECITR, bits [10:8]

For a trapped floating-point exception from an instruction executed in AArch32 state this field is RES1.

For a trapped floating-point exception from an instruction executed in AArch64 state this field is UNKNOWN.

This field resets to an architecturally UNKNOWN value.

IDF, bit [7]

Input Denormal floating-point exception trapped bit. If the TFV field is 0, this bit is UNKNOWN. Otherwise, the possible values of this bit are:

IDF	Meaning
0b0	Input denormal floating-point exception has not occurred.
0b1	Input denormal floating-point exception occurred during execution of the reported instruction.

This field resets to an architecturally UNKNOWN value.

Bits [6:5]

Reserved, RES0.

IXF, bit [4]

Inexact floating-point exception trapped bit. If the TFV field is 0, this bit is UNKNOWN. Otherwise, the possible values of this bit are:

IXF	Meaning
0b0	Inexact floating-point exception has not occurred.
0b1	Inexact floating-point exception occurred during execution of the reported instruction.

This field resets to an architecturally UNKNOWN value.

UFF, bit [3]

Underflow floating-point exception trapped bit. If the TFV field is 0, this bit is UNKNOWN. Otherwise, the possible values of this bit are:

UFF	Meaning
0b0	Underflow floating-point exception has not occurred.
0b1	Underflow floating-point exception occurred during execution of the reported instruction.

This field resets to an architecturally UNKNOWN value.

OFF, bit [2]

Overflow floating-point exception trapped bit. If the TFV field is 0, this bit is UNKNOWN. Otherwise, the possible values of this bit are:

OFF	Meaning
0b0	Overflow floating-point exception has not occurred.
0b1	Overflow floating-point exception occurred during execution of the reported instruction.

This field resets to an architecturally UNKNOWN value.

DZF, bit [1]

Divide by Zero floating-point exception trapped bit. If the TFV field is 0, this bit is UNKNOWN. Otherwise, the possible values of this bit are:

DZF	Meaning
0b0	Divide by Zero floating-point exception has not occurred.
0b1	Divide by Zero floating-point exception occurred during execution of the reported instruction.

This field resets to an architecturally UNKNOWN value.

IOF, bit [0]

Invalid Operation floating-point exception trapped bit. If the TFV field is 0, this bit is UNKNOWN. Otherwise, the possible values of this bit are:

IOF	Meaning
0b0	Invalid Operation floating-point exception has not occurred.
0b1	Invalid Operation floating-point exception occurred during execution of the reported instruction.

This field resets to an architecturally UNKNOWN value.

In an implementation that supports the trapping of floating-point exceptions:

- From an Exception level using AArch64, the [FPCR](#).{IDE, IXE, UFE, OFE, DZE, IOE} bits enable each of the floating-point exception traps.
- From an Exception level using AArch32, the [FPSCR](#).{IDE, IXE, UFE, OFE, DZE, IOE} bits enable each of the floating-point exception traps.

ISS encoding for an SError interrupt

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
IDS	RES0										IESB	AET		EA	RES0			DFSC						

IDS, bit [24]

IMPLEMENTATION DEFINED syndrome. Possible values of this bit are:

IDS	Meaning
0b0	Bits [23:0] of the ISS field holds the fields described in this encoding.
Note If the RAS Extension is not implemented bits [23:0] of the ISS field are RES0.	
0b1	Bits [23:0] of the ISS field holds IMPLEMENTATION DEFINED syndrome information that can be used to provide additional information about the SError interrupt.

Note

This field was previously called ISV.

This field resets to an architecturally UNKNOWN value.

Bits [23:14]

Reserved, RES0.

IESB, bit [13]

When FEAT_IESB is implemented:

Implicit error synchronization event.

IESB	Meaning
0b0	The SError interrupt was either not synchronized by the implicit error synchronization event or not taken immediately.
0b1	The SError interrupt was synchronized by the implicit error synchronization event and taken immediately.

This field is valid only if the DFSC code is 0b010001. It is RES0 for all other errors.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

AET, bits [12:10]

When FEAT_RAS is implemented:

Asynchronous Error Type.

When DFSC is 0b010001, describes the PE error state after taking the SError interrupt exception. The possible values of this field are:

AET	Meaning
0b000	Uncontainable (UC).
0b001	Unrecoverable state (UEU).
0b010	Restartable state (UEO).
0b011	Recoverable state (UER).
0b110	Corrected (CE).

All other values are reserved.

If multiple errors are taken as a single SError interrupt exception, the overall PE error state is reported.

Note

Software can use this information to determine what recovery might be possible. The recovery software must also examine any implemented fault records to determine the location and extent of the error.

This field is valid only if the DFSC code is 0b010001. It is RES0 for all other errors.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

EA, bit [9]

When FEAT_RAS is implemented:

External abort type. When DFSC is 0b010001, provides an IMPLEMENTATION DEFINED classification of External aborts.

This field is valid only if the DFSC code is 0b010001. It is RES0 for all other errors.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bits [8:6]

Reserved, RES0.

DFSC, bits [5:0]**When FEAT_RAS is implemented:**

Data Fault Status Code.

DFSC	Meaning
0b000000	Uncategorized error.
0b010001	Asynchronous SError interrupt.

All other values are reserved.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

ISS encoding for an exception from a Breakpoint or Vector Catch debug exception

24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																			IFSC					

Bits [24:6]

Reserved, RES0.

IFSC, bits [5:0]

Instruction Fault Status Code.

IFSC	Meaning
0b100010	Debug exception.

This field resets to an architecturally UNKNOWN value.

For more information about generating these exceptions:

- For exceptions from AArch64, see 'Breakpoint exceptions'.
- For exceptions from AArch32, see 'Breakpoint exceptions' and 'Vector Catch exceptions'.

ISS encoding for an exception from a Software Step exception

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
ISV	RES0																	EX	IFSC					

ISV, bit [24]

Instruction syndrome valid. Indicates whether the EX bit, ISS[6], is valid, as follows:

ISV	Meaning
0b0	EX bit is RES0.
0b1	EX bit is valid.

See the EX bit description for more information.

This field resets to an architecturally UNKNOWN value.

Bits [23:7]

Reserved, RES0.

EX, bit [6]

Exclusive operation. If the ISV bit is set to 1, this bit indicates whether a Load-Exclusive instruction was stepped.

EX	Meaning
0b0	An instruction other than a Load-Exclusive instruction was stepped.
0b1	A Load-Exclusive instruction was stepped.

If the ISV bit is set to 0, this bit is RES0, indicating no syndrome data is available.

This field resets to an architecturally UNKNOWN value.

IFSC, bits [5:0]

Instruction Fault Status Code.

IFSC	Meaning
0b100010	Debug exception.

This field resets to an architecturally UNKNOWN value.

For more information about generating these exceptions, see 'Software Step exceptions'.

ISS encoding for an exception from a Watchpoint exception

24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0										RES0	VNCR	RES0			CM	RES0	WnR	DFSC						

Bits [24:15]

Reserved, RES0.

Bit [14]

Reserved, RES0.

VNCR, bit [13]

When FEAT_NV2 is implemented:

Indicates that the watchpoint came from use of [VNCR_EL2](#) register by EL1 code.

VNCR	Meaning
0b0	The watchpoint was not generated by the use of VNCR_EL2 by EL1 code.
0b1	The watchpoint was generated by the use of VNCR_EL2 by EL1 code.

This field is 0 in ESR_EL1.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bits [12:9]

Reserved, RES0.

CM, bit [8]

Cache maintenance. Indicates whether the Watchpoint exception came from a cache maintenance or address translation instruction:

CM	Meaning
0b0	The Watchpoint exception was not generated by the execution of one of the System instructions identified in the description of value 1.
0b1	The Watchpoint exception was generated by either the execution of a cache maintenance instruction or by a synchronous Watchpoint exception on the execution of an address translation instruction. The DC ZVA , DC GVA , and DC GZVA instructions are not classified as a cache maintenance instructions, and therefore their execution cannot cause this field to be set to 1.

This field resets to an architecturally UNKNOWN value.

Bit [7]

Reserved, RES0.

WnR, bit [6]

Write not Read. Indicates whether the Watchpoint exception was caused by an instruction writing to a memory location, or by an instruction reading from a memory location. The possible values of this bit are:

WnR	Meaning
0b0	Watchpoint exception caused by an instruction reading from a memory location.
0b1	Watchpoint exception caused by an instruction writing to a memory location.

For Watchpoint exceptions on cache maintenance and address translation instructions, this bit always returns a value of 1.

For Watchpoint exceptions from an atomic instruction, this field is set to 0 if a read of the location would have generated the Watchpoint exception, otherwise it is set to 1.

If multiple watchpoints match on the same access, it is UNPREDICTABLE which watchpoint generates the Watchpoint exception.

This field resets to an architecturally UNKNOWN value.

DFSC, bits [5:0]

Data Fault Status Code.

DFSC	Meaning
0b100010	Debug exception.

This field resets to an architecturally UNKNOWN value.

For more information about generating these exceptions, see 'Watchpoint exceptions'.

ISS encoding for an exception from execution of a Breakpoint instruction

24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0										Comment														

Bits [24:16]

Reserved, RES0.

Comment, bits [15:0]

Set to the instruction comment field value, zero extended as necessary.

For the AArch32 BKPT instructions, the comment field is described as the immediate field.

This field resets to an architecturally UNKNOWN value.

For more information about generating these exceptions, see 'Breakpoint instruction exceptions'.

ISS encoding for an exception from ERET, ERETAA or ERETAB instruction

24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																							ERET	ERETA

This EC value applies when FEAT_FGT is implemented, or when [HCR_EL2.NV](#) is 1.

Bits [24:2]

Reserved, RES0.

ERET, bit [1]

Indicates whether an ERET or ERETA* instruction was trapped to EL2. Possible values are:

ERET	Meaning
0b0	ERET instruction trapped to EL2.
0b1	ERETAA or ERETAB instruction trapped to EL2.

If this bit is 0, the ERETA field is RES0.

This field resets to an architecturally UNKNOWN value.

ERETA, bit [0]

Indicates whether an ERETAA or ERETAB instruction was trapped to EL2. Possible values are:

ERETA	Meaning
0b0	ERETAA instruction trapped to EL2.
0b1	ERETAB instruction trapped to EL2.

When the ERET field is 0, this bit is RES0.

This field resets to an architecturally UNKNOWN value.

For more information about generating these exceptions, see [HCR_EL2.NV](#).

If FEAT_FGT is implemented, [HFGITR_EL2.ERET](#) controls fine-grained trap exceptions from ERET, ERETAA and ERETAB execution.

ISS encoding for an exception from Branch Target Identification instruction

24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																							BTTYPE	

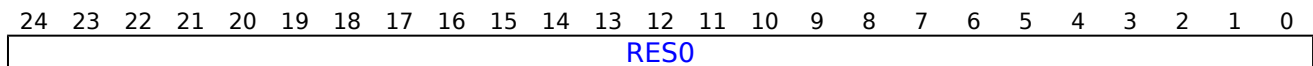
Bits [24:2]

Reserved, RES0.

BTYPE, bits [1:0]

This field is set to the PSTATE.BTYPE value that generated the Branch Target Exception.

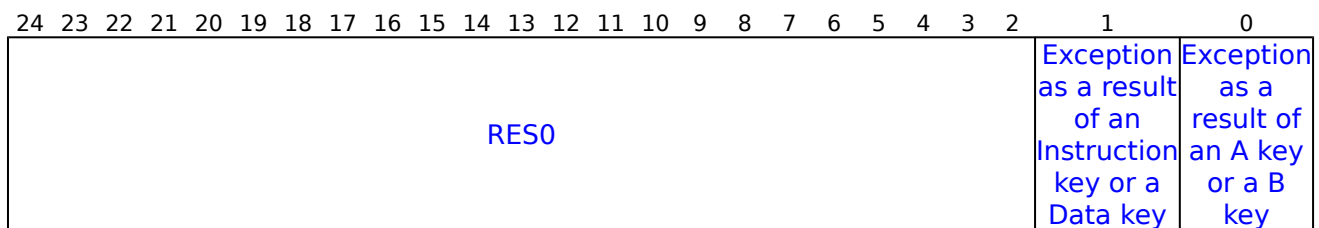
For more information about generating these exceptions, see 'The AArch64 application level programmers model'.

ISS encoding for an exception from a Pointer Authentication instruction when HCR_EL2.API == 0 || SCR_EL3.API == 0
**Bits [24:0]**

Reserved, RES0.

For more information about generating these exceptions, see:

- [HCR_EL2.API](#), for exceptions from Pointer authentication instructions, using AArch64 state, trapped to EL2.
- [SCR_EL3.API](#), for exceptions from Pointer authentication instructions, using AArch64 state, trapped to EL3.

ISS encoding for an exception from a Pointer Authentication instruction authentication failure
**Bits [24:2]**

Reserved, RES0.

Bit [1]

This field indicates whether the exception is as a result of an Instruction key or a Data key.

	Meaning
0b0	Instruction Key.
0b1	Data Key.

This field resets to an architecturally UNKNOWN value.

Bit [0]

This field indicates whether the exception is as a result of an A key or a B key.

	Meaning
0b0	A key.
0b1	B key.

This field resets to an architecturally UNKNOWN value.

The following instructions generate an exception when the Pointer Authentication Code (PAC) is incorrect:

- AUTIASP, AUTIAZ, AUTIA1716.

- AUTIBSP, AUTIBZ, AUTIB1716.
- AUTIA, AUTDA, AUTIB, AUTDB.
- AUTIZA, AUTIZB, AUTDZA, AUTDZB.

It is IMPLEMENTATION DEFINED whether the following instructions generate an exception directly from the authorization failure, rather than changing the address in a way that will generate a translation fault when the address is accessed:

- RETAA, RETAB.
- BRAA, BRAB, BLRAA, BLRAB.
- BRAAZ, BRABZ, BLRAAZ, BLRABZ.
- ERETA, ERETB.
- LDRAA, LDRAB, whether the authenticated address is written back to the base register or not.

Accessing the ESR_EL1

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, access from EL3 using the mnemonic ESR_EL1 or ESR_EL12 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, ESR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TRVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.ESR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x138];
    else
        return ESR_EL1;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return ESR_EL2;
    else
        return ESR_EL1;
elsif PSTATE.EL == EL3 then
    return ESR_EL1;

```

MSR ESR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.ESR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x138] = X[t];
    else
        ESR_EL1 = X[t];
    elsif PSTATE.EL == EL2 then
        if HCR_EL2.E2H == '1' then
            ESR_EL2 = X[t];
        else
            ESR_EL1 = X[t];
    elsif PSTATE.EL == EL3 then
        ESR_EL1 = X[t];

```

MRS <Xt>, ESR_EL12

op0	op1	CRn	CRm	op2
0b11	0b101	0b0101	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        return NVMem[0x138];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
    elsif PSTATE.EL == EL2 then
        if HCR_EL2.E2H == '1' then
            return ESR_EL1;
        else
            UNDEFINED;
    elsif PSTATE.EL == EL3 then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
            return ESR_EL1;
        else
            UNDEFINED;

```

MSR ESR_EL12, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b101	0b0101	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        NVMem[0x138] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        ESR_EL1 = X[t];
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        ESR_EL1 = X[t];
    else
        UNDEFINED;

```

MRS <Xt>, ESR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0101	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return ESR_EL1;
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return ESR_EL2;
elsif PSTATE.EL == EL3 then
    return ESR_EL2;

```

MSR ESR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0101	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        ESR_EL1 = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    ESR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    ESR_EL2 = X[t];

```

ESR_EL2, Exception Syndrome Register (EL2)

The ESR_EL2 characteristics are:

Purpose

Holds syndrome information for an exception taken to EL2.

Configuration

AArch64 System register ESR_EL2 bits [31:0] are architecturally mapped to AArch32 System register [HSR\[31:0\]](#).

If EL2 is not implemented, this register is RES0 from EL3.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

ESR_EL2 is a 64-bit register.

Field descriptions

The ESR_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																RES0															
EC						IL		ISS																							
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

ESR_EL2 is made UNKNOWN as a result of an exception return from EL2.

When an UNPREDICTABLE instruction is treated as UNDEFINED, and the exception is taken to EL2, the value of ESR_EL2 is UNKNOWN. The value written to ESR_EL2 must be consistent with a value that could be created as a result of an exception from the same Exception level that generated the exception as a result of a situation that is not UNPREDICTABLE at that Exception level, in order to avoid the possibility of a privilege violation.

Bits [63:32]

Reserved, RES0.

EC, bits [31:26]

Exception Class. Indicates the reason for the exception that this register holds information about.

For each EC value, the table references a subsection that gives information about:

- The cause of the exception, for example the configuration required to enable the trap.
- The encoding of the associated ISS.

Possible values of the EC field are:

EC	Meaning	ISS	Applies when
0b000000	Unknown reason.	ISS encoding for exceptions with an unknown reason	
0b000001	Trapped WFI or WFE instruction execution. Conditional WFE and WFI instructions that fail their condition code check do not cause an exception.	ISS encoding for an exception from a WFI or WFE instruction	
0b000011	Trapped MCR or MRC access with (coproc==0b1111) that is not reported using EC 0b000000.	ISS encoding for an exception from an MCR or MRC access	When AArch32 is supported at any Exception level
0b000100	Trapped MCRR or MRRC access with (coproc==0b1111) that is not reported using EC 0b000000.	ISS encoding for an exception from an MCRR or MRRC access	When AArch32 is supported at any Exception level
0b000101	Trapped MCR or MRC access with (coproc==0b1110).	ISS encoding for an exception from an MCR or MRC access	When AArch32 is supported at any Exception level
0b000110	Trapped LDC or STC access. The only architected uses of these instruction are: <ul style="list-style-type: none"> An STC to write data to memory from DBGDTRRXint. An LDC to read data from memory to DBGDTRTXint. 	ISS encoding for an exception from an LDC or STC instruction	When AArch32 is supported at any Exception level
0b000111	Access to SVE, Advanced SIMD, or floating-point functionality trapped by CPACR_EL1.FPEN , CPTR_EL2.FPEN , CPTR_EL2.TFP , or CPTR_EL3.TFP control. Excludes exceptions resulting from CPACR_EL1 when the value of HCR_EL2.TGE is 1, or because SVE or Advanced SIMD and floating-point are not implemented. These are reported with EC value 0b000000 as described in 'The EC used to report an exception routed to EL2 because HCR_EL2.TGE is 1'.	ISS encoding for an exception from an access to SVE, Advanced SIMD or floating-point functionality resulting from the FPEN and TFP traps	
0b001000	Trapped VMRS access, from ID group trap,	ISS encoding for an exception	When AArch32 is

	that is not reported using EC 0b000111.	from an MCR or MRC access	supported at any Exception level
0b001001	Trapped use of a Pointer authentication instruction because $HCR_EL2.API == 0 \parallel SCR_EL3.API == 0$.	ISS encoding for an exception from a Pointer Authentication instruction when $HCR_EL2.API == 0 \parallel SCR_EL3.API == 0$	When FEAT_PAuth is implemented
0b001100	Trapped MRRC access with (coproc==0b1110).	ISS encoding for an exception from an MCRR or MRRC access	When AArch32 is supported at any Exception level
0b001101	Branch Target Exception.	ISS encoding for an exception from Branch Target Identification instruction	When FEAT_BTI is implemented
0b001110	Illegal Execution state.	ISS encoding for an exception from an Illegal Execution state, or a PC or SP alignment fault	
0b010001	SVC instruction execution in AArch32 state. This is reported in ESR_EL2 only when the exception is generated because the value of HCR_EL2.TGE is 1.	ISS encoding for an exception from HVC or SVC instruction execution	When AArch32 is supported at any Exception level
0b010010	HVC instruction execution in AArch32 state, when HVC is not disabled.	ISS encoding for an exception from HVC or SVC instruction execution	When AArch32 is supported at any Exception level
0b010011	SMC instruction execution in AArch32 state, when SMC is not disabled. This is reported in ESR_EL2 only when the exception is generated because the value of HCR_EL2.TSC is 1.	ISS encoding for an exception from SMC instruction execution in AArch32 state	When AArch32 is supported at any Exception level
0b010101	SVC instruction execution in AArch64 state.	ISS encoding for an exception from HVC or SVC instruction execution	When AArch64 is supported at any Exception level
0b010110	HVC instruction execution in AArch64 state, when HVC is not disabled.	ISS encoding for an exception from HVC or SVC instruction execution	When AArch64 is supported at any Exception level
0b010111	SMC instruction execution in AArch64	ISS encoding for an exception	When AArch64 is

	state, when SMC is not disabled. This is reported in ESR_EL2 only when the exception is generated because the value of HCR_EL2.TSC is 1.	from SMC instruction execution in AArch64 state	supported at any Exception level
0b011000	Trapped MSR, MRS or System instruction execution in AArch64 state, that is not reported using EC 0b000000, 0b000001 or 0b000111. This includes all instructions that cause exceptions that are part of the encoding space defined in 'System instruction class encoding overview', except for those exceptions reported using EC values 0b000000, 0b000001, or 0b000111.	ISS encoding for an exception from MSR, MRS, or System instruction execution in AArch64 state	When AArch64 is supported at any Exception level
0b011001	Access to SVE functionality trapped as a result of CPACR_EL1.ZEN , CPTR_EL2.ZEN , CPTR_EL2.TZ , or CPTR_EL3.EZ , that is not reported using EC 0b000000.	ISS encoding for an exception from an access to SVE functionality resulting from CPACR_EL1.ZEN, CPTREL2.ZEN, CPTREL2.TZ, or CPTREL3.EZ	When FEAT_SVE is implemented
0b011010	Trapped ERET, ERETAA, or ERETAB instruction execution.	ISS encoding for an exception from ERET, ERETAA or ERETAB instruction	When FEAT_PAuth is implemented and FEAT_NV is implemented
0b011100	Exception from a Pointer Authentication instruction authentication failure	ISS encoding for an exception from a Pointer Authentication instruction authentication failure	When FEAT_FPAC is implemented
0b100000	Instruction Abort from a lower Exception level. Used for MMU faults generated by instruction accesses and synchronous External aborts, including synchronous parity or ECC errors. Not used for debug related exceptions.	ISS encoding for an exception from an Instruction Abort	
0b100001	Instruction Abort taken without a change in Exception level. Used for MMU faults generated by	ISS encoding for an exception from an Instruction Abort	

0b100010	instruction accesses and synchronous External aborts, including synchronous parity or ECC errors. Not used for debug related exceptions. PC alignment fault exception.	ISS encoding for an exception from an Illegal Execution state, or a PC or SP alignment fault	
0b100100	Data Abort from a lower Exception level, excluding Data Aborts taken to EL2 as a result of accesses generated associated with VNCR_EL2 as part of nested virtualization support. These Data Aborts might be generated from Exception levels in any Execution state. Used for MMU faults generated by data accesses, alignment faults other than those caused by Stack Pointer misalignment, and synchronous External aborts, including synchronous parity or ECC errors. Not used for debug related exceptions.	ISS encoding for an exception from a Data Abort	
0b100101	Data Abort without a change in Exception level, or Data Aborts taken to EL2 as a result of accesses generated associated with VNCR_EL2 as part of nested virtualization support. Used for MMU faults generated by data accesses, alignment faults other than those caused by Stack Pointer misalignment, and synchronous External aborts, including synchronous parity or ECC errors. Not used for debug related exceptions.	ISS encoding for an exception from a Data Abort	
0b100110	SP alignment fault exception.	ISS encoding for an exception from an Illegal Execution state, or a PC or SP alignment fault	
0b101000	Trapped floating-point exception taken from AArch32 state. This EC value is valid if the implementation	ISS encoding for an exception from a trapped floating-point exception	When AArch32 is supported at any

	supports trapping of floating-point exceptions, otherwise it is reserved. Whether a floating-point implementation supports trapping of floating-point exceptions is IMPLEMENTATION DEFINED.		Exception level
0b101100	Trapped floating-point exception taken from AArch64 state. This EC value is valid if the implementation supports trapping of floating-point exceptions, otherwise it is reserved. Whether a floating-point implementation supports trapping of floating-point exceptions is IMPLEMENTATION DEFINED.	ISS encoding for an exception from a trapped floating-point exception	When AArch64 is supported at any Exception level
0b101111	SError interrupt.	ISS encoding for an SError interrupt	
0b110000	Breakpoint exception from a lower Exception level.	ISS encoding for an exception from a Breakpoint or Vector Catch debug exception	
0b110001	Breakpoint exception taken without a change in Exception level.	ISS encoding for an exception from a Breakpoint or Vector Catch debug exception	
0b110010	Software Step exception from a lower Exception level.	ISS encoding for an exception from a Software Step exception	
0b110011	Software Step exception taken without a change in Exception level.	ISS encoding for an exception from a Software Step exception	
0b110100	Watchpoint from a lower Exception level, excluding Watchpoint Exceptions taken to EL2 as a result of accesses generated associated with VNCR_EL2 as part of nested virtualization support. These Watchpoint Exceptions might be generated from Exception levels using any Execution state.	ISS encoding for an exception from a Watchpoint exception	
0b110101	Watchpoint exceptions without a change in Exception level, or Watchpoint exceptions taken to EL2 as a	ISS encoding for an exception from a Watchpoint exception	

0b111000	result of accesses generated associated with VNCR_EL2 as part of nested virtualization support. BKPT instruction execution in AArch32 state.	ISS encoding for an exception from execution of a Breakpoint instruction	When AArch32 is supported at any Exception level
0b111010	Vector Catch exception from AArch32 state. The only case where a Vector Catch exception is taken to an Exception level that is using AArch64 is when the exception is routed to EL2 and EL2 is using AArch64.	ISS encoding for an exception from a Breakpoint or Vector Catch debug exception	When AArch32 is supported at any Exception level
0b111100	BRK instruction execution in AArch64 state. This is reported in ESR_EL3 only if a BRK instruction is executed.	ISS encoding for an exception from execution of a Breakpoint instruction	When AArch64 is supported at any Exception level

All other EC values are reserved by Arm, and:

- Unused values in the range 0b000000 - 0b101100 (0x00 - 0x2C) are reserved for future use for synchronous exceptions.
- Unused values in the range 0b101101 - 0b111111 (0x2D - 0x3F) are reserved for future use, and might be used for synchronous or asynchronous exceptions.

The effect of programming this field to a reserved value is that behavior is **CONSTRAINED UNPREDICTABLE**.

This field resets to an architecturally **UNKNOWN** value.

IL, bit [25]

Instruction Length for synchronous exceptions. Possible values of this bit are:

IL	Meaning
0b0	16-bit instruction trapped.
0b1	32-bit instruction trapped. This value is also used when the exception is one of the following: <ul style="list-style-type: none"> • An SError interrupt. • An Instruction Abort exception. • A PC alignment fault exception. • An SP alignment fault exception. • A Data Abort exception for which the value of the ISV bit is 0. • An Illegal Execution state exception. • Any debug exception except for Breakpoint instruction exceptions. For Breakpoint instruction exceptions, this bit has its standard meaning: <ul style="list-style-type: none"> ◦ 0b0: 16-bit T32 BKPT instruction. ◦ 0b1: 32-bit A32 BKPT instruction or A64 BRK instruction. • An exception reported using EC value 0b000000.

This field resets to an architecturally **UNKNOWN** value.

ISS, bits [24:0]

Instruction Specific Syndrome. Architecturally, this field can be defined independently for each defined Exception class. However, in practice, some ISS encodings are used for more than one Exception class.

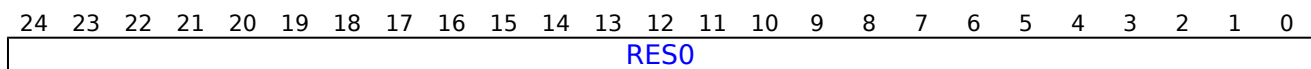
Typically, an ISS encoding has a number of subfields. When an ISS subfield holds a register number, the value returned in that field is the AArch64 view of the register number.

For an exception taken from AArch32 state, see 'Mapping of the general-purpose registers between the Execution states'.

If the AArch32 register descriptor is 0b1111, then:

- If the instruction that generated the exception was not UNPREDICTABLE, the field takes the value 0b1111.
- If the instruction that generated the exception was UNPREDICTABLE, the field takes an UNKNOWN value that must be either:
 - The AArch64 view of the register number of a register that might have been used at the Exception level from which the exception was taken.
 - The value 0b1111.

When the EC field is 0b000000, indicating an exception with an unknown reason, the ISS field is not valid, RES0.

ISS encoding for exceptions with an unknown reason**Bits [24:0]**

Reserved, RES0.

When an exception is reported using this EC code the IL field is set to 1.

This EC code is used for all exceptions that are not covered by any other EC value. This includes exceptions that are generated in the following situations:

- The attempted execution of an instruction bit pattern that has no allocated instruction or that is not accessible at the current Exception level and Security state, including:
 - A read access using a System register pattern that is not allocated for reads or that does not permit reads at the current Exception level and Security state.
 - A write access using a System register pattern that is not allocated for writes or that does not permit writes at the current Exception level and Security state.
 - Instruction encodings that are unallocated.
 - Instruction encodings for instructions or System registers that are not implemented in the implementation.
- In Debug state, the attempted execution of an instruction bit pattern that is not accessible in Debug state.
- In Non-debug state, the attempted execution of an instruction bit pattern that is not accessible in Non-debug state.
- In AArch32 state, attempted execution of a short vector floating-point instruction.
- In an implementation that does not include Advanced SIMD and floating-point functionality, an attempted access to Advanced SIMD or floating-point functionality under conditions where that access would be permitted if that functionality was present. This includes the attempted execution of an Advanced SIMD or floating-point instruction, and attempted accesses to Advanced SIMD and floating-point System registers.
- An exception generated because of the value of one of the [SCTLR_EL1](#).{ITD, SED, CP15BEN} control bits.
- Attempted execution of:
 - An HVC instruction when disabled by [HCR_EL2](#).HCD or [SCR_EL3](#).HCE.
 - An SMC instruction when disabled by [SCR_EL3](#).SMD.
 - An HLT instruction when disabled by [EDSCR](#).HDE.
- Attempted execution of an MSR or MRS instruction to access [SP_EL0](#) when the value of [SPSel](#).SP is 0.
- Attempted execution, in Debug state, of:
 - A DCPS1 instruction when the value of [HCR_EL2](#).TGE is 1 and EL2 is disabled or not implemented in the current Security state.
 - A DCPS2 instruction from EL1 or EL0 when EL2 is disabled or not implemented in the current Security state.
 - A DCPS3 instruction when the value of [EDSCR](#).SDD is 1, or when EL3 is not implemented.

- When EL3 is using AArch64, attempted execution from Secure EL1 of an SRS instruction using R13_mon. See 'Traps to EL3 of Secure monitor functionality from Secure EL1 using AArch32'.
- In Debug state when the value of [EDSCR.SDD](#) is 1, the attempted execution at EL2, EL1, or EL0 of an instruction that is configured to trap to EL3.
- In AArch32 state, the attempted execution of an MRS (banked register) or an MSR (banked register) instruction to SPSR_mon, SP_mon, or LR_mon.
- An exception that is taken to EL2 because the value of [HCR_EL2.TGE](#) is 1 that, if the value of [HCR_EL2.TGE](#) was 0 would have been reported with an ESR_ELx.EC value of 0b000111.

ISS encoding for an exception from a WFI or WFE instruction

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
CV	COND				RES0																			TI

CV, bit [24]

Condition code valid. Possible values of this bit are:

CV	Meaning
0b0	The COND field is not valid.
0b1	The COND field is valid.

For exceptions taken from AArch64, CV is set to 1.

For exceptions taken from AArch32:

- When an A32 instruction is trapped, CV is set to 1.
- When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether CV is set to 1 or set to 0. See the description of the COND field for more information.

This field resets to an architecturally UNKNOWN value.

COND, bits [23:20]

For exceptions taken from AArch64, this field is set to 0b1110.

The condition code for the trapped instruction. This field is valid only for exceptions taken from AArch32, and only when the value of CV is 1.

For exceptions taken from AArch32:

- When an A32 instruction is trapped, CV is set to 1 and:
 - If the instruction is conditional, COND is set to the condition code field value from the instruction.
 - If the instruction is unconditional, COND is set to 0b1110.
- A conditional A32 instruction that is known to pass its condition code check can be presented either:
 - With COND set to 0b1110, the value for unconditional.
 - With the COND value held in the instruction.
- When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether:
 - CV is set to 0 and COND is set to an UNKNOWN value. Software must examine the SPSR.IT field to determine the condition, if any, of the T32 instruction.
 - CV is set to 1 and COND is set to the condition code for the condition that applied to the instruction.
- For an implementation that, for both A32 and T32 instructions, takes an exception on a trapped conditional instruction only if the instruction passes its condition code check, these definitions mean that when CV is set to 1 it is IMPLEMENTATION DEFINED whether the COND field is set to 0b1110, or to the value of any condition that applied to the instruction.

This field resets to an architecturally UNKNOWN value.

Bits [19:1]

Reserved, RES0.

TI, bit [0]

Trapped instruction. Possible values of this bit are:

TI	Meaning
0b0	WFI trapped.
0b1	WFE trapped.

This field resets to an architecturally UNKNOWN value.

The following fields describe configuration settings for generating this exception:

- [SCTLR_EL1](#).{nTWE, nTWI}.
- [HCR_EL2](#).{TWE, TWI}.
- [SCR_EL3](#).{TWE, TWI}.

ISS encoding for an exception from an MCR or MRC access

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
CV	COND				Opc2		Opc1		CRn				Rt		CRm				Direction					

CV, bit [24]

Condition code valid. Possible values of this bit are:

CV	Meaning
0b0	The COND field is not valid.
0b1	The COND field is valid.

For exceptions taken from AArch64, CV is set to 1.

For exceptions taken from AArch32:

- When an A32 instruction is trapped, CV is set to 1.
- When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether CV is set to 1 or set to 0. See the description of the COND field for more information.

This field resets to an architecturally UNKNOWN value.

COND, bits [23:20]

For exceptions taken from AArch64, this field is set to 0b1110.

The condition code for the trapped instruction. This field is valid only for exceptions taken from AArch32, and only when the value of CV is 1.

For exceptions taken from AArch32:

- When an A32 instruction is trapped, CV is set to 1 and:
 - If the instruction is conditional, COND is set to the condition code field value from the instruction.
 - If the instruction is unconditional, COND is set to 0b1110.
- A conditional A32 instruction that is known to pass its condition code check can be presented either:
 - With COND set to 0b1110, the value for unconditional.
 - With the COND value held in the instruction.
- When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether:
 - CV is set to 0 and COND is set to an UNKNOWN value. Software must examine the SPSR.IT field to determine the condition, if any, of the T32 instruction.
 - CV is set to 1 and COND is set to the condition code for the condition that applied to the instruction.
- For an implementation that, for both A32 and T32 instructions, takes an exception on a trapped conditional instruction only if the instruction passes its condition code check, these definitions mean that when CV is set to 1 it is IMPLEMENTATION DEFINED whether the COND field is set to 0b1110, or to the value of any condition that applied to the instruction.

This field resets to an architecturally UNKNOWN value.

Opc2, bits [19:17]

The Opc2 value from the issued instruction.

For a trapped VMRS access, holds the value 0b000.

This field resets to an architecturally UNKNOWN value.

Opc1, bits [16:14]

The Opc1 value from the issued instruction.

For a trapped VMRS access, holds the value 0b111.

This field resets to an architecturally UNKNOWN value.

CRn, bits [13:10]

The CRn value from the issued instruction.

For a trapped VMRS access, holds the reg field from the VMRS instruction encoding.

This field resets to an architecturally UNKNOWN value.

Rt, bits [9:5]

The Rt value from the issued instruction, the general-purpose register used for the transfer. The reported value gives the AArch64 view of the register. See 'Mapping of the general-purpose registers between the Execution states'.

This field resets to an architecturally UNKNOWN value.

CRm, bits [4:1]

The CRm value from the issued instruction.

For a trapped VMRS access, holds the value 0b0000.

This field resets to an architecturally UNKNOWN value.

Direction, bit [0]

Indicates the direction of the trapped instruction. The possible values of this bit are:

Direction	Meaning
0b0	Write to System register space. MCR instruction.
0b1	Read from System register space. MRC or VMRS instruction.

This field resets to an architecturally UNKNOWN value.

The following fields describe configuration settings for generating exceptions that are reported using EC value 0b000011:

- [CNTKCTL_EL1](#).{ELOPTEN, EL0VTEN, ELOPCTEN, EL0VCTEN}, for accesses to the Generic Timer Registers from EL0 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL1 or EL2.
- [PMUSERENR_EL0](#).{ER, CR, SW, EN}, for accesses to Performance Monitor registers from EL0 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL1 or EL2.
- [AMUSERENR_EL0](#).EN, for accesses to Activity Monitors registers from EL0 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL1 or EL2.
- [HCR_EL2](#).{TRVM, TVM}, for accesses to virtual memory control registers from EL1 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL2.
- [HCR_EL2](#).TTLB, for execution of TLB maintenance instructions at EL1 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL2.

- [HCR_EL2](#).{TSW, TPC, TPU} for execution of cache maintenance instructions at EL0 and EL1 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL2.
- [HCR_EL2](#).TACR, for accesses to the Auxiliary Control Register at EL1 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL2.
- [HCR_EL2](#).TIDCP, for accesses to lockdown, DMA, and TCM operations at EL0 and EL1 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL2.
- [HCR_EL2](#).{TID1, TID2, TID3}, for accesses to ID registers at EL0 and EL1 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL2.
- [CPTR_EL2](#).TCPAC, for accesses to [CPACR_EL1](#) or [CPACR](#) using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL2.
- [HSTR_EL2](#).T<n>, for accesses to System registers using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL2.
- [CNTHCTL_EL2](#).EL1PCEN, for accesses to the Generic Timer registers from EL0 and EL1 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL2.
- [MDCR_EL2](#).{TPM, TPMCR}, for accesses to Performance Monitor registers from EL0 and EL1 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL2.
- [CPTR_EL2](#).TAM, for accesses to Activity Monitors registers from EL0 and EL1 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL2.
- [CPTR_EL3](#).TCPAC, for accesses to [CPACR](#) from EL1 and EL2, and accesses to [HCPTR](#) from EL2 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL3.
- [MDCR_EL3](#).TPM, for accesses to Performance Monitor registers from EL0, EL1 and EL2 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL3.
- [CPTR_EL3](#).TAM, for accesses to Activity Monitors registers from EL0, EL1 and EL2 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL3.
- For information on other traps using EC value 0b000011, see 'Traps to EL3 of Secure monitor functionality from Secure EL1 using AArch32'.
- If FEAT_FGT is implemented, MCR or MRC access to some registers at EL0, trapped to EL2.

The following fields describe configuration settings for generating exceptions that are reported using EC value 0b000101:

- [CPACR_EL1](#).TTA for accesses to trace registers, MCR or MRC access (coproc == 0b1110) trapped to EL1 or EL2.
- [MDSCR_EL1](#).TDCC, for accesses to the Debug Communications Channel (DCC) registers at EL0 and EL1 using AArch32 state, MCR or MRC access (coproc == 0b1110) trapped to EL1 or EL2.
- If FEAT_FGT is implemented, [MDCR_EL2](#).TDCC for accesses to the DCC registers at EL0 and EL1 trapped to EL2, and [MDCR_EL3](#).TDCC for accesses to the DCC registers at EL0, EL1, and EL2 trapped to EL3.
- [HCR_EL2](#).TID0, for accesses to the [JIDR](#) register in the ID group 0 at EL0 and EL1 using AArch32, MRC access (coproc == 0b1110) trapped to EL2.
- [CPTR_EL2](#).TTA, for accesses to trace registers using AArch32, MCR or MRC access (coproc == 0b1110) trapped to EL2.
- [MDCR_EL2](#).TDRA, for accesses to Debug ROM registers [DBGDRAR](#) and AArch-DBGDSAR using AArch32, MCR or MRC access (coproc == 0b1110) trapped to EL2.
- [MDCR_EL2](#).TDOSA, for accesses to powerdown debug registers, using AArch32 state, MCR or MRC access (coproc == 0b1110) trapped to EL2.
- [MDCR_EL2](#).TDA, for accesses to other debug registers, using AArch32 state, MCR or MRC access (coproc == 0b1110) trapped to EL2.
- [CPTR_EL3](#).TTA, for accesses to trace registers using AArch32, MCR or MRC access (coproc == 0b1110) trapped to EL3.
- [MDCR_EL3](#).TDOSA, for accesses to powerdown debug registers using AArch32, MCR or MRC access (coproc == 0b1110) trapped to EL3.
- [MDCR_EL3](#).TDA, for accesses to other debug registers, using AArch32, MCR or MRC access (coproc == 0b1110) trapped to EL3.

The following fields describe configuration settings for generating exceptions that are reported using EC value 0b001000:

- [HCR_EL2](#).TID0, for accesses to the [FPSID](#) register in ID group 0 at EL1 using AArch32 state, VMRS access trapped to EL2.
- [HCR_EL2](#).TID3, for accesses to registers in ID group 3 including [MVFR0](#), [MVFR1](#) and [MVFR2](#), VMRS access trapped to EL2.

ISS encoding for an exception from an MCRR or MRRC access

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
CV	COND				Opc1				RES0	Rt2				Rt				CRm				Direction		

CV, bit [24]

Condition code valid. Possible values of this bit are:

CV	Meaning
0b0	The COND field is not valid.
0b1	The COND field is valid.

For exceptions taken from AArch64, CV is set to 1.

For exceptions taken from AArch32:

- When an A32 instruction is trapped, CV is set to 1.
- When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether CV is set to 1 or set to 0. See the description of the COND field for more information.

This field resets to an architecturally UNKNOWN value.

COND, bits [23:20]

For exceptions taken from AArch64, this field is set to 0b1110.

The condition code for the trapped instruction. This field is valid only for exceptions taken from AArch32, and only when the value of CV is 1.

For exceptions taken from AArch32:

- When an A32 instruction is trapped, CV is set to 1 and:
 - If the instruction is conditional, COND is set to the condition code field value from the instruction.
 - If the instruction is unconditional, COND is set to 0b1110.
- A conditional A32 instruction that is known to pass its condition code check can be presented either:
 - With COND set to 0b1110, the value for unconditional.
 - With the COND value held in the instruction.
- When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether:
 - CV is set to 0 and COND is set to an UNKNOWN value. Software must examine the SPSR.IT field to determine the condition, if any, of the T32 instruction.
 - CV is set to 1 and COND is set to the condition code for the condition that applied to the instruction.
- For an implementation that, for both A32 and T32 instructions, takes an exception on a trapped conditional instruction only if the instruction passes its condition code check, these definitions mean that when CV is set to 1 it is IMPLEMENTATION DEFINED whether the COND field is set to 0b1110, or to the value of any condition that applied to the instruction.

This field resets to an architecturally UNKNOWN value.

Opc1, bits [19:16]

The Opc1 value from the issued instruction.

This field resets to an architecturally UNKNOWN value.

Bit [15]

Reserved, RES0.

Rt2, bits [14:10]

The Rt2 value from the issued instruction, the second general-purpose register used for the transfer. The reported value gives the AArch64 view of the register. See 'Mapping of the general-purpose registers between the Execution states'.

This field resets to an architecturally UNKNOWN value.

Rt, bits [9:5]

The Rt value from the issued instruction, the first general-purpose register used for the transfer. The reported value gives the AArch64 view of the register. See 'Mapping of the general-purpose registers between the Execution states'.

This field resets to an architecturally UNKNOWN value.

CRm, bits [4:1]

The CRm value from the issued instruction.

This field resets to an architecturally UNKNOWN value.

Direction, bit [0]

Indicates the direction of the trapped instruction. The possible values of this bit are:

Direction	Meaning
0b0	Write to System register space. MCRR instruction.
0b1	Read from System register space. MRRC instruction.

This field resets to an architecturally UNKNOWN value.

The following fields describe configuration settings for generating exceptions that are reported using EC value 0b000100:

- [CNTKCTL_EL1](#).{ELOPTEN, EL0VTEN, EL0PCTEN, EL0VCTEN}, for accesses to the Generic Timer Registers from EL0 using AArch32 state, MCRR or MRRC access (coproc == 0b1111) trapped to EL1 or EL2.
- [PMUSERENR_EL0](#).{CR, EN}, for accesses to Performance Monitor registers from EL0 using AArch32 state, MCRR or MRRC access (coproc == 0b1111) trapped to EL1 or EL2.
- [AMUSERENR_EL0](#).{EN}, for accesses to Activity Monitors registers AMEVCNTR0<n> and AMEVCNTR1<n> from EL0 using AArch32 state, MCRR or MRRC access (coproc == 0b1111) trapped to EL1 or EL2.
- [HCR_EL2](#).{TRVM, TVM}, for accesses to virtual memory control registers from EL1 using AArch32 state, MCRR or MRRC access (coproc == 0b1111) trapped to EL2.
- [HSTR_EL2](#).T<n>, for accesses to System registers using AArch32 state, MCRR or MRRC access (coproc == 0b1111) trapped to EL2.
- [CNTHCTL_EL2](#).{EL1PCEN, EL1PCTEN}, for accesses to the Generic Timer registers from EL0 and EL1 using AArch32 state, MCRR or MRRC access (coproc == 0b1111) trapped to EL2.
- [MDCR_EL2](#).{TPM, TPMCR}, for accesses to Performance Monitor registers from EL0 and EL1 using AArch32 state, MCRR or MRRC access (coproc == 0b1111) trapped to EL2.
- [CPTR_EL2](#).TAM, for accesses to Activity Monitors registers AMEVCNTR0<n> and AMEVCNTR1<n> from EL0 and EL1 using AArch32 state, MCRR or MRRC access (coproc == 0b1111) trapped to EL2.
- [MDCR_EL3](#).TPM, for accesses to Performance Monitor registers from EL0, EL1 and EL2 using AArch32 state, MCRR or MRRC access (coproc == 0b1111) trapped to EL3.
- [CPTR_EL3](#).TAM, for accesses to Activity Monitors registers from EL0, EL1 and EL2 using AArch32 state, MCRR or MRRC access (coproc == 0b1111) trapped to EL3.
- If FEAT_FGT is implemented, [HDFGRTR_EL2](#).PMCCNTR_EL0 for MRRC access and [HDFGWTR_EL2](#).PMCCNTR_EL0 for MCRR access to [PMCCNTR](#) at EL0, trapped to EL2.

The following sections describe configuration settings for generating exceptions that are reported using EC value 0b001100:

- [MDSCR_EL1](#).TDCC, for accesses to the Debug ROM registers [DBGDSAR](#) and [DBGDRAR](#) at EL0 using AArch32 state, MCRR or MRRC access (coproc == 0b1110) trapped to EL1 or EL2.
- [MDCR_EL2](#).TDRA, for accesses to Debug ROM registers [DBGDRAR](#) and AArch-DBGDSAR using AArch32, MCRR or MRRC access (coproc == 0b1110) trapped to EL2.
- [MDCR_EL3](#).TDA, for accesses to debug registers, using AArch32, MCRR or MRRC access (coproc == 0b1110) trapped to EL3.
- [CPACR_EL1](#).TTA for accesses to trace registers using AArch32, MCRR or MRRC access (coproc == 0b1110) trapped to EL1 or EL2.
- [CPTR_EL2](#).TTA, for accesses to trace registers using AArch32, MCRR or MRRC access (coproc == 0b1110) trapped to EL2.
- [CPTR_EL3](#).TTA, for accesses to trace registers using AArch32, MCRR or MRRC access (coproc == 0b1110) trapped to EL3.

Note

If the Armv8-A architecture is implemented with an ETMv4 implementation, MCRR and MRRC accesses to trace registers are UNDEFINED and the resulting exception is higher priority than an exception due to these traps.

ISS encoding for an exception from an LDC or STC instruction

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
CV	COND				imm8								RES0	Rn				Offset	AM		Direction			

CV, bit [24]

Condition code valid. Possible values of this bit are:

CV	Meaning
0b0	The COND field is not valid.
0b1	The COND field is valid.

For exceptions taken from AArch64, CV is set to 1.

For exceptions taken from AArch32:

- When an A32 instruction is trapped, CV is set to 1.
- When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether CV is set to 1 or set to 0. See the description of the COND field for more information.

This field resets to an architecturally UNKNOWN value.

COND, bits [23:20]

For exceptions taken from AArch64, this field is set to 0b1110.

The condition code for the trapped instruction. This field is valid only for exceptions taken from AArch32, and only when the value of CV is 1.

For exceptions taken from AArch32:

- When an A32 instruction is trapped, CV is set to 1 and:
 - If the instruction is conditional, COND is set to the condition code field value from the instruction.
 - If the instruction is unconditional, COND is set to 0b1110.
- A conditional A32 instruction that is known to pass its condition code check can be presented either:
 - With COND set to 0b1110, the value for unconditional.
 - With the COND value held in the instruction.
- When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether:
 - CV is set to 0 and COND is set to an UNKNOWN value. Software must examine the SPSR.IT field to determine the condition, if any, of the T32 instruction.
 - CV is set to 1 and COND is set to the condition code for the condition that applied to the instruction.
- For an implementation that, for both A32 and T32 instructions, takes an exception on a trapped conditional instruction only if the instruction passes its condition code check, these definitions mean that when CV is set to 1 it is IMPLEMENTATION DEFINED whether the COND field is set to 0b1110, or to the value of any condition that applied to the instruction.

This field resets to an architecturally UNKNOWN value.

imm8, bits [19:12]

The immediate value from the issued instruction.

This field resets to an architecturally UNKNOWN value.

Bits [11:10]

Reserved, RES0.

Rn, bits [9:5]

The Rn value from the issued instruction, the general-purpose register used for the transfer. The reported value gives the AArch64 view of the register. See 'Mapping of the general-purpose registers between the Execution states'.

This field is valid only when AM[2] is 0, indicating an immediate form of the LDC or STC instruction. When AM[2] is 1, indicating a literal form of the LDC or STC instruction, this field is UNKNOWN.

This field resets to an architecturally UNKNOWN value.

Offset, bit [4]

Indicates whether the offset is added or subtracted:

Offset	Meaning
0b0	Subtract offset.
0b1	Add offset.

This bit corresponds to the U bit in the instruction encoding.

This field resets to an architecturally UNKNOWN value.

AM, bits [3:1]

Addressing mode. The permitted values of this field are:

AM	Meaning
0b000	Immediate unindexed.
0b001	Immediate post-indexed.
0b010	Immediate offset.
0b011	Immediate pre-indexed.
0b100	For a trapped STC instruction or a trapped T32 LDC instruction this encoding is reserved.
0b110	For a trapped STC instruction, this encoding is reserved.

The values 0b101 and 0b111 are reserved. The effect of programming this field to a reserved value is that behavior is CONSTRAINED UNPREDICTABLE, as described in 'Reserved values in System and memory-mapped registers and translation table entries'.

Bit [2] in this subfield indicates the instruction form, immediate or literal.

Bits [1:0] in this subfield correspond to the bits {P, W} in the instruction encoding.

This field resets to an architecturally UNKNOWN value.

Direction, bit [0]

Indicates the direction of the trapped instruction. The possible values of this bit are:

Direction	Meaning
0b0	Write to memory. STC instruction.
0b1	Read from memory. LDC instruction.

This field resets to an architecturally UNKNOWN value.

The following fields describe the configuration settings for the traps that are reported using EC value 0b000110:

- [MDSCR_EL1](#).TDCC, for accesses using AArch32 state, LDC access to [DBGDTRTXint](#) or STC access to [DBGDTRRXint](#) trapped to EL1 or EL2.

- [MDCR_EL2.TDA](#), for accesses using AArch32 state, LDC access to [DBGDTRTXint](#) or STC access to [DBGDTRRXint](#) MCR or MRC access trapped to EL2.
- [MDCR_EL3.TDA](#), for accesses using AArch32 state, LDC access to [DBGDTRTXint](#) or STC access to [DBGDTRRXint](#) MCR or MRC access trapped to EL3.
- If FEAT_FGT is implemented, [MDCR_EL2.TDCC](#) for LDC and STC accesses to the DCC registers at EL0 and EL1 trapped to EL2, and [MDCR_EL3.TDCC](#) for accesses to the DCC registers at EL0, EL1, and EL2 trapped to EL3.

ISS encoding for an exception from an access to SVE, Advanced SIMD or floating-point functionality, resulting from the FPEN and TFP traps

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
CV	COND				RES0																			

The accesses covered by this trap include:

- Execution of SVE or Advanced SIMD and floating-point instructions.
- Accesses to the Advanced SIMD and floating-point System registers.

For an implementation that does not include either SVE or support for floating-point and Advanced SIMD, the exception is reported using the EC value 0b000000.

CV, bit [24]

Condition code valid. Possible values of this bit are:

CV	Meaning
0b0	The COND field is not valid.
0b1	The COND field is valid.

For exceptions taken from AArch64, CV is set to 1.

For exceptions taken from AArch32:

- When an A32 instruction is trapped, CV is set to 1.
- When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether CV is set to 1 or set to 0. See the description of the COND field for more information.

This field resets to an architecturally UNKNOWN value.

COND, bits [23:20]

For exceptions taken from AArch64, this field is set to 0b1110.

The condition code for the trapped instruction. This field is valid only for exceptions taken from AArch32, and only when the value of CV is 1.

For exceptions taken from AArch32:

- When an A32 instruction is trapped, CV is set to 1 and:
 - If the instruction is conditional, COND is set to the condition code field value from the instruction.
 - If the instruction is unconditional, COND is set to 0b1110.
- A conditional A32 instruction that is known to pass its condition code check can be presented either:
 - With COND set to 0b1110, the value for unconditional.
 - With the COND value held in the instruction.
- When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether:
 - CV is set to 0 and COND is set to an UNKNOWN value. Software must examine the SPSR.IT field to determine the condition, if any, of the T32 instruction.
 - CV is set to 1 and COND is set to the condition code for the condition that applied to the instruction.
- For an implementation that, for both A32 and T32 instructions, takes an exception on a trapped conditional instruction only if the instruction passes its condition code check, these definitions mean that when CV is set to 1 it is IMPLEMENTATION DEFINED whether the COND field is set to 0b1110, or to the value of any condition that applied to the instruction.

This field resets to an architecturally UNKNOWN value.

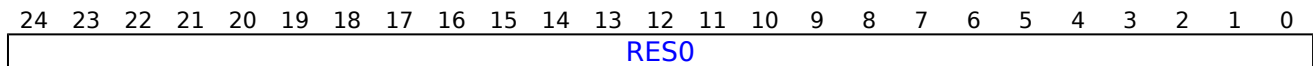
Bits [19:0]

Reserved, RES0.

The following sections describe the configuration settings for the traps that are reported using EC value 0b000111:

- [CPACR_EL1.FPEN](#), for accesses to SIMD and floating-point registers trapped to EL1.
- [CPTR_EL2.TFP](#), for accesses to SIMD and floating-point registers trapped to EL2.
- [CPTR_EL2.TFP](#), for accesses to SIMD and floating-point registers trapped to EL3.

ISS encoding for an exception from an access to SVE functionality, resulting from CPACR_EL1.ZEN, CPTR_EL2.ZEN, CPTR_EL2.TZ, or CPTR_EL3.EZ



The accesses covered by this trap include:

- Execution of SVE instructions.
- Accesses to the SVE System registers, ZCR_ELx and ID_AA64ZFR0_EL1.

For an implementation that does not include SVE, the exception is reported using the EC value 0b000000.

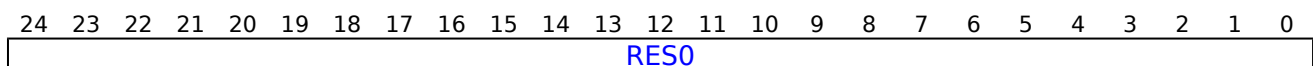
Bits [24:0]

Reserved, RES0.

The following sections describe the configuration setting for the traps:

- [CPACR_EL1.ZEN](#), for accesses to SVE registers at EL0 or EL1, trapped to EL2.
- [CPTR_EL2.ZEN](#), for accesses to SVE registers at EL0, EL1, or EL2, trapped to EL2.
- [CPTR_EL2.TZ](#), for accesses to SVE instructions and instructions that access SVE System registers at EL0, EL1, or EL2, trapped to EL2.
- [CPTR_EL3.EZ](#), for accesses to SVE functionality and registers from all Exception levels, trapped to EL3.

ISS encoding for an exception from an Illegal Execution state, or a PC or SP alignment fault

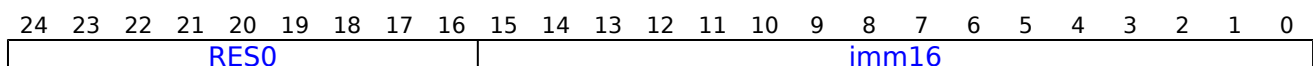
**Bits [24:0]**

Reserved, RES0.

There are no configuration settings for generating Illegal Execution state exceptions and PC alignment fault exceptions. For more information about these exceptions see 'The Illegal Execution state exception' and 'PC alignment checking'.

'SP alignment checking' describes the configuration settings for generating SP alignment fault exceptions.

ISS encoding for an exception from HVC or SVC instruction execution

**Bits [24:16]**

Reserved, RES0.

imm16, bits [15:0]

The value of the immediate field from the HVC or SVC instruction.

For an HVC instruction, and for an A64 SVC instruction, this is the value of the imm16 field of the issued instruction.

For an A32 or T32 SVC instruction:

- If the instruction is unconditional, then:
 - For the T32 instruction, this field is zero-extended from the imm8 field of the instruction.
 - For the A32 instruction, this field is the bottom 16 bits of the imm24 field of the instruction.
- If the instruction is conditional, this field is UNKNOWN.

This field resets to an architecturally UNKNOWN value.

In AArch32 state, the HVC instruction is unconditional, and a conditional SVC instruction generates an exception only if it passes its condition code check. Therefore, the syndrome information for these exceptions does not require conditionality information.

For T32 and A32 instructions, see 'SVC' and 'HVC'.

For A64 instructions, see 'SVC' and 'HVC'.

If FEAT_FGT is implemented, [HFGITR_EL2](#).{SVC_EL1, SVC_EL0} control fine-grained traps on SVC execution.

ISS encoding for an exception from SMC instruction execution in AArch32 state

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	
CV	COND				CCKNOWNPASS				RES0																

For an SMC instruction that completes normally and generates an exception that is taken to EL3, the ISS encoding is RES0.

For an SMC instruction that is trapped to EL2 from EL1 because [HCR_EL2](#).TSC is 1, the ISS encoding is as shown in the diagram.

CV, bit [24]

Condition code valid. Possible values of this bit are:

CV	Meaning
0b0	The COND field is not valid.
0b1	The COND field is valid.

For exceptions taken from AArch64, CV is set to 1.

For exceptions taken from AArch32:

- When an A32 instruction is trapped, CV is set to 1.
- When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether CV is set to 1 or set to 0. See the description of the COND field for more information.

This field is only valid if CCKNOWNPASS is 1, otherwise it is RES0.

This field resets to an architecturally UNKNOWN value.

COND, bits [23:20]

For exceptions taken from AArch64, this field is set to 0b1110.

The condition code for the trapped instruction. This field is valid only for exceptions taken from AArch32, and only when the value of CV is 1.

For exceptions taken from AArch32:

- When an A32 instruction is trapped, CV is set to 1 and:
 - If the instruction is conditional, COND is set to the condition code field value from the instruction.
 - If the instruction is unconditional, COND is set to 0b1110.
- A conditional A32 instruction that is known to pass its condition code check can be presented either:
 - With COND set to 0b1110, the value for unconditional.
 - With the COND value held in the instruction.
- When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether:
 - CV is set to 0 and COND is set to an UNKNOWN value. Software must examine the SPSR.IT field to determine the condition, if any, of the T32 instruction.
 - CV is set to 1 and COND is set to the condition code for the condition that applied to the instruction.
- For an implementation that, for both A32 and T32 instructions, takes an exception on a trapped conditional instruction only if the instruction passes its condition code check, these definitions mean that when CV is set to 1 it is IMPLEMENTATION DEFINED whether the COND field is set to 0b1110, or to the value of any condition that applied to the instruction.

This field is only valid if CCKNOWNPASS is 1, otherwise it is RES0.

This field resets to an architecturally UNKNOWN value.

CCKNOWNPASS, bit [19]

Indicates whether the instruction might have failed its condition code check.

CCKNOWNPASS	Meaning
0b0	The instruction was unconditional, or was conditional and passed its condition code check.
0b1	The instruction was conditional, and might have failed its condition code check.

Note

In an implementation in which an SMC instruction that fails its code check is not trapped, this field can always return the value 0.

This field resets to an architecturally UNKNOWN value.

Bits [18:0]

Reserved, RES0.

HCR_EL2.TSC describes the configuration settings for trapping SMC instructions to EL2.

'System calls' describes the case where these exceptions are trapped to EL3.

ISS encoding for an exception from SMC instruction execution in AArch64 state

24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0									imm16															

Bits [24:16]

Reserved, RES0.

imm16, bits [15:0]

The value of the immediate field from the issued SMC instruction.

This field resets to an architecturally UNKNOWN value.

The value of ISS[24:0] described here is used both:

- When an SMC instruction is trapped from EL1 modes.
- When an SMC instruction is not trapped, so completes normally and generates an exception that is taken to EL3.

HCR_EL2.TSC describes the configuration settings for trapping SMC from EL1 modes.

'System calls' describes the case where these exceptions are trapped to EL3.

ISS encoding for an exception from MSR, MRS, or System instruction execution in AArch64 state

24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0				Op0		Op2		Op1		CRn				Rt				CRm				Direction		

Bits [24:22]

Reserved, RES0.

Op0, bits [21:20]

The Op0 value from the issued instruction.

This field resets to an architecturally UNKNOWN value.

Op2, bits [19:17]

The Op2 value from the issued instruction.

This field resets to an architecturally UNKNOWN value.

Op1, bits [16:14]

The Op1 value from the issued instruction.

This field resets to an architecturally UNKNOWN value.

CRn, bits [13:10]

The CRn value from the issued instruction.

This field resets to an architecturally UNKNOWN value.

Rt, bits [9:5]

The Rt value from the issued instruction, the general-purpose register used for the transfer.

This field resets to an architecturally UNKNOWN value.

CRm, bits [4:1]

The CRm value from the issued instruction.

This field resets to an architecturally UNKNOWN value.

Direction, bit [0]

Indicates the direction of the trapped instruction. The possible values of this bit are:

Direction	Meaning
0b0	Write access, including MSR instructions.
0b1	Read access, including MRS instructions.

This field resets to an architecturally UNKNOWN value.

For exceptions caused by System instructions, see 'System instructions' subsection of 'Branches, exception generating and System instructions' for the encoding values returned by an instruction.

The following fields describe configuration settings for generating the exception that is reported using EC value 0b011000:

- [SCTLR_EL1](#).UCI, for execution of cache maintenance instructions using AArch64 state, MSR or MRS access trapped to EL1 or EL2.
- [SCTLR_EL1](#).UCT, for accesses to [CTR_EL0](#) using AArch64 state, MSR or MRS access trapped to EL1 or EL2.
- [SCTLR_EL1](#).DZE, for execution of DC ZVA instructions using AArch64 state, MSR or MRS access trapped to EL1 or EL2.
- [SCTLR_EL1](#).UMA, for accesses to the PSTATE interrupt masks using AArch64 state, MSR or MRS access trapped to EL1 or EL2.
- [CPACR_EL1](#).TTA, for accesses to the trace registers using AArch64 state, MSR or MRS access trapped to EL1 or EL2.
- [MDSCR_EL1](#).TDCC, for accesses to the Debug Communications Channel (DCC) registers using AArch64 state, MSR or MRS access trapped to EL1 or EL2.
- If FEAT_FGT is implemented, [MDCR_EL2](#).TDCC for accesses to the DCC registers at EL0 and EL1 trapped to EL2, and [MDCR_EL3](#).TDCC for accesses to the DCC registers at EL0, EL1, and EL2 trapped to EL3.
- [CNTKCTL_EL1](#).{ELOPTEN, EL0VTEN, ELOPCTEN, EL0VCTEN} accesses to the Generic Timer registers using AArch64 state, MSR or MRS access trapped to EL1 or EL2.
- [PMUSERENR_EL0](#).{ER, CR, SW, EN}, for accesses to the Performance Monitor registers using AArch64 state, MSR or MRS access trapped to EL1 or EL2.
- [AMUSERENR_EL0](#).EN, for accesses to Activity Monitors registers using AArch64 state, MSR or MRS access trapped to EL1 or EL2.
- [HCR_EL2](#).{TRVM, TVM}, for accesses to virtual memory control registers using AArch64 state, MSR or MRS access trapped to EL2.
- [HCR_EL2](#).TDZ, for execution of DC ZVA instructions using AArch64 state, MSR or MRS access trapped to EL2.
- [HCR_EL2](#).TTLB, for execution of TLB maintenance instructions using AArch64 state, MSR or MRS access trapped to EL2.
- [HCR_EL2](#).{TSW, TPC, TPU}, for execution of cache maintenance instructions using AArch64 state, MSR or MRS access trapped to EL2.
- [HCR_EL2](#).TACR, for accesses to the Auxiliary Control Register, [ACTLR_EL1](#), using AArch64 state, MSR or MRS access trapped to EL2.
- [HCR_EL2](#).TIDCP, for accesses to lockdown, DMA, and TCM operations using AArch64 state, MSR or MRS access trapped to EL2.
- [HCR_EL2](#).{TID1, TID2, TID3}, for accesses to ID group 1, ID group 2 or ID group 3 registers, using AArch64 state, MSR or MRS access trapped to EL2.
- [CPTR_EL2](#).TCPAC, for accesses to [CPACR_EL1](#), using AArch64 state, MSR or MRS access trapped to EL2.
- [CPTR_EL2](#).TTA, for accesses to the trace registers, using AArch64 state, MSR or MRS access trapped to EL2.
- [MDCR_EL2](#).TTRF, for accesses to the trace filter register, [TRFCR_EL1](#), using AArch64 state, MSR or MRS access trapped to EL2.
- [MDCR_EL2](#).TDRA, for accesses to Debug ROM registers, using AArch64 state, MSR or MRS access trapped to EL2.
- [MDCR_EL2](#).TDOSA, for accesses to powerdown debug registers using AArch64 state, MSR or MRS access trapped to EL2.
- [CNTHCTL_EL2](#).{EL1PCEN, EL1PCTEN}, for accesses to the Generic Timer registers using AArch64 state, MSR or MRS access trapped to EL2.
- [MDCR_EL2](#).TDA, for accesses to debug registers using AArch64 state, MSR or MRS access trapped to EL2.
- [MDCR_EL2](#).{TPM, TPMCR}, for accesses to Performance Monitor registers, using AArch64 state, MSR or MRS access trapped to EL2.
- [CPTR_EL2](#).TAM, for accesses to Activity Monitors registers, using AArch64 state, MSR or MRS access trapped to EL2.
- [HCR_EL2](#).APK, for accesses to Pointer authentication key registers. using AArch64 state, MSR or MRS access trapped to EL2.
- [HCR_EL2](#).{NV, NV1}, for Nested virtualization register access, using AArch64 state, MSR or MRS access, trapped to EL2.
- [HCR_EL2](#).AT, for execution of AT S1E* instructions, using AArch64 state, MSR or MRS access, trapped to EL2.
- [HCR_EL2](#).{TERR, FIEN}, for accesses to RAS registers, using AArch64 state, MSR or MRS access, trapped to EL2.

- [SCR_EL3](#).APK, for accesses to Pointer authentication key registers, using AArch64 state, MSR or MRS access trapped to EL3.
- [SCR_EL3](#).ST, for accesses to the Counter-timer Physical Secure timer registers, using AArch64 state, MSR or MRS access trapped to EL3.
- [SCR_EL3](#).{TERR, FIEN}, for accesses to RAS registers, using AArch64 state, MSR or MRS access trapped to EL3.
- [CPTR_EL3](#).TCPAC, for accesses to [CPTR_EL2](#) and [CPACR_EL1](#) using AArch64 state, MSR or MRS access trapped to EL3.
- [CPTR_EL3](#).TTA, for accesses to the trace registers, using AArch64 state, MSR or MRS access trapped to EL3.
- [MDCR_EL3](#).TTRF, for accesses to the filter trace control registers, [TRFCR_EL1](#) and [TRFCR_EL2](#), using AArch64 state, MSR or MRS access trapped to EL3.
- [MDCR_EL3](#).TDA, for accesses to debug registers, using AArch64 state, MSR or MRS access trapped to EL3.
- [MDCR_EL3](#).TDOSA, for accesses to powerdown debug registers, using AArch64 state, MSR or MRS access trapped to EL3.
- [MDCR_EL3](#).TPM, for accesses to Performance Monitor registers, using AArch64 state, MSR or MRS access trapped to EL3.
- [CPTR_EL3](#).TAM, for accesses to Activity Monitors registers, using AArch64 state, MSR or MRS access, trapped to EL3.
- If FEAT_EVT is implemented the following registers control traps for EL1 and EL0 Cache controls that use this EC value:
 - [HCR_EL2](#).{TTLBOS, TTLBIS, TICAB, TOCU, TID4}.
 - [HCR2](#).{TTLBIS, TICAB, TOCU, TID4}.
- If FEAT_FGT is implemented:
 - [SCR_EL3](#).FGTEn, for accesses to the fine-grained trap registers, MSR or MRS access at EL2 trapped to EL3.
 - [HFGTR_EL2](#) for reads and [HFGWTR_EL2](#) for writes of registers, using AArch64 state, MSR or MRS access at EL0 and EL1 trapped to EL2.
 - [HFGITR_EL2](#) for execution of system instructions, MSR or MRS access trapped to EL2
 - [HDFGTR_EL2](#) for reads and [HDFGWTR_EL2](#) for writes of registers, using AArch64 state, MSR or MRS access at EL0 and EL1 state trapped to EL2.
 - [HAFGTR_EL2](#) for reads of Activity Monitor counters, using AArch64 state, MRS access at EL0 and EL1 trapped to EL2.

ISS encoding for an IMPLEMENTATION DEFINED exception to EL3

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
IMPLEMENTATION DEFINED																								

IMPLEMENTATION DEFINED, bits [24:0]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

ISS encoding for an exception from an Instruction Abort

24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0												SET	FnV	EA	RES0	S1PTW	RES0	IFSC						

Bits [24:13]

Reserved, RES0.

SET, bits [12:11]

When FEAT_RAS is implemented:

Synchronous Error Type. When IFSC is 0b010000, describes the PE error state after taking the Instruction Abort exception. The possible values of this field are:

SET	Meaning
0b00	Recoverable state (UER).
0b10	Uncontainable (UC).
0b11	Restartable state (UEO).

All other values are reserved.

Note

Software can use this information to determine what recovery might be possible. Taking a synchronous External Abort exception might result in a PE state that is not recoverable.

This field is valid only if the IFSC code is 0b010000. It is RES0 for all other aborts.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

FnV, bit [10]

FAR not Valid, for a synchronous External abort other than a synchronous External abort on a translation table walk.

FnV	Meaning
0b0	FAR is valid.
0b1	FAR is not valid, and holds an UNKNOWN value.

This field is only valid if the IFSC code is 0b010000. It is RES0 for all other aborts.

This field resets to an architecturally UNKNOWN value.

EA, bit [9]

External abort type. This bit can provide an IMPLEMENTATION DEFINED classification of External aborts.

For any abort other than an External abort this bit returns a value of 0.

This field resets to an architecturally UNKNOWN value.

Bit [8]

Reserved, RES0.

S1PTW, bit [7]

For a stage 2 fault, indicates whether the fault was a stage 2 fault on an access made for a stage 1 translation table walk:

S1PTW	Meaning
0b0	Fault not on a stage 2 translation for a stage 1 translation table walk.
0b1	Fault on the stage 2 translation of an access for a stage 1 translation table walk.

For any abort other than a stage 2 fault this bit is RES0.

This field resets to an architecturally UNKNOWN value.

Bit [6]

Reserved, RES0.

IFSC, bits [5:0]

Instruction Fault Status Code.

IFSC	Meaning	Applies when
0b000000	Address size fault, level 0 of translation or translation table base register.	
0b000001	Address size fault, level 1.	
0b000010	Address size fault, level 2.	
0b000011	Address size fault, level 3.	
0b000100	Translation fault, level 0.	
0b000101	Translation fault, level 1.	
0b000110	Translation fault, level 2.	
0b000111	Translation fault, level 3.	
0b001001	Access flag fault, level 1.	
0b001010	Access flag fault, level 2.	
0b001011	Access flag fault, level 3.	
0b001101	Permission fault, level 1.	
0b001110	Permission fault, level 2.	
0b001111	Permission fault, level 3.	
0b010000	Synchronous External abort, not on translation table walk or hardware update of translation table.	
0b010100	Synchronous External abort on translation table walk or hardware update of translation table, level 0.	
0b010101	Synchronous External abort on translation table walk or hardware update of translation table, level 1.	
0b010110	Synchronous External abort on translation table walk or hardware update of translation table, level 2.	
0b010111	Synchronous External abort on translation table walk or hardware update of translation table, level 3.	
0b011000	Synchronous parity or ECC error on memory access, not on translation table walk.	When FEAT_RAS is not implemented
0b011100	Synchronous parity or ECC error on memory access on translation table walk or hardware update of translation table, level 0.	When FEAT_RAS is not implemented
0b011101	Synchronous parity or ECC error on memory access on translation table walk or hardware update of translation table, level 1.	When FEAT_RAS is not implemented
0b011110	Synchronous parity or ECC error on memory access on translation table walk or hardware update of translation table, level 2.	When FEAT_RAS is not implemented
0b011111	Synchronous parity or ECC error on memory access on translation table walk or hardware update of translation table, level 3.	When FEAT_RAS is not implemented
0b110000	TLB conflict abort.	
0b110001	Unsupported atomic hardware update fault.	When FEAT_HAFDBS is implemented

All other values are reserved.

For more information about the lookup level associated with a fault, see 'The level associated with MMU faults'.

Note

Because Access flag faults and Permission faults can only result from a Block or Page translation table descriptor, they cannot occur at level 0.

If the S1PTW bit is set, then the level refers the level of the stage2 translation that is translating a stage 1 translation walk.

This field resets to an architecturally UNKNOWN value.

ISS encoding for an exception from a Data Abort

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
ISV	SAS	SSE				SRT			SF	AR	VNCR	SET	FnV	EA	CM	S1PTW	WnR				DFSC			

ISV, bit [24]

Instruction Syndrome Valid. Indicates whether the syndrome information in ISS[23:14] is valid.

ISV	Meaning
0b0	No valid instruction syndrome. ISS[23:14] are RES0.
0b1	ISS[23:14] hold a valid instruction syndrome.

This bit is 0 for all faults reported in ESR_EL2 except the following stage 2 aborts:

- AArch64 loads and stores of a single general-purpose register (including the register specified with 0b11111, including those with Acquire/Release semantics, but excluding Load Exclusive or Store Exclusive and excluding those with writeback).
- AArch32 instructions where the instruction:
 - Is an LDR, LDA, LDRT, LDRSH, LDRSHT, LDRH, LDAH, LDRHT, LDRSB, LDRSBT, LDRB, LDAB, LDRBT, STR, STL, STRT, STRH, STLH, STRHT, STRB, STLB, or STRBT instruction.
 - Is not performing register writeback.
 - Is not using R15 as a source or destination register.

For these cases, ISV is UNKNOWN if the exception was generated in Debug state in memory access mode, and otherwise indicates whether ISS[23:14] hold a valid syndrome.

ISV is 0 for all faults reported in ESR_EL1 or ESR_EL3.

When the RAS Extension is implemented, ISV is 0 for any synchronous External abort.

For ISS reporting, a stage 2 abort on a stage 1 translation table walk does not return a valid instruction syndrome, and therefore ISV is 0 for these aborts.

When the RAS Extension is not implemented, the value of ISV on a synchronous External abort on a stage 2 translation table walk is IMPLEMENTATION DEFINED.

When FEAT_MTE is implemented, for a synchronous Tag Check Fault abort taken to ELx, ESR_ELx.FNV is 0 and FAR_ELx is valid.

This field resets to an architecturally UNKNOWN value.

SAS, bits [23:22]

Syndrome Access Size. When ISV is 1, indicates the size of the access attempted by the faulting operation.

SAS	Meaning
0b00	Byte
0b01	Halfword
0b10	Word
0b11	Doubleword

This field is UNKNOWN when the value of ISV is UNKNOWN.

This field is RES0 when the value of ISV is 0.

This field resets to an architecturally UNKNOWN value.

SSE, bit [21]

Syndrome Sign Extend. When ISV is 1, for a byte, halfword, or word load operation, indicates whether the data item must be sign extended. For these cases, the possible values of this bit are:

SSE	Meaning
0b0	Sign-extension not required.
0b1	Data item must be sign-extended.

For all other operations this bit is 0.

This field is UNKNOWN when the value of ISV is UNKNOWN.

This field is RES0 when the value of ISV is 0.

This field resets to an architecturally UNKNOWN value.

SRT, bits [20:16]

Syndrome Register Transfer. When ISV is 1, the register number of the Rt operand of the faulting instruction.

If the exception was taken from an Exception level that is using AArch32 then this is the AArch64 view of the register. See 'Mapping of the general-purpose registers between the Execution states'.

This field is UNKNOWN when the value of ISV is UNKNOWN.

This field is RES0 when the value of ISV is 0.

This field resets to an architecturally UNKNOWN value.

SF, bit [15]

Width of the register accessed by the instruction is Sixty-Four. When ISV is 1, the possible values of this bit are:

SF	Meaning
0b0	Instruction loads/stores a 32-bit wide register.
0b1	Instruction loads/stores a 64-bit wide register.

Note

This field specifies the register width identified by the instruction, not the Execution state.

This field is UNKNOWN when the value of ISV is UNKNOWN.

This field is RES0 when the value of ISV is 0.

This field resets to an architecturally UNKNOWN value.

AR, bit [14]

When ISV == '1':

Acquire/Release. The possible values of this bit are:

AR	Meaning
0b0	Instruction did not have acquire/release semantics.
0b1	Instruction did have acquire/release semantics.

This field is UNKNOWN when the value of ISV is UNKNOWN.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

VNCR, bit [13]

When FEAT_NV2 is implemented:

Indicates that the fault came from use of [VNCR_EL2](#) register by EL1 code.

VNCR	Meaning
0b0	The fault was not generated by the use of VNCR_EL2 , by an MRS or MSR instruction executed at EL1.
0b1	The fault was generated by the use of VNCR_EL2 , by an MRS or MSR instruction executed at EL1.

This field is 0 in ESR_EL1.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

SET, bits [12:11]

When FEAT_RAS is implemented:

Synchronous Error Type. When DFSC is 0b010000, describes the PE error state after taking the Data Abort exception. The possible values of this field are:

SET	Meaning
0b00	Recoverable state (UER).
0b10	Uncontainable (UC).
0b11	Restartable state (UEO).

All other values are reserved.

Note

Software can use this information to determine what recovery might be possible. Taking a synchronous External Abort exception might result in a PE state that is not recoverable.

This field is valid only if the DFSC code is 0b010000. It is RES0 for all other aborts.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

FnV, bit [10]

FAR not Valid, for a synchronous External abort other than a synchronous External abort on a translation table walk.

FnV	Meaning
0b0	FAR is valid.
0b1	FAR is not valid, and holds an UNKNOWN value.

This field is valid only if the DFSC code is 0b010000. It is RES0 for all other aborts.

This field resets to an architecturally UNKNOWN value.

EA, bit [9]

External abort type. This bit can provide an IMPLEMENTATION DEFINED classification of External aborts.

For any abort other than an External abort this bit returns a value of 0.

This field resets to an architecturally UNKNOWN value.

CM, bit [8]

Cache maintenance. Indicates whether the Data Abort came from a cache maintenance or address translation instruction:

CM	Meaning
0b0	The Data Abort was not generated by the execution of one of the System instructions identified in the description of value 1.
0b1	The Data Abort was generated by either the execution of a cache maintenance instruction or by a synchronous fault on the execution of an address translation instruction. The DC ZVA , DC GVA , and DC GZVA instructions are not classified as cache maintenance instructions, and therefore their execution cannot cause this field to be set to 1.

This field resets to an architecturally UNKNOWN value.

S1PTW, bit [7]

For a stage 2 fault, indicates whether the fault was a stage 2 fault on an access made for a stage 1 translation table walk:

S1PTW	Meaning
0b0	Fault not on a stage 2 translation for a stage 1 translation table walk.
0b1	Fault on the stage 2 translation of an access for a stage 1 translation table walk.

For any abort other than a stage 2 fault this bit is RES0.

This field resets to an architecturally UNKNOWN value.

WnR, bit [6]

Write not Read. Indicates whether a synchronous abort was caused by an instruction writing to a memory location, or by an instruction reading from a memory location. The possible values of this bit are:

WnR	Meaning
0b0	Abort caused by an instruction reading from a memory location.
0b1	Abort caused by an instruction writing to a memory location.

For faults on cache maintenance and address translation instructions, this bit always returns a value of 1.

For faults from an atomic instruction that both reads and writes from a memory location, this bit is set to 0 if a read of the address specified by the instruction would have generated the fault which is being reported, otherwise it is set to 1. The architecture permits, but does not require, a relaxation of this requirement such that for all stage 2 aborts on stage 1 translation table walks for atomic instructions, the WnR bit is always 0.

This field is UNKNOWN for:

- An External abort on an Atomic access.
- A fault reported using a DFSC value of 0b110101 or 0b110001, indicating an unsupported Exclusive or atomic access.

This field resets to an architecturally UNKNOWN value.

DFSC, bits [5:0]

Data Fault Status Code.

DFSC	Meaning	Applies when
0b000000	Address size fault, level 0 of translation or translation table base register.	
0b000001	Address size fault, level 1.	
0b000010	Address size fault, level 2.	
0b000011	Address size fault, level 3.	
0b000100	Translation fault, level 0.	
0b000101	Translation fault, level 1.	
0b000110	Translation fault, level 2.	
0b000111	Translation fault, level 3.	
0b001001	Access flag fault, level 1.	
0b001010	Access flag fault, level 2.	
0b001011	Access flag fault, level 3.	
0b001101	Permission fault, level 1.	
0b001110	Permission fault, level 2.	
0b001111	Permission fault, level 3.	
0b010000	Synchronous External abort, not on translation table walk or hardware update of translation table.	
0b010001	Synchronous Tag Check Fault.	When FEAT_MTE is implemented
0b010100	Synchronous External abort on translation table walk or hardware update of translation table, level 0.	
0b010101	Synchronous External abort on translation table walk or hardware update of translation table, level 1.	
0b010110	Synchronous External abort on translation table walk or hardware update of translation table, level 2.	
0b010111	Synchronous External abort on translation table walk or hardware update of translation table, level 3.	
0b011000	Synchronous parity or ECC error on memory access, not on translation table walk.	When FEAT_RAS is not implemented
0b011100	Synchronous parity or ECC error on memory access on translation table walk or hardware update of translation table, level 0.	When FEAT_RAS is not implemented
0b011101	Synchronous parity or ECC error on memory access on translation table walk or hardware update of translation table, level 1.	When FEAT_RAS is not implemented
0b011110	Synchronous parity or ECC error on memory access on translation table walk or hardware update of translation table, level 2.	When FEAT_RAS is not implemented
0b011111	Synchronous parity or ECC error on memory access on translation table walk or hardware update of translation table, level 3.	When FEAT_RAS is not implemented
0b100001	Alignment fault.	
0b110000	TLB conflict abort.	
0b110001	Unsupported atomic hardware update fault.	When FEAT_HAFDBS is implemented
0b110100	IMPLEMENTATION DEFINED fault (Lockdown).	
0b110101	IMPLEMENTATION DEFINED fault (Unsupported Exclusive or Atomic access).	

All other values are reserved.

For more information about the lookup level associated with a fault, see 'The level associated with MMU faults'.

Note

Because Access flag faults and Permission faults can only result from a Block or Page translation table descriptor, they cannot occur at level 0.

If the S1PTW bit is set, then the level refers the level of the stage2 translation that is translating a stage 1 translation walk.

This field resets to an architecturally UNKNOWN value.

ISS encoding for an exception from a trapped floating-point exception

24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0	TFV							RES0						VECITR	IDF		RES0	IXF	UFF	OFF	DZF	IOF		

Bit [24]

Reserved, RES0.

TFV, bit [23]

Trapped Fault Valid bit. Indicates whether the IDF, IXF, UFF, OFF, DZF, and IOF bits hold valid information about trapped floating-point exceptions. The possible values of this bit are:

TFV	Meaning
0b0	The IDF, IXF, UFF, OFF, DZF, and IOF bits do not hold valid information about trapped floating-point exceptions and are UNKNOWN.
0b1	One or more floating-point exceptions occurred during an operation performed while executing the reported instruction. The IDF, IXF, UFF, OFF, DZF, and IOF bits indicate trapped floating-point exceptions that occurred. For more information see 'Floating-point exceptions and exception traps'.

It is IMPLEMENTATION DEFINED whether this field is set to 0 on an exception generated by a trapped floating point exception from a vector instruction.

Note

This is not a requirement. Implementations can set this field to 1 on a trapped floating-point exception from a vector instruction and return valid information in the {IDF, IXF, UFF, OFF, DZF, IOF} fields.

This field resets to an architecturally UNKNOWN value.

Bits [22:11]

Reserved, RES0.

VECITR, bits [10:8]

For a trapped floating-point exception from an instruction executed in AArch32 state this field is RES1.

For a trapped floating-point exception from an instruction executed in AArch64 state this field is UNKNOWN.

This field resets to an architecturally UNKNOWN value.

IDF, bit [7]

Input Denormal floating-point exception trapped bit. If the TFV field is 0, this bit is UNKNOWN. Otherwise, the possible values of this bit are:

IDF	Meaning
0b0	Input denormal floating-point exception has not occurred.
0b1	Input denormal floating-point exception occurred during execution of the reported instruction.

This field resets to an architecturally UNKNOWN value.

Bits [6:5]

Reserved, RES0.

IXF, bit [4]

Inexact floating-point exception trapped bit. If the TFV field is 0, this bit is UNKNOWN. Otherwise, the possible values of this bit are:

IXF	Meaning
0b0	Inexact floating-point exception has not occurred.
0b1	Inexact floating-point exception occurred during execution of the reported instruction.

This field resets to an architecturally UNKNOWN value.

UFF, bit [3]

Underflow floating-point exception trapped bit. If the TFV field is 0, this bit is UNKNOWN. Otherwise, the possible values of this bit are:

UFF	Meaning
0b0	Underflow floating-point exception has not occurred.
0b1	Underflow floating-point exception occurred during execution of the reported instruction.

This field resets to an architecturally UNKNOWN value.

OFF, bit [2]

Overflow floating-point exception trapped bit. If the TFV field is 0, this bit is UNKNOWN. Otherwise, the possible values of this bit are:

OFF	Meaning
0b0	Overflow floating-point exception has not occurred.
0b1	Overflow floating-point exception occurred during execution of the reported instruction.

This field resets to an architecturally UNKNOWN value.

DZF, bit [1]

Divide by Zero floating-point exception trapped bit. If the TFV field is 0, this bit is UNKNOWN. Otherwise, the possible values of this bit are:

DZF	Meaning
0b0	Divide by Zero floating-point exception has not occurred.
0b1	Divide by Zero floating-point exception occurred during execution of the reported instruction.

This field resets to an architecturally UNKNOWN value.

IOF, bit [0]

Invalid Operation floating-point exception trapped bit. If the TFE field is 0, this bit is UNKNOWN. Otherwise, the possible values of this bit are:

IOF	Meaning
0b0	Invalid Operation floating-point exception has not occurred.
0b1	Invalid Operation floating-point exception occurred during execution of the reported instruction.

This field resets to an architecturally UNKNOWN value.

In an implementation that supports the trapping of floating-point exceptions:

- From an Exception level using AArch64, the [FPCR](#).{IDE, IXE, UFE, OFE, DZE, IOE} bits enable each of the floating-point exception traps.
- From an Exception level using AArch32, the [FPSCR](#).{IDE, IXE, UFE, OFE, DZE, IOE} bits enable each of the floating-point exception traps.

ISS encoding for an SError interrupt

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
IDS	RES0										IESB	AET		EA	RES0		DFSC							

IDS, bit [24]

IMPLEMENTATION DEFINED syndrome. Possible values of this bit are:

IDS	Meaning
0b0	Bits [23:0] of the ISS field holds the fields described in this encoding.
Note If the RAS Extension is not implemented bits [23:0] of the ISS field are RES0.	
0b1	Bits [23:0] of the ISS field holds IMPLEMENTATION DEFINED syndrome information that can be used to provide additional information about the SError interrupt.

Note

This field was previously called ISV.

This field resets to an architecturally UNKNOWN value.

Bits [23:14]

Reserved, RES0.

IESB, bit [13]

When FEAT_IESB is implemented:

Implicit error synchronization event.

IESB	Meaning
0b0	The SError interrupt was either not synchronized by the implicit error synchronization event or not taken immediately.
0b1	The SError interrupt was synchronized by the implicit error synchronization event and taken immediately.

This field is valid only if the DFSC code is 0b010001. It is RES0 for all other errors.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

AET, bits [12:10]

When FEAT_RAS is implemented:

Asynchronous Error Type.

When DFSC is 0b010001, describes the PE error state after taking the SError interrupt exception. The possible values of this field are:

AET	Meaning
0b000	Uncontainable (UC).
0b001	Unrecoverable state (UEU).
0b010	Restartable state (UEO).
0b011	Recoverable state (UER).
0b110	Corrected (CE).

All other values are reserved.

If multiple errors are taken as a single SError interrupt exception, the overall PE error state is reported.

Note

Software can use this information to determine what recovery might be possible. The recovery software must also examine any implemented fault records to determine the location and extent of the error.

This field is valid only if the DFSC code is 0b010001. It is RES0 for all other errors.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

EA, bit [9]

When FEAT_RAS is implemented:

External abort type. When DFSC is 0b010001, provides an IMPLEMENTATION DEFINED classification of External aborts.

This field is valid only if the DFSC code is 0b010001. It is RES0 for all other errors.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bits [8:6]

Reserved, RES0.

DFSC, bits [5:0]**When FEAT_RAS is implemented:**

Data Fault Status Code.

DFSC	Meaning
0b000000	Uncategorized error.
0b010001	Asynchronous SError interrupt.

All other values are reserved.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

ISS encoding for an exception from a Breakpoint or Vector Catch debug exception

24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																			IFSC					

Bits [24:6]

Reserved, RES0.

IFSC, bits [5:0]

Instruction Fault Status Code.

IFSC	Meaning
0b100010	Debug exception.

This field resets to an architecturally UNKNOWN value.

For more information about generating these exceptions:

- For exceptions from AArch64, see 'Breakpoint exceptions'.
- For exceptions from AArch32, see 'Breakpoint exceptions' and 'Vector Catch exceptions'.

ISS encoding for an exception from a Software Step exception

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
ISV	RES0																	EX	IFSC					

ISV, bit [24]

Instruction syndrome valid. Indicates whether the EX bit, ISS[6], is valid, as follows:

ISV	Meaning
0b0	EX bit is RES0.
0b1	EX bit is valid.

See the EX bit description for more information.

This field resets to an architecturally UNKNOWN value.

Bits [23:7]

Reserved, RES0.

EX, bit [6]

Exclusive operation. If the ISV bit is set to 1, this bit indicates whether a Load-Exclusive instruction was stepped.

EX	Meaning
0b0	An instruction other than a Load-Exclusive instruction was stepped.
0b1	A Load-Exclusive instruction was stepped.

If the ISV bit is set to 0, this bit is RES0, indicating no syndrome data is available.

This field resets to an architecturally UNKNOWN value.

IFSC, bits [5:0]

Instruction Fault Status Code.

IFSC	Meaning
0b100010	Debug exception.

This field resets to an architecturally UNKNOWN value.

For more information about generating these exceptions, see 'Software Step exceptions'.

ISS encoding for an exception from a Watchpoint exception

24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0										RES0	VNCR	RES0			CM	RES0	WnR	DFSC						

Bits [24:15]

Reserved, RES0.

Bit [14]

Reserved, RES0.

VNCR, bit [13]

When FEAT_NV2 is implemented:

Indicates that the watchpoint came from use of [VNCR_EL2](#) register by EL1 code.

VNCR	Meaning
0b0	The watchpoint was not generated by the use of VNCR_EL2 by EL1 code.
0b1	The watchpoint was generated by the use of VNCR_EL2 by EL1 code.

This field is 0 in ESR_EL1.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bits [12:9]

Reserved, RES0.

CM, bit [8]

Cache maintenance. Indicates whether the Watchpoint exception came from a cache maintenance or address translation instruction:

CM	Meaning
0b0	The Watchpoint exception was not generated by the execution of one of the System instructions identified in the description of value 1.
0b1	The Watchpoint exception was generated by either the execution of a cache maintenance instruction or by a synchronous Watchpoint exception on the execution of an address translation instruction. The DC ZVA , DC GVA , and DC GZVA instructions are not classified as a cache maintenance instructions, and therefore their execution cannot cause this field to be set to 1.

This field resets to an architecturally UNKNOWN value.

Bit [7]

Reserved, RES0.

WnR, bit [6]

Write not Read. Indicates whether the Watchpoint exception was caused by an instruction writing to a memory location, or by an instruction reading from a memory location. The possible values of this bit are:

WnR	Meaning
0b0	Watchpoint exception caused by an instruction reading from a memory location.
0b1	Watchpoint exception caused by an instruction writing to a memory location.

For Watchpoint exceptions on cache maintenance and address translation instructions, this bit always returns a value of 1.

For Watchpoint exceptions from an atomic instruction, this field is set to 0 if a read of the location would have generated the Watchpoint exception, otherwise it is set to 1.

If multiple watchpoints match on the same access, it is UNPREDICTABLE which watchpoint generates the Watchpoint exception.

This field resets to an architecturally UNKNOWN value.

DFSC, bits [5:0]

Data Fault Status Code.

DFSC	Meaning
0b100010	Debug exception.

This field resets to an architecturally UNKNOWN value.

For more information about generating these exceptions, see 'Watchpoint exceptions'.

ISS encoding for an exception from execution of a Breakpoint instruction

24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0										Comment														

Bits [24:16]

Reserved, RES0.

Comment, bits [15:0]

Set to the instruction comment field value, zero extended as necessary.

For the AArch32 BKPT instructions, the comment field is described as the immediate field.

This field resets to an architecturally UNKNOWN value.

For more information about generating these exceptions, see 'Breakpoint instruction exceptions'.

ISS encoding for an exception from ERET, ERETAA or ERETAB instruction

24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																							ERET	ERETA

This EC value applies when FEAT_FGT is implemented, or when [HCR_EL2.NV](#) is 1.

Bits [24:2]

Reserved, RES0.

ERET, bit [1]

Indicates whether an ERET or ERETA* instruction was trapped to EL2. Possible values are:

ERET	Meaning
0b0	ERET instruction trapped to EL2.
0b1	ERETAA or ERETAB instruction trapped to EL2.

If this bit is 0, the ERETA field is RES0.

This field resets to an architecturally UNKNOWN value.

ERETA, bit [0]

Indicates whether an ERETAA or ERETAB instruction was trapped to EL2. Possible values are:

ERETA	Meaning
0b0	ERETAA instruction trapped to EL2.
0b1	ERETAB instruction trapped to EL2.

When the ERET field is 0, this bit is RES0.

This field resets to an architecturally UNKNOWN value.

For more information about generating these exceptions, see [HCR_EL2.NV](#).

If FEAT_FGT is implemented, [HFGITR_EL2.ERET](#) controls fine-grained trap exceptions from ERET, ERETAA and ERETAB execution.

ISS encoding for an exception from Branch Target Identification instruction

24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																							BTTYPE	

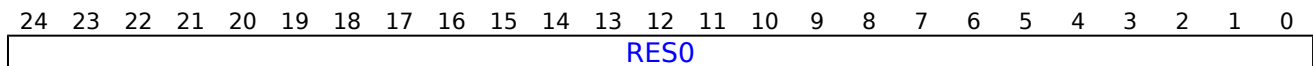
Bits [24:2]

Reserved, RES0.

BTYPE, bits [1:0]

This field is set to the PSTATE.BTYPE value that generated the Branch Target Exception.

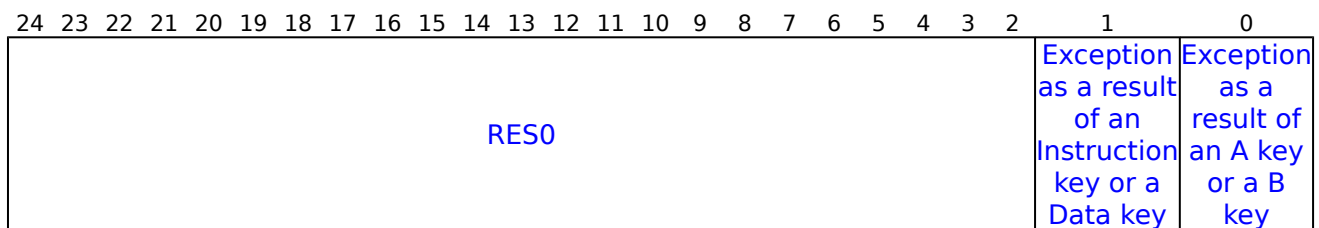
For more information about generating these exceptions, see 'The AArch64 application level programmers model'.

ISS encoding for an exception from a Pointer Authentication instruction when HCR_EL2.API == 0 || SCR_EL3.API == 0
**Bits [24:0]**

Reserved, RES0.

For more information about generating these exceptions, see:

- [HCR_EL2.API](#), for exceptions from Pointer authentication instructions, using AArch64 state, trapped to EL2.
- [SCR_EL3.API](#), for exceptions from Pointer authentication instructions, using AArch64 state, trapped to EL3.

ISS encoding for an exception from a Pointer Authentication instruction authentication failure
**Bits [24:2]**

Reserved, RES0.

Bit [1]

This field indicates whether the exception is as a result of an Instruction key or a Data key.

	Meaning
0b0	Instruction Key.
0b1	Data Key.

This field resets to an architecturally UNKNOWN value.

Bit [0]

This field indicates whether the exception is as a result of an A key or a B key.

	Meaning
0b0	A key.
0b1	B key.

This field resets to an architecturally UNKNOWN value.

The following instructions generate an exception when the Pointer Authentication Code (PAC) is incorrect:

- AUTIASP, AUTIAZ, AUTIA1716.

- AUTIBSP, AUTIBZ, AUTIB1716.
- AUTIA, AUTDA, AUTIB, AUTDB.
- AUTIZA, AUTIZB, AUTDZA, AUTDZB.

It is IMPLEMENTATION DEFINED whether the following instructions generate an exception directly from the authorization failure, rather than changing the address in a way that will generate a translation fault when the address is accessed:

- RETAA, RETAB.
- BRAA, BRAB, BLRAA, BLRAB.
- BRAAZ, BRABZ, BLRAAZ, BLRABZ.
- ERETA, ERETB.
- LDRAA, LDRAB, whether the authenticated address is written back to the base register or not.

Accessing the ESR_EL2

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, access from EL2 using the mnemonic ESR_EL2 or ESR_EL1 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, ESR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0101	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return ESR_EL1;
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return ESR_EL2;
elsif PSTATE.EL == EL3 then
    return ESR_EL2;

```

MSR ESR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0101	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        ESR_EL1 = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    ESR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    ESR_EL2 = X[t];

```

MRS <Xt>, ESR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TRVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.ESR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x138];
    else
        return ESR_EL1;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return ESR_EL2;
    else
        return ESR_EL1;
elsif PSTATE.EL == EL3 then
    return ESR_EL1;

```

MSR ESR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.ESR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x138] = X[t];
    else
        ESR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        ESR_EL2 = X[t];
    else
        ESR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    ESR_EL1 = X[t];

```

ESR_EL3, Exception Syndrome Register (EL3)

The ESR_EL3 characteristics are:

Purpose

Holds syndrome information for an exception taken to EL3.

Configuration

This register is present only when EL3 is implemented. Otherwise, direct accesses to ESR_EL3 are UNDEFINED.

Attributes

ESR_EL3 is a 64-bit register.

Field descriptions

The ESR_EL3 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32										
																RES0																									
EC						IL		ISS																																	
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										

ESR_EL3 is made UNKNOWN as a result of an exception return from EL3.

When an UNPREDICTABLE instruction is treated as UNDEFINED, and the exception is taken to EL3, the value of ESR_EL3 is UNKNOWN. The value written to ESR_EL3 must be consistent with a value that could be created as a result of an exception from the same Exception level that generated the exception as a result of a situation that is not UNPREDICTABLE at that Exception level, in order to avoid the possibility of a privilege violation.

Bits [63:32]

Reserved, RES0.

EC, bits [31:26]

Exception Class. Indicates the reason for the exception that this register holds information about.

For each EC value, the table references a subsection that gives information about:

- The cause of the exception, for example the configuration required to enable the trap.
- The encoding of the associated ISS.

Possible values of the EC field are:

EC	Meaning	ISS	Applies when
0b000000	Unknown reason.	ISS encoding for exceptions with an unknown reason	
0b000001	Trapped WFI or WFE instruction execution. Conditional WFE and WFI instructions that fail their condition code check do not cause an exception.	ISS encoding for an exception from a WFI or WFE instruction	
0b000011	Trapped MCR or MRC access with (coproc==0b1111) that is not reported using EC 0b000000.	ISS encoding for an exception from an MCR or MRC access	When AArch32 is supported at any Exception level
0b000100	Trapped MCRR or MRRC access with (coproc==0b1111) that is not reported using EC 0b000000.	ISS encoding for an exception from an MCRR or MRRC access	When AArch32 is supported at any Exception level
0b000101	Trapped MCR or MRC access with (coproc==0b1110).	ISS encoding for an exception from an MCR or MRC access	When AArch32 is supported at any Exception level
0b000110	Trapped LDC or STC access. The only architected uses of these instruction are: <ul style="list-style-type: none"> An STC to write data to memory from DBGDTRRXint. An LDC to read data from memory to DBGDTRTXint. 	ISS encoding for an exception from an LDC or STC instruction	When AArch32 is supported at any Exception level
0b000111	Access to SVE, Advanced SIMD, or floating-point functionality trapped by CPACR_EL1.FPEN , CPTR_EL2.FPEN , CPTR_EL2.TFP , or CPTR_EL3.TFP control. Excludes exceptions resulting from CPACR_EL1 when the value of HCR_EL2.TGE is 1, or because SVE or Advanced SIMD and floating-point are not implemented. These are reported with EC value 0b000000 as described in 'The EC used to report an exception routed to	ISS encoding for an exception from an access to SVE, Advanced SIMD or floating-point functionality, resulting from the FPEN and TFP traps	

0b001001	EL2 because HCR_EL2.TGE is 1'. Trapped use of a Pointer authentication instruction because HCR_EL2.API == 0 SCR_EL3.API == 0.	ISS encoding for an exception from a Pointer Authentication instruction when HCR_EL2.API == 0 SCR_EL3.API == 0	When FEAT_PAuth is implemented
0b001100	Trapped MRRC access with (coproc==0b1110).	ISS encoding for an exception from an MCRR or MRRC access	When AArch32 is supported at any Exception level
0b001101	Branch Target Exception.	ISS encoding for an exception from Branch Target Identification instruction	When FEAT_BTI is implemented
0b001110	Illegal Execution state.	ISS encoding for an exception from an Illegal Execution state, or a PC or SP alignment fault	
0b010011	SMC instruction execution in AArch32 state, when SMC is not disabled. This is reported in ESR_EL2 only when the exception is generated because the value of HCR_EL2.TSC is 1.	ISS encoding for an exception from SMC instruction execution in AArch32 state	When AArch32 is supported at any Exception level
0b010101	SVC instruction execution in AArch64 state.	ISS encoding for an exception from HVC or SVC instruction execution	When AArch64 is supported at any Exception level
0b010110	HVC instruction execution in AArch64 state, when HVC is not disabled.	ISS encoding for an exception from HVC or SVC instruction execution	When AArch64 is supported at any Exception level
0b010111	SMC instruction execution in AArch64 state, when SMC is not disabled. This is reported in ESR_EL2 only when the exception is generated because the value of HCR_EL2.TSC is 1.	ISS encoding for an exception from SMC instruction execution in AArch64 state	When AArch64 is supported at any Exception level
0b011000	Trapped MSR, MRS or System instruction execution in AArch64 state, that is not reported using EC 0b000000, 0b000001 or 0b000111. This includes all instructions that cause exceptions	ISS encoding for an exception from MSR, MRS, or System instruction execution in AArch64 state	When AArch64 is supported at any Exception level

	that are part of the encoding space defined in 'System instruction class encoding overview', except for those exceptions reported using EC values 0b000000, 0b000001, or 0b000111.		
0b011001	Access to SVE functionality trapped as a result of CPACR_EL1.ZEN, CPTR_EL2.ZEN, CPTR_EL2.TZ, or CPTR_EL3.EZ, that is not reported using EC 0b000000.	ISS encoding for an exception from an access to SVE functionality, resulting from CPACR_EL1.ZEN, CPTR_EL2.ZEN, CPTR_EL2.TZ, or CPTR_EL3.EZ	When FEAT_SVE is implemented
0b011100	Exception from a Pointer Authentication instruction authentication failure	ISS encoding for an exception from a Pointer Authentication instruction authentication failure	When FEAT_FPAC is implemented
0b011111	IMPLEMENTATION DEFINED exception to EL3.	ISS encoding for an IMPLEMENTATION DEFINED exception to EL3	
0b100000	Instruction Abort from a lower Exception level. Used for MMU faults generated by instruction accesses and synchronous External aborts, including synchronous parity or ECC errors. Not used for debug related exceptions.	ISS encoding for an exception from an Instruction Abort	
0b100001	Instruction Abort taken without a change in Exception level. Used for MMU faults generated by instruction accesses and synchronous External aborts, including synchronous parity or ECC errors. Not used for debug related exceptions.	ISS encoding for an exception from an Instruction Abort	
0b100010	PC alignment fault exception.	ISS encoding for an exception from an Illegal Execution state, or a PC or SP alignment fault	
0b100100	Data Abort from a lower Exception level. Used for MMU faults generated by data accesses, alignment faults other than those	ISS encoding for an exception from a Data Abort	

	caused by Stack Pointer misalignment, and synchronous External aborts, including synchronous parity or ECC errors. Not used for debug related exceptions.		
0b100101	Data Abort taken without a change in Exception level. Used for MMU faults generated by data accesses, alignment faults other than those caused by Stack Pointer misalignment, and synchronous External aborts, including synchronous parity or ECC errors. Not used for debug related exceptions.	ISS encoding for an exception from a Data Abort	
0b100110	SP alignment fault exception.	ISS encoding for an exception from an Illegal Execution state, or a PC or SP alignment fault	
0b101100	Trapped floating-point exception taken from AArch64 state. This EC value is valid if the implementation supports trapping of floating-point exceptions, otherwise it is reserved. Whether a floating-point implementation supports trapping of floating-point exceptions is IMPLEMENTATION DEFINED.	ISS encoding for an exception from a trapped floating-point exception	When AArch64 is supported at any Exception level
0b101111	SError interrupt.	ISS encoding for an SError interrupt	
0b111100	BRK instruction execution in AArch64 state. This is reported in ESR_EL3 only if a BRK instruction is executed.	ISS encoding for an exception from execution of a Breakpoint instruction	When AArch64 is supported at any Exception level

All other EC values are reserved by Arm, and:

- Unused values in the range 0b000000 - 0b101100 (0x00 - 0x2C) are reserved for future use for synchronous exceptions.
- Unused values in the range 0b101101 - 0b111111 (0x2D - 0x3F) are reserved for future use, and might be used for synchronous or asynchronous exceptions.

The effect of programming this field to a reserved value is that behavior is CONSTRAINED UNPREDICTABLE.

This field resets to an architecturally UNKNOWN value.

IL, bit [25]

Instruction Length for synchronous exceptions. Possible values of this bit are:

IL	Meaning
0b0	16-bit instruction trapped.
0b1	32-bit instruction trapped. This value is also used when the exception is one of the following: <ul style="list-style-type: none"> • An SError interrupt. • An Instruction Abort exception. • A PC alignment fault exception. • An SP alignment fault exception. • A Data Abort exception for which the value of the ISV bit is 0. • An Illegal Execution state exception. • Any debug exception except for Breakpoint instruction exceptions. • An exception reported using EC value 0b000000.

This field resets to an architecturally UNKNOWN value.

ISS, bits [24:0]

Instruction Specific Syndrome. Architecturally, this field can be defined independently for each defined Exception class. However, in practice, some ISS encodings are used for more than one Exception class.

Typically, an ISS encoding has a number of subfields. When an ISS subfield holds a register number, the value returned in that field is the AArch64 view of the register number.

For an exception taken from AArch32 state, see 'Mapping of the general-purpose registers between the Execution states'.

If the AArch32 register descriptor is 0b1111, then:

- If the instruction that generated the exception was not UNPREDICTABLE, the field takes the value 0b1111.
- If the instruction that generated the exception was UNPREDICTABLE, the field takes an UNKNOWN value that must be either:
 - The AArch64 view of the register number of a register that might have been used at the Exception level from which the exception was taken.
 - The value 0b1111.

When the EC field is 0b000000, indicating an exception with an unknown reason, the ISS field is not valid, RES0.

ISS encoding for exceptions with an unknown reason

24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								

Bits [24:0]

Reserved, RES0.

When an exception is reported using this EC code the IL field is set to 1.

This EC code is used for all exceptions that are not covered by any other EC value. This includes exceptions that are generated in the following situations:

- The attempted execution of an instruction bit pattern that has no allocated instruction or that is not accessible at the current Exception level and Security state, including:
 - A read access using a System register pattern that is not allocated for reads or that does not permit reads at the current Exception level and Security state.
 - A write access using a System register pattern that is not allocated for writes or that does not permit writes at the current Exception level and Security state.
 - Instruction encodings that are unallocated.

- Instruction encodings for instructions or System registers that are not implemented in the implementation.
- In Debug state, the attempted execution of an instruction bit pattern that is not accessible in Debug state.
- In Non-debug state, the attempted execution of an instruction bit pattern that is not accessible in Non-debug state.
- In AArch32 state, attempted execution of a short vector floating-point instruction.
- In an implementation that does not include Advanced SIMD and floating-point functionality, an attempted access to Advanced SIMD or floating-point functionality under conditions where that access would be permitted if that functionality was present. This includes the attempted execution of an Advanced SIMD or floating-point instruction, and attempted accesses to Advanced SIMD and floating-point System registers.
- An exception generated because of the value of one of the [SCTLR_EL1](#).{ITD, SED, CP15BEN} control bits.
- Attempted execution of:
 - An HVC instruction when disabled by [HCR_EL2](#).HCD or [SCR_EL3](#).HCE.
 - An SMC instruction when disabled by [SCR_EL3](#).SMD.
 - An HLT instruction when disabled by [EDSCR](#).HDE.
- Attempted execution of an MSR or MRS instruction to access [SP_EL0](#) when the value of [SPSel](#).SP is 0.
- Attempted execution, in Debug state, of:
 - A DCPS1 instruction when the value of [HCR_EL2](#).TGE is 1 and EL2 is disabled or not implemented in the current Security state.
 - A DCPS2 instruction from EL1 or EL0 when EL2 is disabled or not implemented in the current Security state.
 - A DCPS3 instruction when the value of [EDSCR](#).SDD is 1, or when EL3 is not implemented.
- When EL3 is using AArch64, attempted execution from Secure EL1 of an SRS instruction using R13_mon. See 'Traps to EL3 of Secure monitor functionality from Secure EL1 using AArch32'.
- In Debug state when the value of [EDSCR](#).SDD is 1, the attempted execution at EL2, EL1, or EL0 of an instruction that is configured to trap to EL3.
- In AArch32 state, the attempted execution of an MRS (banked register) or an MSR (banked register) instruction to [SPSR_mon](#), [SP_mon](#), or [LR_mon](#).
- An exception that is taken to EL2 because the value of [HCR_EL2](#).TGE is 1 that, if the value of [HCR_EL2](#).TGE was 0 would have been reported with an ESR_ELx.EC value of 0b000111.

ISS encoding for an exception from a WFI or WFE instruction

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
CV	COND				RES0																			TI

CV, bit [24]

Condition code valid. Possible values of this bit are:

CV	Meaning
0b0	The COND field is not valid.
0b1	The COND field is valid.

For exceptions taken from AArch64, CV is set to 1.

For exceptions taken from AArch32:

- When an A32 instruction is trapped, CV is set to 1.
- When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether CV is set to 1 or set to 0. See the description of the COND field for more information.

This field resets to an architecturally UNKNOWN value.

COND, bits [23:20]

For exceptions taken from AArch64, this field is set to 0b1110.

The condition code for the trapped instruction. This field is valid only for exceptions taken from AArch32, and only when the value of CV is 1.

For exceptions taken from AArch32:

- When an A32 instruction is trapped, CV is set to 1 and:

- If the instruction is conditional, COND is set to the condition code field value from the instruction.
- If the instruction is unconditional, COND is set to 0b1110.
- A conditional A32 instruction that is known to pass its condition code check can be presented either:
 - With COND set to 0b1110, the value for unconditional.
 - With the COND value held in the instruction.
- When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether:
 - CV is set to 0 and COND is set to an UNKNOWN value. Software must examine the SPSR.IT field to determine the condition, if any, of the T32 instruction.
 - CV is set to 1 and COND is set to the condition code for the condition that applied to the instruction.
- For an implementation that, for both A32 and T32 instructions, takes an exception on a trapped conditional instruction only if the instruction passes its condition code check, these definitions mean that when CV is set to 1 it is IMPLEMENTATION DEFINED whether the COND field is set to 0b1110, or to the value of any condition that applied to the instruction.

This field resets to an architecturally UNKNOWN value.

Bits [19:1]

Reserved, RES0.

TI, bit [0]

Trapped instruction. Possible values of this bit are:

TI	Meaning
0b0	WFI trapped.
0b1	WFE trapped.

This field resets to an architecturally UNKNOWN value.

The following fields describe configuration settings for generating this exception:

- [SCTLR_EL1](#).{nTWE, nTWI}.
- [HCR_EL2](#).{TWE, TWI}.
- [SCR_EL3](#).{TWE, TWI}.

ISS encoding for an exception from an MCR or MRC access

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
CV	COND				Opc2			Opc1			CRn			Rt			CRm			Direction				

CV, bit [24]

Condition code valid. Possible values of this bit are:

CV	Meaning
0b0	The COND field is not valid.
0b1	The COND field is valid.

For exceptions taken from AArch64, CV is set to 1.

For exceptions taken from AArch32:

- When an A32 instruction is trapped, CV is set to 1.
- When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether CV is set to 1 or set to 0. See the description of the COND field for more information.

This field resets to an architecturally UNKNOWN value.

COND, bits [23:20]

For exceptions taken from AArch64, this field is set to 0b1110.

The condition code for the trapped instruction. This field is valid only for exceptions taken from AArch32, and only when the value of CV is 1.

For exceptions taken from AArch32:

- When an A32 instruction is trapped, CV is set to 1 and:
 - If the instruction is conditional, COND is set to the condition code field value from the instruction.
 - If the instruction is unconditional, COND is set to 0b1110.
- A conditional A32 instruction that is known to pass its condition code check can be presented either:
 - With COND set to 0b1110, the value for unconditional.
 - With the COND value held in the instruction.
- When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether:
 - CV is set to 0 and COND is set to an UNKNOWN value. Software must examine the SPSR.IT field to determine the condition, if any, of the T32 instruction.
 - CV is set to 1 and COND is set to the condition code for the condition that applied to the instruction.
- For an implementation that, for both A32 and T32 instructions, takes an exception on a trapped conditional instruction only if the instruction passes its condition code check, these definitions mean that when CV is set to 1 it is IMPLEMENTATION DEFINED whether the COND field is set to 0b1110, or to the value of any condition that applied to the instruction.

This field resets to an architecturally UNKNOWN value.

Opc2, bits [19:17]

The Opc2 value from the issued instruction.

For a trapped VMRS access, holds the value 0b000.

This field resets to an architecturally UNKNOWN value.

Opc1, bits [16:14]

The Opc1 value from the issued instruction.

For a trapped VMRS access, holds the value 0b111.

This field resets to an architecturally UNKNOWN value.

CRn, bits [13:10]

The CRn value from the issued instruction.

For a trapped VMRS access, holds the reg field from the VMRS instruction encoding.

This field resets to an architecturally UNKNOWN value.

Rt, bits [9:5]

The Rt value from the issued instruction, the general-purpose register used for the transfer. The reported value gives the AArch64 view of the register. See 'Mapping of the general-purpose registers between the Execution states'.

This field resets to an architecturally UNKNOWN value.

CRm, bits [4:1]

The CRm value from the issued instruction.

For a trapped VMRS access, holds the value 0b0000.

This field resets to an architecturally UNKNOWN value.

Direction, bit [0]

Indicates the direction of the trapped instruction. The possible values of this bit are:

Direction	Meaning
0b0	Write to System register space. MCR instruction.
0b1	Read from System register space. MRC or VMRS instruction.

This field resets to an architecturally UNKNOWN value.

The following fields describe configuration settings for generating exceptions that are reported using EC value 0b000011:

- [CNTKCTL_EL1](#).{EL0PTEN, EL0VTEN, EL0PCTEN, EL0VCTEN}, for accesses to the Generic Timer Registers from EL0 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL1 or EL2.
- [PMUSERENR_EL0](#).{ER, CR, SW, EN}, for accesses to Performance Monitor registers from EL0 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL1 or EL2.
- [AMUSERENR_EL0](#).EN, for accesses to Activity Monitors registers from EL0 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL1 or EL2.
- [HCR_EL2](#).{TRVM, TVM}, for accesses to virtual memory control registers from EL1 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL2.
- [HCR_EL2](#).TLTB, for execution of TLB maintenance instructions at EL1 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL2.
- [HCR_EL2](#).{TSW, TPC, TPU} for execution of cache maintenance instructions at EL0 and EL1 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL2.
- [HCR_EL2](#).TACR, for accesses to the Auxiliary Control Register at EL1 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL2.
- [HCR_EL2](#).TIDCP, for accesses to lockdown, DMA, and TCM operations at EL0 and EL1 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL2.
- [HCR_EL2](#).{TID1, TID2, TID3}, for accesses to ID registers at EL0 and EL1 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL2.
- [CPTR_EL2](#).TCPAC, for accesses to [CPACR_EL1](#) or [CPACR](#) using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL2.
- [HSTR_EL2](#).T<n>, for accesses to System registers using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL2.
- [CNTHCTL_EL2](#).EL1PCEN, for accesses to the Generic Timer registers from EL0 and EL1 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL2.
- [MDCR_EL2](#).{TPM, TPMCR}, for accesses to Performance Monitor registers from EL0 and EL1 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL2.
- [CPTR_EL2](#).TAM, for accesses to Activity Monitors registers from EL0 and EL1 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL2.
- [CPTR_EL3](#).TCPAC, for accesses to [CPACR](#) from EL1 and EL2, and accesses to [HCPTR](#) from EL2 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL3.
- [MDCR_EL3](#).TPM, for accesses to Performance Monitor registers from EL0, EL1 and EL2 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL3.
- [CPTR_EL3](#).TAM, for accesses to Activity Monitors registers from EL0, EL1 and EL2 using AArch32 state, MCR or MRC access (coproc == 0b1111) trapped to EL3.
- For information on other traps using EC value 0b000011, see 'Traps to EL3 of Secure monitor functionality from Secure EL1 using AArch32'.
- If FEAT_FGT is implemented, MCR or MRC access to some registers at EL0, trapped to EL2.

The following fields describe configuration settings for generating exceptions that are reported using EC value 0b000101:

- [CPACR_EL1](#).TTA for accesses to trace registers, MCR or MRC access (coproc == 0b1110) trapped to EL1 or EL2.
- [MDSCR_EL1](#).TDCC, for accesses to the Debug Communications Channel (DCC) registers at EL0 and EL1 using AArch32 state, MCR or MRC access (coproc == 0b1110) trapped to EL1 or EL2.
- If FEAT_FGT is implemented, [MDSCR_EL2](#).TDCC for accesses to the DCC registers at EL0 and EL1 trapped to EL2, and [MDCR_EL3](#).TDCC for accesses to the DCC registers at EL0, EL1, and EL2 trapped to EL3.
- [HCR_EL2](#).TID0, for accesses to the [JIDR](#) register in the ID group 0 at EL0 and EL1 using AArch32, MRC access (coproc == 0b1110) trapped to EL2.
- [CPTR_EL2](#).TTA, for accesses to trace registers using AArch32, MCR or MRC access (coproc == 0b1110) trapped to EL2.
- [MDCR_EL2](#).TDRA, for accesses to Debug ROM registers [DBGDRAR](#) and AArch-DBGDSAR using AArch32, MCR or MRC access (coproc == 0b1110) trapped to EL2.

- [MDCR_EL2](#).TDOSA, for accesses to powerdown debug registers, using AArch32 state, MCR or MRC access (coproc == 0b1110) trapped to EL2.
- [MDCR_EL2](#).TDA, for accesses to other debug registers, using AArch32 state, MCR or MRC access (coproc == 0b1110) trapped to EL2.
- [CPTR_EL3](#).TTA, for accesses to trace registers using AArch32, MCR or MRC access (coproc == 0b1110) trapped to EL3.
- [MDCR_EL3](#).TDOSA, for accesses to powerdown debug registers using AArch32, MCR or MRC access (coproc == 0b1110) trapped to EL3.
- [MDCR_EL3](#).TDA, for accesses to other debug registers, using AArch32, MCR or MRC access (coproc == 0b1110) trapped to EL3.

The following fields describe configuration settings for generating exceptions that are reported using EC value 0b001000:

- [HCR_EL2](#).TID0, for accesses to the [FPSID](#) register in ID group 0 at EL1 using AArch32 state, VMRS access trapped to EL2.
- [HCR_EL2](#).TID3, for accesses to registers in ID group 3 including [MVFR0](#), [MVFR1](#) and [MVFR2](#), VMRS access trapped to EL2.

ISS encoding for an exception from an MCRR or MRRC access

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
CV	COND				Opc1				RES0	Rt2				Rt				CRm				Direction		

CV, bit [24]

Condition code valid. Possible values of this bit are:

CV	Meaning
0b0	The COND field is not valid.
0b1	The COND field is valid.

For exceptions taken from AArch64, CV is set to 1.

For exceptions taken from AArch32:

- When an A32 instruction is trapped, CV is set to 1.
- When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether CV is set to 1 or set to 0. See the description of the COND field for more information.

This field resets to an architecturally UNKNOWN value.

COND, bits [23:20]

For exceptions taken from AArch64, this field is set to 0b1110.

The condition code for the trapped instruction. This field is valid only for exceptions taken from AArch32, and only when the value of CV is 1.

For exceptions taken from AArch32:

- When an A32 instruction is trapped, CV is set to 1 and:
 - If the instruction is conditional, COND is set to the condition code field value from the instruction.
 - If the instruction is unconditional, COND is set to 0b1110.
- A conditional A32 instruction that is known to pass its condition code check can be presented either:
 - With COND set to 0b1110, the value for unconditional.
 - With the COND value held in the instruction.
- When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether:
 - CV is set to 0 and COND is set to an UNKNOWN value. Software must examine the SPSR.IT field to determine the condition, if any, of the T32 instruction.
 - CV is set to 1 and COND is set to the condition code for the condition that applied to the instruction.
- For an implementation that, for both A32 and T32 instructions, takes an exception on a trapped conditional instruction only if the instruction passes its condition code check, these definitions mean that when CV is set to 1 it is IMPLEMENTATION DEFINED whether the COND field is set to 0b1110, or to the value of any condition that applied to the instruction.

This field resets to an architecturally UNKNOWN value.

Opc1, bits [19:16]

The Opc1 value from the issued instruction.

This field resets to an architecturally UNKNOWN value.

Bit [15]

Reserved, RES0.

Rt2, bits [14:10]

The Rt2 value from the issued instruction, the second general-purpose register used for the transfer. The reported value gives the AArch64 view of the register. See 'Mapping of the general-purpose registers between the Execution states'.

This field resets to an architecturally UNKNOWN value.

Rt, bits [9:5]

The Rt value from the issued instruction, the first general-purpose register used for the transfer. The reported value gives the AArch64 view of the register. See 'Mapping of the general-purpose registers between the Execution states'.

This field resets to an architecturally UNKNOWN value.

CRm, bits [4:1]

The CRm value from the issued instruction.

This field resets to an architecturally UNKNOWN value.

Direction, bit [0]

Indicates the direction of the trapped instruction. The possible values of this bit are:

Direction	Meaning
0b0	Write to System register space. MCRR instruction.
0b1	Read from System register space. MRRC instruction.

This field resets to an architecturally UNKNOWN value.

The following fields describe configuration settings for generating exceptions that are reported using EC value 0b000100:

- [CNTKCTL_EL1](#).{ELOPTEN, EL0VTEN, EL0PCTEN, EL0VCTEN}, for accesses to the Generic Timer Registers from EL0 using AArch32 state, MCRR or MRRC access (coproc == 0b1111) trapped to EL1 or EL2.
- [PMUSERENR_EL0](#).{CR, EN}, for accesses to Performance Monitor registers from EL0 using AArch32 state, MCRR or MRRC access (coproc == 0b1111) trapped to EL1 or EL2.
- [AMUSERENR_EL0](#).{EN}, for accesses to Activity Monitors registers AMEVCNTR0<n> and AMEVCNTR1<n> from EL0 using AArch32 state, MCRR or MRRC access (coproc == 0b1111) trapped to EL1 or EL2.
- [HCR_EL2](#).{TRVM, TVM}, for accesses to virtual memory control registers from EL1 using AArch32 state, MCRR or MRRC access (coproc == 0b1111) trapped to EL2.
- [HSTR_EL2](#).T<n>, for accesses to System registers using AArch32 state, MCRR or MRRC access (coproc == 0b1111) trapped to EL2.
- [CNTHCTL_EL2](#).{EL1PCEN, EL1PCTEN}, for accesses to the Generic Timer registers from EL0 and EL1 using AArch32 state, MCRR or MRRC access (coproc == 0b1111) trapped to EL2.
- [MDCR_EL2](#).{TPM, TPMCR}, for accesses to Performance Monitor registers from EL0 and EL1 using AArch32 state, MCRR or MRRC access (coproc == 0b1111) trapped to EL2.

- [CPTR_EL2](#).TAM, for accesses to Activity Monitors registers registers AMEVCNTR0<n> and AMEVCNTR1<n> from EL0 and EL1 using AArch32 state, MCRR or MRRC access (coproc == 0b1111) trapped to EL2.
- [MDCR_EL3](#).TPM, for accesses to Performance Monitor registers from EL0, EL1 and EL2 using AArch32 state, MCRR or MRRC access (coproc == 0b1111) trapped to EL3.
- [CPTR_EL3](#).TAM, for accesses to Activity Monitors registers from EL0, EL1 and EL2 using AArch32 state, MCRR or MRRC access (coproc == 0b1111) trapped to EL3.
- If FEAT_FGT is implemented, [HDFGRTR_EL2](#).PMCCNTR_EL0 for MRRC access and [HDFGWTR_EL2](#).PMCCNTR_EL0 for MCRR access to [PMCCNTR](#) at EL0, trapped to EL2.

The following sections describe configuration settings for generating exceptions that are reported using EC value 0b001100:

- [MDSCR_EL1](#).TDCC, for accesses to the Debug ROM registers [DBGDSAR](#) and [DBGDRAR](#) at EL0 using AArch32 state, MCRR or MRRC access (coproc == 0b1110) trapped to EL1 or EL2.
- [MDCR_EL2](#).TDRA, for accesses to Debug ROM registers [DBGDRAR](#) and AArch-DBGDSAR using AArch32, MCRR or MRRC access (coproc == 0b1110) trapped to EL2.
- [MDCR_EL3](#).TDA, for accesses to debug registers, using AArch32, MCRR or MRRC access (coproc == 0b1110) trapped to EL3.
- [CPACR_EL1](#).TTA, for accesses to trace registers using AArch32, MCRR or MRRC access (coproc == 0b1110) trapped to EL1 or EL2.
- [CPTR_EL2](#).TTA, for accesses to trace registers using AArch32, MCRR or MRRC access (coproc == 0b1110) trapped to EL2.
- [CPTR_EL3](#).TTA, for accesses to trace registers using AArch32, MCRR or MRRC access (coproc == 0b1110) trapped to EL3.

Note

If the Armv8-A architecture is implemented with an ETMv4 implementation, MCRR and MRRC accesses to trace registers are UNDEFINED and the resulting exception is higher priority than an exception due to these traps.

ISS encoding for an exception from an LDC or STC instruction

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
CV	COND				imm8								RES0	Rn				Offset	AM		Direction			

CV, bit [24]

Condition code valid. Possible values of this bit are:

CV	Meaning
0b0	The COND field is not valid.
0b1	The COND field is valid.

For exceptions taken from AArch64, CV is set to 1.

For exceptions taken from AArch32:

- When an A32 instruction is trapped, CV is set to 1.
- When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether CV is set to 1 or set to 0. See the description of the COND field for more information.

This field resets to an architecturally UNKNOWN value.

COND, bits [23:20]

For exceptions taken from AArch64, this field is set to 0b1110.

The condition code for the trapped instruction. This field is valid only for exceptions taken from AArch32, and only when the value of CV is 1.

For exceptions taken from AArch32:

- When an A32 instruction is trapped, CV is set to 1 and:

- If the instruction is conditional, COND is set to the condition code field value from the instruction.
- If the instruction is unconditional, COND is set to 0b1110.
- A conditional A32 instruction that is known to pass its condition code check can be presented either:
 - With COND set to 0b1110, the value for unconditional.
 - With the COND value held in the instruction.
- When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether:
 - CV is set to 0 and COND is set to an UNKNOWN value. Software must examine the SPSR.IT field to determine the condition, if any, of the T32 instruction.
 - CV is set to 1 and COND is set to the condition code for the condition that applied to the instruction.
- For an implementation that, for both A32 and T32 instructions, takes an exception on a trapped conditional instruction only if the instruction passes its condition code check, these definitions mean that when CV is set to 1 it is IMPLEMENTATION DEFINED whether the COND field is set to 0b1110, or to the value of any condition that applied to the instruction.

This field resets to an architecturally UNKNOWN value.

imm8, bits [19:12]

The immediate value from the issued instruction.

This field resets to an architecturally UNKNOWN value.

Bits [11:10]

Reserved, RES0.

Rn, bits [9:5]

The Rn value from the issued instruction, the general-purpose register used for the transfer. The reported value gives the AArch64 view of the register. See 'Mapping of the general-purpose registers between the Execution states'.

This field is valid only when AM[2] is 0, indicating an immediate form of the LDC or STC instruction. When AM[2] is 1, indicating a literal form of the LDC or STC instruction, this field is UNKNOWN.

This field resets to an architecturally UNKNOWN value.

Offset, bit [4]

Indicates whether the offset is added or subtracted:

Offset	Meaning
0b0	Subtract offset.
0b1	Add offset.

This bit corresponds to the U bit in the instruction encoding.

This field resets to an architecturally UNKNOWN value.

AM, bits [3:1]

Addressing mode. The permitted values of this field are:

AM	Meaning
0b000	Immediate unindexed.
0b001	Immediate post-indexed.
0b010	Immediate offset.
0b011	Immediate pre-indexed.
0b100	For a trapped STC instruction or a trapped T32 LDC instruction this encoding is reserved.
0b110	For a trapped STC instruction, this encoding is reserved.

The values 0b101 and 0b111 are reserved. The effect of programming this field to a reserved value is that behavior is CONSTRAINED UNPREDICTABLE, as described in 'Reserved values in System and memory-mapped registers and translation table entries'.

Bit [2] in this subfield indicates the instruction form, immediate or literal.

Bits [1:0] in this subfield correspond to the bits {P, W} in the instruction encoding.

This field resets to an architecturally UNKNOWN value.

Direction, bit [0]

Indicates the direction of the trapped instruction. The possible values of this bit are:

Direction	Meaning
0b0	Write to memory. STC instruction.
0b1	Read from memory. LDC instruction.

This field resets to an architecturally UNKNOWN value.

The following fields describe the configuration settings for the traps that are reported using EC value 0b000110:

- [MDSCR_EL1](#).TDCC, for accesses using AArch32 state, LDC access to [DBGDTRTXint](#) or STC access to [DBGDTRRXint](#) trapped to EL1 or EL2.
- [MDCR_EL2](#).TDA, for accesses using AArch32 state, LDC access to [DBGDTRTXint](#) or STC access to [DBGDTRRXint](#) MCR or MRC access trapped to EL2.
- [MDCR_EL3](#).TDA, for accesses using AArch32 state, LDC access to [DBGDTRTXint](#) or STC access to [DBGDTRRXint](#) MCR or MRC access trapped to EL3.
- If FEAT_FGT is implemented, [MDCR_EL2](#).TDCC for LDC and STC accesses to the DCC registers at EL0 and EL1 trapped to EL2, and [MDCR_EL3](#).TDCC for accesses to the DCC registers at EL0, EL1, and EL2 trapped to EL3.

ISS encoding for an exception from an access to SVE, Advanced SIMD or floating-point functionality, resulting from the FPen and TFP traps

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
CV	COND				RES0																			

The accesses covered by this trap include:

- Execution of SVE or Advanced SIMD and floating-point instructions.
- Accesses to the Advanced SIMD and floating-point System registers.

For an implementation that does not include either SVE or support for floating-point and Advanced SIMD, the exception is reported using the EC value 0b000000.

CV, bit [24]

Condition code valid. Possible values of this bit are:

CV	Meaning
0b0	The COND field is not valid.
0b1	The COND field is valid.

For exceptions taken from AArch64, CV is set to 1.

For exceptions taken from AArch32:

- When an A32 instruction is trapped, CV is set to 1.
- When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether CV is set to 1 or set to 0. See the description of the COND field for more information.

This field resets to an architecturally UNKNOWN value.

COND, bits [23:20]

For exceptions taken from AArch64, this field is set to 0b1110.

The condition code for the trapped instruction. This field is valid only for exceptions taken from AArch32, and only when the value of CV is 1.

For exceptions taken from AArch32:

- When an A32 instruction is trapped, CV is set to 1 and:
 - If the instruction is conditional, COND is set to the condition code field value from the instruction.
 - If the instruction is unconditional, COND is set to 0b1110.
- A conditional A32 instruction that is known to pass its condition code check can be presented either:
 - With COND set to 0b1110, the value for unconditional.
 - With the COND value held in the instruction.
- When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether:
 - CV is set to 0 and COND is set to an UNKNOWN value. Software must examine the SPSR.IT field to determine the condition, if any, of the T32 instruction.
 - CV is set to 1 and COND is set to the condition code for the condition that applied to the instruction.
- For an implementation that, for both A32 and T32 instructions, takes an exception on a trapped conditional instruction only if the instruction passes its condition code check, these definitions mean that when CV is set to 1 it is IMPLEMENTATION DEFINED whether the COND field is set to 0b1110, or to the value of any condition that applied to the instruction.

This field resets to an architecturally UNKNOWN value.

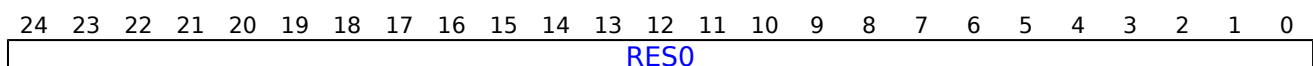
Bits [19:0]

Reserved, RES0.

The following sections describe the configuration settings for the traps that are reported using EC value 0b000111:

- [CPACR_EL1.FPEN](#), for accesses to SIMD and floating-point registers trapped to EL1.
- [CPTR_EL2.TFP](#), for accesses to SIMD and floating-point registers trapped to EL2.
- [CPTR_EL2.TFP](#), for accesses to SIMD and floating-point registers trapped to EL3.

ISS encoding for an exception from an access to SVE functionality, resulting from CPACR_EL1.ZEN, CPTR_EL2.ZEN, CPTR_EL2.TZ, or CPTR_EL3.EZ



The accesses covered by this trap include:

- Execution of SVE instructions.
- Accesses to the SVE System registers, ZCR_ELx and ID_AA64ZFR0_EL1.

For an implementation that does not include SVE, the exception is reported using the EC value 0b000000.

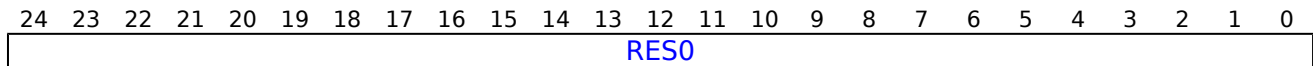
Bits [24:0]

Reserved, RES0.

The following sections describe the configuration setting for the traps:

- [CPACR_EL1.ZEN](#), for accesses to SVE registers at EL0 or EL1, trapped to EL2.
- [CPTR_EL2.ZEN](#), for accesses to SVE registers at EL0, EL1, or EL2, trapped to EL2.
- [CPTR_EL2.TZ](#), for accesses to SVE instructions and instructions that access SVE System registers at EL0, EL1, or EL2, trapped to EL2.
- [CPTR_EL3.EZ](#), for accesses to SVE functionality and registers from all Exception levels, trapped to EL3.

ISS encoding for an exception from an Illegal Execution state, or a PC or SP alignment fault



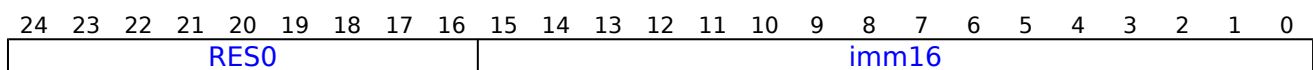
Bits [24:0]

Reserved, RES0.

There are no configuration settings for generating Illegal Execution state exceptions and PC alignment fault exceptions. For more information about these exceptions see 'The Illegal Execution state exception' and 'PC alignment checking'.

'SP alignment checking' describes the configuration settings for generating SP alignment fault exceptions.

ISS encoding for an exception from HVC or SVC instruction execution



Bits [24:16]

Reserved, RES0.

imm16, bits [15:0]

The value of the immediate field from the HVC or SVC instruction.

For an HVC instruction, and for an A64 SVC instruction, this is the value of the imm16 field of the issued instruction.

For an A32 or T32 SVC instruction:

- If the instruction is unconditional, then:
 - For the T32 instruction, this field is zero-extended from the imm8 field of the instruction.
 - For the A32 instruction, this field is the bottom 16 bits of the imm24 field of the instruction.
- If the instruction is conditional, this field is UNKNOWN.

This field resets to an architecturally UNKNOWN value.

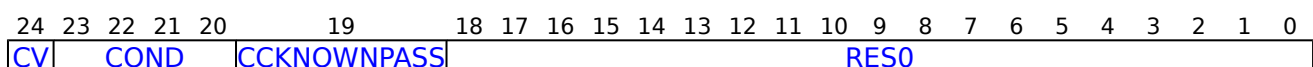
In AArch32 state, the HVC instruction is unconditional, and a conditional SVC instruction generates an exception only if it passes its condition code check. Therefore, the syndrome information for these exceptions does not require conditionality information.

For T32 and A32 instructions, see 'SVC' and 'HVC'.

For A64 instructions, see 'SVC' and 'HVC'.

If FEAT_FGT is implemented, [HFGITR_EL2](#).{SVC_EL1, SVC_EL0} control fine-grained traps on SVC execution.

ISS encoding for an exception from SMC instruction execution in AArch32 state



For an SMC instruction that completes normally and generates an exception that is taken to EL3, the ISS encoding is RES0.

For an SMC instruction that is trapped to EL2 from EL1 because [HCR_EL2](#).TSC is 1, the ISS encoding is as shown in the diagram.

CV, bit [24]

Condition code valid. Possible values of this bit are:

CV	Meaning
0b0	The COND field is not valid.
0b1	The COND field is valid.

For exceptions taken from AArch64, CV is set to 1.

For exceptions taken from AArch32:

- When an A32 instruction is trapped, CV is set to 1.
- When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether CV is set to 1 or set to 0. See the description of the COND field for more information.

This field is only valid if CCKNOWNPASS is 1, otherwise it is RES0.

This field resets to an architecturally UNKNOWN value.

COND, bits [23:20]

For exceptions taken from AArch64, this field is set to 0b1110.

The condition code for the trapped instruction. This field is valid only for exceptions taken from AArch32, and only when the value of CV is 1.

For exceptions taken from AArch32:

- When an A32 instruction is trapped, CV is set to 1 and:
 - If the instruction is conditional, COND is set to the condition code field value from the instruction.
 - If the instruction is unconditional, COND is set to 0b1110.
- A conditional A32 instruction that is known to pass its condition code check can be presented either:
 - With COND set to 0b1110, the value for unconditional.
 - With the COND value held in the instruction.
- When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether:
 - CV is set to 0 and COND is set to an UNKNOWN value. Software must examine the SPSR.IT field to determine the condition, if any, of the T32 instruction.
 - CV is set to 1 and COND is set to the condition code for the condition that applied to the instruction.
- For an implementation that, for both A32 and T32 instructions, takes an exception on a trapped conditional instruction only if the instruction passes its condition code check, these definitions mean that when CV is set to 1 it is IMPLEMENTATION DEFINED whether the COND field is set to 0b1110, or to the value of any condition that applied to the instruction.

This field is only valid if CCKNOWNPASS is 1, otherwise it is RES0.

This field resets to an architecturally UNKNOWN value.

CCKNOWNPASS, bit [19]

Indicates whether the instruction might have failed its condition code check.

CCKNOWNPASS	Meaning
0b0	The instruction was unconditional, or was conditional and passed its condition code check.
0b1	The instruction was conditional, and might have failed its condition code check.

Note

In an implementation in which an SMC instruction that fails its code check is not trapped, this field can always return the value 0.

This field resets to an architecturally UNKNOWN value.

Bits [18:0]

Reserved, RES0.

HCR_EL2.TSC describes the configuration settings for trapping SMC instructions to EL2.

'System calls' describes the case where these exceptions are trapped to EL3.

ISS encoding for an exception from SMC instruction execution in AArch64 state

24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0										imm16														

Bits [24:16]

Reserved, RES0.

imm16, bits [15:0]

The value of the immediate field from the issued SMC instruction.

This field resets to an architecturally UNKNOWN value.

The value of ISS[24:0] described here is used both:

- When an SMC instruction is trapped from EL1 modes.
- When an SMC instruction is not trapped, so completes normally and generates an exception that is taken to EL3.

HCR_EL2.TSC describes the configuration settings for trapping SMC from EL1 modes.

'System calls' describes the case where these exceptions are trapped to EL3.

ISS encoding for an exception from MSR, MRS, or System instruction execution in AArch64 state

24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
RES0		Op0		Op2		Op1		CRn				Rt				CRm		Direction							

Bits [24:22]

Reserved, RES0.

Op0, bits [21:20]

The Op0 value from the issued instruction.

This field resets to an architecturally UNKNOWN value.

Op2, bits [19:17]

The Op2 value from the issued instruction.

This field resets to an architecturally UNKNOWN value.

Op1, bits [16:14]

The Op1 value from the issued instruction.

This field resets to an architecturally UNKNOWN value.

CRn, bits [13:10]

The CRn value from the issued instruction.

This field resets to an architecturally UNKNOWN value.

Rt, bits [9:5]

The Rt value from the issued instruction, the general-purpose register used for the transfer.

This field resets to an architecturally UNKNOWN value.

CRm, bits [4:1]

The CRm value from the issued instruction.

This field resets to an architecturally UNKNOWN value.

Direction, bit [0]

Indicates the direction of the trapped instruction. The possible values of this bit are:

Direction	Meaning
0b0	Write access, including MSR instructions.
0b1	Read access, including MRS instructions.

This field resets to an architecturally UNKNOWN value.

For exceptions caused by System instructions, see 'System instructions' subsection of 'Branches, exception generating and System instructions' for the encoding values returned by an instruction.

The following fields describe configuration settings for generating the exception that is reported using EC value 0b011000:

- [SCTLR_EL1](#).UCI, for execution of cache maintenance instructions using AArch64 state, MSR or MRS access trapped to EL1 or EL2.
- [SCTLR_EL1](#).UCT, for accesses to [CTR_EL0](#) using AArch64 state, MSR or MRS access trapped to EL1 or EL2.
- [SCTLR_EL1](#).DZE, for execution of DC ZVA instructions using AArch64 state, MSR or MRS access trapped to EL1 or EL2.
- [SCTLR_EL1](#).UMA, for accesses to the PSTATE interrupt masks using AArch64 state, MSR or MRS access trapped to EL1 or EL2.
- [CPACR_EL1](#).TTA, for accesses to the trace registers using AArch64 state, MSR or MRS access trapped to EL1 or EL2.
- [MDSCR_EL1](#).TDCC, for accesses to the Debug Communications Channel (DCC) registers using AArch64 state, MSR or MRS access trapped to EL1 or EL2.
- If FEAT_FGT is implemented, [MDCR_EL2](#).TDCC for accesses to the DCC registers at EL0 and EL1 trapped to EL2, and [MDCR_EL3](#).TDCC for accesses to the DCC registers at EL0, EL1, and EL2 trapped to EL3.
- [CNTKCTL_EL1](#).{ELOPTEN, EL0VTEN, EL0PCTEN, EL0VCTEN} accesses to the Generic Timer registers using AArch64 state, MSR or MRS access trapped to EL1 or EL2.
- [PMUSERENR_EL0](#).{ER, CR, SW, EN}, for accesses to the Performance Monitor registers using AArch64 state, MSR or MRS access trapped to EL1 or EL2.
- [AMUSERENR_EL0](#).EN, for accesses to Activity Monitors registers using AArch64 state, MSR or MRS access trapped to EL1 or EL2.
- [HCR_EL2](#).{TRVM, TVM}, for accesses to virtual memory control registers using AArch64 state, MSR or MRS access trapped to EL2.
- [HCR_EL2](#).TDZ, for execution of DC ZVA instructions using AArch64 state, MSR or MRS access trapped to EL2.
- [HCR_EL2](#).TTLB, for execution of TLB maintenance instructions using AArch64 state, MSR or MRS access trapped to EL2.
- [HCR_EL2](#).{TSW, TPC, TPU}, for execution of cache maintenance instructions using AArch64 state, MSR or MRS access trapped to EL2.
- [HCR_EL2](#).TACR, for accesses to the Auxiliary Control Register, [ACTLR_EL1](#), using AArch64 state, MSR or MRS access trapped to EL2.
- [HCR_EL2](#).TIDCP, for accesses to lockdown, DMA, and TCM operations using AArch64 state, MSR or MRS access trapped to EL2.

- [HCR_EL2](#).{TID1, TID2, TID3}, for accesses to ID group 1, ID group 2 or ID group 3 registers, using AArch64 state, MSR or MRS access trapped to EL2.
- [CPTR_EL2](#).TCPAC, for accesses to [CPACR_EL1](#), using AArch64 state, MSR or MRS access trapped to EL2.
- [CPTR_EL2](#).TTA, for accesses to the trace registers, using AArch64 state, MSR or MRS access trapped to EL2.
- [MDCR_EL2](#).TTRF, for accesses to the trace filter register, [TRFCR_EL1](#), using AArch64 state, MSR or MRS access trapped to EL2.
- [MDCR_EL2](#).TDRA, for accesses to Debug ROM registers, using AArch64 state, MSR or MRS access trapped to EL2.
- [MDCR_EL2](#).TDOSA, for accesses to powerdown debug registers using AArch64 state, MSR or MRS access trapped to EL2.
- [CNTHCTL_EL2](#).{EL1PCEN, EL1PCTEN}, for accesses to the Generic Timer registers using AArch64 state, MSR or MRS access trapped to EL2.
- [MDCR_EL2](#).TDA, for accesses to debug registers using AArch64 state, MSR or MRS access trapped to EL2.
- [MDCR_EL2](#).{TPM, TPMCR}, for accesses to Performance Monitor registers, using AArch64 state, MSR or MRS access trapped to EL2.
- [CPTR_EL2](#).TAM, for accesses to Activity Monitors registers, using AArch64 state, MSR or MRS access trapped to EL2.
- [HCR_EL2](#).APK, for accesses to Pointer authentication key registers. using AArch64 state, MSR or MRS access trapped to EL2.
- [HCR_EL2](#).{NV, NV1}, for Nested virtualization register access, using AArch64 state, MSR or MRS access, trapped to EL2.
- [HCR_EL2](#).AT, for execution of AT S1E* instructions, using AArch64 state, MSR or MRS access, trapped to EL2.
- [HCR_EL2](#).{TERR, FIEN}, for accesses to RAS registers, using AArch64 state, MSR or MRS access, trapped to EL2.
- [SCR_EL3](#).APK, for accesses to Pointer authentication key registers, using AArch64 state, MSR or MRS access trapped to EL3.
- [SCR_EL3](#).ST, for accesses to the Counter-timer Physical Secure timer registers, using AArch64 state, MSR or MRS access trapped to EL3.
- [SCR_EL3](#).{TERR, FIEN}, for accesses to RAS registers, using AArch64 state, MSR or MRS access trapped to EL3.
- [CPTR_EL3](#).TCPAC, for accesses to [CPTR_EL2](#) and [CPACR_EL1](#) using AArch64 state, MSR or MRS access trapped to EL3.
- [CPTR_EL3](#).TTA, for accesses to the trace registers, using AArch64 state, MSR or MRS access trapped to EL3.
- [MDCR_EL3](#).TTRF, for accesses to the filter trace control registers, [TRFCR_EL1](#) and [TRFCR_EL2](#), using AArch64 state, MSR or MRS access trapped to EL3.
- [MDCR_EL3](#).TDA, for accesses to debug registers, using AArch64 state, MSR or MRS access trapped to EL3.
- [MDCR_EL3](#).TDOSA, for accesses to powerdown debug registers, using AArch64 state, MSR or MRS access trapped to EL3.
- [MDCR_EL3](#).TPM, for accesses to Performance Monitor registers, using AArch64 state, MSR or MRS access trapped to EL3.
- [CPTR_EL3](#).TAM, for accesses to Activity Monitors registers, using AArch64 state, MSR or MRS access, trapped to EL3.
- If FEAT_EVT is implemented the following registers control traps for EL1 and EL0 Cache controls that use this EC value:
 - [HCR_EL2](#).{TTLBOS, TTLBIS, TICAB, TOCU, TID4}.
 - [HCR2](#).{TTLBIS, TICAB, TOCU, TID4}.
- If FEAT_FGT is implemented:
 - [SCR_EL3](#).FGTEn, for accesses to the fine-grained trap registers, MSR or MRS access at EL2 trapped to EL3.
 - [HFGTR_EL2](#) for reads and [HFGWTR_EL2](#) for writes of registers, using AArch64 state, MSR or MRS access at EL0 and EL1 trapped to EL2.
 - [HFGITR_EL2](#) for execution of system instructions, MSR or MRS access trapped to EL2
 - [HDFGRTR_EL2](#) for reads and [HDFGWTR_EL2](#) for writes of registers, using AArch64 state, MSR or MRS access at EL0 and EL1 state trapped to EL2.
 - [HAFGRTR_EL2](#) for reads of Activity Monitor counters, using AArch64 state, MRS access at EL0 and EL1 trapped to EL2.

ISS encoding for an IMPLEMENTATION DEFINED exception to EL3

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
IMPLEMENTATION DEFINED																								

IMPLEMENTATION DEFINED, bits [24:0]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

ISS encoding for an exception from an Instruction Abort

24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
RES0													SET	FnV	EA	RES0	S1PTW	RES0	IFSC						

Bits [24:13]

Reserved, RES0.

SET, bits [12:11]

When FEAT_RAS is implemented:

Synchronous Error Type. When IFSC is 0b010000, describes the PE error state after taking the Instruction Abort exception. The possible values of this field are:

SET	Meaning
0b00	Recoverable state (UER).
0b10	Uncontainable (UC).
0b11	Restartable state (UEO).

All other values are reserved.

Note

Software can use this information to determine what recovery might be possible. Taking a synchronous External Abort exception might result in a PE state that is not recoverable.

This field is valid only if the IFSC code is 0b010000. It is RES0 for all other aborts.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

FnV, bit [10]

FAR not Valid, for a synchronous External abort other than a synchronous External abort on a translation table walk.

FnV	Meaning
0b0	FAR is valid.
0b1	FAR is not valid, and holds an UNKNOWN value.

This field is only valid if the IFSC code is 0b010000. It is RES0 for all other aborts.

This field resets to an architecturally UNKNOWN value.

EA, bit [9]

External abort type. This bit can provide an IMPLEMENTATION DEFINED classification of External aborts.

For any abort other than an External abort this bit returns a value of 0.

This field resets to an architecturally UNKNOWN value.

Bit [8]

Reserved, RES0.

S1PTW, bit [7]

For a stage 2 fault, indicates whether the fault was a stage 2 fault on an access made for a stage 1 translation table walk:

S1PTW	Meaning
0b0	Fault not on a stage 2 translation for a stage 1 translation table walk.
0b1	Fault on the stage 2 translation of an access for a stage 1 translation table walk.

For any abort other than a stage 2 fault this bit is RES0.

This field resets to an architecturally UNKNOWN value.

Bit [6]

Reserved, RES0.

IFSC, bits [5:0]

Instruction Fault Status Code.

IFSC	Meaning	Applies when
0b000000	Address size fault, level 0 of translation or translation table base register.	
0b000001	Address size fault, level 1.	
0b000010	Address size fault, level 2.	
0b000011	Address size fault, level 3.	
0b000100	Translation fault, level 0.	
0b000101	Translation fault, level 1.	
0b000110	Translation fault, level 2.	
0b000111	Translation fault, level 3.	
0b001001	Access flag fault, level 1.	
0b001010	Access flag fault, level 2.	
0b001011	Access flag fault, level 3.	
0b001101	Permission fault, level 1.	
0b001110	Permission fault, level 2.	
0b001111	Permission fault, level 3.	
0b010000	Synchronous External abort, not on translation table walk or hardware update of translation table.	
0b010100	Synchronous External abort on translation table walk or hardware update of translation table, level 0.	
0b010101	Synchronous External abort on translation table walk or hardware update of translation table, level 1.	
0b010110	Synchronous External abort on translation table walk or hardware update of translation table, level 2.	
0b010111	Synchronous External abort on translation table walk or hardware update of translation table, level 3.	
0b011000	Synchronous parity or ECC error on memory access, not on translation table walk.	When FEAT_RAS is not implemented
0b011100	Synchronous parity or ECC error on memory access on translation table walk or hardware update of translation table, level 0.	When FEAT_RAS is not implemented
0b011101	Synchronous parity or ECC error on memory access on translation table walk or hardware update of translation table, level 1.	When FEAT_RAS is not implemented
0b011110	Synchronous parity or ECC error on memory access on translation table walk or hardware update of translation table, level 2.	When FEAT_RAS is not implemented
0b011111	Synchronous parity or ECC error on memory access on translation table walk or hardware update of translation table, level 3.	When FEAT_RAS is not implemented
0b110000	TLB conflict abort.	
0b110001	Unsupported atomic hardware update fault.	When FEAT_HAFDBS is implemented

All other values are reserved.

For more information about the lookup level associated with a fault, see 'The level associated with MMU faults'.

Note

Because Access flag faults and Permission faults can only result from a Block or Page translation table descriptor, they cannot occur at level 0.

If the S1PTW bit is set, then the level refers the level of the stage2 translation that is translating a stage 1 translation walk.

This field resets to an architecturally UNKNOWN value.

ISS encoding for an exception from a Data Abort

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
ISV	SAS	SSE				SRT			SF	AR	VNCR	SET	FNV	EA	CM	S1PTW	WnR					DFSC		

ISV, bit [24]

Instruction Syndrome Valid. Indicates whether the syndrome information in ISS[23:14] is valid.

ISV	Meaning
0b0	No valid instruction syndrome. ISS[23:14] are RES0.
0b1	ISS[23:14] hold a valid instruction syndrome.

This bit is 0 for all faults reported in ESR_EL2 except the following stage 2 aborts:

- AArch64 loads and stores of a single general-purpose register (including the register specified with 0b11111, including those with Acquire/Release semantics, but excluding Load Exclusive or Store Exclusive and excluding those with writeback).
- AArch32 instructions where the instruction:
 - Is an LDR, LDA, LDRT, LDRSH, LDRSHT, LDRH, LDAH, LDRHT, LDRSB, LDRSBT, LDRB, LDAB, LDRBT, STR, STL, STRT, STRH, STLH, STRHT, STRB, STLB, or STRBT instruction.
 - Is not performing register writeback.
 - Is not using R15 as a source or destination register.

For these cases, ISV is UNKNOWN if the exception was generated in Debug state in memory access mode, and otherwise indicates whether ISS[23:14] hold a valid syndrome.

ISV is 0 for all faults reported in ESR_EL1 or ESR_EL3.

When the RAS Extension is implemented, ISV is 0 for any synchronous External abort.

For ISS reporting, a stage 2 abort on a stage 1 translation table walk does not return a valid instruction syndrome, and therefore ISV is 0 for these aborts.

When the RAS Extension is not implemented, the value of ISV on a synchronous External abort on a stage 2 translation table walk is IMPLEMENTATION DEFINED.

When FEAT_MTE is implemented, for a synchronous Tag Check Fault abort taken to ELx, ESR_ELx.FNV is 0 and FAR_ELx is valid.

This field resets to an architecturally UNKNOWN value.

SAS, bits [23:22]

Syndrome Access Size. When ISV is 1, indicates the size of the access attempted by the faulting operation.

SAS	Meaning
0b00	Byte
0b01	Halfword
0b10	Word
0b11	Doubleword

This field is UNKNOWN when the value of ISV is UNKNOWN.

This field is RES0 when the value of ISV is 0.

This field resets to an architecturally UNKNOWN value.

SSE, bit [21]

Syndrome Sign Extend. When ISV is 1, for a byte, halfword, or word load operation, indicates whether the data item must be sign extended. For these cases, the possible values of this bit are:

SSE	Meaning
0b0	Sign-extension not required.
0b1	Data item must be sign-extended.

For all other operations this bit is 0.

This field is UNKNOWN when the value of ISV is UNKNOWN.

This field is RES0 when the value of ISV is 0.

This field resets to an architecturally UNKNOWN value.

SRT, bits [20:16]

Syndrome Register Transfer. When ISV is 1, the register number of the Rt operand of the faulting instruction.

If the exception was taken from an Exception level that is using AArch32 then this is the AArch64 view of the register. See 'Mapping of the general-purpose registers between the Execution states'.

This field is UNKNOWN when the value of ISV is UNKNOWN.

This field is RES0 when the value of ISV is 0.

This field resets to an architecturally UNKNOWN value.

SF, bit [15]

Width of the register accessed by the instruction is Sixty-Four. When ISV is 1, the possible values of this bit are:

SF	Meaning
0b0	Instruction loads/stores a 32-bit wide register.
0b1	Instruction loads/stores a 64-bit wide register.

Note

This field specifies the register width identified by the instruction, not the Execution state.

This field is UNKNOWN when the value of ISV is UNKNOWN.

This field is RES0 when the value of ISV is 0.

This field resets to an architecturally UNKNOWN value.

AR, bit [14]

When ISV == '1':

Acquire/Release. The possible values of this bit are:

AR	Meaning
0b0	Instruction did not have acquire/release semantics.
0b1	Instruction did have acquire/release semantics.

This field is UNKNOWN when the value of ISV is UNKNOWN.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

VNCR, bit [13]**When FEAT_NV2 is implemented:**

Indicates that the fault came from use of [VNCR_EL2](#) register by EL1 code.

VNCR	Meaning
0b0	The fault was not generated by the use of VNCR_EL2 , by an MRS or MSR instruction executed at EL1.
0b1	The fault was generated by the use of VNCR_EL2 , by an MRS or MSR instruction executed at EL1.

This field is 0 in ESR_EL1.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

SET, bits [12:11]**When FEAT_RAS is implemented:**

Synchronous Error Type. When DFSC is 0b010000, describes the PE error state after taking the Data Abort exception. The possible values of this field are:

SET	Meaning
0b00	Recoverable state (UER).
0b10	Uncontainable (UC).
0b11	Restartable state (UEO).

All other values are reserved.

Note

Software can use this information to determine what recovery might be possible. Taking a synchronous External Abort exception might result in a PE state that is not recoverable.

This field is valid only if the DFSC code is 0b010000. It is RES0 for all other aborts.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

FnV, bit [10]

FAR not Valid, for a synchronous External abort other than a synchronous External abort on a translation table walk.

FnV	Meaning
0b0	FAR is valid.
0b1	FAR is not valid, and holds an UNKNOWN value.

This field is valid only if the DFSC code is 0b010000. It is RES0 for all other aborts.

This field resets to an architecturally UNKNOWN value.

EA, bit [9]

External abort type. This bit can provide an IMPLEMENTATION DEFINED classification of External aborts.

For any abort other than an External abort this bit returns a value of 0.

This field resets to an architecturally UNKNOWN value.

CM, bit [8]

Cache maintenance. Indicates whether the Data Abort came from a cache maintenance or address translation instruction:

CM	Meaning
0b0	The Data Abort was not generated by the execution of one of the System instructions identified in the description of value 1.
0b1	The Data Abort was generated by either the execution of a cache maintenance instruction or by a synchronous fault on the execution of an address translation instruction. The DC ZVA , DC GVA , and DC GZVA instructions are not classified as cache maintenance instructions, and therefore their execution cannot cause this field to be set to 1.

This field resets to an architecturally UNKNOWN value.

S1PTW, bit [7]

For a stage 2 fault, indicates whether the fault was a stage 2 fault on an access made for a stage 1 translation table walk:

S1PTW	Meaning
0b0	Fault not on a stage 2 translation for a stage 1 translation table walk.
0b1	Fault on the stage 2 translation of an access for a stage 1 translation table walk.

For any abort other than a stage 2 fault this bit is RES0.

This field resets to an architecturally UNKNOWN value.

WnR, bit [6]

Write not Read. Indicates whether a synchronous abort was caused by an instruction writing to a memory location, or by an instruction reading from a memory location. The possible values of this bit are:

WnR	Meaning
0b0	Abort caused by an instruction reading from a memory location.
0b1	Abort caused by an instruction writing to a memory location.

For faults on cache maintenance and address translation instructions, this bit always returns a value of 1.

For faults from an atomic instruction that both reads and writes from a memory location, this bit is set to 0 if a read of the address specified by the instruction would have generated the fault which is being reported, otherwise it is set to 1. The architecture permits, but does not require, a relaxation of this requirement such that for all stage 2 aborts on stage 1 translation table walks for atomic instructions, the WnR bit is always 0.

This field is UNKNOWN for:

- An External abort on an Atomic access.
- A fault reported using a DFSC value of 0b110101 or 0b110001, indicating an unsupported Exclusive or atomic access.

This field resets to an architecturally UNKNOWN value.

DFSC, bits [5:0]

Data Fault Status Code.

DFSC	Meaning	Applies when
0b000000	Address size fault, level 0 of translation or translation table base register.	
0b000001	Address size fault, level 1.	
0b000010	Address size fault, level 2.	
0b000011	Address size fault, level 3.	
0b000100	Translation fault, level 0.	
0b000101	Translation fault, level 1.	
0b000110	Translation fault, level 2.	
0b000111	Translation fault, level 3.	
0b001001	Access flag fault, level 1.	
0b001010	Access flag fault, level 2.	
0b001011	Access flag fault, level 3.	
0b001101	Permission fault, level 1.	
0b001110	Permission fault, level 2.	
0b001111	Permission fault, level 3.	
0b010000	Synchronous External abort, not on translation table walk or hardware update of translation table.	
0b010001	Synchronous Tag Check Fault.	When FEAT_MTE is implemented
0b010100	Synchronous External abort on translation table walk or hardware update of translation table, level 0.	
0b010101	Synchronous External abort on translation table walk or hardware update of translation table, level 1.	
0b010110	Synchronous External abort on translation table walk or hardware update of translation table, level 2.	
0b010111	Synchronous External abort on translation table walk or hardware update of translation table, level 3.	
0b011000	Synchronous parity or ECC error on memory access, not on translation table walk.	When FEAT_RAS is not implemented
0b011100	Synchronous parity or ECC error on memory access on translation table walk or hardware update of translation table, level 0.	When FEAT_RAS is not implemented
0b011101	Synchronous parity or ECC error on memory access on translation table walk or hardware update of translation table, level 1.	When FEAT_RAS is not implemented
0b011110	Synchronous parity or ECC error on memory access on translation table walk or hardware update of translation table, level 2.	When FEAT_RAS is not implemented
0b011111	Synchronous parity or ECC error on memory access on translation table walk or hardware update of translation table, level 3.	When FEAT_RAS is not implemented
0b100001	Alignment fault.	
0b110000	TLB conflict abort.	
0b110001	Unsupported atomic hardware update fault.	When FEAT_HAFDBS is implemented
0b110100	IMPLEMENTATION DEFINED fault (Lockdown).	
0b110101	IMPLEMENTATION DEFINED fault (Unsupported Exclusive or Atomic access).	

All other values are reserved.

For more information about the lookup level associated with a fault, see 'The level associated with MMU faults'.

Note

Because Access flag faults and Permission faults can only result from a Block or Page translation table descriptor, they cannot occur at level 0.

If the S1PTW bit is set, then the level refers the level of the stage2 translation that is translating a stage 1 translation walk.

This field resets to an architecturally UNKNOWN value.

ISS encoding for an exception from a trapped floating-point exception

24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0	TFV							RES0						VECITR	IDF		RES0	IXF	UFF	OFF	DZF	IOF		

Bit [24]

Reserved, RES0.

TFV, bit [23]

Trapped Fault Valid bit. Indicates whether the IDF, IXF, UFF, OFF, DZF, and IOF bits hold valid information about trapped floating-point exceptions. The possible values of this bit are:

TFV	Meaning
0b0	The IDF, IXF, UFF, OFF, DZF, and IOF bits do not hold valid information about trapped floating-point exceptions and are UNKNOWN.
0b1	One or more floating-point exceptions occurred during an operation performed while executing the reported instruction. The IDF, IXF, UFF, OFF, DZF, and IOF bits indicate trapped floating-point exceptions that occurred. For more information see 'Floating-point exceptions and exception traps'.

It is IMPLEMENTATION DEFINED whether this field is set to 0 on an exception generated by a trapped floating point exception from a vector instruction.

Note

This is not a requirement. Implementations can set this field to 1 on a trapped floating-point exception from a vector instruction and return valid information in the {IDF, IXF, UFF, OFF, DZF, IOF} fields.

This field resets to an architecturally UNKNOWN value.

Bits [22:11]

Reserved, RES0.

VECITR, bits [10:8]

For a trapped floating-point exception from an instruction executed in AArch32 state this field is RES1.

For a trapped floating-point exception from an instruction executed in AArch64 state this field is UNKNOWN.

This field resets to an architecturally UNKNOWN value.

IDF, bit [7]

Input Denormal floating-point exception trapped bit. If the TFV field is 0, this bit is UNKNOWN. Otherwise, the possible values of this bit are:

IDF	Meaning
0b0	Input denormal floating-point exception has not occurred.
0b1	Input denormal floating-point exception occurred during execution of the reported instruction.

This field resets to an architecturally UNKNOWN value.

Bits [6:5]

Reserved, RES0.

IXF, bit [4]

Inexact floating-point exception trapped bit. If the TFV field is 0, this bit is UNKNOWN. Otherwise, the possible values of this bit are:

IXF	Meaning
0b0	Inexact floating-point exception has not occurred.
0b1	Inexact floating-point exception occurred during execution of the reported instruction.

This field resets to an architecturally UNKNOWN value.

UFF, bit [3]

Underflow floating-point exception trapped bit. If the TFV field is 0, this bit is UNKNOWN. Otherwise, the possible values of this bit are:

UFF	Meaning
0b0	Underflow floating-point exception has not occurred.
0b1	Underflow floating-point exception occurred during execution of the reported instruction.

This field resets to an architecturally UNKNOWN value.

OFF, bit [2]

Overflow floating-point exception trapped bit. If the TFV field is 0, this bit is UNKNOWN. Otherwise, the possible values of this bit are:

OFF	Meaning
0b0	Overflow floating-point exception has not occurred.
0b1	Overflow floating-point exception occurred during execution of the reported instruction.

This field resets to an architecturally UNKNOWN value.

DZF, bit [1]

Divide by Zero floating-point exception trapped bit. If the TFV field is 0, this bit is UNKNOWN. Otherwise, the possible values of this bit are:

DZF	Meaning
0b0	Divide by Zero floating-point exception has not occurred.
0b1	Divide by Zero floating-point exception occurred during execution of the reported instruction.

This field resets to an architecturally UNKNOWN value.

IOF, bit [0]

Invalid Operation floating-point exception trapped bit. If the TFV field is 0, this bit is UNKNOWN. Otherwise, the possible values of this bit are:

IOF	Meaning
0b0	Invalid Operation floating-point exception has not occurred.
0b1	Invalid Operation floating-point exception occurred during execution of the reported instruction.

This field resets to an architecturally UNKNOWN value.

In an implementation that supports the trapping of floating-point exceptions:

- From an Exception level using AArch64, the [FPCR](#).{IDE, IXE, UFE, OFE, DZE, IOE} bits enable each of the floating-point exception traps.
- From an Exception level using AArch32, the [FPSCR](#).{IDE, IXE, UFE, OFE, DZE, IOE} bits enable each of the floating-point exception traps.

ISS encoding for an SError interrupt

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	
IDS		RES0										IESB		AET		EA		RES0		DFSC					

IDS, bit [24]

IMPLEMENTATION DEFINED syndrome. Possible values of this bit are:

IDS	Meaning
0b0	Bits [23:0] of the ISS field holds the fields described in this encoding.
Note If the RAS Extension is not implemented bits [23:0] of the ISS field are RES0.	
0b1	Bits [23:0] of the ISS field holds IMPLEMENTATION DEFINED syndrome information that can be used to provide additional information about the SError interrupt.

Note

This field was previously called ISV.

This field resets to an architecturally UNKNOWN value.

Bits [23:14]

Reserved, RES0.

IESB, bit [13]

When FEAT_IESB is implemented:

Implicit error synchronization event.

IESB	Meaning
0b0	The SError interrupt was either not synchronized by the implicit error synchronization event or not taken immediately.
0b1	The SError interrupt was synchronized by the implicit error synchronization event and taken immediately.

This field is valid only if the DFSC code is 0b010001. It is RES0 for all other errors.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

AET, bits [12:10]

When FEAT_RAS is implemented:

Asynchronous Error Type.

When DFSC is 0b010001, describes the PE error state after taking the SError interrupt exception. The possible values of this field are:

AET	Meaning
0b000	Uncontainable (UC).
0b001	Unrecoverable state (UEU).
0b010	Restartable state (UEO).
0b011	Recoverable state (UER).
0b110	Corrected (CE).

All other values are reserved.

If multiple errors are taken as a single SError interrupt exception, the overall PE error state is reported.

Note

Software can use this information to determine what recovery might be possible. The recovery software must also examine any implemented fault records to determine the location and extent of the error.

This field is valid only if the DFSC code is 0b010001. It is RES0 for all other errors.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

EA, bit [9]

When FEAT_RAS is implemented:

External abort type. When DFSC is 0b010001, provides an IMPLEMENTATION DEFINED classification of External aborts.

This field is valid only if the DFSC code is 0b010001. It is RES0 for all other errors.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bits [8:6]

Reserved, RES0.

DFSC, bits [5:0]**When FEAT_RAS is implemented:**

Data Fault Status Code.

DFSC	Meaning
0b000000	Uncategorized error.
0b010001	Asynchronous SError interrupt.

All other values are reserved.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

ISS encoding for an exception from a Breakpoint or Vector Catch debug exception

24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																			IFSC					

Bits [24:6]

Reserved, RES0.

IFSC, bits [5:0]

Instruction Fault Status Code.

IFSC	Meaning
0b100010	Debug exception.

This field resets to an architecturally UNKNOWN value.

For more information about generating these exceptions:

- For exceptions from AArch64, see 'Breakpoint exceptions'.
- For exceptions from AArch32, see 'Breakpoint exceptions' and 'Vector Catch exceptions'.

ISS encoding for an exception from a Software Step exception

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
ISV	RES0																	EX	IFSC					

ISV, bit [24]

Instruction syndrome valid. Indicates whether the EX bit, ISS[6], is valid, as follows:

ISV	Meaning
0b0	EX bit is RES0.
0b1	EX bit is valid.

See the EX bit description for more information.

This field resets to an architecturally UNKNOWN value.

Bits [23:7]

Reserved, RES0.

EX, bit [6]

Exclusive operation. If the ISV bit is set to 1, this bit indicates whether a Load-Exclusive instruction was stepped.

EX	Meaning
0b0	An instruction other than a Load-Exclusive instruction was stepped.
0b1	A Load-Exclusive instruction was stepped.

If the ISV bit is set to 0, this bit is RES0, indicating no syndrome data is available.

This field resets to an architecturally UNKNOWN value.

IFSC, bits [5:0]

Instruction Fault Status Code.

IFSC	Meaning
0b100010	Debug exception.

This field resets to an architecturally UNKNOWN value.

For more information about generating these exceptions, see 'Software Step exceptions'.

ISS encoding for an exception from a Watchpoint exception

24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0										RES0	VNCR	RES0			CM	RES0	WnR	DFSC						

Bits [24:15]

Reserved, RES0.

Bit [14]

Reserved, RES0.

VNCR, bit [13]

When FEAT_NV2 is implemented:

Indicates that the watchpoint came from use of [VNCR_EL2](#) register by EL1 code.

VNCR	Meaning
0b0	The watchpoint was not generated by the use of VNCR_EL2 by EL1 code.
0b1	The watchpoint was generated by the use of VNCR_EL2 by EL1 code.

This field is 0 in ESR_EL1.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bits [12:9]

Reserved, RES0.

CM, bit [8]

Cache maintenance. Indicates whether the Watchpoint exception came from a cache maintenance or address translation instruction:

CM	Meaning
0b0	The Watchpoint exception was not generated by the execution of one of the System instructions identified in the description of value 1.
0b1	The Watchpoint exception was generated by either the execution of a cache maintenance instruction or by a synchronous Watchpoint exception on the execution of an address translation instruction. The DC ZVA , DC GVA , and DC GZVA instructions are not classified as a cache maintenance instructions, and therefore their execution cannot cause this field to be set to 1.

This field resets to an architecturally UNKNOWN value.

Bit [7]

Reserved, RES0.

WnR, bit [6]

Write not Read. Indicates whether the Watchpoint exception was caused by an instruction writing to a memory location, or by an instruction reading from a memory location. The possible values of this bit are:

WnR	Meaning
0b0	Watchpoint exception caused by an instruction reading from a memory location.
0b1	Watchpoint exception caused by an instruction writing to a memory location.

For Watchpoint exceptions on cache maintenance and address translation instructions, this bit always returns a value of 1.

For Watchpoint exceptions from an atomic instruction, this field is set to 0 if a read of the location would have generated the Watchpoint exception, otherwise it is set to 1.

If multiple watchpoints match on the same access, it is UNPREDICTABLE which watchpoint generates the Watchpoint exception.

This field resets to an architecturally UNKNOWN value.

DFSC, bits [5:0]

Data Fault Status Code.

DFSC	Meaning
0b100010	Debug exception.

This field resets to an architecturally UNKNOWN value.

For more information about generating these exceptions, see 'Watchpoint exceptions'.

ISS encoding for an exception from execution of a Breakpoint instruction

24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0										Comment														

Bits [24:16]

Reserved, RES0.

Comment, bits [15:0]

Set to the instruction comment field value, zero extended as necessary.

For the AArch32 BKPT instructions, the comment field is described as the immediate field.

This field resets to an architecturally UNKNOWN value.

For more information about generating these exceptions, see 'Breakpoint instruction exceptions'.

ISS encoding for an exception from ERET, ERETAA or ERETAB instruction

24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																						ERET	ERETA	

This EC value applies when FEAT_FGT is implemented, or when [HCR_EL2.NV](#) is 1.

Bits [24:2]

Reserved, RES0.

ERET, bit [1]

Indicates whether an ERET or ERETA* instruction was trapped to EL2. Possible values are:

ERET	Meaning
0b0	ERET instruction trapped to EL2.
0b1	ERETAA or ERETAB instruction trapped to EL2.

If this bit is 0, the ERETA field is RES0.

This field resets to an architecturally UNKNOWN value.

ERETA, bit [0]

Indicates whether an ERETAA or ERETAB instruction was trapped to EL2. Possible values are:

ERETA	Meaning
0b0	ERETAA instruction trapped to EL2.
0b1	ERETAB instruction trapped to EL2.

When the ERET field is 0, this bit is RES0.

This field resets to an architecturally UNKNOWN value.

For more information about generating these exceptions, see [HCR_EL2.NV](#).

If FEAT_FGT is implemented, [HFGITR_EL2.ERET](#) controls fine-grained trap exceptions from ERET, ERETAA and ERETAB execution.

ISS encoding for an exception from Branch Target Identification instruction

24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								BTTYPE

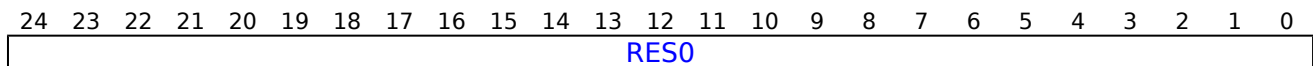
Bits [24:2]

Reserved, RES0.

BTYPE, bits [1:0]

This field is set to the PSTATE.BTYPE value that generated the Branch Target Exception.

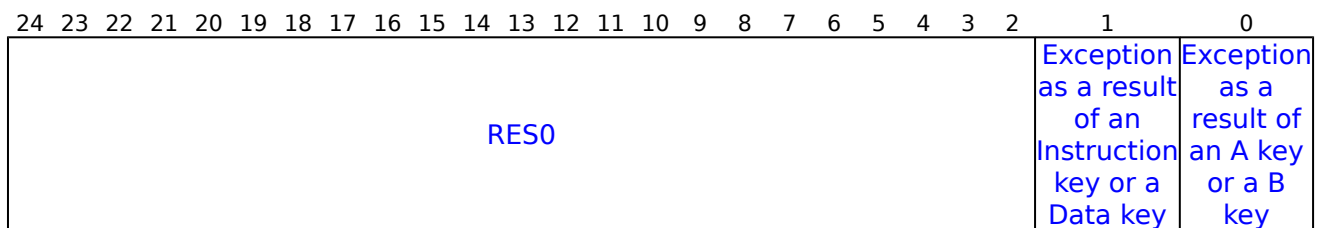
For more information about generating these exceptions, see 'The AArch64 application level programmers model'.

ISS encoding for an exception from a Pointer Authentication instruction when HCR_EL2.API == 0 || SCR_EL3.API == 0
**Bits [24:0]**

Reserved, RES0.

For more information about generating these exceptions, see:

- [HCR_EL2.API](#), for exceptions from Pointer authentication instructions, using AArch64 state, trapped to EL2.
- [SCR_EL3.API](#), for exceptions from Pointer authentication instructions, using AArch64 state, trapped to EL3.

ISS encoding for an exception from a Pointer Authentication instruction authentication failure
**Bits [24:2]**

Reserved, RES0.

Bit [1]

This field indicates whether the exception is as a result of an Instruction key or a Data key.

	Meaning
0b0	Instruction Key.
0b1	Data Key.

This field resets to an architecturally UNKNOWN value.

Bit [0]

This field indicates whether the exception is as a result of an A key or a B key.

	Meaning
0b0	A key.
0b1	B key.

This field resets to an architecturally UNKNOWN value.

The following instructions generate an exception when the Pointer Authentication Code (PAC) is incorrect:

- AUTIASP, AUTIAZ, AUTIA1716.

- AUTIBSP, AUTIBZ, AUTIB1716.
- AUTIA, AUTDA, AUTIB, AUTDB.
- AUTIZA, AUTIZB, AUTDZA, AUTDZB.

It is IMPLEMENTATION DEFINED whether the following instructions generate an exception directly from the authorization failure, rather than changing the address in a way that will generate a translation fault when the address is accessed:

- RETAA, RETAB.
- BRAA, BRAB, BLRAA, BLRAB.
- BRAAZ, BRABZ, BLRAAZ, BLRABZ.
- ERETAA, ERETAB.
- LDRAA, LDRAB, whether the authenticated address is written back to the base register or not.

Accessing the ESR_EL3

Accesses to this register use the following encodings:

MRS <Xt>, ESR_EL3

op0	op1	CRn	CRm	op2
0b11	0b110	0b0101	0b0010	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    return ESR_EL3;
```

MSR ESR_EL3, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b0101	0b0010	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    ESR_EL3 = X[t];
```

FAR_EL1, Fault Address Register (EL1)

The FAR_EL1 characteristics are:

Purpose

Holds the faulting Virtual Address for all synchronous Instruction or Data Abort, PC alignment fault and Watchpoint exceptions that are taken to EL1.

Configuration

AArch64 System register FAR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [DFAR\[31:0\] \(NS\)](#).

AArch64 System register FAR_EL1 bits [63:32] are architecturally mapped to AArch32 System register [IFAR\[31:0\] \(NS\)](#).

Attributes

FAR_EL1 is a 64-bit register.

Field descriptions

The FAR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Faulting Virtual Address for synchronous exceptions taken to EL1																															
Faulting Virtual Address for synchronous exceptions taken to EL1																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Faulting Virtual Address for synchronous exceptions taken to EL1. Exceptions that set the FAR_EL1 are Instruction Aborts (EC 0x20 or 0x21), Data Aborts (EC 0x24 or 0x25), PC alignment faults (EC 0x22), and Watchpoints (EC 0x34 or 0x35). [ESR_EL1](#).EC holds the EC value for the exception.

For a synchronous External abort, if the VA that generated the abort was from an address range for which TCR_ELx.TBI{<0|1>} == 1 for the translation regime in use when the abort was generated, then the top eight bits of FAR_EL1 are UNKNOWN.

For a synchronous External abort other than a synchronous External abort on a translation table walk, this field is valid only if [ESR_EL1](#).FnV is 0, and the FAR_EL1 is UNKNOWN if [ESR_EL1](#).FnV is 1.

For all other exceptions taken to EL1, the FAR_EL1 is UNKNOWN.

If a memory fault that sets FAR_EL1, other than a Tag Check Fault, is generated from a data cache maintenance or other DC instruction, this field holds the address specified in the register argument of the instruction.

On an exception due to a Tag Check Fault caused by a data cache maintenance or other DC instruction, the address held in FAR_EL1 is IMPLEMENTATION DEFINED as one of the following:

- The lowest address that gave rise to the fault.
- The address specified in the register argument of the instruction as generated by MMU faults caused by [DC ZVA](#).

If the exception that updates FAR_EL1 is taken from an Exception level that is using AArch32, the top 32 bits are all zero, unless both of the following apply, in which case the top 32 bits of FAR_ELx are 0x00000001:

- The faulting address was generated by a load or store instruction that sequentially incremented from address 0xFFFFFFFF. Such a load or store is CONSTRAINED UNPREDICTABLE.
- The implementation treats such incrementing as setting bit[32] of the virtual address to 1.

For a Data Abort or Watchpoint exception, if address tagging is enabled for the address accessed by the data access that caused the exception, then this field includes the tag. For more information about address tagging, see 'Address tagging in AArch64 state'.

For a synchronous Tag Check Fault abort, bits[63:60] are UNKNOWN.

Execution at EL0 makes FAR_EL1 become UNKNOWN.

Note

The address held in this field is an address accessed by the instruction fetch or data access that caused the exception that gave rise to the instruction or data abort. It is the lower address that gave rise to the fault. Where different faults from different addresses arise from the same instruction, such as for an instruction that loads or stores a mis-aligned address that crosses a page boundary, the architecture does not prioritize between those different faults.

FAR_EL1 is made UNKNOWN on an exception return from EL1.

This field resets to an architecturally UNKNOWN value.

Accessing the FAR_EL1

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, access from EL3 using the mnemonic FAR_EL1 or FAR_EL12 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, FAR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0110	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TRVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.FAR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x220];
    else
        return FAR_EL1;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return FAR_EL2;
    else
        return FAR_EL1;
elsif PSTATE.EL == EL3 then
    return FAR_EL1;

```

MSR FAR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0110	0b0000	0b000


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.FAR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x220] = X[t];
    else
        FAR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        FAR_EL2 = X[t];
    else
        FAR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    FAR_EL1 = X[t];

```

MRS <Xt>, FAR_EL12

op0	op1	CRn	CRm	op2
0b11	0b101	0b0110	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        return NVMem[0x220];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return FAR_EL1;
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        return FAR_EL1;
    else
        UNDEFINED;

```

MSR FAR_EL12, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b101	0b0110	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        NVMem[0x220] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        FAR_EL1 = X[t];
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        FAR_EL1 = X[t];
    else
        UNDEFINED;

```

MRS <Xt>, FAR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0110	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return FAR_EL1;
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return FAR_EL2;
elsif PSTATE.EL == EL3 then
    return FAR_EL2;

```

MSR FAR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0110	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        FAR_EL1 = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    FAR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    FAR_EL2 = X[t];

```

FAR_EL2, Fault Address Register (EL2)

The FAR_EL2 characteristics are:

Purpose

Holds the faulting Virtual Address for all synchronous Instruction or Data Abort, PC alignment fault and Watchpoint exceptions that are taken to EL2.

Configuration

AArch64 System register FAR_EL2 bits [31:0] are architecturally mapped to AArch32 System register [HDFAR\[31:0\]](#).

AArch64 System register FAR_EL2 bits [63:32] are architecturally mapped to AArch32 System register [HIFAR\[31:0\]](#).

AArch64 System register FAR_EL2 bits [31:0] are architecturally mapped to AArch32 System register [DFAR\[31:0\] \(S\)](#) when EL2 is implemented.

AArch64 System register FAR_EL2 bits [63:32] are architecturally mapped to AArch32 System register [IFAR\[31:0\] \(S\)](#) when EL2 is implemented.

If EL2 is not implemented, this register is RES0 from EL3.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

FAR_EL2 is a 64-bit register.

Field descriptions

The FAR_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Faulting Virtual Address for synchronous exceptions taken to EL2																															
Faulting Virtual Address for synchronous exceptions taken to EL2																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Faulting Virtual Address for synchronous exceptions taken to EL2. Exceptions that set the FAR_EL2 are Instruction Aborts (EC 0x20 or 0x21), Data Aborts (EC 0x24 or 0x25), PC alignment faults (EC 0x22), and Watchpoints (EC 0x34 or 0x35). [ESR_EL2.EC](#) holds the EC value for the exception.

For a synchronous External abort, if the VA that generated the abort was from an address range for which $\text{TCR_ELx.TBI}\{\text{<0|1>}\} == 1$ for the translation regime in use when the abort was generated, then the top eight bits of FAR_EL2 are UNKNOWN.

For a synchronous External abort other than a synchronous External abort on a translation table walk, this field is valid only if [ESR_EL2.FnV](#) is 0, and the FAR_EL2 is UNKNOWN if [ESR_EL2.FnV](#) is 1.

For all other exceptions taken to EL2, the FAR_EL2 is UNKNOWN.

If a memory fault that sets FAR_EL2, other than a Tag Check Fault, is generated from a data cache maintenance or other DC instruction, this field holds the address specified in the register argument of the instruction.

On an exception due to a Tag Check Fault caused by a data cache maintenance or other DC instruction, the address held in FAR_EL2 is IMPLEMENTATION DEFINED as one of the following:

- The lowest address that gave rise to the fault.

- The address specified in the register argument of the instruction as generated by MMU faults caused by [DC ZVA](#).

If the exception that updates FAR_EL2 is taken from an Exception level that is using AArch32, the top 32 bits are all zero, unless both of the following apply, in which case the top 32 bits of FAR_ELx are 0x00000001:

- The faulting address was generated by a load or store instruction that sequentially incremented from address 0xFFFFFFFF. Such a load or store instruction is `CONSTRAINED UNPREDICTABLE`.
- The implementation treats such incrementing as setting bit[32] of the virtual address to 1.

For a Data Abort or Watchpoint exception, if address tagging is enabled for the address accessed by the data access that caused the exception, then this field includes the tag. For more information about address tagging, see 'Address tagging in AArch64 state'.

For a synchronous Tag Check Fault abort, bits[63:60] are UNKNOWN.

Execution at EL1 or EL0 makes FAR_EL2 become UNKNOWN.

Note

The address held in this field is an address accessed by the instruction fetch or data access that caused the exception that gave rise to the instruction or data abort. It is the lower address that gave rise to the fault. Where different faults from different addresses arise from the same instruction, such as for an instruction that loads or stores a mis-aligned address that crosses a page boundary, the architecture does not prioritize between those different faults.

FAR_EL2 is made UNKNOWN on an exception return from EL2.

This field resets to an architecturally UNKNOWN value.

Accessing the FAR_EL2

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, access from EL2 using the mnemonic FAR_EL2 or FAR_EL1 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, FAR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0110	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return FAR_EL1;
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return FAR_EL2;
elsif PSTATE.EL == EL3 then
    return FAR_EL2;

```

MSR FAR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0110	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        FAR_EL1 = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    FAR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    FAR_EL2 = X[t];

```

MRS <Xt>, FAR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0110	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TRVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.FAR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x220];
    else
        return FAR_EL1;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return FAR_EL2;
    else
        return FAR_EL1;
elsif PSTATE.EL == EL3 then
    return FAR_EL1;

```

MSR FAR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0110	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.FAR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x220] = X[t];
    else
        FAR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        FAR_EL2 = X[t];
    else
        FAR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    FAR_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

FAR_EL3, Fault Address Register (EL3)

The FAR_EL3 characteristics are:

Purpose

Holds the faulting Virtual Address for all synchronous Instruction or Data Abort and PC alignment fault exceptions that are taken to EL3.

Configuration

This register is present only when EL3 is implemented. Otherwise, direct accesses to FAR_EL3 are UNDEFINED.

Attributes

FAR_EL3 is a 64-bit register.

Field descriptions

The FAR_EL3 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Faulting Virtual Address for synchronous exceptions taken to EL3																															
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
Faulting Virtual Address for synchronous exceptions taken to EL3																															

Bits [63:0]

Faulting Virtual Address for synchronous exceptions taken to EL3. Exceptions that set the FAR_EL3 are Instruction Aborts (EC 0x20 or 0x21), Data Aborts (EC 0x24 or 0x25), and PC alignment faults (EC 0x22). [ESR_EL3](#).EC holds the EC value for the exception.

For a synchronous External abort, if the VA that generated the abort was from an address range for which $\text{TCR_ELx.TBI}\{\text{<0|1>}\} == 1$ for the translation regime in use when the abort was generated, then the top eight bits of FAR_EL3 are UNKNOWN.

For a synchronous External abort other than a synchronous External abort on a translation table walk, this field is valid only if [ESR_EL3](#).FnV is 0, and the FAR_EL3 is UNKNOWN if [ESR_EL3](#).FnV is 1.

For all other exceptions taken to EL3, the FAR_EL3 is UNKNOWN.

If a memory fault that sets FAR_EL3, other than a Tag Check Fault, is generated from a data cache maintenance or other DC instruction, this field holds the address specified in the register argument of the instruction.

On an exception due to a Tag Check Fault caused by a data cache maintenance or other DC instruction, the address held in FAR_EL3 is IMPLEMENTATION DEFINED as one of the following:

- The lowest address that gave rise to the fault.
- The address specified in the register argument of the instruction as generated by MMU faults caused by [DC ZVA](#).

If the exception that updates FAR_EL3 is taken from an Exception Level using AArch32, the top 32 bits are all zero, unless both of the following apply, in which case the top 32 bits of FAR_ELx are 0x00000001:

- The faulting address was generated by a load or store instruction that sequentially incremented from address 0xFFFFFFFF. Such a load or store instruction is CONSTRAINED UNPREDICTABLE.
- The implementation treats such incrementing as setting bit[32] of the virtual address to 1.

For a Data Abort or Watchpoint exception, if address tagging is enabled for the address accessed by the data access that caused the exception, then this field includes the tag. For more information about address tagging, see 'Address tagging in AArch64 state'.

For a synchronous Tag Check Fault abort, bits[63:60] are UNKNOWN.

Execution at EL2, EL1 or EL0 makes FAR_EL3 become UNKNOWN.

Note

The address held in this register is an address accessed by the instruction fetch or data access that caused the exception that actually gave rise to the instruction or data abort. It is the lowest address that gave rise to the fault. Where different faults from different addresses arise from the same instruction, such as for an instruction that loads or stores a mis-aligned address that crosses a page boundary, the architecture does not prioritize between those different faults.

FAR_EL3 is made UNKNOWN on an exception return from EL3.

This field resets to an architecturally UNKNOWN value.

Accessing the FAR_EL3

Accesses to this register use the following encodings:

MRS <Xt>, FAR_EL3

op0	op1	CRn	CRm	op2
0b11	0b110	0b0110	0b0000	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    return FAR_EL3;
```

MSR FAR_EL3, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b0110	0b0000	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    FAR_EL3 = X[t];
```


FPCR, Floating-point Control Register

The FPCR characteristics are:

Purpose

Controls floating-point behavior.

Configuration

The named fields in this register map to the equivalent fields in the AArch32 [FPSCR](#).

It is IMPLEMENTATION DEFINED whether the Len and Stride fields can be programmed to non-zero values, which will cause some AArch32 floating-point instruction encodings to be UNDEFINED, or whether these fields are RAZ.

Attributes

FPCR is a 64-bit register.

Field descriptions

The FPCR bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0				AHP	DN	FZ	RMode	Stride	FZ16	Len	IDE	RES0	IXE	UFE	OFD	DZE	IOE	RES0													
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:27]

Reserved, RES0.

AHP, bit [26]

Alternative half-precision control bit:

AHP	Meaning
0b0	IEEE half-precision format selected.
0b1	Alternative half-precision format selected.

This bit is only used for conversions between half-precision floating-point and other floating-point formats.

The data-processing instructions added as part of the FEAT_FP16 extension always use the IEEE half-precision format, and ignore the value of this bit.

This field resets to an architecturally UNKNOWN value.

DN, bit [25]

Default NaN mode control bit:

DN	Meaning
0b0	NaN operands propagate through to the output of a floating-point operation.
0b1	Any operation involving one or more NaNs returns the Default NaN.

The value of this bit controls both scalar and Advanced SIMD floating-point arithmetic.

This field resets to an architecturally UNKNOWN value.

FZ, bit [24]

Flush-to-zero mode control bit.

FZ	Meaning
0b0	Flush-to-zero mode disabled. Behavior of the floating-point system is fully compliant with the IEEE 754 standard.
0b1	Flush-to-zero mode enabled.

The value of this bit controls both scalar and Advanced SIMD floating-point arithmetic.

This bit has no effect on half-precision calculations.

This field resets to an architecturally UNKNOWN value.

RMode, bits [23:22]

Rounding Mode control field.

RMode	Meaning
0b00	Round to Nearest (RN) mode.
0b01	Round towards Plus Infinity (RP) mode.
0b10	Round towards Minus Infinity (RM) mode.
0b11	Round towards Zero (RZ) mode.

The specified rounding mode is used by both scalar and Advanced SIMD floating-point instructions.

This field resets to an architecturally UNKNOWN value.

Stride, bits [21:20]

This field has no function in AArch64 state, and non-zero values are ignored during execution in AArch64 state.

This field is included only for context saving and restoration of the AArch32 [FPSCR](#). Stride field.

This field resets to an architecturally UNKNOWN value.

FZ16, bit [19]

When FEAT_FP16 is implemented:

Flush-to-zero mode control bit on half-precision data-processing instructions.

FZ16	Meaning
0b0	Flush-to-zero mode disabled. Behavior of the floating-point system is fully compliant with the IEEE 754 standard.
0b1	Flush-to-zero mode enabled.

The value of this bit applies to both scalar and Advanced SIMD floating-point half-precision calculations. A half-precision floating-point number that is flushed to zero as a result of the value of the FZ16 bit does not generate an Input Denormal exception.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Len, bits [18:16]

This field has no function in AArch64 state, and non-zero values are ignored during execution in AArch64 state.

This field is included only for context saving and restoration of the AArch32 [FPSR.Len](#) field.

This field resets to an architecturally UNKNOWN value.

IDE, bit [15]

Input Denormal floating-point exception trap enable.

IDE	Meaning
0b0	Untrapped exception handling selected. If the floating-point exception occurs then the FPSR.IDC bit is set to 1.
0b1	Trapped exception handling selected. If the floating-point exception occurs, the PE does not update the FPSR.IDC bit. The trap handling software can decide whether to set the FPSR.IDC bit to 1.

The value of this bit controls both scalar and Advanced SIMD floating-point arithmetic.

If the implementation does not support this exception, this bit is RAZ/WI.

This field resets to an architecturally UNKNOWN value.

Bits [14:13]

Reserved, RES0.

IXE, bit [12]

Inexact floating-point exception trap enable.

IXE	Meaning
0b0	Untrapped exception handling selected. If the floating-point exception occurs then the FPSR.IXC bit is set to 1.
0b1	Trapped exception handling selected. If the floating-point exception occurs, the PE does not update the FPSR.IXC bit. The trap handling software can decide whether to set the FPSR.IXC bit to 1.

The value of this bit controls both scalar and Advanced SIMD floating-point arithmetic.

If the implementation does not support this exception, this bit is RAZ/WI.

This field resets to an architecturally UNKNOWN value.

UFE, bit [11]

Underflow floating-point exception trap enable.

UFE	Meaning
0b0	Untrapped exception handling selected. If the floating-point exception occurs then the FPSR.UFC bit is set to 1.
0b1	Trapped exception handling selected. If the floating-point exception occurs, the PE does not update the FPSR.UFC bit. The trap handling software can decide whether to set the FPSR.UFC bit to 1.

The value of this bit controls both scalar and Advanced SIMD floating-point arithmetic.

If the implementation does not support this exception, this bit is RAZ/WI.

This field resets to an architecturally UNKNOWN value.

OFE, bit [10]

Overflow floating-point exception trap enable.

OFE	Meaning
0b0	Untrapped exception handling selected. If the floating-point exception occurs then the FPSR.OFC bit is set to 1.
0b1	Trapped exception handling selected. If the floating-point exception occurs, the PE does not update the FPSR.OFC bit. The trap handling software can decide whether to set the FPSR.OFC bit to 1.

The value of this bit controls both scalar and Advanced SIMD floating-point arithmetic.

If the implementation does not support this exception, this bit is RAZ/WI.

This field resets to an architecturally UNKNOWN value.

DZE, bit [9]

Divide by Zero floating-point exception trap enable.

DZE	Meaning
0b0	Untrapped exception handling selected. If the floating-point exception occurs then the FPSR.DZC bit is set to 1.
0b1	Trapped exception handling selected. If the floating-point exception occurs, the PE does not update the FPSR.DZC bit. The trap handling software can decide whether to set the FPSR.DZC bit to 1.

The value of this bit controls both scalar and Advanced SIMD floating-point arithmetic.

If the implementation does not support this exception, this bit is RAZ/WI.

This field resets to an architecturally UNKNOWN value.

IOE, bit [8]

Invalid Operation floating-point exception trap enable.

IOE	Meaning
0b0	Untrapped exception handling selected. If the floating-point exception occurs then the FPSR.IOC bit is set to 1.
0b1	Trapped exception handling selected. If the floating-point exception occurs, the PE does not update the FPSR.IOC bit. The trap handling software can decide whether to set the FPSR.IOC bit to 1.

The value of this bit controls both scalar and Advanced SIMD floating-point arithmetic.

If the implementation does not support this exception, this bit is RAZ/WI.

This field resets to an architecturally UNKNOWN value.

Bits [7:0]

Reserved, RES0.

Accessing the FPCR

Accesses to this register use the following encodings:

MRS <Xt>, FPCR

op0	op1	CRn	CRm	op2
0b11	0b011	0b0100	0b0100	0b000

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TFP == '1' then
        UNDEFINED;
    elsif !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CPACR_EL1.FPEN != '11' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x00);
        else
            AArch64.SystemAccessTrap(EL1, 0x07);
    elsif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CPTR_EL2.FPEN != '11' then
        AArch64.SystemAccessTrap(EL2, 0x07);
    elsif EL2Enabled() && HCR_EL2.E2H == '1' && CPTR_EL2.FPEN == 'x0' then
        AArch64.SystemAccessTrap(EL2, 0x07);
    elsif EL2Enabled() && HCR_EL2.E2H != '1' && CPTR_EL2.TFP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x07);
    elsif HaveEL(EL3) && CPTR_EL3.TFP == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x07);
    else
        return FPCR;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TFP == '1' then
        UNDEFINED;
    elsif CPACR_EL1.FPEN == 'x0' then
        AArch64.SystemAccessTrap(EL1, 0x07);
    elsif EL2Enabled() && HCR_EL2.E2H != '1' && CPTR_EL2.TFP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x07);
    elsif EL2Enabled() && HCR_EL2.E2H == '1' && CPTR_EL2.FPEN == 'x0' then
        AArch64.SystemAccessTrap(EL2, 0x07);
    elsif HaveEL(EL3) && CPTR_EL3.TFP == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x07);
    else
        return FPCR;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TFP == '1' then
        UNDEFINED;
    elsif HCR_EL2.E2H == '0' && CPTR_EL2.TFP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x07);
    elsif HCR_EL2.E2H == '1' && CPTR_EL2.FPEN == 'x0' then
        AArch64.SystemAccessTrap(EL2, 0x07);
    elsif HaveEL(EL3) && CPTR_EL3.TFP == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x07);
    else
        return FPCR;
elsif PSTATE.EL == EL3 then
    if CPTR_EL3.TFP == '1' then
        AArch64.SystemAccessTrap(EL3, 0x07);
    else
        return FPCR;

```

MSR FPCR, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b0100	0b0100	0b000

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TFP == '1' then
        UNDEFINED;
    elsif !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CPACR_EL1.FPEN != '11' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x00);
        else
            AArch64.SystemAccessTrap(EL1, 0x07);
    elsif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CPTR_EL2.FPEN != '11' then
        AArch64.SystemAccessTrap(EL2, 0x07);
    elsif EL2Enabled() && HCR_EL2.E2H == '1' && CPTR_EL2.FPEN == 'x0' then
        AArch64.SystemAccessTrap(EL2, 0x07);
    elsif EL2Enabled() && HCR_EL2.E2H != '1' && CPTR_EL2.TFP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x07);
    elsif HaveEL(EL3) && CPTR_EL3.TFP == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x07);
    else
        FPCR = X[t];
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TFP == '1' then
        UNDEFINED;
    elsif CPACR_EL1.FPEN == 'x0' then
        AArch64.SystemAccessTrap(EL1, 0x07);
    elsif EL2Enabled() && HCR_EL2.E2H != '1' && CPTR_EL2.TFP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x07);
    elsif EL2Enabled() && HCR_EL2.E2H == '1' && CPTR_EL2.FPEN == 'x0' then
        AArch64.SystemAccessTrap(EL2, 0x07);
    elsif HaveEL(EL3) && CPTR_EL3.TFP == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x07);
    else
        FPCR = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TFP == '1' then
        UNDEFINED;
    elsif HCR_EL2.E2H == '0' && CPTR_EL2.TFP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x07);
    elsif HCR_EL2.E2H == '1' && CPTR_EL2.FPEN == 'x0' then
        AArch64.SystemAccessTrap(EL2, 0x07);
    elsif HaveEL(EL3) && CPTR_EL3.TFP == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x07);
    else
        FPCR = X[t];
elsif PSTATE.EL == EL3 then
    if CPTR_EL3.TFP == '1' then
        AArch64.SystemAccessTrap(EL3, 0x07);
    else
        FPCR = X[t];

```

FPEXC32_EL2, Floating-Point Exception Control register

The FPEXC32_EL2 characteristics are:

Purpose

Allows access to the AArch32 register [FPEXC](#) from AArch64 state only. Its value has no effect on execution in AArch64 state.

Configuration

AArch64 System register FPEXC32_EL2 bits [31:0] are architecturally mapped to AArch32 System register [FPEXC\[31:0\]](#).

This register is present only when EL1 is capable of using AArch32. Otherwise, direct accesses to FPEXC32_EL2 are UNDEFINED.

If EL2 is not implemented but EL3 is implemented, and EL1 is capable of using AArch32, then this register is not RES0.

Implemented only if the implementation includes the Advanced SIMD and floating-point functionality.

Attributes

FPEXC32_EL2 is a 64-bit register.

Field descriptions

The FPEXC32_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
EX	EN	DEX	FP2V	VV	TFV	RES0															VEC	ITR	IDF	RES0	IXF	UFF	OFF	DZF	IOF		
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

EX, bit [31]

Exception bit. From Armv8, this bit is RAZ/WI.

This field resets to an architecturally UNKNOWN value.

EN, bit [30]

Enables access to the Advanced SIMD and floating-point functionality from all Exception levels, except that setting this field to 0 does not disable the following:

- VMSR accesses to the [FPEXC](#) or [FPSID](#).
- VMRS accesses from the [FPEXC](#), [FPSID](#), [MVFR0](#), [MVFR1](#), or [MVFR2](#).

EN	Meaning
0b0	Accesses to the FPSCR , and any of the SIMD and floating-point registers Q0-Q15, including their views as D0-D31 registers or S0-S31 registers, are UNDEFINED at all Exception levels.
0b1	This control permits access to the Advanced SIMD and floating-point functionality at all Exception levels.

Execution of floating-point and Advanced SIMD instructions in AArch32 state can be disabled or trapped by the following controls:

- [CPACR](#).cp10, or, if executing at EL0, [CPACR_EL1](#).FPEN.
- FPEXC.EN.
- If executing in Non-secure state:
 - [HCPTR](#).TCP10, or if EL2 is using AArch64, [CPTR_EL2](#).TFP.
 - [NSACR](#).cp10, or if EL3 is using AArch64, [CPTR_EL3](#).TFP.
- For Advanced SIMD instructions only:
 - [CPACR](#).ASEDIS.
 - If executing in Non-secure state, [HCPTR](#).TASE and [NSACR](#).NSTRCDIS.

See the descriptions of the controls for more information.

Note

When executing at EL0 using AArch32:

- If EL1 is using AArch64 then behavior is as if the value of FPEXC.EN is 1.
- If EL2 is using AArch64 and enabled in the current Security state, and the value of [HCR_EL2](#).{RW, TGE} is {1, 1} then behavior is as if the value of FPEXC.EN is 1.
- If EL2 is using AArch64 and enabled in the current Security state, and the value of [HCR_EL2](#).{RW, TGE} is {0, 1} then it is IMPLEMENTATION DEFINED whether the behavior is:
 - As if the value of FPEXC.EN is 1.
 - Determined by the value of FPEXC32_EL2.EN, as described in this field description. However, Arm deprecates using the value of FPEXC32_EL2.EN to determine behavior.

This field resets to an architecturally UNKNOWN value.

DEX, bit [29]

Defined synchronous exception on floating-point execution.

This field identifies whether a synchronous exception generated by the attempted execution of an instruction was generated by an unallocated encoding. The instruction must be in the encoding space that is identified by the pseudocode function ExecutingCP10or11Instr() returning TRUE. This field also indicates whether the FPEXC32_EL2.TFV field is valid.

The meaning of this bit is:

DEX	Meaning
0b0	The exception was generated by the attempted execution of an unallocated instruction in the encoding space that is identified by the pseudocode function ExecutingCP10or11Instr(). If FPEXC32_EL2.TFV is RW then it is invalid and UNKNOWN. If FPEXC32_EL2.{IDF, IXF, UFF, OFF, DZF, IOF} are RW then they are invalid and UNKNOWN.
0b1	The exception was generated during the execution of an unallocated encoding. FPEXC32_EL2.TFV is valid and indicates the cause of the exception.

On an exception that sets this bit to 1 the exception-handling routine must clear this bit to 0.

On an implementation that both does not support trapping of floating-point exceptions and implements the AArch32 [FPSCR](#).{Stride, Len} fields as RAZ, this bit is RES0.

This field resets to an architecturally UNKNOWN value.

FP2V, bit [28]

FPINST2 instruction valid bit. From Armv8, this bit is RES0.

This field resets to an architecturally UNKNOWN value.

VV, bit [27]

VECITR valid bit. From Armv8, this bit is RES0.

This field resets to an architecturally UNKNOWN value.

TFV, bit [26]

Trapped Fault Valid bit. Valid only when the value of FPEXC.DEX is 1. When valid, it indicates the cause of the exception and therefore whether the FPEXC.{IDF, IXF, UFF, OFF, DZF, IOF} bits are valid.

TFV	Meaning
0b0	The exception was caused by the execution of a floating-point VABS, VADD, VDIV, VFMA, VFMS, VFNMA, VFNMS, VMLA, VMLS, VMOV, VMUL, VNEG, VNMLA, VNMLS, VNMUL, VSQRT, or VSUB instruction when one or both of FPSCR .{Stride, Len} was non-zero. If the FPEXC.{IDF, IXF, UFF, OFF, DZF, IOF} bits are RW then they are invalid and UNKNOWN.
0b1	FPEXC.{IDF, IXF, UFF, OFF, DZF, IOF} indicate the presence of trapped floating-point exceptions that had occurred at the time of the exception. Bits are set for all trapped exceptions that had occurred at the time of the exception.

This bit returns a status value and ignores writes.

When the value of FPEXC.DEX is 0 and this bit is RW, this bit is invalid and UNKNOWN.

On an implementation that does not support the trapping of floating-point exceptions this bit is RAZ/WI.

On an implementation that supports the trapping of floating-point exceptions and implements [FPSCR](#).{Stride, Len} as RAZ, this bit is RAO/WI.

This field resets to an architecturally UNKNOWN value.

Bits [25:11]

Reserved, RES0.

VECITR, bits [10:8]

Vector iteration count. From Armv8, this field is RES1.

This field resets to an architecturally UNKNOWN value.

IDF, bit [7]

Input Denormal trapped exception bit. Valid only when the value of FPEXC.TFV is 1. When valid, it indicates whether an Input Denormal exception occurred while [FPSCR](#).IDE was 1:

IDF	Meaning
0b0	Input Denormal exception has not occurred.
0b1	Input Denormal exception has occurred.

Input Denormal exceptions can occur only when [FPSCR](#).FZ is 1.

Note

A half-precision floating-point value that is flushed to zero because the value of [FPSCR.FZ16](#) is 1 does not generate an Input Denormal exception.

This bit must be cleared to 0 by the exception-handling routine.

When the value of FPEXC32_EL2.TFV is 0 and this bit is RW, this bit is invalid and UNKNOWN.

On an implementation that does not support the trapping of floating-point exceptions this bit is RAZ/WI.

This field resets to an architecturally UNKNOWN value.

Bits [6:5]

Reserved, RES0.

IXF, bit [4]

Inexact trapped exception bit. Valid only when the value of FPEXC.TFV is 1. When valid, it indicates whether an Inexact exception occurred while [FPSCR.IXE](#) was 1:

IXF	Meaning
0b0	Inexact exception has not occurred.
0b1	Inexact exception has occurred.

This bit must be cleared to 0 by the exception-handling routine.

When the value of FPEXC.TFV is 0 and this bit is RW, this bit is invalid and UNKNOWN.

On an implementation that does not support the trapping of floating-point exceptions this bit is RAZ/WI.

This field resets to an architecturally UNKNOWN value.

UFF, bit [3]

Underflow trapped exception bit. Valid only when the value of FPEXC.TFV is 1. When valid, it indicates whether an Underflow exception occurred while [FPSCR.UFE](#) was 1:

UFF	Meaning
0b0	Underflow exception has not occurred.
0b1	Underflow exception has occurred.

Underflow trapped exceptions can occur:

- On half-precision data-processing instructions only when [FPSCR.FZ16](#) is 0.
- Otherwise only when [FPSCR.FZ](#) is 0.

This bit must be cleared to 0 by the exception-handling routine.

When the value of FPEXC32_EL2.TFV is 0 and this bit is RW, this bit is invalid and UNKNOWN.

On an implementation that does not support the trapping of floating-point exceptions this bit is RAZ/WI.

This field resets to an architecturally UNKNOWN value.

OFF, bit [2]

Overflow trapped exception bit. Valid only when the value of FPEXC.TFV is 1. When valid, it indicates whether an Overflow exception occurred while [FPSCR.OFE](#) was 1:

OFF	Meaning
0b0	Overflow exception has not occurred.
0b1	Overflow exception has occurred.

This bit must be cleared to 0 by the exception-handling routine.

When the value of FPEXC.TFV is 0 and this bit is RW, this bit is invalid and UNKNOWN.

On an implementation that does not support the trapping of floating-point exceptions this bit is RAZ/WI.

This field resets to an architecturally UNKNOWN value.

DZF, bit [1]

Divide by Zero trapped exception bit. Valid only when the value of FPEXC.TFV is 1. When valid, it indicates whether a Divide by Zero exception occurred while [FPSCR.DZE](#) was 1:

DZF	Meaning
0b0	Divide by Zero exception has not occurred.
0b1	Divide by Zero exception has occurred.

This bit must be cleared to 0 by the exception-handling routine.

When the value of FPEXC.TFV is 0 and this bit is RW, this bit is invalid and UNKNOWN.

On an implementation that does not support the trapping of floating-point exceptions this bit is RAZ/WI.

This field resets to an architecturally UNKNOWN value.

IOF, bit [0]

Invalid Operation trapped exception bit. Valid only when the value of FPEXC.TFV is 1. When valid, it indicates whether an Invalid Operation exception occurred while [FPSCR.IOE](#) was 1:

IOF	Meaning
0b0	Invalid Operation exception has not occurred.
0b1	Invalid Operation exception has occurred.

This bit must be cleared to 0 by the exception-handling routine.

When the value of FPEXC.TFV is 0 and this bit is RW, this bit is invalid and UNKNOWN.

On an implementation that does not support the trapping of floating-point exceptions this bit is RAZ/WI.

This field resets to an architecturally UNKNOWN value.

Accessing the FPEXC32_EL2

Accesses to this register use the following encodings:

MRS <Xt>, FPEXC32_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0101	0b0011	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TFP == '1' then
        UNDEFINED;
    elsif HCR_EL2.E2H == '0' && CPTR_EL2.TFP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x07);
    elsif HCR_EL2.E2H == '1' && CPTR_EL2.FPEN == 'x0' then
        AArch64.SystemAccessTrap(EL2, 0x07);
    elsif HaveEL(EL3) && CPTR_EL3.TFP == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x07);
    else
        return FPEXC32_EL2;
elsif PSTATE.EL == EL3 then
    if CPTR_EL3.TFP == '1' then
        AArch64.SystemAccessTrap(EL3, 0x07);
    else
        return FPEXC32_EL2;

```

MSR FPEXC32_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0101	0b0011	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TFP == '1' then
        UNDEFINED;
    elsif HCR_EL2.E2H == '0' && CPTR_EL2.TFP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x07);
    elsif HCR_EL2.E2H == '1' && CPTR_EL2.FPEN == 'x0' then
        AArch64.SystemAccessTrap(EL2, 0x07);
    elsif HaveEL(EL3) && CPTR_EL3.TFP == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x07);
    else
        FPEXC32_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    if CPTR_EL3.TFP == '1' then
        AArch64.SystemAccessTrap(EL3, 0x07);
    else
        FPEXC32_EL2 = X[t];

```

FPSR, Floating-point Status Register

The FPSR characteristics are:

Purpose

Provides floating-point system status information.

Configuration

The named fields in this register map to the equivalent fields in the AArch32 [FPSCR](#).

Attributes

FPSR is a 64-bit register.

Field descriptions

The FPSR bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
																RES0																
N	Z	C	V	QC	RES0																		IDC	RES0	IXC	UFC	OFC	DZC	IOC			
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	

Bits [63:32]

Reserved, RES0.

N, bit [31]

When AArch32 is supported at any Exception level and AArch32 floating-point is implemented:

Negative condition flag for AArch32 floating-point comparison operations.

Note

AArch64 floating-point comparisons set the PSTATE.N flag instead.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Z, bit [30]

When AArch32 is supported at any Exception level and AArch32 floating-point is implemented:

Zero condition flag for AArch32 floating-point comparison operations.

Note

AArch64 floating-point comparisons set the PSTATE.Z flag instead.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

C, bit [29]

When AArch32 is supported at any Exception level and AArch32 floating-point is implemented:

Carry condition flag for AArch32 floating-point comparison operations.

Note

AArch64 floating-point comparisons set the PSTATE.C flag instead.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

V, bit [28]

When AArch32 is supported at any Exception level and AArch32 floating-point is implemented:

Overflow condition flag for AArch32 floating-point comparison operations.

Note

AArch64 floating-point comparisons set the PSTATE.V flag instead.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

QC, bit [27]

Cumulative saturation bit, Advanced SIMD only. This bit is set to 1 to indicate that an Advanced SIMD integer operation has saturated since 0 was last written to this bit.

This field resets to an architecturally UNKNOWN value.

Bits [26:8]

Reserved, RES0.

IDC, bit [7]

Input Denormal cumulative floating-point exception bit. This bit is set to 1 to indicate that the Input Denormal floating-point exception has occurred since 0 was last written to this bit.

How scalar and Advanced SIMD floating-point instructions update this bit depends on the value of the [FPCR.IDE](#) bit. This bit is only set to 1 to indicate a floating-point exception if [FPCR.IDE](#) is 0, or if trapping software sets it.

This field resets to an architecturally UNKNOWN value.

Bits [6:5]

Reserved, RES0.

IXC, bit [4]

Inexact cumulative floating-point exception bit. This bit is set to 1 to indicate that the Inexact exception floating-point has occurred since 0 was last written to this bit.

How scalar and Advanced SIMD floating-point instructions update this bit depends on the value of the [FPCR.IXE](#) bit. This bit is only set to 1 to indicate a floating-point exception if [FPCR.IXE](#) is 0, or if trapping software sets it.

The criteria for the Inexact floating-point exception to occur are different in Flush-to-zero mode. For details, see 'Flush-to-zero'.

This field resets to an architecturally UNKNOWN value.

UFC, bit [3]

Underflow cumulative floating-point exception bit. This bit is set to 1 to indicate that the Underflow floating-point exception has occurred since 0 was last written to this bit.

How scalar and Advanced SIMD floating-point instructions update this bit depends on the value of the [FPCR.UFE](#) bit. This bit is only set to 1 to indicate a floating-point exception if [FPCR.UFE](#) is 0, or if trapping software sets it.

The criteria for the Underflow floating-point exception to occur are different in Flush-to-zero mode. For details, see 'Flush-to-zero'.

This field resets to an architecturally UNKNOWN value.

OFC, bit [2]

Overflow cumulative floating-point exception bit. This bit is set to 1 to indicate that the Overflow floating-point exception has occurred since 0 was last written to this bit.

How scalar and Advanced SIMD floating-point instructions update this bit depends on the value of the [FPCR.OFE](#) bit. This bit is only set to 1 to indicate a floating-point exception if [FPCR.OFE](#) is 0, or if trapping software sets it.

This field resets to an architecturally UNKNOWN value.

DZC, bit [1]

Divide by Zero cumulative floating-point exception bit. This bit is set to 1 to indicate that the Divide by Zero floating-point exception has occurred since 0 was last written to this bit.

How scalar and Advanced SIMD floating-point instructions update this bit depends on the value of the [FPCR.DZE](#) bit. This bit is only set to 1 to indicate a floating-point exception if [FPCR.DZE](#) is 0, or if trapping software sets it.

This field resets to an architecturally UNKNOWN value.

IOC, bit [0]

Invalid Operation cumulative floating-point exception bit. This bit is set to 1 to indicate that the Invalid Operation floating-point exception has occurred since 0 was last written to this bit.

How scalar and Advanced SIMD floating-point instructions update this bit depends on the value of the [FPCR.IOE](#) bit. This bit is only set to 1 to indicate a floating-point exception if [FPCR.IOE](#) is 0, or if trapping software sets it.

This field resets to an architecturally UNKNOWN value.

Accessing the FPSR

Accesses to this register use the following encodings:

MRS <Xt>, FPSR

op0	op1	CRn	CRm	op2
0b11	0b011	0b0100	0b0100	0b001

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TFP == '1' then
        UNDEFINED;
    elsif !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CPACR_EL1.FPEN != '11' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x00);
        else
            AArch64.SystemAccessTrap(EL1, 0x07);
    elsif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CPTR_EL2.FPEN != '11' then
        AArch64.SystemAccessTrap(EL2, 0x07);
    elsif EL2Enabled() && HCR_EL2.E2H == '1' && CPTR_EL2.FPEN == 'x0' then
        AArch64.SystemAccessTrap(EL2, 0x07);
    elsif EL2Enabled() && HCR_EL2.E2H != '1' && CPTR_EL2.TFP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x07);
    elsif HaveEL(EL3) && CPTR_EL3.TFP == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x07);
    else
        return FPSR;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TFP == '1' then
        UNDEFINED;
    elsif CPACR_EL1.FPEN == 'x0' then
        AArch64.SystemAccessTrap(EL1, 0x07);
    elsif EL2Enabled() && HCR_EL2.E2H != '1' && CPTR_EL2.TFP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x07);
    elsif EL2Enabled() && HCR_EL2.E2H == '1' && CPTR_EL2.FPEN == 'x0' then
        AArch64.SystemAccessTrap(EL2, 0x07);
    elsif HaveEL(EL3) && CPTR_EL3.TFP == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x07);
    else
        return FPSR;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TFP == '1' then
        UNDEFINED;
    elsif HCR_EL2.E2H == '0' && CPTR_EL2.TFP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x07);
    elsif HCR_EL2.E2H == '1' && CPTR_EL2.FPEN == 'x0' then
        AArch64.SystemAccessTrap(EL2, 0x07);
    elsif HaveEL(EL3) && CPTR_EL3.TFP == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x07);
    else
        return FPSR;
elsif PSTATE.EL == EL3 then
    if CPTR_EL3.TFP == '1' then
        AArch64.SystemAccessTrap(EL3, 0x07);
    else
        return FPSR;

```


MSR FPSR, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b0100	0b0100	0b001

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TFP == '1' then
        UNDEFINED;
    elsif !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CPACR_EL1.FPEN != '11' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x00);
        else
            AArch64.SystemAccessTrap(EL1, 0x07);
    elsif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CPTR_EL2.FPEN != '11' then
        AArch64.SystemAccessTrap(EL2, 0x07);
    elsif EL2Enabled() && HCR_EL2.E2H == '1' && CPTR_EL2.FPEN == 'x0' then
        AArch64.SystemAccessTrap(EL2, 0x07);
    elsif EL2Enabled() && HCR_EL2.E2H != '1' && CPTR_EL2.TFP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x07);
    elsif HaveEL(EL3) && CPTR_EL3.TFP == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x07);
    else
        FPSR = X[t];
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TFP == '1' then
        UNDEFINED;
    elsif CPACR_EL1.FPEN == 'x0' then
        AArch64.SystemAccessTrap(EL1, 0x07);
    elsif EL2Enabled() && HCR_EL2.E2H != '1' && CPTR_EL2.TFP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x07);
    elsif EL2Enabled() && HCR_EL2.E2H == '1' && CPTR_EL2.FPEN == 'x0' then
        AArch64.SystemAccessTrap(EL2, 0x07);
    elsif HaveEL(EL3) && CPTR_EL3.TFP == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x07);
    else
        FPSR = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.TFP == '1' then
        UNDEFINED;
    elsif HCR_EL2.E2H == '0' && CPTR_EL2.TFP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x07);
    elsif HCR_EL2.E2H == '1' && CPTR_EL2.FPEN == 'x0' then
        AArch64.SystemAccessTrap(EL2, 0x07);
    elsif HaveEL(EL3) && CPTR_EL3.TFP == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x07);
    else
        FPSR = X[t];
elsif PSTATE.EL == EL3 then
    if CPTR_EL3.TFP == '1' then
        AArch64.SystemAccessTrap(EL3, 0x07);
    else
        FPSR = X[t];

```


GCR_EL1, Tag Control Register.

The GCR_EL1 characteristics are:

Purpose

Tag Control Register.

Configuration

This register is present only when FEAT_MTE is implemented and ID_AA64PFR1_EL1.MTE != 0b0001. Otherwise, direct accesses to GCR_EL1 are UNDEFINED.

Attributes

GCR_EL1 is a 64-bit register.

Field descriptions

The GCR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32					
																RES0																				
RES0																RRND		Exclude																		
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0					

Bits [63:17]

Reserved, RES0.

RRND, bit [16]

Controls generation of tag values by the IRG instruction.

RRND	Meaning
0b0	IRG generates a tag value as defined by RandomTag().
0b1	IRG generates an implementation-specific tag value with a distribution of tag values no worse than generated with GCR_EL1.RRND == 0.

This field resets to an architecturally UNKNOWN value.

Exclude, bits [15:0]

Allocation Tag values excluded from selection by ChooseNonExcludedTag().

If all bits of GCR_EL1.Exclude are 1, then the Allocation Tag value 0 will be used.

This field resets to an architecturally UNKNOWN value.

Accessing the GCR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, GCR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0001	0b0000	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.ATA == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.ATA == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.ATA == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return GCR_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.ATA == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.ATA == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return GCR_EL1;
elsif PSTATE.EL == EL3 then
    return GCR_EL1;

```

MSR GCR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0001	0b0000	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.ATA == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.ATA == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.ATA == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        GCR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.ATA == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.ATA == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        GCR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    GCR_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GMID_EL1, Multiple tag transfer ID register

The GMID_EL1 characteristics are:

Purpose

Indicates the block size that is accessed by the LDGM and STGM System instructions.

Configuration

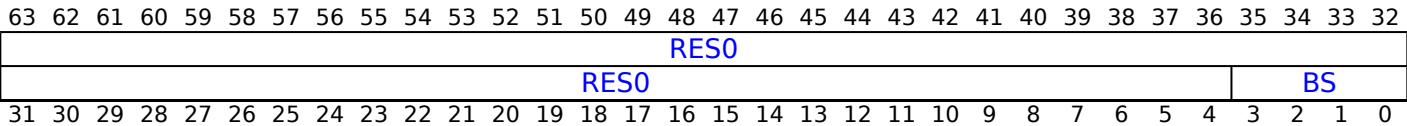
This register is present only when FEAT_MTE is implemented and ID_AA64PFR1_EL1.MTE != 0b0001. Otherwise, direct accesses to GMID_EL1 are UNDEFINED.

Attributes

GMID_EL1 is a 64-bit register.

Field descriptions

The GMID_EL1 bit assignments are:



Bits [63:4]

Reserved, RES0.

BS, bits [3:0]

Log₂ of the block size in words. The minimum supported size is 16B (value == 2) and the maximum is 256B (value == 6).

Accessing the GMID_EL1

Accesses to this register use the following encodings:

MRS <Xt>, GMID_EL1

CRn	op0	op1	op2	CRm
0b0000	0b11	0b001	0b100	0b0000

```
if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    else
        UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TID5 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return GMID_EL1;
elseif PSTATE.EL == EL2 then
    return GMID_EL1;
elseif PSTATE.EL == EL3 then
    return GMID_EL1;
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

HACR_EL2, Hypervisor Auxiliary Control Register

The HACR_EL2 characteristics are:

Purpose

Controls trapping to EL2 of IMPLEMENTATION DEFINED aspects of EL1 or EL0 operation.

Note

Arm recommends that the values in this register do not cause unnecessary traps to EL2 when [HCR_EL2](#).{E2H, TGE} == {1, 1}.

Configuration

AArch64 System register HACR_EL2 bits [31:0] are architecturally mapped to AArch32 System register [HACR\[31:0\]](#).

If EL2 is not implemented, this register is RES0 from EL3.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

HACR_EL2 is a 64-bit register.

Field descriptions

The HACR_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
IMPLEMENTATION DEFINED																															
IMPLEMENTATION DEFINED																															
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

IMPLEMENTATION DEFINED, bits [63:0]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

Accessing the HACR_EL2

Accesses to this register use the following encodings:

MRS <Xt>, HACR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0001	0b0001	0b111


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return HACR_EL2;
elsif PSTATE.EL == EL3 then
    return HACR_EL2;

```

MSR HACR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0001	0b0001	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    HACR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    HACR_EL2 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

HAFGRTR_EL2, Hypervisor Activity Monitors Fine-Grained Read Trap Register

The HAFGRTR_EL2 characteristics are:

Purpose

Provides controls for traps of MRS reads of Activity Monitors System registers.

Configuration

This register is present only when FEAT_AMUv1 is implemented and FEAT_FGT is implemented. Otherwise, direct accesses to HAFGRTR_EL2 are UNDEFINED.

Attributes

HAFGRTR_EL2 is a 64-bit register.

Field descriptions

The HAFGRTR_EL2 bit assignments are:

63	62	61	60	59	58
AMEVTYPEPER16_EL0	AMEVCNTR16_EL0	AMEVTYPEPER15_EL0	AMEVCNTR15_EL0	AMEVTYPEPER14_EL0	AMEVCNTR14_EL0
31	30	29	28	27	26

Bits [63:50]

Reserved, RES0.

AMEVTYPEPER115_EL0, bit [49]

Trap MRS reads of AMEVTYPEPER115_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVTYPEPER115 at EL0 using AArch32 when EL1 is using AArch64 to EL2.

AMEVTYPEPER115_EL0	Meaning
0b0	MRS reads of AMEVTYPEPER115_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVTYPEPER115 at EL0 using AArch32 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2 .{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, then, unless the read generates a higher priority exception: <ul style="list-style-type: none">MRS reads of AMEVTYPEPER115_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18.MRC reads of AMEVTYPEPER115 at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

AMEVCNTR115_EL0, bit [48]

Trap MRS reads of AMEVCNTR115_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVCNTR115 at EL0 using AArch32 when EL1 is using AArch64 to EL2.

AMEVCNTR115_EL0	Meaning
0b0	MRS reads of AMEVCNTR115_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVCNTR115 at EL0 using AArch32 are not affected by this bit.
0b1	<p>If EL2 is implemented and enabled in the current Security state, HCR_EL2.{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3.FGTEn == 1, then, unless the read generates a higher priority exception:</p> <ul style="list-style-type: none"> MRS reads of AMEVCNTR115_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. MRC reads of AMEVCNTR115 at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

AMEVTYPER114_EL0, bit [47]

Trap MRS reads of AMEVTYPER114_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVTYPER114 at EL0 using AArch32 when EL1 is using AArch64 to EL2.

AMEVTYPER114_EL0	Meaning
0b0	MRS reads of AMEVTYPER114_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVTYPER114 at EL0 using AArch32 are not affected by this bit.
0b1	<p>If EL2 is implemented and enabled in the current Security state, HCR_EL2.{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3.FGTEn == 1, then, unless the read generates a higher priority exception:</p> <ul style="list-style-type: none"> MRS reads of AMEVTYPER114_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. MRC reads of AMEVTYPER114 at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

AMEVCNTR114_EL0, bit [46]

Trap MRS reads of AMEVCNTR114_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVCNTR114 at EL0 using AArch32 when EL1 is using AArch64 to EL2.

AMEVCNTR114_EL0	Meaning
0b0	MRS reads of AMEVCNTR114_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVCNTR114 at EL0 using AArch32 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2 .{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, then, unless the read generates a higher priority exception: <ul style="list-style-type: none"> MRS reads of AMEVCNTR114_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. MRC reads of AMEVCNTR114 at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

AMEVTYPER113_EL0, bit [45]

Trap MRS reads of AMEVTYPER113_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVTYPER113 at EL0 using AArch32 when EL1 is using AArch64 to EL2.

AMEVTYPER113_EL0	Meaning
0b0	MRS reads of AMEVTYPER113_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVTYPER113 at EL0 using AArch32 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2 .{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, then, unless the read generates a higher priority exception: <ul style="list-style-type: none"> MRS reads of AMEVTYPER113_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. MRC reads of AMEVTYPER113 at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

AMEVCNTR113_EL0, bit [44]

Trap MRS reads of AMEVCNTR113_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVCNTR113 at EL0 using AArch32 when EL1 is using AArch64 to EL2.

AMEVCNTR113_EL0	Meaning
0b0	MRS reads of AMEVCNTR113_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVCNTR113 at EL0 using AArch32 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2 .{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, then, unless the read generates a higher priority exception: <ul style="list-style-type: none"> MRS reads of AMEVCNTR113_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. MRC reads of AMEVCNTR113 at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

AMEVTPER112_EL0, bit [43]

Trap MRS reads of AMEVTPER112_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVTPER112 at EL0 using AArch32 when EL1 is using AArch64 to EL2.

AMEVTPER112_EL0	Meaning
0b0	MRS reads of AMEVTPER112_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVTPER112 at EL0 using AArch32 are not affected by this bit.
0b1	<p>If EL2 is implemented and enabled in the current Security state, HCR_EL2.{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3.FGTEn == 1, then, unless the read generates a higher priority exception:</p> <ul style="list-style-type: none"> MRS reads of AMEVTPER112_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. MRC reads of AMEVTPER112 at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

AMEVCNTR112_EL0, bit [42]

Trap MRS reads of AMEVCNTR112_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVCNTR112 at EL0 using AArch32 when EL1 is using AArch64 to EL2.

AMEVCNTR112_EL0	Meaning
0b0	MRS reads of AMEVCNTR112_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVCNTR112 at EL0 using AArch32 are not affected by this bit.
0b1	<p>If EL2 is implemented and enabled in the current Security state, HCR_EL2.{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3.FGTEn == 1, then, unless the read generates a higher priority exception:</p> <ul style="list-style-type: none"> MRS reads of AMEVCNTR112_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. MRC reads of AMEVCNTR112 at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

AMEVTPER111_EL0, bit [41]

Trap MRS reads of AMEVTPER111_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVTPER111 at EL0 using AArch32 when EL1 is using AArch64 to EL2.

AMEVTYPER111_EL0	Meaning
0b0	MRS reads of AMEVTYPER111_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVTYPER111 at EL0 using AArch32 are not affected by this bit.
0b1	<p>If EL2 is implemented and enabled in the current Security state, HCR_EL2.{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3.FGTEn == 1, then, unless the read generates a higher priority exception:</p> <ul style="list-style-type: none"> MRS reads of AMEVTYPER111_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. MRC reads of AMEVTYPER111 at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

AMEVCNTR111_EL0, bit [40]

Trap MRS reads of AMEVCNTR111_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVCNTR111 at EL0 using AArch32 when EL1 is using AArch64 to EL2.

AMEVCNTR111_EL0	Meaning
0b0	MRS reads of AMEVCNTR111_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVCNTR111 at EL0 using AArch32 are not affected by this bit.
0b1	<p>If EL2 is implemented and enabled in the current Security state, HCR_EL2.{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3.FGTEn == 1, then, unless the read generates a higher priority exception:</p> <ul style="list-style-type: none"> MRS reads of AMEVCNTR111_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. MRC reads of AMEVCNTR111 at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

AMEVTYPER110_EL0, bit [39]

Trap MRS reads of AMEVTYPER110_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVTYPER110 at EL0 using AArch32 when EL1 is using AArch64 to EL2.

AMEVTYPER110_EL0	Meaning
0b0	MRS reads of AMEVTYPER110_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVTYPER110 at EL0 using AArch32 are not affected by this bit.
0b1	<p>If EL2 is implemented and enabled in the current Security state, HCR_EL2.{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3.FGTEn == 1, then, unless the read generates a higher priority exception:</p> <ul style="list-style-type: none"> MRS reads of AMEVTYPER110_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. MRC reads of AMEVTYPER110 at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

AMEVCNTR110_EL0, bit [38]

Trap MRS reads of AMEVCNTR110_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVCNTR110 at EL0 using AArch32 when EL1 is using AArch64 to EL2.

AMEVCNTR110_EL0	Meaning
0b0	MRS reads of AMEVCNTR110_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVCNTR110 at EL0 using AArch32 are not affected by this bit.
0b1	<p>If EL2 is implemented and enabled in the current Security state, HCR_EL2.{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3.FGTEn == 1, then, unless the read generates a higher priority exception:</p> <ul style="list-style-type: none"> MRS reads of AMEVCNTR110_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. MRC reads of AMEVCNTR110 at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

AMEVTYPER19_EL0, bit [37]

Trap MRS reads of AMEVTYPER19_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVTYPER19 at EL0 using AArch32 when EL1 is using AArch64 to EL2.

AMEVTYPER19_EL0	Meaning
0b0	MRS reads of AMEVTYPER19_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVTYPER19 at EL0 using AArch32 are not affected by this bit.
0b1	<p>If EL2 is implemented and enabled in the current Security state, HCR_EL2.{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3.FGTEn == 1, then, unless the read generates a higher priority exception:</p> <ul style="list-style-type: none"> MRS reads of AMEVTYPER19_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. MRC reads of AMEVTYPER19 at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

AMEVCNTR19_EL0, bit [36]

Trap MRS reads of AMEVCNTR19_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVCNTR19 at EL0 using AArch32 when EL1 is using AArch64 to EL2.

AMEVCNTR19_EL0	Meaning
0b0	MRS reads of AMEVCNTR19_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVCNTR19 at EL0 using AArch32 are not affected by this bit.
0b1	<p>If EL2 is implemented and enabled in the current Security state, HCR_EL2.{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3.FGTEn == 1, then, unless the read generates a higher priority exception:</p> <ul style="list-style-type: none"> • MRS reads of AMEVCNTR19_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. • MRC reads of AMEVCNTR19 at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

AMEVTPER18_EL0, bit [35]

Trap MRS reads of AMEVTPER18_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVTPER18 at EL0 using AArch32 when EL1 is using AArch64 to EL2.

AMEVTPER18_EL0	Meaning
0b0	MRS reads of AMEVTPER18_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVTPER18 at EL0 using AArch32 are not affected by this bit.
0b1	<p>If EL2 is implemented and enabled in the current Security state, HCR_EL2.{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3.FGTEn == 1, then, unless the read generates a higher priority exception:</p> <ul style="list-style-type: none"> • MRS reads of AMEVTPER18_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. • MRC reads of AMEVTPER18 at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

AMEVCNTR18_EL0, bit [34]

Trap MRS reads of AMEVCNTR18_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVCNTR18 at EL0 using AArch32 when EL1 is using AArch64 to EL2.

AMEVCNTR18_EL0	Meaning
0b0	MRS reads of AMEVCNTR18_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVCNTR18 at EL0 using AArch32 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2 .{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, then, unless the read generates a higher priority exception: <ul style="list-style-type: none"> MRS reads of AMEVCNTR18_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. MRC reads of AMEVCNTR18 at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

AMEVTYPER17_EL0, bit [33]

Trap MRS reads of AMEVTYPER17_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVTYPER17 at EL0 using AArch32 when EL1 is using AArch64 to EL2.

AMEVTYPER17_EL0	Meaning
0b0	MRS reads of AMEVTYPER17_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVTYPER17 at EL0 using AArch32 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2 .{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, then, unless the read generates a higher priority exception: <ul style="list-style-type: none"> MRS reads of AMEVTYPER17_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. MRC reads of AMEVTYPER17 at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

AMEVCNTR17_EL0, bit [32]

Trap MRS reads of AMEVCNTR17_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVCNTR17 at EL0 using AArch32 when EL1 is using AArch64 to EL2.

AMEVCNTR17_EL0	Meaning
0b0	MRS reads of AMEVCNTR17_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVCNTR17 at EL0 using AArch32 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2 .{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, then, unless the read generates a higher priority exception: <ul style="list-style-type: none"> MRS reads of AMEVCNTR17_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. MRC reads of AMEVCNTR17 at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

AMEVTYPER16_EL0, bit [31]

Trap MRS reads of AMEVTYPER16_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVTYPER16 at EL0 using AArch32 when EL1 is using AArch64 to EL2.

AMEVTYPER16_EL0	Meaning
0b0	MRS reads of AMEVTYPER16_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVTYPER16 at EL0 using AArch32 are not affected by this bit.
0b1	<p>If EL2 is implemented and enabled in the current Security state, HCR_EL2.{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3.FGTEn == 1, then, unless the read generates a higher priority exception:</p> <ul style="list-style-type: none"> • MRS reads of AMEVTYPER16_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. • MRC reads of AMEVTYPER16 at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

AMEVCNTR16_EL0, bit [30]

Trap MRS reads of AMEVCNTR16_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVCNTR16 at EL0 using AArch32 when EL1 is using AArch64 to EL2.

AMEVCNTR16_EL0	Meaning
0b0	MRS reads of AMEVCNTR16_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVCNTR16 at EL0 using AArch32 are not affected by this bit.
0b1	<p>If EL2 is implemented and enabled in the current Security state, HCR_EL2.{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3.FGTEn == 1, then, unless the read generates a higher priority exception:</p> <ul style="list-style-type: none"> • MRS reads of AMEVCNTR16_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. • MRC reads of AMEVCNTR16 at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

AMEVTYPER15_EL0, bit [29]

Trap MRS reads of AMEVTYPER15_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVTYPER15 at EL0 using AArch32 when EL1 is using AArch64 to EL2.

AMEVTYPER15_EL0	Meaning
0b0	MRS reads of AMEVTYPER15_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVTYPER15 at EL0 using AArch32 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2 .{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, then, unless the read generates a higher priority exception: <ul style="list-style-type: none"> MRS reads of AMEVTYPER15_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. MRC reads of AMEVTYPER15 at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

AMEVCNTR15_EL0, bit [28]

Trap MRS reads of AMEVCNTR15_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVCNTR15 at EL0 using AArch32 when EL1 is using AArch64 to EL2.

AMEVCNTR15_EL0	Meaning
0b0	MRS reads of AMEVCNTR15_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVCNTR15 at EL0 using AArch32 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2 .{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, then, unless the read generates a higher priority exception: <ul style="list-style-type: none"> MRS reads of AMEVCNTR15_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. MRC reads of AMEVCNTR15 at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

AMEVTYPER14_EL0, bit [27]

Trap MRS reads of AMEVTYPER14_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVTYPER14 at EL0 using AArch32 when EL1 is using AArch64 to EL2.

AMEVTYPER14_EL0	Meaning
0b0	MRS reads of AMEVTYPER14_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVTYPER14 at EL0 using AArch32 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2 .{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, then, unless the read generates a higher priority exception: <ul style="list-style-type: none"> MRS reads of AMEVTYPER14_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. MRC reads of AMEVTYPER14 at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

AMEVCNTR14_EL0, bit [26]

Trap MRS reads of AMEVCNTR14_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVCNTR14 at EL0 using AArch32 when EL1 is using AArch64 to EL2.

AMEVCNTR14_EL0	Meaning
0b0	MRS reads of AMEVCNTR14_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVCNTR14 at EL0 using AArch32 are not affected by this bit.
0b1	<p>If EL2 is implemented and enabled in the current Security state, HCR_EL2.{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3.FGTEn == 1, then, unless the read generates a higher priority exception:</p> <ul style="list-style-type: none"> MRS reads of AMEVCNTR14_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. MRC reads of AMEVCNTR14 at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

AMEVTYPEPER13_EL0, bit [25]

Trap MRS reads of AMEVTYPEPER13_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVTYPEPER13 at EL0 using AArch32 when EL1 is using AArch64 to EL2.

AMEVTYPEPER13_EL0	Meaning
0b0	MRS reads of AMEVTYPEPER13_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVTYPEPER13 at EL0 using AArch32 are not affected by this bit.
0b1	<p>If EL2 is implemented and enabled in the current Security state, HCR_EL2.{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3.FGTEn == 1, then, unless the read generates a higher priority exception:</p> <ul style="list-style-type: none"> MRS reads of AMEVTYPEPER13_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. MRC reads of AMEVTYPEPER13 at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

AMEVCNTR13_EL0, bit [24]

Trap MRS reads of AMEVCNTR13_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVCNTR13 at EL0 using AArch32 when EL1 is using AArch64 to EL2.

AMEVCNTR13_EL0	Meaning
0b0	MRS reads of AMEVCNTR13_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVCNTR13 at EL0 using AArch32 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2 .{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, then, unless the read generates a higher priority exception: <ul style="list-style-type: none"> MRS reads of AMEVCNTR13_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. MRC reads of AMEVCNTR13 at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

AMEVTPER12_EL0, bit [23]

Trap MRS reads of AMEVTPER12_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVTPER12 at EL0 using AArch32 when EL1 is using AArch64 to EL2.

AMEVTPER12_EL0	Meaning
0b0	MRS reads of AMEVTPER12_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVTPER12 at EL0 using AArch32 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2 .{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, then, unless the read generates a higher priority exception: <ul style="list-style-type: none"> MRS reads of AMEVTPER12_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. MRC reads of AMEVTPER12 at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

AMEVCNTR12_EL0, bit [22]

Trap MRS reads of AMEVCNTR12_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVCNTR12 at EL0 using AArch32 when EL1 is using AArch64 to EL2.

AMEVCNTR12_EL0	Meaning
0b0	MRS reads of AMEVCNTR12_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVCNTR12 at EL0 using AArch32 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2 .{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, then, unless the read generates a higher priority exception: <ul style="list-style-type: none"> MRS reads of AMEVCNTR12_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. MRC reads of AMEVCNTR12 at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

AMEVTYPEPER11_EL0, bit [21]

Trap MRS reads of AMEVTYPEPER11_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVTYPEPER11 at EL0 using AArch32 when EL1 is using AArch64 to EL2.

AMEVTYPEPER11_EL0	Meaning
0b0	MRS reads of AMEVTYPEPER11_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVTYPEPER11 at EL0 using AArch32 are not affected by this bit.
0b1	<p>If EL2 is implemented and enabled in the current Security state, HCR_EL2.{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3.FGTEn == 1, then, unless the read generates a higher priority exception:</p> <ul style="list-style-type: none"> • MRS reads of AMEVTYPEPER11_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. • MRC reads of AMEVTYPEPER11 at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

AMEVCNTR11_EL0, bit [20]

Trap MRS reads of AMEVCNTR11_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVCNTR11 at EL0 using AArch32 when EL1 is using AArch64 to EL2.

AMEVCNTR11_EL0	Meaning
0b0	MRS reads of AMEVCNTR11_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVCNTR11 at EL0 using AArch32 are not affected by this bit.
0b1	<p>If EL2 is implemented and enabled in the current Security state, HCR_EL2.{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3.FGTEn == 1, then, unless the read generates a higher priority exception:</p> <ul style="list-style-type: none"> • MRS reads of AMEVCNTR11_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. • MRC reads of AMEVCNTR11 at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

AMEVTYPEPER10_EL0, bit [19]

Trap MRS reads of AMEVTYPEPER10_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVTYPEPER10 at EL0 using AArch32 when EL1 is using AArch64 to EL2.

AMEVTPER10_EL0	Meaning
0b0	MRS reads of AMEVTPER10_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVTPER10 at EL0 using AArch32 are not affected by this bit.
0b1	<p>If EL2 is implemented and enabled in the current Security state, HCR_EL2.{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3.FGTE == 1, then, unless the read generates a higher priority exception:</p> <ul style="list-style-type: none"> • MRS reads of AMEVTPER10_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. • MRC reads of AMEVTPER10 at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

AMEVCNTR10_EL0, bit [18]

Trap MRS reads of AMEVCNTR10_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVCNTR10 at EL0 using AArch32 when EL1 is using AArch64 to EL2.

AMEVCNTR10_EL0	Meaning
0b0	MRS reads of AMEVCNTR10_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVCNTR10 at EL0 using AArch32 are not affected by this bit.
0b1	<p>If EL2 is implemented and enabled in the current Security state, HCR_EL2.{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3.FGTE == 1, then, unless the read generates a higher priority exception:</p> <ul style="list-style-type: none"> • MRS reads of AMEVCNTR10_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. • MRC reads of AMEVCNTR10 at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

AMCNTEN1, bit [17]

Trap MRS reads and MRC reads of multiple System registers.

Enables a trap to EL2 the following operations:

- At EL1 and EL0 using AArch64: MRS reads of [AMCNTENCLR1_EL0](#) and [AMCNTENSET1_EL0](#).
- At EL0 using Arch32 when EL1 is using AArch64: MRC reads of [AMCNTENCLR1](#) and [AMCNTENSET1](#).

AMCNTEN1	Meaning
0b0	The operations listed above are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2 .{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, then, unless the read generates a higher priority exception: <ul style="list-style-type: none"> MRS reads at EL1 and EL0 using AArch64 of AMCNTENCLR1_EL0 and AMCNTENSET1_EL0 are trapped to EL2 and reported with EC syndrome value 0x18. MRC reads at EL0 using AArch32 of AMCNTENCLR1 and AMCNTENSET1 are trapped to EL2 and reported with EC syndrome value 0x03, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Bits [16:5]

Reserved, RES0.

AMEVCNTR0<x>_EL0, bit [x+1], for x = 0 to 3

Trap MRS reads of AMEVCNTR0<x>_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVCNTR0<x> at EL0 using AArch32 when EL1 is using AArch64 to EL2.

AMEVCNTR0<x>_EL0	Meaning
0b0	MRS reads of AMEVCNTR0<x>_EL0 at EL1 and EL0 using AArch64 and MRC reads of AMEVCNTR0<x> at EL0 using AArch32 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2 .{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, then, unless the read generates a higher priority exception: <ul style="list-style-type: none"> MRS reads of AMEVCNTR0<x>_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. MRC reads of AMEVCNTR0<x> at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

AMCNTEN0, bit [0]

Trap MRS reads and MRC reads of multiple System registers.

Enables a trap to EL2 the following operations:

- At EL1 and EL0 using AArch64: MRS reads of [AMCNTENCLR0_EL0](#) and [AMCNTENSET0_EL0](#).
- At EL0 using Arch32 when EL1 is using AArch64: MRC reads of [AMCNTENCLR0](#) and [AMCNTENSET0](#).

AMCNTEN0	Meaning
0b0	The operations listed above are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2 .{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, then, unless the read generates a higher priority exception: <ul style="list-style-type: none"> MRS reads at EL1 and EL0 using AArch64 of AMCNTENCLR0_EL0 and AMCNTENSET0_EL0 are trapped to EL2 and reported with EC syndrome value 0x18. MRC reads at EL0 using AArch32 of AMCNTENCLR0 and AMCNTENSET0 are trapped to EL2 and reported with EC syndrome value 0x03, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Accessing the HAFGRTR_EL2

Accesses to this register use the following encodings:

MRS <Xt>, HAFGRTR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0011	0b0001	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return NVMem[0x1E8];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FGTEn == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.FGTEn == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return HAFGRTR_EL2;
elsif PSTATE.EL == EL3 then
    return HAFGRTR_EL2;

```

MSR HAFGRTR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0011	0b0001	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        NVMem[0x1E8] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FGTEn == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.FGTEn == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        HAFGRTR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    HAFGRTR_EL2 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

HCR_EL2, Hypervisor Configuration Register

The HCR_EL2 characteristics are:

Purpose

Provides configuration controls for virtualization, including defining whether various operations are trapped to EL2.

Configuration

AArch64 System register HCR_EL2 bits [31:0] are architecturally mapped to AArch32 System register [HCR\[31:0\]](#).
AArch64 System register HCR_EL2 bits [63:32] are architecturally mapped to AArch32 System register [HCR2\[31:0\]](#).
If EL2 is not implemented, this register is RES0 from EL3.
The bits in this register behave as if they are 0 for all purposes other than direct reads of the register if EL2 is not enabled in the current Security state.

Attributes

HCR_EL2 is a 64-bit register.

Field descriptions

The HCR_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
TWEDEL				TWEDEn	TID5	DCT	ATA	TTLBOS	TTLBIS	EnSCXT	TOCU	AMV	OFFEN	TICAB	TID4	RES0	FIEN	FWB	NV2	ATN	DC	DC	DC	DC	DC	DC	DC	DC	DC	DC	DC
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

TWEDEL, bits [63:60]

When FEAT_TWED is implemented:

TWE Delay. A 4-bit unsigned number that, when HCR_EL2.TWEDEn is 1, encodes the minimum delay in taking a trap of WFE caused by HCR_EL2.TWE as $2^{(TWEDEL + 8)}$ cycles.
This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

TWEDEn, bit [59]

When FEAT_TWED is implemented:

TWE Delay Enable. Enables a configurable delayed trap of the WFE instruction caused by HCR_EL2.TWE.

TWEDEn	Meaning
0b0	The delay for taking a WFE trap is IMPLEMENTATION DEFINED.
0b1	The delay for taking a WFE trap is at least the number of cycles defined in HCR_EL2.TWEDEL.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

TID5, bit [58]**When FEAT_MTE is implemented:**

Trap ID group 5. Traps the following register accesses to EL2, when EL2 is enabled in the current Security state:

AArch64:

- [GMID_EL1](#).

TID5	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	The specified EL1 and EL0 accesses to ID group 5 registers are trapped to EL2.

When the value of HCR_EL2.{E2H, TGE} is {1, 1}, this field has an Effective value of 0 for all purposes other than a direct read of the value of this bit.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

DCT, bit [57]**When FEAT_MTE is implemented:**

Default Cacheability Tagging. When [HCR_EL2.DC](#) is in effect, controls whether stage 1 translations are treated as Tagged or Untagged.

DCT	Meaning
0b0	Stage 1 translations are treated as Untagged.
0b1	Stage 1 translations are treated as Tagged.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

ATA, bit [56]**When FEAT_MTE is implemented:**

Allocation Tag Access. When [HCR_EL2](#).{E2H,TGE} != {1,1}, controls EL1 and EL0 access to Allocation Tags.

When access is prevented:

- Instructions which Load or Store data are Unchecked.
- Instructions which Load or Store Allocation Tags treat the Allocation Tag as RAZ/WI.
- Instructions which insert Logical Address Tags into addresses treat the Allocation Tag used to generate the Logical Address Tag as 0.
- Cache maintenance instructions which invalidate Allocation Tags from caches behave as the equivalent Clean and Invalidate operation on Allocation Tags.
- MRS and MSR instructions at EL1 using [GCR_EL1](#), [RGSRR_EL1](#), [TFSRR_EL1](#), [TFSRR_EL2](#), or [TFSRRE0_EL1](#) that are not UNDEFINED are trapped to EL2.

ATA	Meaning
0b0	Access is prevented.
0b1	Access is not prevented.

This field is permitted to be cached in a TLB.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

TTLBOS, bit [55]

When FEAT_EVT is implemented:

Trap TLB maintenance instructions that operate on the Outer Shareable domain. Traps execution of those TLB maintenance instructions at EL1 to EL2, when EL2 is enabled in the current Security state. This applies to the following instructions:

[TLBI VMALLE1OS](#), [TLBI VAE1OS](#), [TLBI ASIDE1OS](#), [TLBI VAAE1OS](#), [TLBI VALE1OS](#), [TLBI VAALE1OS](#), [TLBI RVAE1OS](#), [TLBI RVAAE1OS](#), [TLBI RVALE1OS](#), and [TLBI RVAALE1OS](#).

TTLBOS	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Execution of the specified instructions are trapped to EL2.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, this field behaves as 0 for all purposes other than a direct read of the value of this bit.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

TTLBIS, bit [54]

When FEAT_EVT is implemented:

Trap TLB maintenance instructions that operate on the Inner Shareable domain. Traps execution of those TLB maintenance instructions at EL1 to EL2, when EL2 is enabled in the current Security state. This applies to the following instructions:

- When EL1 is using AArch64, [TLBI VMALLE1IS](#), [TLBI VAE1IS](#), [TLBI ASIDE1IS](#), [TLBI VAAE1IS](#), [TLBI VALE1IS](#), [TLBI VAALE1IS](#), [TLBI RVAE1IS](#), [TLBI RVAAE1IS](#), [TLBI RVALE1IS](#), and [TLBI RVAALE1IS](#).
- When EL1 is using AArch32, [TLBIALLIS](#), [TLBIMVAIS](#), [TLBIASIDIS](#), [TLBIMVAAIS](#), [TLBIMVALIS](#), and [TLBIMVAALIS](#).

TTLBIS	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Execution of the specified instructions are trapped to EL2.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, this field behaves as 0 for all purposes other than a direct read of the value of this bit.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

EnSCXT, bit [53]

When FEAT_CSV2 is implemented:

Enable Access to the [SCXTNUM_EL1](#) and [SCXTNUM_EL0](#) registers. The defined values are:

EnSCXT	Meaning
0b0	When (HCR_EL2.TGE==0 or HCR_EL2.E2H==0) and EL2 is enabled in the current Security state, EL1 and EL0 access to SCXTNUM_EL0 and EL1 access to SCXTNUM_EL1 is disabled by this mechanism, causing an exception to EL2, and the values of these registers to be treated as 0. When ((HCR_EL2.TGE==1 and HCR_EL2.E2H==1) and EL2 is enabled in the current Security state, EL0 access to SCXTNUM_EL0 is disabled by this mechanism, causing an exception to EL2, and the value of this register to be treated as 0.
0b1	This control does not cause accesses to SCXTNUM_EL0 or SCXTNUM_EL1 to be trapped.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1,1}, this bit has no effect on execution at EL0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

TOCU, bit [52]**When FEAT_EVT is implemented:**

Trap cache maintenance instructions that operate to the Point of Unification. Traps execution of those cache maintenance instructions to EL2, when EL2 is enabled in the current Security state. This applies to the following instructions:

- When [SCTLR_EL1](#).UCI is 1, HCR_EL2.{TGE, E2H} is not {1, 1}, and EL0 is using AArch64, [IC IVAU](#), [DC CVAU](#).
- When EL1 is using AArch64, [IC IVAU](#), [IC IALLU](#), [DC CVAU](#).
- When EL1 is using AArch32, [ICIMVAU](#), [IC IALLU](#), [DCCMVAU](#).

Note

An exception generated because an instruction is UNDEFINED at EL0 is higher priority than this trap to EL2. In addition:

- [IC IALLUIS](#) and [IC IALLU](#) are always UNDEFINED at EL0 using AArch64.
- [ICIMVAU](#), [IC IALLU](#), [IC IALLUIS](#), and [DCCMVAU](#) are always UNDEFINED at EL0 using AArch32.

TOCU	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Execution of the specified instructions are trapped to EL2.

If the Point of Unification is before any level of data cache, it is IMPLEMENTATION DEFINED whether the execution of any data or unified cache clean by VA to the Point of Unification instruction can be trapped when the value of this control is 1.

If the Point of Unification is before any level of instruction cache, it is IMPLEMENTATION DEFINED whether the execution of any instruction cache invalidate to the Point of Unification instruction can be trapped when the value of this control is 1.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, this field behaves as 0 for all purposes other than a direct read of the value of this bit.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

AMVOFFEN, bit [51]**When FEAT_AMUv1p1 is implemented:**

Activity Monitors Virtual Offsets Enable.

AMVOFFEN	Meaning
0b0	Virtualization of the Activity Monitors is disabled. Indirect reads of the virtual offset registers are zero.
0b1	Virtualization of the Activity Monitors is enabled.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

TICAB, bit [50]**When FEAT_EVT is implemented:**

Trap ICIALLUIS/IC IALLUIS cache maintenance instructions. Traps execution of those cache maintenance instructions at EL1 to EL2, when EL2 is enabled in the current Security state. This applies to the following instructions:

- When EL1 is using AArch64, [IC IALLUIS](#).
- When EL1 is using AArch32, [ICIALLUIS](#).

TICAB	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	EL1 execution of the specified instructions is trapped to EL2.

If the Point of Unification is before any level of instruction cache, it is IMPLEMENTATION DEFINED whether the execution of any instruction cache invalidate to the Point of Unification instruction can be trapped when the value of this control is 1.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, this field behaves as 0 for all purposes other than a direct read of the value of this bit.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

TID4, bit [49]**When FEAT_EVT is implemented:**

Trap ID group 4. Traps the following register accesses to EL2, when EL2 is enabled in the current Security state:

AArch64:

- EL1 reads of [CCSIDR_EL1](#), [CCSIDR2_EL1](#), [CLIDR_EL1](#), and [CSSELR_EL1](#).
- EL1 writes to [CSSELR_EL1](#).

AArch32:

- EL1 reads of [CCSIDR](#), [CCSIDR2](#), [CLIDR](#), and [CSSELR](#).
- EL1 writes to [CSSELR](#).

TID4	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	The specified EL1 and EL0 accesses to ID group 4 registers are trapped to EL2.

When FEAT_VHE is implemented, and the value of HCR_EL2.{E2H, TGE} is {1, 1}, this field behaves as 0 for all purposes other than a direct read of the value of this bit.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bit [48]

Reserved, RES0.

FIEN, bit [47]

When FEAT_RASv1p1 is implemented:

Fault Injection Enable. Unless this bit is set to 1, accesses to the [ERXPFPGCDN_EL1](#), [ERXPFPGCTL_EL1](#), and [ERXPFGF_EL1](#) registers from EL1 generate a Trap exception to EL2, when EL2 is enabled in the current Security state, reported using EC syndrome value 0x18.

FIEN	Meaning
0b0	Accesses to the specified registers from EL1 are trapped to EL2, when EL2 is enabled in the current Security state.
0b1	This control does not cause any instructions to be trapped.

If EL2 is disabled in the current Security state, the Effective value of HCR_EL2.FIEN is 0b1.

If [ERRIDR_EL1](#).NUM is zero, meaning no error records are implemented, or no error record accessible using System registers is owned by a node that implements the RAS Common Fault Injection Model Extension, then this bit might be RES0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

FWB, bit [46]

When FEAT_S2FWB is implemented:

Forced Write-Back. Defines the combined cacheability attributes in a 2 stage translation regime.

Note

When FEAT_MTE is implemented, if the stage 1 page or block descriptor specifies the Tagged attribute, the final memory type is Tagged only if the final cacheable memory type is Inner and Outer Write-back cacheable and the final allocation hints are Read-Allocate, Write-Allocate.

FWB	Meaning
0b0	<p>When this bit is 0, then:</p> <ul style="list-style-type: none"> The combination of stage 1 and stage 2 translations on memory type and cacheability attributes are as described in the Armv8.0 architecture. For more information see 'Combining the stage 1 and stage 2 attributes, EL1&0 translation regime'. The encoding of the stage 2 memory type and cacheability attributes in bits[5:2] of the stage 2 page or block descriptors are as described in the Armv8.0 architecture.
0b1	<p>When this bit is 1, then:</p> <ul style="list-style-type: none"> Bit[5] of stage 2 page or block descriptor is RES0. When bit[4] of stage 2 page or block descriptor is 1 and when: <ul style="list-style-type: none"> Bits[3:2] of stage 2 page or block descriptor are 0b11, the resultant memory type and inner or outer cacheability attribute is the same as the stage 1 memory type and inner or outer cacheability attribute. Bits[3:2] of stage 2 page or block descriptor are 0b10, the resultant memory type and attribute is Normal Write-Back. Bits[3:2] of stage 2 page or block descriptor are 0b0x, the resultant memory type will be Normal Non-cacheable except where the stage 1 memory type was Device-<attr> the resultant memory type will be Device-<attr> When bit[4] of stage 2 page or block descriptor is 0 the memory type is Device, and when: <ul style="list-style-type: none"> Bits[3:2] of stage 2 page or block descriptor are 0b00, the stage 2 memory type is Device-nGnRnE. Bits[3:2] of stage 2 page or block descriptor are 0b01, the stage 2 memory type is Device-nGnRE. Bits[3:2] of stage 2 page or block descriptor are 0b10, the stage 2 memory type is Device-nGRE. Bits[3:2] of stage 2 page or block descriptor are 0b11, the stage 2 memory type is Device-GRE. If the stage 1 translation specifies a cacheable memory type, then the stage 1 cache allocation hint is applied to the final cache allocation hint where the final memory type is cacheable. If the stage 1 translation does not specify a cacheable memory type, then if the final memory type is cacheable, it is treated as read allocate, write allocate. <p>The stage 1 and stage 2 memory types are combined in the manner described in 'Combining the stage 1 and stage 2 attributes, EL1&0 translation regime'.</p>

In Secure state, this bit applies to both the Secure stage 2 translation and the Non-secure stage 2 translation.

This bit is permitted to be cached in a TLB.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

NV2, bit [45]

When FEAT_NV2 is implemented:

Nested Virtualization. Changes the behaviors of HCR_EL2.{NV, NV1} to provide a mechanism for hardware to transform reads and writes from System registers into reads and writes from memory.

NV2	Meaning
0b0	This bit has no effect on the behavior of HCR_EL2.{NV, NV1}. The behavior of HCR_EL2.{NV, NV1} is as defined for FEAT_NV.
0b1	Redefines behavior of HCR_EL2{NV, NV1} to enable: <ul style="list-style-type: none"> Transformation of read/writes to registers into read/writes to memory. Redirection of EL2 registers to EL1 registers. Any exception taken from EL1 and taken to EL1 causes SPSR_EL1.M[3:2] to be set to 0b10 and not 0b01.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

AT, bit [44]

When FEAT_NV is implemented:

Address Translation. EL1 execution of the following address translation instructions is trapped to EL2, when EL2 is enabled in the current Security state, reported using EC syndrome value 0x18:

- [AT S1E0R](#), [AT S1E0W](#), [AT S1E1R](#), [AT S1E1W](#), [AT S1E1RP](#), [AT S1E1WP](#).

AT	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	EL1 execution of the specified instructions is trapped to EL2.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

NV1, bit [43]

When FEAT_NV2 is implemented:

Nested Virtualization.

NV1	Meaning
0b0	If HCR_EL2.{NV, NV2} are both 1, accesses executed from EL1 to implemented EL12, EL02, or EL2 registers are transformed to loads and stores. If HCR_EL2.NV2 is 0 or HCR_EL2.{NV, NV2} == {0, 1}, this control does not cause any instructions to be trapped.
0b1	If HCR_EL2.NV2 is 1, accesses executed from EL1 to implemented EL2 registers are transformed to loads and stores. If HCR_EL2.NV2 is 0, EL1 accesses to VBAR_EL1 , ELR_EL1 , and SPSR_EL1 , are trapped to EL2, when EL2 is enabled in the current Security state, reported using EC syndrome value 0x18.

If HCR_EL2.NV2 is 1, the value of HCR_EL2.NV1 defines which EL1 register accesses are transformed to loads and stores. These transformed accesses have priority over the trapping of registers.

The trapping of EL1 registers caused by other control bits has priority over the transformation of these accesses.

If a register is specified that is not implemented by an implementation, then access to that register are UNDEFINED.

For the list of registers affected, see 'Enhanced support for nested virtualization'.

If HCR_EL2.{NV, NV1} is {1, 0}, any exception taken from EL1, and taken to EL1, causes the [SPSR_EL1.M\[3:2\]](#) to be set to 0b10, and not 0b01.

If HCR_EL2.{NV, NV1} is {1, 1}, then:

- The EL1 translation table Block and Page descriptors:
 - Bit[54] holds the PXN instead of the UXN.
 - Bit[53] is RES0.
 - Bit[6] is treated as 0 regardless of the actual value.
- If Hierarchical Permissions are enabled, the EL1 translation table Table descriptors are as follows:
 - Bit[61] is treated as 0 regardless of the actual value.
 - Bit[60] holds the PXNTable instead of the UXNTable.
 - Bit[59] is RES0.
- When executing at EL1, the PSTATE.PAN bit is treated as zero for all purposes except reading the value of the bit.
- When executing at EL1, the LDTR* instructions are treated as the equivalent LDR* instructions, and the STTR* instructions are treated as the equivalent STR* instructions.

If HCR_EL2.{NV, NV1, NV2} are {0, 1, 0}, then the behavior is a CONSTRAINED UNPREDICTABLE choice of:

- Behaving as if HCR_EL2.NV is 1 and HCR_EL2.NV1 is 1 for all purposes other than reading than reading back the value of the HCR_EL2.NV bit.
- Behaving as if HCR_EL2.NV is 0 and HCR_EL2.NV1 is 0 for all purposes other than reading than reading back the value of the HCR_EL2.NV1 bit.
- Behaving with regard to the HCR_EL2.NV and HCR_EL2.NV1 bits behavior as defined in the rest of this description.

This bit is permitted to be cached in a TLB.

This field resets to an architecturally UNKNOWN value.

When FEAT_NV is implemented:

Nested Virtualization. EL1 accesses to certain registers are trapped to EL2, when EL2 is enabled in the current Security state.

NV1	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	EL1 accesses to VBAR_EL1 , ELR_EL1 , SPSR_EL1 are trapped to EL2, when EL2 is enabled in the current Security state, reported using EC syndrome value 0x18.

If HCR_EL2.NV is 1 and HCR_EL2.NV1 is 0 then the following effects also apply:

- Any exception taken from EL1, and taken to EL1, causes the [SPSR_EL1](#).M[3:2] to be set to 0b10, and not 0b01.

If the bits HCR_EL2.NV and HCR_EL2.NV1 are both set to 1 then following effects also apply:

- The EL1 translation table Block and Page descriptors:
 - Bit[54] holds the PXN instead of the UXN.
 - Bit[53] is RES0.
 - Bit[6] is treated as 0 regardless of the actual value.
- If Hierarchical Permissions are enabled, the EL1 translation table Table descriptors are as follows:
 - Bit[61] is treated as 0 regardless of the actual value.
 - Bit[60] holds the PXNTable instead of the UXNTable.
 - Bit[59] is RES0.
- When executing at EL1, the PSTATE.PAN bit is treated as zero for all purposes except reading the value of the bit.
- When executing at EL1, the LDTR* instructions are treated as the equivalent LDR* instructions, and the STTR* instructions are treated as the equivalent STR* instructions.

If HCR_EL2.NV is 0 and HCR_EL2.NV1 is 1 then the behavior is a CONSTRAINED UNPREDICTABLE choice of:

- Behaving as if HCR_EL2.NV is 1 and HCR_EL2.NV1 is 1 for all purposes other than reading than reading back the value of the HCR_EL2.NV bit.
- Behaving as if HCR_EL2.NV is 0 and HCR_EL2.NV1 is 0 for all purposes other than reading than reading back the value of the HCR_EL2.NV1 bit.
- Behaving with regard to the HCR_EL2.NV and HCR_EL2.NV1 bits behavior as defined in the rest of this description.

This bit is permitted to be cached in a TLB.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

NV, bit [42]**When FEAT_NV2 is implemented:**

Nested Virtualization.

When HCR_EL2.NV2 is 1, redefines register accesses so that:

- Instructions accessing the Special purpose registers [SPSR_EL2](#) and [ELR_EL2](#) instead access [SPSR_EL1](#) and [ELR_EL1](#) respectively.
- Instructions accessing the System registers [ESR_EL2](#) and [FAR_EL2](#) instead access [ESR_EL1](#) and [FAR_EL1](#).

When HCR_EL2.NV2 is 0, or if FEAT_NV2 is not implemented, traps functionality that is permitted at EL2 and would be UNDEFINED at EL1 if this field was 0, when EL2 is enabled in the current Security state. This applies to the following operations:

- EL1 accesses to Special-purpose registers that are not UNDEFINED at EL2.
- EL1 accesses to System registers that are not UNDEFINED at EL2.
- Execution of EL1 or EL2 translation regime address translation and TLB maintenance instructions for EL2 and above.

NV	Meaning
0b0	When this bit is set to 0, HCR_EL2.NV2 == 0 for all purposes other than reading this register. This control does not cause any instructions to be trapped. When HCR_EL2.NV2 is 1, no FEAT_NV2 functionality is implemented.
0b1	When HCR_EL2.NV2 is 0, or if FEAT_NV2 is not implemented, EL1 accesses to the specified registers or the execution of the specified instructions are trapped to EL2, when EL2 is enabled in the current Security state. EL1 read accesses to the CurrentEL register return a value of 0x2. When HCR_EL2.NV2 is 1, this control redefines EL1 register accesses so that instructions accessing SPSR_EL2 , ELR_EL2 , ESR_EL2 , and FAR_EL2 instead access SPSR_EL1 , ELR_EL1 , ESR_EL1 , and FAR_EL1 respectively.

When HCR_EL2.NV2 is 0, or if FEAT_NV2 is not implemented, then:

- The System or Special-purpose registers for which accesses are trapped and reported using EC syndrome value 0x18 are as follows:
 - Registers accessed using MRS or MSR with a name ending in _EL2, except [SP_EL2](#).
 - Registers accessed using MRS or MSR with a name ending in _EL12.
 - Registers accessed using MRS or MSR with a name ending in _EL02.
 - Special-purpose registers [SPSR_irq](#), [SPSR_abt](#), [SPSR_und](#) and [SPSR_fiq](#), accessed using MRS or MSR.
 - Special-purpose register [SP_EL1](#) accessed using the dedicated MRS or MSR instruction.
- The instructions for which the execution is trapped and reported using EC syndrome value 0x18 are as follows:
 - EL2 translation regime Address Translation instructions and TLB maintenance instructions.
 - EL1 translation regime Address Translation instructions and TLB maintenance instructions that are only accessible from EL2 and EL3.
- The instructions for which the execution is trapped as follows:
 - SMC in an implementation that does not include EL3 and when HCR_EL2.TSC is 1. HCR_EL2.TSC bit is not RES0 in this case. This is reported using EC syndrome value 0x17.
 - The ERET, ERETAA, and ERETAB instructions, reported using EC syndrome value 0x1A.

Note

The priority of this trap is higher than the priority of the HCR_EL2.API trap. If both of these bits are set so that EL1 execution of an ERETAA or ERETAB instruction is trapped to EL2, then the syndrome reported is 0x1A.

This field resets to an architecturally UNKNOWN value.

When FEAT_NV is implemented:

Nested Virtualization. Traps functionality that is permitted at EL2 and would be UNDEFINED at EL1 if this field was 0, when EL2 is enabled in the current Security state. This applies to the following operations:

- EL1 accesses to Special-purpose registers that are not UNDEFINED at EL2.
- EL1 accesses to System registers that are not UNDEFINED at EL2.
- Execution of EL1 or EL2 translation regime address translation and TLB maintenance instructions for EL2 and above.

The possible values are:

NV	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	EL1 accesses to the specified registers or the execution of the specified instructions are trapped to EL2, when EL2 is enabled in the current Security state. EL1 read accesses to the CurrentEL register return a value of 0x2.

The System or Special-purpose registers for which accesses are trapped and reported using EC syndrome value 0x18 are as follows:

- Registers accessed using MRS or MSR with a name ending in _EL2, except [SP_EL2](#).
- Registers accessed using MRS or MSR with a name ending in _EL12.
- Registers accessed using MRS or MSR with a name ending in _EL02.
- Special-purpose registers [SPSR_irq](#), [SPSR_abt](#), [SPSR_und](#) and [SPSR_fiq](#), accessed using MRS or MSR.
- Special-purpose register [SP_EL1](#) accessed using the dedicated MRS or MSR instruction.

The instructions for which the execution is trapped and reported using EC syndrome value 0x18 are as follows:

- EL2 translation regime Address Translation instructions and TLB maintenance instructions.
- EL1 translation regime Address Translation instructions and TLB maintenance instructions that are only accessible from EL2 and EL3.

The execution of the ERET, ERETAA, and ERETAB instructions are trapped and reported using EC syndrome value 0x1A

Note

The priority of this trap is higher than the priority of the HCR_EL2.API trap. If both of these bits are set so that EL1 execution of an ERETAA or ERETAB instruction is trapped to EL2, then the syndrome reported is 0x1A.

The execution of the SMC instructions in an implementation that does not include EL3 and when HCR_EL2.TSC is 1 are trapped and reported using EC syndrome value 0x17. HCR_EL2.TSC bit is not RES0 in this case.

This bit is permitted to be cached in a TLB.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

API, bit [41]**When FEAT_PAuth is implemented:**

Controls the use of instructions related to Pointer Authentication:

- In EL0, when HCR_EL2.TGE==0 or HCR_EL2.E2H==0, and the associated [SCTLR_EL1](#).En<N><M>==1.
- In EL1, the associated [SCTLR_EL1](#).En<N><M>==1.

Traps are reported using EC syndrome value 0x09. The Pointer Authentication instructions trapped are:

- AUTDA, AUTDB, AUTDZA, AUTDZB, AUTIA, AUTIA1716, AUTIASP, AUTIAZ, AUTIB, AUTIB1716, AUTIBSP, AUTIBZ, AUTIZA, AUTIZB.
- PACGA, PACDA, PACDB, PACDZA, PACDZB, PACIA, PACIA1716, PACIASP, PACIAZ, PACIB, PACIB1716, PACIBSP, PACIBZ, PACIZA, PACIZB.
- RETAA, RETAB, BRAA, BRAB, BLRAA, BLRAB, BRAAZ, BRABZ, BLRAAZ, BLRABZ.
- ERETAA, ERETAB, LDRAA and LDRAB.

API	Meaning
0b0	<p>The instructions related to Pointer Authentication are trapped to EL2, when EL2 is enabled in the current Security state and the instructions are enabled for the EL1&0 translation regime, from:</p> <ul style="list-style-type: none"> • EL0 when HCR_EL2.TGE==0 or HCR_EL2.E2H==0. • EL1. <p>If HCR_EL2.NV is 1, the HCR_EL2.NV trap takes precedence over the HCR_EL2.API trap for the ERETAA and ERETAB instructions.</p> <p>If EL2 is implemented and enabled in the current Security state and HFGITR_EL2.ERET == 1, execution at EL1 using AArch64 of ERETAA or ERETAB instructions is reported with EC syndrome value 0x1A with its associated ISS field, as the fine-grained trap has higher priority than the HCR_EL2.API == 0.</p>
0b1	This control does not cause any instructions to be trapped.

If FEAT_PAAuth is implemented but EL2 is not implemented or disabled in the current Security state, the system behaves as if this bit is 1.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

APK, bit [40]

When FEAT_PAAuth is implemented:

Trap registers holding "key" values for Pointer Authentication. Traps accesses to the following registers from EL1 to EL2, when EL2 is enabled in the current Security state, reported using EC syndrome value 0x18:

- [APIAKeyLo_EL1](#), [APIAKeyHi_EL1](#), [APIBKeyLo_EL1](#), [APIBKeyHi_EL1](#), [APDAKeyLo_EL1](#), [APDAKeyHi_EL1](#), [APDBKeyLo_EL1](#), [APDBKeyHi_EL1](#), [APGAKeyLo_EL1](#), and [APGAKeyHi_EL1](#).

APK	Meaning
0b0	Access to the registers holding "key" values for pointer authentication from EL1 are trapped to EL2, when EL2 is enabled in the current Security state.
0b1	This control does not cause any instructions to be trapped.

Note

If FEAT_PAAuth is implemented but EL2 is not implemented or is disabled in the current Security state, the system behaves as if this bit is 1.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bit [39]

Reserved, RES0.

MIOCNCNCE, bit [38]

Mismatched Inner/Outer Cacheable Non-Coherency Enable, for the EL1&0 translation regimes.

MIOCNCNCE	Meaning
0b0	For the EL1&0 translation regimes, for permitted accesses to a memory location that use a common definition of the Shareability and Cacheability of the location, there must be no loss of coherency if the Inner Cacheability attribute for those accesses differs from the Outer Cacheability attribute.
0b1	For the EL1&0 translation regimes, for permitted accesses to a memory location that use a common definition of the Shareability and Cacheability of the location, there might be a loss of coherency if the Inner Cacheability attribute for those accesses differs from the Outer Cacheability attribute.

For more information see 'Mismatched memory attributes'.

This field can be implemented as RAZ/WI.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, the PE ignores the value of this field for all purposes other than a direct read of this field.

This field resets to an architecturally UNKNOWN value.

TEA, bit [37]

When FEAT_RAS is implemented:

Route synchronous External abort exceptions to EL2.

TEA	Meaning
0b0	This control does not cause exceptions to be routed from EL0 and EL1 to EL2.
0b1	Route synchronous External abort exceptions from EL0 and EL1 to EL2, when EL2 is enabled in the current Security state, if not routed to EL3.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

TERR, bit [36]

When FEAT_RAS is implemented:

Trap Error record accesses. Trap accesses to the RAS error registers from EL1 to EL2 as follows:

- If EL1 is using AArch64 state, accesses to the following registers are trapped to EL2, reported using EC syndrome value 0x18:
 - [ERRIDR_EL1](#), [ERRSELR_EL1](#), [ERXADDR_EL1](#), [ERXCTLR_EL1](#), [ERXFR_EL1](#), [ERXMISC0_EL1](#), [ERXMISC1_EL1](#), and [ERXSTATUS_EL1](#).
 - When FEAT_RASv1p1 is implemented, [ERXMISC2_EL1](#), and [ERXMISC3_EL1](#).
- If EL1 is using AArch32 state, MCR or MRC accesses are trapped to EL2, reported using EC syndrome value 0x04:
 - [ERRIDR](#), [ERRSELR](#), [ERXADDR](#), [ERXADDR2](#), [ERXCTLR](#), [ERXCTLR2](#), [ERXFR](#), [ERXFR2](#), [ERXMISC0](#), [ERXMISC1](#), [ERXMISC2](#), [ERXMISC3](#), and [ERXSTATUS](#).
 - When FEAT_RASv1p1 is implemented, [ERXMISC4](#), [ERXMISC5](#), [ERXMISC6](#), and [ERXMISC7](#).

TERR	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Accesses to the specified registers from EL1 generate a Trap exception to EL2, when EL2 is enabled in the current Security state.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

TLOR, bit [35]

When FEAT_LOR is implemented:

Trap LOR registers. Traps Non-secure EL1 accesses to [LORSA_EL1](#), [LOREA_EL1](#), [LORN_EL1](#), [LORC_EL1](#), and [LORID_EL1](#) registers to EL2.

TLOR	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Non-secure EL1 accesses to the LOR registers are trapped to EL2.

When [HCR_EL2.TGE](#) is 1, the PE ignores the value of this field for all purposes other than a direct read of this field.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

E2H, bit [34]

When FEAT_VHE is implemented:

EL2 Host. Enables a configuration where a Host Operating System is running in EL2, and the Host Operating System's applications are running in EL0.

E2H	Meaning
0b0	The facilities to support a Host Operating System at EL2 are disabled.
0b1	The facilities to support a Host Operating System at EL2 are enabled.

For information on the behavior of this bit see 'Behavior of HCR_EL2.E2H'.

This bit is permitted to be cached in a TLB.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

ID, bit [33]

Stage 2 Instruction access cacheability disable. For the EL1&0 translation regime, when EL2 is enabled in the current Security state and [HCR_EL2.VM](#)==1, this control forces all stage 2 translations for instruction accesses to Normal memory to be Non-cacheable.

ID	Meaning
0b0	This control has no effect on stage 2 of the EL1&0 translation regime.
0b1	Forces all stage 2 translations for instruction accesses to Normal memory to be Non-cacheable.

This bit has no effect on the EL2, EL2&0, or EL3 translation regimes.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, the PE ignores the value of this field for all purposes other than a direct read of this field.

This field resets to an architecturally UNKNOWN value.

CD, bit [32]

Stage 2 Data access cacheability disable. For the EL1&0 translation regime, when EL2 is enabled in the current Security state and HCR_EL2.VM==1, this control forces all stage 2 translations for data accesses and translation table walks to Normal memory to be Non-cacheable.

CD	Meaning
0b0	This control has no effect on stage 2 of the EL1&0 translation regime for data accesses and translation table walks.
0b1	Forces all stage 2 translations for data accesses and translation table walks to Normal memory to be Non-cacheable.

This bit has no effect on the EL2, EL2&0, or EL3 translation regimes.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, the PE ignores the value of this field for all purposes other than a direct read of this field.

This field resets to an architecturally UNKNOWN value.

RW, bit [31]

When AArch32 is supported at any Exception level:

Execution state control for lower Exception levels:

RW	Meaning
0b0	Lower levels are all AArch32.
0b1	The Execution state for EL1 is AArch64. The Execution state for EL0 is determined by the current value of PSTATE.nRW when executing at EL0.

If AArch32 state is not supported by the implementation at EL1, then this bit is RAO/WI.

In an implementation that includes EL3, when EL2 is not enabled in Secure state, the PE behaves as if this bit has the same value as the [SCR_EL3](#).RW bit for all purposes other than a direct read or write access of HCR_EL2.

The RW bit is permitted to be cached in a TLB.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, this field behaves as 1 for all purposes other than a direct read of the value of this bit.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RAO/WI.

TRVM, bit [30]

Trap Reads of Virtual Memory controls. Traps EL1 reads of the virtual memory control registers to EL2, when EL2 is enabled in the current Security state, as follows:

- If EL1 is using AArch64 state, the following registers are trapped to EL2 and reported using EC syndrome value 0x18.
 - [SCTLR_EL1](#), [TTBR0_EL1](#), [TTBR1_EL1](#), [TCR_EL1](#), [ESR_EL1](#), [FAR_EL1](#), [AFSR0_EL1](#), [AFSR1_EL1](#), [MAIR_EL1](#), [AMAIR_EL1](#), [CONTEXTIDR_EL1](#).
- If EL1 is using AArch32 state, accesses using MRC to the following registers are trapped to EL2 and reported using EC syndrome value 0x03, accesses using MRRC are trapped to EL2 and reported using EC syndrome value 0x04:
 - [SCTLR](#), [TTBR0](#), [TTBR1](#), [TTBCR](#), [TTBCR2](#), [DACR](#), [DFSR](#), [IFSR](#), [DFAR](#), [IFAR](#), [ADFSR](#), [AIFSR](#), [PRRR](#), [NMRR](#), [MAIR0](#), [MAIR1](#), [AMAIRO](#), [AMAIR1](#), [CONTEXTIDR](#).

TRVM	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	EL1 read accesses to the specified Virtual Memory controls are trapped to EL2, when EL2 is enabled in the current Security state.

When [HCR_EL2.TGE](#) is 1, the PE ignores the value of this field for all purposes other than a direct read of this field.

Note

EL2 provides a second stage of address translation, that a hypervisor can use to remap the address map defined by a Guest OS. In addition, a hypervisor can trap attempts by a Guest OS to write to the registers that control the memory system. A hypervisor might use this trap as part of its virtualization of memory management.

This field resets to an architecturally UNKNOWN value.

HCD, bit [29]

When EL3 is not implemented:

HVC instruction disable. Disables EL1 execution of HVC instructions, from both Execution states, when EL2 is enabled in the current Security state, reported using EC syndrome value 0x00.

HCD	Meaning
0b0	HVC instruction execution is enabled at EL2 and EL1.
0b1	HVC instructions are UNDEFINED at EL2 and EL1. Any resulting exception is taken to the Exception level at which the HVC instruction is executed.

Note

HVC instructions are always UNDEFINED at EL0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

TDZ, bit [28]

Trap [DC ZVA](#) instructions. Traps EL0 and EL1 execution of [DC ZVA](#) instructions to EL2, when EL2 is enabled in the current Security state, from AArch64 state only, reported using EC syndrome value 0x18.

If FEAT_MTE is implemented, this trap also applies to [DC GVA](#) and [DC GZVA](#).

TDZ	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	In AArch64 state, any attempt to execute an instruction this trap applies to at EL1, or at EL0 when the instruction is not UNDEFINED at EL0, is trapped to EL2 when EL2 is enabled in the current Security state. Reading the DCZID_EL0 returns a value that indicates that the instructions this trap applies to are not supported.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, this field behaves as 0 for all purposes other than a direct read of the value of this bit.

This field resets to an architecturally UNKNOWN value.

TGE, bit [27]

Trap General Exceptions, from EL0.

TGE	Meaning
0b0	This control has no effect on execution at EL0.
0b1	When EL2 is not enabled in the current Security state, this control has no effect on execution at EL0. When EL2 is enabled in the current Security state, in all cases: <ul style="list-style-type: none"> All exceptions that would be routed to EL1 are routed to EL2. If EL1 is using AArch64, the SCTLR_EL1.M field is treated as being 0 for all purposes other than returning the result of a direct read of SCTLR_EL1. If EL1 is using AArch32, the SCTLR.M field is treated as being 0 for all purposes other than returning the result of a direct read of SCTLR. All virtual interrupts are disabled. Any IMPLEMENTATION DEFINED mechanisms for signaling virtual interrupts are disabled. An exception return to EL1 is treated as an illegal exception return. The MDCR_EL2.{TDRA, TDOSA, TDA, TDE} fields are treated as being 1 for all purposes other than returning the result of a direct read of MDCR_EL2. In addition, when EL2 is enabled in the current Security state, if: <ul style="list-style-type: none"> HCR_EL2.E2H is 0, the Effective values of the HCR_EL2.{FMO, IMO, AMO} fields are 1. HCR_EL2.E2H is 1, the Effective values of the HCR_EL2.{FMO, IMO, AMO} fields are 0. For further information on the behavior of this bit when E2H is 1, see 'Behavior of HCR_EL2.E2H'.

HCR_EL2.TGE must not be cached in a TLB.

This field resets to an architecturally UNKNOWN value.

TVM, bit [26]

Trap Virtual Memory controls. Traps EL1 writes to the virtual memory control registers to EL2, when EL2 is enabled in the current Security state, as follows:

- If EL1 is using AArch64 state, the following registers are trapped to EL2 and reported using EC syndrome value 0x18:
 - [SCTLR_EL1](#), [TTBR0_EL1](#), [TTBR1_EL1](#), [TCR_EL1](#), [ESR_EL1](#), [FAR_EL1](#), [AFSR0_EL1](#), [AFSR1_EL1](#), [MAIR_EL1](#), [AMAIR_EL1](#), [CONTEXTIDR_EL1](#).
- If EL1 is using AArch32 state, accesses using MCR to the following registers are trapped to EL2 and reported using EC syndrome value 0x03, accesses using MCRR are trapped to EL2 and reported using EC syndrome value 0x04:
 - [SCTLR](#), [TTBR0](#), [TTBR1](#), [TTBCR](#), [TTBCR2](#), [DACR](#), [DFSR](#), [IFSR](#), [DFAR](#), [IFAR](#), [ADFSR](#), [AIFSR](#), [PRRR](#), [NMRR](#), [MAIR0](#), [MAIR1](#), [AMAIR0](#), [AMAIR1](#), [CONTEXTIDR](#).

TVM	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	EL1 write accesses to the specified EL1 virtual memory control registers are trapped to EL2, when EL2 is enabled in the current Security state.

When [HCR_EL2.TGE](#) is 1, the PE ignores the value of this field for all purposes other than a direct read of this field.

This field resets to an architecturally UNKNOWN value.

TTLB, bit [25]

Trap TLB maintenance instructions. Traps EL1 execution of TLB maintenance instructions to EL2, when EL2 is enabled in the current Security state, as follows:

- When EL1 is using AArch64 state, the following instructions are trapped to EL2 and reported using EC syndrome value 0x18:
 - [TLBI VMALLE1](#), [TLBI VAE1](#), [TLBI ASIDE1](#), [TLBI VAAE1](#), [TLBI VALE1](#), [TLBI VAALE1](#).
 - [TLBI VMALLE1IS](#), [TLBI VAE1IS](#), [TLBI ASIDE1IS](#), [TLBI VAAE1IS](#), [TLBI VALE1IS](#), [TLBI VAALE1IS](#).
 - If FEAT_TLBIOS is implemented, this trap applies to [TLBI VMALLE1OS](#), [TLBI VAE1OS](#), [TLBI ASIDE1OS](#), [TLBI VAAE1OS](#), [TLBI VALE1OS](#), [TLBI VAALE1OS](#).
 - If FEAT_TLBIRANGE is implemented, this trap applies to [TLBI RVAE1](#), [TLBI RVAE1IS](#), [TLBI RVAE1OS](#), [TLBI RAAE1](#), [TLBI RAAE1IS](#), [TLBI RAAE1OS](#).
 - If FEAT_TLBIOS and FEAT_TLBIRANGE are implemented, this trap applies to [TLBI RVAE1OS](#), [TLBI RAAE1OS](#), [TLBI RVALE1OS](#), [TLBI RAALE1OS](#).
- When EL1 is using AArch32 state, the following instructions are trapped to EL2 and reported using EC syndrome value 0x03:
 - [TLBIALLIS](#), [TLBIMVAIS](#), [TLBIASIDIS](#), [TLBIMVAAIS](#), [TLBIMVALIS](#), [TLBIMVAALIS](#).
 - [TLBIALL](#), [TLBIMVA](#), [TLBIASID](#), [TLBIMVAA](#), [TLBIMVAL](#), [TLBIMVAAL](#).
 - [ITLBIALL](#), [ITLBIASID](#).
 - [DTLBIALL](#), [DTLBIMVA](#), [DTLBIASID](#).

TTLB	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	EL1 execution of the specified TLB maintenance instructions are trapped to EL2, when EL2 is enabled in the current Security state.

When [HCR_EL2.TGE](#) is 1, the PE ignores the value of this field for all purposes other than a direct read of this field.

Note

The TLB maintenance instructions are UNDEFINED at EL0.

This field resets to an architecturally UNKNOWN value.

TPU, bit [24]

Trap cache maintenance instructions that operate to the Point of Unification. Traps execution of those cache maintenance instructions to EL2, when EL2 is enabled in the current Security state as follows:

- If EL0 is using AArch64 state and the value of [SCTLR_EL1.UCI](#) is not 0, the following instructions are trapped to EL2 and reported with EC syndrome value 0x18:
 - [IC IVAU](#), [DC CVAU](#). If the value of [SCTLR_EL1.UCI](#) is 0 these instructions are UNDEFINED at EL0 and any resulting exception is higher priority than this trap to EL2.
- If EL1 is using AArch64 state, the following instructions are trapped to EL2 and reported with EC syndrome value 0x18:
 - [IC IVAU](#), [IC IALLU](#), [IC IALLUIS](#), [DC CVAU](#).
- If EL1 is using AArch32 state, the following instructions are trapped to EL2 and reported with EC syndrome value 0x18:
 - [ICIMVAU](#), [IC IALLU](#), [IC IALLUIS](#), [DCCMVAU](#).

Note

An exception generated because an instruction is UNDEFINED at EL0 is higher priority than this trap to EL2. In addition:

- [IC IALLUIS](#) and [IC IALLU](#) are always UNDEFINED at EL0 using AArch64.
- [ICIMVAU](#), [ICIALLU](#), [ICIALUIS](#), and [DCCMVAU](#) are always UNDEFINED at EL0 using AArch32.

TPU	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Execution of the specified instructions is trapped to EL2, when EL2 is enabled in the current Security state.

If the Point of Unification is before any level of data cache, it is IMPLEMENTATION DEFINED whether the execution of any data or unified cache clean by VA to the Point of Unification instruction can be trapped when the value of this control is 1.

If the Point of Unification is before any level of instruction cache, it is IMPLEMENTATION DEFINED whether the execution of any instruction cache invalidate to the Point of Unification instruction can be trapped when the value of this control is 1.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, this field behaves as 0 for all purposes other than a direct read of the value of this bit.

This field resets to an architecturally UNKNOWN value.

TPCP, bit [23]

When FEAT_DPB is implemented:

Trap data or unified cache maintenance instructions that operate to the Point of Coherency or Persistence. Traps execution of those cache maintenance instructions to EL2, when EL2 is enabled in the current Security state as follows:

- If EL0 is using AArch64 state and the value of [SCTLR_EL1](#).UCI is not 0, the following instructions are trapped to EL2 and reported using EC syndrome value 0x18:
 - [DC CIVAC](#), [DC CVAC](#), [DC CVAP](#). If the value of [SCTLR_EL1](#).UCI is 0 these instructions are UNDEFINED at EL0 and any resulting exception is higher priority than this trap to EL2.
- If EL1 is using AArch64 state, the following instructions are trapped to EL2 and reported using EC syndrome value 0x18:
 - [DC IVAC](#), [DC CIVAC](#), [DC CVAC](#), [DC CVAP](#).
- If EL1 is using AArch32 state, the following instructions are trapped to EL2 and reported using EC syndrome value 0x03:
 - [DCIMVAC](#), [DCCIMVAC](#), [DCCMVAC](#).

If FEAT_DPB2 is implemented, this trap also applies to [DC CVADP](#).

If FEAT_MTE is implemented, this trap also applies to [DC CIGVAC](#), [DC CIGDVAC](#), [DC IGVAC](#), [DC IGDVAC](#), [DC CGVAC](#), [DC CGDVAC](#), [DC CGVAP](#) and [DC CGDVAP](#).

If FEAT_DPB2 and FEAT_MTE are implemented, this trap also applies to [DC CGVADP](#) and [DC CGDVADP](#).

Note

- An exception generated because an instruction is UNDEFINED at EL0 is higher priority than this trap to EL2. In addition:
 - AArch64 instructions which invalidate by VA to the Point of Coherency are always UNDEFINED at EL0 using AArch64.
 - [DCIMVAC](#), [DCCIMVAC](#), and [DCCMVAC](#) are always UNDEFINED at EL0 using AArch32.
- In Armv8.0 and Armv8.1, this field is named TPC. From Armv8.2 it is named TPCP.

TPCP	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Execution of the specified instructions is trapped to EL2, when EL2 is enabled in the current Security state.

If the Point of Coherency is before any level of data cache, it is IMPLEMENTATION DEFINED whether the execution of any data or unified cache clean, invalidate, or clean and invalidate instruction that operates by VA to the point of coherency can be trapped when the value of this control is 1.

If [HCR_EL2](#).{E2H, TGE} is set to {1, 1}, this field behaves as 0 for all purposes other than a direct read of the value of this bit.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Trap data or unified cache maintenance instructions that operate to the Point of Coherency. Traps execution of those cache maintenance instructions to EL2, when EL2 is enabled in the current Security state as follows:

- If EL0 is using AArch64 state and the value of [SCTLR_EL1](#).UCI is not 0, accesses to the following registers are trapped and reported using EC syndrome value 0x18:
 - [DC CIVAC](#), [DC CVAC](#). However, if the value of [SCTLR_EL1](#).UCI is 0 these instructions are UNDEFINED at EL0 and any resulting exception is higher priority than this trap to EL2.
- If EL1 is using AArch64 state, accesses to [DC IVAC](#), [DC CIVAC](#), [DC CVAC](#) are trapped and reported using EC syndrome value 0x18.
- When EL1 is using AArch32, accesses to [DCIMVAC](#), [DCCIMVAC](#), and [DCCMVAC](#) are trapped and reported using EC syndrome value 0x03.

Note

- An exception generated because an instruction is UNDEFINED at EL0 is higher priority than this trap to EL2. In addition:
 - AArch64 instructions which invalidate by VA to the Point of Coherency are always UNDEFINED at EL0 using AArch64.
 - [DCIMVAC](#), [DCCIMVAC](#), and [DCCMVAC](#) are always UNDEFINED at EL0 using AArch32.
- In Armv8.0 and Armv8.1, this field is named TPC. From Armv8.2 it is named TPCP.

TPC	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Execution of the specified instructions is trapped to EL2, when EL2 is enabled in the current Security state.

If the Point of Coherency is before any level of data cache, it is IMPLEMENTATION DEFINED whether the execution of any data or unified cache clean, invalidate, or clean and invalidate instruction that operates by VA to the point of coherency can be trapped when the value of this control is 1.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, this field behaves as 0 for all purposes other than a direct read of the value of this bit.

This field resets to an architecturally UNKNOWN value.

TSW, bit [22]

Trap data or unified cache maintenance instructions that operate by Set/Way. Traps execution of those cache maintenance instructions at EL1 to EL2, when EL2 is enabled in the current Security state as follows:

- If EL1 is using AArch64 state, accesses to [DC ISW](#), [DC CSW](#), [DC CISW](#) are trapped to EL2, reported using EC syndrome value 0x18.
- If EL1 is using AArch32 state, accesses to [DCISW](#), [DCCSW](#), [DCCISW](#) are trapped to EL2, reported using EC syndrome value 0x03.

If FEAT_MTE is implemented, this trap also applies to [DC IGSW](#), [DC IGDSW](#), [DC CGSW](#), [DC CGDW](#), [DC CIGSW](#), and [DC CIGDSW](#).

Note

An exception generated because an instruction is UNDEFINED at EL0 is higher priority than this trap to EL2, and these instructions are always UNDEFINED at EL0.

TSW	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Execution of the specified instructions is trapped to EL2, when EL2 is enabled in the current Security state.

When [HCR_EL2.TGE](#) is 1, the PE ignores the value of this field for all purposes other than a direct read of this field.

This field resets to an architecturally UNKNOWN value.

TACR, bit [21]

Trap Auxiliary Control Registers. Traps EL1 accesses to the Auxiliary Control Registers to EL2, when EL2 is enabled in the current Security state, as follows:

- If EL1 is using AArch64 state, accesses to [ACTLR_EL1](#) to EL2, are trapped to EL2 and reported using EC syndrome value 0x18.
- If EL1 is using AArch32 state, accesses to [ACTLR](#) and, if implemented, [ACTLR2](#) are trapped to EL2 and reported using EC syndrome value 0x03.

TACR	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	EL1 accesses to the specified registers are trapped to EL2, when EL2 is enabled in the current Security state.

When [HCR_EL2.TGE](#) is 1, the PE ignores the value of this field for all purposes other than a direct read of this field.

Note

[ACTLR_EL1](#) is not accessible at EL0

[ACTLR](#), and [ACTLR2](#) are not accessible at EL0.

The Auxiliary Control Registers are IMPLEMENTATION DEFINED registers that might implement global control bits for the PE.

This field resets to an architecturally UNKNOWN value.

TIDCP, bit [20]

Trap IMPLEMENTATION DEFINED functionality. Traps EL1 accesses to the encodings reserved for IMPLEMENTATION DEFINED functionality to EL2, when EL2 is enabled in the current Security state as follows:

- In AArch64 state, access to any of the encodings in the following reserved encoding spaces are trapped and reported using EC syndrome 0x18:
 - IMPLEMENTATION DEFINED System instructions, which are accessed using SYS and SYSL, with CRn == {11, 15}.
 - IMPLEMENTATION DEFINED System registers, which are accessed using MRS and MSR with the [S3_op1>_<Cn>_<Cm>_<op2>](#) register name.
- In AArch32 state, MCR and MRC access to instructions with the following encodings are trapped and reported using EC syndrome 0x03:
 - All coproc==p15, CRn==c9, opc1 == {0-7}, CRm == {c0-c2, c5-c8}, opc2 == {0-7}.
 - All coproc==p15, CRn==c10, opc1 == {0-7}, CRm == {c0, c1, c4, c8}, opc2 == {0-7}.
 - All coproc==p15, CRn==c11, opc1=={0-7}, CRm == {c0-c8, c15}, opc2 == {0-7}.

When the value of [HCR_EL2.TIDCP](#) is 1, it is IMPLEMENTATION DEFINED whether any of this functionality accessed from EL0 is trapped to EL2. If it is not, then it is UNDEFINED, and any attempt to access it from EL0 generates an exception that is taken to EL1.

TIDCP	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	EL1 accesses to or execution of the specified encodings reserved for IMPLEMENTATION DEFINED functionality are trapped to EL2, when EL2 is enabled in the current Security state.

An implementation can also include IMPLEMENTATION DEFINED registers that provide additional controls, to give finer-grained control of the trapping of IMPLEMENTATION DEFINED features.

Note

Arm expects the trapping of EL0 accesses to these functions to EL2 to be unusual, and used only when the hypervisor is virtualizing EL0 operation. Arm

strongly recommends that unless the hypervisor must virtualize EL0 operation, an EL0 access to any of these functions is UNDEFINED, as it would be if the implementation did not include EL2. The PE then takes any resulting exception to EL1.

The trapping of accesses to these registers from EL1 is higher priority than an exception resulting from the register access being UNDEFINED.

This field resets to an architecturally UNKNOWN value.

TSC, bit [19]

Trap SMC instructions. Traps EL1 execution of SMC instructions to EL2, when EL2 is enabled in the current Security state.

If execution is in AArch64 state the trap is reported using EC syndrome value 0x17.

If execution is in AArch32 state, the trap is reported using EC syndrome value 0x13.

Note

[HCR_EL2](#).TSC traps execution of the SMC instruction. It is not a routing control for the SMC exception. Trap exceptions and SMC exceptions have different preferred return addresses.

TSC	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	<p>If EL3 is implemented, then any attempt to execute an SMC instruction at EL1 is trapped to EL2, when EL2 is enabled in the current Security state, regardless of the value of SCR_EL3.SMD.</p> <p>If EL3 is not implemented, FEAT_NV is implemented, and HCR_EL2.NV is 1, then any attempt to execute an SMC instruction at EL1 using AArch64 is trapped to EL2, when EL2 is enabled in the current Security state.</p> <p>If EL3 is not implemented, and either FEAT_NV is not implemented or HCR_EL2.NV is 0, then it is IMPLEMENTATION DEFINED whether:</p> <ul style="list-style-type: none"> Any attempt to execute an SMC instruction at EL1 is trapped to EL2, when EL2 is enabled in the current Security state. Any attempt to execute an SMC instruction is UNDEFINED.

In AArch32 state, the Armv8-A architecture permits, but does not require, this trap to apply to conditional SMC instructions that fail their condition code check, in the same way as with traps on other conditional instructions.

SMC instructions are UNDEFINED at EL0.

If EL3 is not implemented and HCR_EL2.NV is 0, it is IMPLEMENTATION DEFINED whether this bit is:

- RES0.
- Implemented with the functionality as described in HCR_EL2.TSC.

When [HCR_EL2](#).TGE is 1, the PE ignores the value of this field for all purposes other than a direct read of this field.

This field resets to an architecturally UNKNOWN value.

TID3, bit [18]

Trap ID group 3. Traps EL1 reads of group 3 ID registers to EL2, when EL2 is enabled in the current Security state, as follows:

In AArch64 state:

- Reads of the following registers are trapped to EL2, reported using EC syndrome value 0x18:
 - [ID_PFR0_EL1](#), [ID_PFR1_EL1](#), [ID_PFR2_EL1](#), [ID_DFR0_EL1](#), [ID_AFR0_EL1](#), [ID_MMFR0_EL1](#), [ID_MMFR1_EL1](#), [ID_MMFR2_EL1](#), [ID_MMFR3_EL1](#), [ID_ISAR0_EL1](#), [ID_ISAR1_EL1](#),

[ID_ISAR2_EL1](#), [ID_ISAR3_EL1](#), [ID_ISAR4_EL1](#), [ID_ISAR5_EL1](#), [MVFR0_EL1](#), [MVFR1_EL1](#), [MVFR2_EL1](#).

- [ID_AA64PFR0_EL1](#), [ID_AA64PFR1_EL1](#), [ID_AA64DFR0_EL1](#), [ID_AA64DFR1_EL1](#), [ID_AA64ISAR0_EL1](#), [ID_AA64ISAR1_EL1](#), [ID_AA64MMFR0_EL1](#), [ID_AA64MMFR1_EL1](#), [ID_AA64AFR0_EL1](#), [ID_AA64AFR1_EL1](#).
- If FEAT_FGT is implemented:
 - [ID_MMFR4_EL1](#) and [ID_MMFR5_EL1](#) are trapped to EL2.
 - [ID_AA64MMFR2_EL1](#) and [ID_ISAR6_EL1](#) are trapped to EL2.
 - [ID_DFR1_EL1](#) is trapped to EL2.
 - [ID_AA64ZFR0_EL1](#) is trapped to EL2.
 - This field traps all MRS accesses to registers in the following range that are not already mentioned in this field description: Op0 == 3, op1 == 0, CRn == c0, CRm == {c1-c7}, op2 == {0-7}.
- If FEAT_FGT is not implemented:
 - [ID_MMFR4_EL1](#) and [ID_MMFR5_EL1](#) are trapped to EL2, unless implemented as RAZ, when it is IMPLEMENTATION DEFINED whether accesses to [ID_MMFR4_EL1](#) or [ID_MMFR5_EL1](#) are trapped to EL2.
 - [ID_AA64MMFR2_EL1](#) and [ID_ISAR6_EL1](#) are trapped to EL2, unless implemented as RAZ, when it is IMPLEMENTATION DEFINED whether accesses to [ID_AA64MMFR2_EL1](#) or [ID_ISAR6_EL1](#) are trapped to EL2.
 - [ID_DFR1_EL1](#) is trapped to EL2, unless implemented as RAZ, when it is IMPLEMENTATION DEFINED whether accesses to [ID_DFR1_EL1](#) are trapped to EL2.
 - [ID_AA64ZFR0_EL1](#) is trapped to EL2, unless implemented as RAZ then it is IMPLEMENTATION DEFINED whether accesses to [ID_AA64ZFR0_EL1](#) are trapped to EL2.
 - Otherwise it is IMPLEMENTATION DEFINED whether this bit traps MRS accesses to registers in the following range that are not already mentioned in this field description: Op0 == 3, op1 == 0, CRn == c0, CRm == {c1-c7}, op2 == {0-7}.

In AArch32 state:

- VMRS access to [MVFR0](#), [MVFR1](#), and [MVFR2](#), are trapped to EL2, reported using EC syndrome value 0x08, unless access is also trapped by [HCPTR](#) which takes priority.
- MRC access to the following registers are trapped to EL2, reported using EC syndrome value 0x03:
 - [ID_PFR0](#), [ID_PFR1](#), [ID_PFR2](#), [ID_DFR0](#), [ID_AFR0](#), [ID_MMFR0](#), [ID_MMFR1](#), [ID_MMFR2](#), [ID_MMFR3](#), [ID_ISAR0](#), [ID_ISAR1](#), [ID_ISAR2](#), [ID_ISAR3](#), [ID_ISAR4](#), [ID_ISAR5](#).
 - If FEAT_FGT is implemented:
 - [ID_MMFR4](#) and [ID_MMFR5](#) are trapped to EL2.
 - [ID_ISAR6](#) is trapped to EL2.
 - [ID_DFR1](#) is trapped to EL2.
 - This field traps all MRC accesses to encodings in the following range that are not already mentioned in this field description: coproc == p15, opc1 == 0, CRn == c0, CRm == {c2-c7}, opc2 == {0-7}.
 - If FEAT_FGT is not implemented:
 - [ID_MMFR4](#) and [ID_MMFR5](#) are trapped to EL2, unless implemented as RAZ, when it is IMPLEMENTATION DEFINED whether accesses to [ID_MMFR4](#) or [ID_MMFR5](#) are trapped.
 - [ID_ISAR6](#) is trapped to EL2, unless implemented as RAZ, when it is IMPLEMENTATION DEFINED whether accesses to [ID_ISAR6](#) are trapped to EL2.

- [ID_DFR1](#) is trapped to EL2, unless implemented as RAZ, when it is IMPLEMENTATION DEFINED whether accesses to [ID_DFR1](#) are trapped to EL2.
- Otherwise, it is IMPLEMENTATION DEFINED whether this bit traps all MRC accesses to registers in the following range not already mentioned in this field description with coproc == p15, opc1 == 0, CRn == c0, CRm == {c2-c7}, opc2 == {0-7}.

TID3	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	The specified EL1 read accesses to ID group 3 registers are trapped to EL2, when EL2 is enabled in the current Security state.

When [HCR_EL2.TGE](#) is 1, the PE ignores the value of this field for all purposes other than a direct read of this field.

This field resets to an architecturally UNKNOWN value.

TID2, bit [17]

Trap ID group 2. Traps the following register accesses to EL2, when EL2 is enabled in the current Security state, as follows:

- If EL1 is using AArch64, reads of [CTR_EL0](#), [CCSIDR_EL1](#), [CCSIDR2_EL1](#), [CLIDR_EL1](#), and [CSSELR_EL1](#) are trapped to EL2, reported using EC syndrome value 0x18.
- If EL0 is using AArch64 and the value of [SCTLR_EL1.UCT](#) is not 0, reads of [CTR_EL0](#) are trapped to EL2, reported using EC syndrome value 0x18. If the value of [SCTLR_EL1.UCT](#) is 0 then EL0 reads of [CTR_EL0](#) are UNDEFINED and any resulting exception takes precedence over this trap.
- If EL1 is using AArch64, writes to [CSSELR_EL1](#) are trapped to EL2, reported using EC syndrome value 0x18.
- If EL1 is using AArch32, reads of [CTR](#), [CCSIDR](#), [CCSIDR2](#), [CLIDR](#), and [CSSELR](#) are trapped to EL2, reported using EC syndrome value 0x03.
- If EL1 is using AArch32, writes to [CSSELR](#) are trapped to EL2, reported using EC syndrome value 0x03.

TID2	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	The specified EL1 and EL0 accesses to ID group 2 registers are trapped to EL2, when EL2 is enabled in the current Security state.

When FEAT_VHE is implemented, and the value of [HCR_EL2.{E2H, TGE}](#) is {1, 1}, this field behaves as 0 for all purposes other than a direct read of the value of this bit.

This field resets to an architecturally UNKNOWN value.

TID1, bit [16]

Trap ID group 1. Traps EL1 reads of the following registers to EL2, when EL2 is enabled in the current Security state as follows:

- In AArch64 state, accesses of [REVIDR_EL1](#), [AIDR_EL1](#), reported using EC syndrome value 0x18.
- In AArch32 state, accesses of [TCMTR](#), [TLBTR](#), [REVIDR](#), [AIDR](#), reported using EC syndrome value 0x03.

TID1	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	The specified EL1 read accesses to ID group 1 registers are trapped to EL2, when EL2 is enabled in the current Security state.

When [HCR_EL2.TGE](#) is 1, the PE ignores the value of this field for all purposes other than a direct read of this field.

This field resets to an architecturally UNKNOWN value.

TID0, bit [15]

When AArch32 is supported at any Exception level:

Trap ID group 0. Traps the following register accesses to EL2:

- EL1 reads of the [JIDR](#), reported using EC syndrome value 0x05.
- If the [JIDR](#) is RAZ from EL0, EL0 reads of the [JIDR](#), reported using EC syndrome value 0x05.
- EL1 accesses using VMRS of the [FPSID](#), reported using EC syndrome value 0x08.

Note

- It is IMPLEMENTATION DEFINED whether the [JIDR](#) is RAZ or UNDEFINED at EL0. If it is UNDEFINED at EL0 then any resulting exception takes precedence over this trap.
- The [FPSID](#) is not accessible at EL0 using AArch32.
- Writes to the [FPSID](#) are ignored, and not trapped by this control.

TID0	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	The specified EL1 read accesses to ID group 0 registers are trapped to EL2, when EL2 is enabled in the current Security state.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, this field behaves as 0 for all purposes other than a direct read of the value of this bit.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

TWE, bit [14]

Traps EL0 and EL1 execution of WFE instructions to EL2, when EL2 is enabled in the current Security state, from both Execution states, reported using EC syndrome value 0x01.

TWE	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Any attempt to execute a WFE instruction at EL0 or EL1 is trapped to EL2, when EL2 is enabled in the current Security state, if the instruction would otherwise have caused the PE to enter a low-power state and it is not trapped by SCTLR.nTWE or SCTLR_EL1.nTWE .

In AArch32 state, the attempted execution of a conditional WFE instruction is only trapped if the instruction passes its condition code check.

Note

Since a WFE can complete at any time, even without a Wakeup event, the traps on WFE are not guaranteed to be taken, even if the WFE is executed when there is no Wakeup event. The only guarantee is that if the instruction does not complete in finite time in the absence of a Wakeup event, the trap will be taken.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, this field behaves as 0 for all purposes other than a direct read of the value of this bit.

For more information about when WFE instructions can cause the PE to enter a low-power state, see 'Wait for Event mechanism and Send event'.

This field resets to an architecturally UNKNOWN value.

TWI, bit [13]

Traps EL0 and EL1 execution of WFI instructions to EL2, when EL2 is enabled in the current Security state, from both Execution states, reported using EC syndrome value 0x01.

TWI	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Any attempt to execute a WFI instruction at EL0 or EL1 is trapped to EL2, when EL2 is enabled in the current Security state, if the instruction would otherwise have caused the PE to enter a low-power state and it is not trapped by SCTLR.nTWI or SCTLR_EL1.nTWI .

In AArch32 state, the attempted execution of a conditional WFI instruction is only trapped if the instruction passes its condition code check.

Note

Since a WFI can complete at any time, even without a Wakeup event, the traps on WFI are not guaranteed to be taken, even if the WFI is executed when there is no Wakeup event. The only guarantee is that if the instruction does not complete in finite time in the absence of a Wakeup event, the trap will be taken.

When FEAT_VHE is implemented, and the value of [HCR_EL2.{E2H, TGE}](#) is {1, 1}, this field behaves as 0 for all purposes other than a direct read of the value of this bit.

For more information about when WFI instructions can cause the PE to enter a low-power state, see 'Wait for Interrupt'.

This field resets to an architecturally UNKNOWN value.

DC, bit [12]

Default Cacheability.

DC	Meaning
0b0	This control has no effect on the EL1&0 translation regime.
0b1	In both Security states: <ul style="list-style-type: none"> When EL1 is using AArch64, the PE behaves as if the value of the SCTLR_EL1.M field is 0 for all purposes other than returning the value of a direct read of SCTLR_EL1. When EL1 is using AArch32, the PE behaves as if the value of the SCTLR.M field is 0 for all purposes other than returning the value of a direct read of SCTLR. The PE behaves as if the value of the HCR_EL2.VM field is 1 for all purposes other than returning the value of a direct read of HCR_EL2. The memory type produced by stage 1 of the EL1&0 translation regime is Normal Non-Shareable, Inner Write-Back Read-Allocate Write-Allocate, Outer Write-Back Read-Allocate Write-Allocate.

This field has no effect on the EL2, EL2&0, and EL3 translation regimes.

This field is permitted to be cached in a TLB.

When FEAT_VHE is implemented, and the value of [HCR_EL2.{E2H, TGE}](#) is {1, 1}, this field behaves as 0 for all purposes other than a direct read of the value of this field.

This field resets to an architecturally UNKNOWN value.

BSU, bits [11:10]

Barrier Shareability upgrade. This field determines the minimum shareability domain that is applied to any barrier instruction executed from EL1 or EL0:

BSU	Meaning
0b00	No effect.
0b01	Inner Shareable.
0b10	Outer Shareable.
0b11	Full system.

This value is combined with the specified level of the barrier held in its instruction, using the same principles as combining the shareability attributes from two stages of address translation.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, this field behaves as 0b00 for all purposes other than a direct read of the value of this bit.

This field resets to an architecturally UNKNOWN value.

FB, bit [9]

Force broadcast. Causes the following instructions to be broadcast within the Inner Shareable domain when executed from EL1:

AArch32: [BPIALL](#), [TLBIALL](#), [TLBIMVA](#), [TLBIASID](#), [DTLBIALL](#), [DTLBIMVA](#), [DTLBIASID](#), [ITLBIALL](#), [ITLBIMVA](#), [ITLBIASID](#), [TLBIMVAA](#), [ICIALLU](#), [TLBIMVAL](#), [TLBIMVAAL](#).

AArch64: [TLBI VMALLE1](#), [TLBI VAE1](#), [TLBI ASIDE1](#), [TLBI VAAE1](#), [TLBI VALE1](#), [TLBI VAALE1](#), [IC IALLU](#), [TLBI RVAE1](#), [TLBI RVAAE1](#), [TLBI RVALE1](#), [TLBI RVAALE1](#).

FB	Meaning
0b0	This field has no effect on the operation of the specified instructions.
0b1	When one of the specified instruction is executed at EL1, the instruction is broadcast within the Inner Shareable shareability domain.

When [HCR_EL2](#).TGE is 1, the PE ignores the value of this field for all purposes other than a direct read of this field.

This field resets to an architecturally UNKNOWN value.

VSE, bit [8]

Virtual SError interrupt.

VSE	Meaning
0b0	This mechanism is not making a virtual SError interrupt pending.
0b1	A virtual SError interrupt is pending because of this mechanism.

The virtual SError interrupt is only enabled when the value of [HCR_EL2](#).{TGE, AMO} is {0, 1}.

This field resets to an architecturally UNKNOWN value.

VI, bit [7]

Virtual IRQ Interrupt.

VI	Meaning
0b0	This mechanism is not making a virtual IRQ pending.
0b1	A virtual IRQ is pending because of this mechanism.

The virtual IRQ is enabled only when the value of [HCR_EL2](#).{TGE, IMO} is {0, 1}.

This field resets to an architecturally UNKNOWN value.

VF, bit [6]

Virtual FIQ Interrupt.

VF	Meaning
0b0	This mechanism is not making a virtual FIQ pending.
0b1	A virtual FIQ is pending because of this mechanism.

The virtual FIQ is enabled only when the value of [HCR_EL2](#).{TGE, FMO} is {0, 1}.

This field resets to an architecturally UNKNOWN value.

AMO, bit [5]

Physical SError interrupt routing.

AMO	Meaning
0b0	When executing at Exception levels below EL2, and EL2 is enabled in the current Security state: <ul style="list-style-type: none"> Physical SError interrupts are not taken to EL2. When the value of HCR_EL2.TGE is 0, if the PE is executing at EL2 using AArch64, physical SError interrupts are not taken unless they are routed to EL3 by the SCR_EL3.EA bit. Virtual SError interrupts are disabled.
0b1	When executing at any Exception level, and EL2 is enabled in the current Security state: <ul style="list-style-type: none"> Physical SError interrupts are taken to EL2, unless they are routed to EL3. When the value of HCR_EL2.TGE is 0, then virtual SError interrupts are enabled.

If EL2 is enabled in the current Security state and the value of [HCR_EL2.TGE](#) is 1:

- Regardless of the value of the AMO bit physical asynchronous External aborts and SError interrupts target EL2 unless they are routed to EL3.
- When FEAT_VHE is not implemented, or if [HCR_EL2.E2H](#) is 0, this field behaves as 1 for all purposes other than a direct read of the value of this bit.
- When FEAT_VHE is implemented and [HCR_EL2.E2H](#) is 1, this field behaves as 0 for all purposes other than a direct read of the value of this bit.

For more information, see 'Asynchronous exception routing'.

This field resets to an architecturally UNKNOWN value.

IMO, bit [4]

Physical IRQ Routing.

IMO	Meaning
0b0	When executing at Exception levels below EL2, and EL2 is enabled in the current Security state: <ul style="list-style-type: none"> Physical IRQ interrupts are not taken to EL2. When the value of HCR_EL2.TGE is 0, if the PE is executing at EL2 using AArch64, physical IRQ interrupts are not taken unless they are routed to EL3 by the SCR_EL3.IRQ bit. Virtual IRQ interrupts are disabled.
0b1	When executing at any Exception level, and EL2 is enabled in the current Security state: <ul style="list-style-type: none"> Physical IRQ interrupts are taken to EL2, unless they are routed to EL3. When the value of HCR_EL2.TGE is 0, then Virtual IRQ interrupts are enabled.

If EL2 is enabled in the current Security state, and the value of [HCR_EL2.TGE](#) is 1:

- Regardless of the value of the IMO bit, physical IRQ Interrupts target EL2 unless they are routed to EL3.
- When FEAT_VHE is not implemented, or if [HCR_EL2.E2H](#) is 0, this field behaves as 1 for all purposes other than a direct read of the value of this bit.
- When FEAT_VHE is implemented and [HCR_EL2.E2H](#) is 1, this field behaves as 0 for all purposes other than a direct read of the value of this bit.

For more information, see 'Asynchronous exception routing'.

This field resets to an architecturally UNKNOWN value.

FMO, bit [3]

Physical FIQ Routing.

FMO	Meaning
0b0	When executing at Exception levels below EL2, and EL2 is enabled in the current Security state: <ul style="list-style-type: none"> Physical FIQ interrupts are not taken to EL2. When the value of HCR_EL2.TGE is 0, if the PE is executing at EL2 using AArch64, physical FIQ interrupts are not taken unless they are routed to EL3 by the SCR_EL3.FIQ bit. Virtual FIQ interrupts are disabled.
0b1	When executing at any Exception level, and EL2 is enabled in the current Security state: <ul style="list-style-type: none"> Physical FIQ interrupts are taken to EL2, unless they are routed to EL3. When HCR_EL2.TGE is 0, then Virtual FIQ interrupts are enabled.

If EL2 is enabled in the current Security state and the value of [HCR_EL2.TGE](#) is 1:

- Regardless of the value of the FMO bit, physical FIQ Interrupts target EL2 unless they are routed to EL3.
- When FEAT_VHE is not implemented, or if [HCR_EL2.E2H](#) is 0, this field behaves as 1 for all purposes other than a direct read of the value of this bit.
- When FEAT_VHE is implemented and [HCR_EL2.E2H](#) is 1, this field behaves as 0 for all purposes other than a direct read of the value of this bit.

For more information, see 'Asynchronous exception routing'.

This field resets to an architecturally UNKNOWN value.

PTW, bit [2]

Protected Table Walk. In the EL1&0 translation regime, a translation table access made as part of a stage 1 translation table walk is subject to a stage 2 translation. The combining of the memory type attributes from the two stages of translation means the access might be made to a type of Device memory. If this occurs, then the value of this bit determines the behavior:

PTW	Meaning
0b0	The translation table walk occurs as if it is to Normal Non-cacheable memory. This means it can be made speculatively.
0b1	The memory access generates a stage 2 Permission fault.

This field is permitted to be cached in a TLB.

When [HCR_EL2.TGE](#) is 1, the PE ignores the value of this field for all purposes other than a direct read of this field.

This field resets to an architecturally UNKNOWN value.

SWIO, bit [1]

Set/Way Invalidation Override. Causes EL1 execution of the data cache invalidate by set/way instructions to perform a data cache clean and invalidate by set/way:

SWIO	Meaning
0b0	This control has no effect on the operation of data cache invalidate by set/way instructions.
0b1	Data cache invalidate by set/way instructions perform a data cache clean and invalidate by set/way.

When the value of this bit is 1:

AArch32: [DCISW](#) performs the same invalidation as a [DCCISW](#) instruction.

AArch64: [DC ISW](#) performs the same invalidation as a [DC CISW](#) instruction.

This bit can be implemented as RES1.

When [HCR_EL2.TGE](#) is 1, the PE ignores the value of this field for all purposes other than a direct read of this field.

This field resets to an architecturally UNKNOWN value.

VM, bit [0]

Virtualization enable. Enables stage 2 address translation for the EL1&0 translation regime, when EL2 is enabled in the current Security state.

VM	Meaning
0b0	EL1&0 stage 2 address translation disabled.
0b1	EL1&0 stage 2 address translation enabled.

When the value of this bit is 1, data cache invalidate instructions executed at EL1 perform a data cache clean and invalidate. For the invalidate by set/way instruction this behavior applies regardless of the value of the HCR_EL2.SWIO bit.

This bit is permitted to be cached in a TLB.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, this field behaves as 0 for all purposes other than a direct read of the value of this bit.

This field resets to an architecturally UNKNOWN value.

Accessing the HCR_EL2

Accesses to this register use the following encodings:

MRS <Xt>, HCR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0001	0b0001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return NVMem[0x078];
    elseif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elseif PSTATE.EL == EL2 then
    return HCR_EL2;
elseif PSTATE.EL == EL3 then
    return HCR_EL2;

```

MSR HCR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0001	0b0001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        NVMem[0x078] = X[t];
    elseif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elseif PSTATE.EL == EL2 then
    HCR_EL2 = X[t];
elseif PSTATE.EL == EL3 then
    HCR_EL2 = X[t];

```


01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

HDFGRTR_EL2, Hypervisor Debug Fine-Grained Read Trap Register

The HDFGRTR_EL2 characteristics are:

Purpose

Provides controls for traps of MRS and MRC reads of debug, trace, PMU, and Statistical Profiling System registers.

Configuration

This register is present only when FEAT_FGT is implemented. Otherwise, direct accesses to HDFGRTR_EL2 are UNDEFINED.

Attributes

HDFGRTR_EL2 is a 64-bit register.

Field descriptions

The HDFGRTR_EL2 bit assignments are:

63	62	61	60	59	58	57	56
RES0					PMCEIDn_EL0	PMUSERENR_EL0	
PMSIRR_EL1	PMSIDR_EL1	PMSICR_EL1	PMSFCR_EL1	PMSEVFR_EL1	PMSCR_EL1	PMBSR_EL1	PMBPTR_EL1
31	30	29	28	27	26	25	24

Bits [63:59]

Reserved, RES0.

PMCEIDn_EL0, bit [58]

When FEAT_PMUv3 is implemented:

Trap MRS reads of PMCEID<n>_EL0 at EL1 and EL0 using AArch64 and MRC reads of PMCEID<n> at EL0 using AArch32 when EL1 is using AArch64 to EL2.

PMCEIDn_EL0	Meaning
0b0	MRS reads of PMCEID<n>_EL0 at EL1 and EL0 using AArch64 and MRC reads of PMCEID<n> at EL0 using AArch32 are not affected by this bit.
0b1	<p>If EL2 is implemented and enabled in the current Security state, HCR_EL2.{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3.FGTEn == 1, then, unless the read generates a higher priority exception:</p> <ul style="list-style-type: none"> MRS reads of PMCEID<n>_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. MRC reads of PMCEID<n> at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

PMUSERENR_EL0, bit [57]**When FEAT_PMUv3 is implemented:**

Trap MRS reads of [PMUSERENR_EL0](#) at EL1 and EL0 using AArch64 and MRC reads of [PMUSERENR](#) at EL0 using AArch32 when EL1 is using AArch64 to EL2.

PMUSERENR_EL0	Meaning
0b0	MRS reads of PMUSERENR_EL0 at EL1 and EL0 using AArch64 and MRC reads of PMUSERENR at EL0 using AArch32 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2 .{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3 .FGTE == 1, then, unless the read generates a higher priority exception: <ul style="list-style-type: none"> MRS reads of PMUSERENR_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. MRC reads of PMUSERENR at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

Bits [56:49]

Reserved, RES0.

TRCVICTLR, bit [48]**When FEAT_ETMv4 is implemented and System register access to the PE Trace Unit registers is implemented:**

Trap MRS reads of [TRCVICTLR](#) at EL1 using AArch64 to EL2.

TRCVICTLR	Meaning
0b0	MRS reads of TRCVICTLR are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3 .FGTE == 1, MRS reads of TRCVICTLR at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

TRCSTATR, bit [47]

When FEAT_ETMv4 is implemented and System register access to the PE Trace Unit registers is implemented:

Trap MRS reads of [TRCSTATR](#) at EL1 using AArch64 to EL2.

TRCSTATR	Meaning
0b0	MRS reads of TRCSTATR are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of TRCSTATR at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

TRCSSCSRn, bit [46]

When FEAT_ETMv4 is implemented and System register access to the PE Trace Unit registers is implemented:

Trap MRS reads of [TRCSSCSR<n>](#) at EL1 using AArch64 to EL2.

TRCSSCSRn	Meaning
0b0	MRS reads of TRCSSCSR<n> are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of TRCSSCSR<n> at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

If Single-shot Comparator n is not implemented, a read of [TRCSSCSR<n>](#) is UNDEFINED.

This bit is RES0 if [TRCSSCSR<n>](#) are not implemented.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

TRCSEQSTR, bit [45]

When FEAT_ETMv4 is implemented and System register access to the PE Trace Unit registers is implemented:

Trap MRS reads of [TRCSEQSTR](#) at EL1 using AArch64 to EL2.

TRCSEQSTR	Meaning
0b0	MRS reads of TRCSEQSTR are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of TRCSEQSTR at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

This bit is RES0 if [TRCSEQSTR](#) is not implemented.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

TRCPRGCTLR, bit [44]

When FEAT_ETMv4 is implemented and System register access to the PE Trace Unit registers is implemented:

Trap MRS reads of [TRCPRGCTLR](#) at EL1 using AArch64 to EL2.

TRCPRGCTLR	Meaning
0b0	MRS reads of TRCPRGCTLR are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of TRCPRGCTLR at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

TRCOSLSR, bit [43]

When FEAT_ETMv4 is implemented and System register access to the PE Trace Unit registers is implemented:

Trap MRS reads of [TRCOSLSR](#) at EL1 using AArch64 to EL2.

TRCOSLSR	Meaning
0b0	MRS reads of TRCOSLSR are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of TRCOSLSR at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

Bit [42]

Reserved, RES0.

TRCIMSPEcn, bit [41]

When FEAT_ETMv4 is implemented and System register access to the PE Trace Unit registers is implemented:

Trap MRS reads of [TRCIMSPEcn](#) at EL1 using AArch64 to EL2.

TRCIMSPECn	Meaning
0b0	MRS reads of TRCIMSPEC<n> are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of TRCIMSPEC<n> at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

TRCIMSPEC<1-7> are optional. If [TRCIMSPEC<n>](#) is not implemented, a read of [TRCIMSPEC<n>](#) is UNDEFINED.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

TRCID, bit [40]

When FEAT_ETMv4 is implemented and System register access to the PE Trace Unit registers is implemented:

Trap MRS reads of multiple System registers. Enables a trap on MRS reads at EL1 using AArch64 of any of the following AArch64 System registers to EL2:

- [TRCDEVARCH](#).
- [TRCDEVID](#).
- TRCIDR<n>.

TRCID	Meaning
0b0	MRS reads of the System registers listed above are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads at EL1 using AArch64 of any of the System registers listed above are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

Bits [39:38]

Reserved, RES0.

TRCCNTVRn, bit [37]

When FEAT_ETMv4 is implemented and System register access to the PE Trace Unit registers is implemented:

Trap MRS reads of [TRCCNTVR<n>](#) at EL1 using AArch64 to EL2.

TRCCNTVRn	Meaning
0b0	MRS reads of TRCCNTVR<n> are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of TRCCNTVR<n> at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

If Counter n is not implemented, a read of [TRCCNTVR<n>](#) is UNDEFINED.

This bit is RES0 if [TRCCNTVR<n>](#) are not implemented.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

TRCCLAIM, bit [36]

When FEAT_ETMv4 is implemented and System register access to the PE Trace Unit registers is implemented:

Trap MRS reads of multiple System registers. Enables a trap on MRS reads at EL1 using AArch64 of any of the following AArch64 System registers to EL2:

- [TRCCLAIMCLR](#).
- [TRCCLAIMSET](#).

TRCCLAIM	Meaning
0b0	MRS reads of the System registers listed above are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, MRS reads at EL1 using AArch64 of any of the System registers listed above are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

TRCAUXCTLR, bit [35]

When FEAT_ETMv4 is implemented and System register access to the PE Trace Unit registers is implemented:

Trap MRS reads of [TRCAUXCTLR](#) at EL1 using AArch64 to EL2.

TRCAUXCTLR	Meaning
0b0	MRS reads of TRCAUXCTLR are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, MRS reads of TRCAUXCTLR at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

TRCAUTHSTATUS, bit [34]

When FEAT_ETMv4 is implemented and System register access to the PE Trace Unit registers is implemented:

Trap MRS reads of [TRCAUTHSTATUS](#) at EL1 using AArch64 to EL2.

TRCAUTHSTATUS	Meaning
0b0	MRS reads of TRCAUTHSTATUS are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of TRCAUTHSTATUS at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

TRC, bit [33]

When [FEAT_ETMv4](#) is implemented and System register access to the PE Trace Unit registers is implemented:

Trap MRS reads of multiple System registers. Enables a trap on MRS reads at EL1 using AArch64 of any of the following AArch64 System registers to EL2:

- TRCACATR<n>.
- TRCACVR<n>.
- TRCBBCTLR.
- TRCCCCTLR.
- TRCCIDCCTLR<n>.
- TRCCIDCVR<n>.
- TRCCNTCTLR<n>.
- TRCCNTRLDVR<n>.
- TRCCONFIGR.
- TRCEVENTCTL0R.
- TRCEVENTCTL1R.
- TRCEXTINSELR.
- TRCQCTLR.
- TRCRSCTLR<n>.
- TRCSEQEVR<n>.
- TRCSEQRSTEV.
- TRCSSCCR<n>.
- TRCSSPCICR<n>.
- TRCSTALLCTLR.
- TRCSYNCPR.
- TRCTRACEIDR.
- TRCTSCTLR.
- TRCVIIECTLR.
- TRCVIPCSSCTLR.
- TRCVISSCTLR.
- TRCVMIDCCTLR<n>.
- TRCVMIDCVR<n>.

TRC	Meaning
0b0	MRS reads of the System registers listed above are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads at EL1 using AArch64 of any of the System registers listed above are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

A read of an unimplemented register is UNDEFINED.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

PMSLATFR_EL1, bit [32]**When FEAT_SPE is implemented:**

Trap MRS reads of [PMSLATFR_EL1](#) at EL1 using AArch64 to EL2.

PMSLATFR_EL1	Meaning
0b0	MRS reads of PMSLATFR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of PMSLATFR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

PMSIRR_EL1, bit [31]**When FEAT_SPE is implemented:**

Trap MRS reads of [PMSIRR_EL1](#) at EL1 using AArch64 to EL2.

PMSIRR_EL1	Meaning
0b0	MRS reads of PMSIRR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of PMSIRR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

PMSIDR_EL1, bit [30]**When FEAT_SPE is implemented:**

Trap MRS reads of [PMSIDR_EL1](#) at EL1 using AArch64 to EL2.

PMSIDR_EL1	Meaning
0b0	MRS reads of PMSIDR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of PMSIDR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

PMSICR_EL1, bit [29]**When FEAT_SPE is implemented:**

Trap MRS reads of [PMSICR_EL1](#) at EL1 using AArch64 to EL2.

PMSICR_EL1	Meaning
0b0	MRS reads of PMSICR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of PMSICR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

PMSFCR_EL1, bit [28]**When FEAT_SPE is implemented:**

Trap MRS reads of [PMSFCR_EL1](#) at EL1 using AArch64 to EL2.

PMSFCR_EL1	Meaning
0b0	MRS reads of PMSFCR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of PMSFCR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

PMSEVFR_EL1, bit [27]**When FEAT_SPE is implemented:**

Trap MRS reads of [PMSEVFR_EL1](#) at EL1 using AArch64 to EL2.

PMSEVFR_EL1	Meaning
0b0	MRS reads of PMSEVFR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of PMSEVFR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

PMSCR_EL1, bit [26]**When FEAT_SPE is implemented:**

Trap MRS reads of [PMSCR_EL1](#) at EL1 using AArch64 to EL2.

PMSCR_EL1	Meaning
0b0	MRS reads of PMSCR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of PMSCR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

PMBSR_EL1, bit [25]**When FEAT_SPE is implemented:**

Trap MRS reads of [PMBSR_EL1](#) at EL1 using AArch64 to EL2.

PMBSR_EL1	Meaning
0b0	MRS reads of PMBSR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of PMBSR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

PMBPTR_EL1, bit [24]**When FEAT_SPE is implemented:**

Trap MRS reads of [PMBPTR_EL1](#) at EL1 using AArch64 to EL2.

PMBPTR_EL1	Meaning
0b0	MRS reads of PMBPTR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of PMBPTR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

PMBLIMITR_EL1, bit [23]**When FEAT_SPE is implemented:**

Trap MRS reads of [PMBLIMITR_EL1](#) at EL1 using AArch64 to EL2.

PMBLIMITR_EL1	Meaning
0b0	MRS reads of PMBLIMITR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of PMBLIMITR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

PMMIR_EL1, bit [22]**When FEAT_PMUv3 is implemented:**

Trap MRS reads of [PMMIR_EL1](#) at EL1 using AArch64 to EL2.

PMMIR_EL1	Meaning
0b0	MRS reads of PMMIR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of PMMIR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

Bits [21:20]

Reserved, RES0.

PMSELR_EL0, bit [19]**When FEAT_PMUv3 is implemented:**

Trap MRS reads of [PMSELR_EL0](#) at EL1 and EL0 using AArch64 and MRC reads of [PMSELR](#) at EL0 using AArch32 when EL1 is using AArch64 to EL2.

PMSELR_EL0	Meaning
0b0	MRS reads of PMSELR_EL0 at EL1 and EL0 using AArch64 and MRC reads of PMSELR at EL0 using AArch32 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2 .{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, then, unless the read generates a higher priority exception: <ul style="list-style-type: none"> MRS reads of PMSELR_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. MRC reads of PMSELR at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

PMOVS, bit [18]

When FEAT_PMUv3 is implemented:

Trap MRS reads and MRC reads of multiple System registers.

Enables a trap to EL2 the following operations:

- At EL1 and EL0 using AArch64: MRS reads of [PMOVSLR_EL0](#) and [PMOVSSET_EL0](#).
- At EL0 using Arch32 when EL1 is using AArch64: MRC reads of [PMOVS](#) and [PMOVSSET](#).

PMOVS	Meaning
0b0	The operations listed above are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2 .{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, then, unless the read generates a higher priority exception: <ul style="list-style-type: none"> MRS reads at EL1 and EL0 using AArch64 of PMOVSLR_EL0 and PMOVSSET_EL0 are trapped to EL2 and reported with EC syndrome value 0x18. MRC reads at EL0 using AArch32 of PMOVS and PMOVSSET are trapped to EL2 and reported with EC syndrome value 0x03, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

PMINTEN, bit [17]

When FEAT_PMUv3 is implemented:

Trap MRS reads of multiple System registers. Enables a trap on MRS reads at EL1 using AArch64 of any of the following AArch64 System registers to EL2:

- [PMINTENCLR_EL1](#).
- [PMINTENSET_EL1](#).

PMINTEN	Meaning
0b0	MRS reads of the System registers listed above are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads at EL1 using AArch64 of any of the System registers listed above are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

PMCNTEN, bit [16]

When FEAT_PMUv3 is implemented:

Trap MRS reads and MRC reads of multiple System registers.

Enables a trap to EL2 the following operations:

- At EL1 and EL0 using AArch64: MRS reads of [PMCNTENCLR_EL0](#) and [PMCNTENSET_EL0](#).
- At EL0 using Arch32 when EL1 is using AArch64: MRC reads of [PMCNTENCLR](#) and [PMCNTENSET](#).

PMCNTEN	Meaning
0b0	The operations listed above are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2.{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3.FGTEn == 1, then, unless the read generates a higher priority exception: <ul style="list-style-type: none"> • MRS reads at EL1 and EL0 using AArch64 of PMCNTENCLR_EL0 and PMCNTENSET_EL0 are trapped to EL2 and reported with EC syndrome value 0x18. • MRC reads at EL0 using AArch32 of PMCNTENCLR and PMCNTENSET are trapped to EL2 and reported with EC syndrome value 0x03, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

PMCCNTR_EL0, bit [15]

When FEAT_PMUv3 is implemented:

Trap MRS reads of [PMCCNTR_EL0](#) at EL1 and EL0 using AArch64 and MRC and MRRC reads of [PMCCNTR](#) at EL0 using AArch32 when EL1 is using AArch64 to EL2.

PMCCNTR_EL0	Meaning
0b0	MRS reads of PMCCNTR_EL0 at EL1 and EL0 using AArch64 and MRC and MRRC reads of PMCCNTR at EL0 using AArch32 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2 .{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, then, unless the read generates a higher priority exception: <ul style="list-style-type: none"> MRS reads of PMCCNTR_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. MRC and MRRC reads of PMCCNTR at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03 (for MRC) or 0x04 (for MRRC).

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

PMCCFILTR_EL0, bit [14]

When FEAT_PMUv3 is implemented:

Trap MRS reads of [PMCCFILTR_EL0](#) at EL1 and EL0 using AArch64 and MRC reads of [PMCCFILTR](#) at EL0 using AArch32 when EL1 is using AArch64 to EL2.

PMCCFILTR_EL0	Meaning
0b0	MRS reads of PMCCFILTR_EL0 at EL1 and EL0 using AArch64 and MRC reads of PMCCFILTR at EL0 using AArch32 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2 .{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, then, unless the read generates a higher priority exception: <ul style="list-style-type: none"> MRS reads of PMCCFILTR_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. MRC reads of PMCCFILTR at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

[PMCCFILTR_EL0](#) can also be accessed in AArch64 state using [PMXEVTYPER_EL0](#) when [PMSELR_EL0](#).SEL == 31, and [PMCCFILTR](#) can also be accessed in AArch32 state using [PMXEVTYPER](#) when [PMSELR](#).SEL == 31.

Setting this bit to 1 has no effect on accesses to [PMXEVTYPER_EL0](#) and [PMXEVTYPER](#), regardless of the value of [PMSELR_EL0](#).SEL or [PMSELR](#).SEL.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

PMEVTYPERn_EL0, bit [13]

When FEAT_PMUv3 is implemented:

Trap MRS reads and MRC reads of multiple System registers.

Enables a trap to EL2 the following operations:

- At EL1 and EL0 using AArch64: MRS reads of [PMEVTYPER<n>_EL0](#) and [PMXEVTYPER_EL0](#).
- At EL0 using Arch32 when EL1 is using AArch64: MRC reads of [PMEVTYPER<n>](#) and [PMXEVTYPER](#).

PMEVTYPERn_EL0	Meaning
0b0	The operations listed above are not affected by this bit.
0b1	<p>If EL2 is implemented and enabled in the current Security state, HCR_EL2.{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3.FGTE == 1, then, unless the read generates a higher priority exception:</p> <ul style="list-style-type: none"> • MRS reads at EL1 and EL0 using AArch64 of PMEVTYPER<n>_EL0 and PMXEVTYPER_EL0 are trapped to EL2 and reported with EC syndrome value 0x18. • MRC reads at EL0 using AArch32 of PMEVTYPER<n> and PMXEVTYPER are trapped to EL2 and reported with EC syndrome value 0x03, unless the read generates a higher priority exception.

When FEAT_FGT is implemented, then, regardless of the value of this bit, for each value n:

- If event counter n is not implemented, the following accesses are UNDEFINED:
 - In AArch64 state, a read of [PMEVTYPER<n>_EL0](#), or, if n is not 31, a read of [PMXEVTYPER_EL0](#) when [PMSELR_EL0](#).SEL == n.
 - In AArch32 state, a read of [PMEVTYPER<n>](#), or, if n is not 31, a read of [PMXEVTYPER](#) when [PMSELR](#).SEL == n.
- If event counter n is implemented and EL2 is implemented and enabled in the current Security state, the following generate a Trap exception to EL2 from EL0 or EL1:
 - In AArch64 state, a read of [PMEVTYPER<n>_EL0](#), or a read of [PMXEVTYPER_EL0](#) when [PMSELR_EL0](#).SEL == n, reported with EC syndrome value 0x18.
 - In AArch32 state, a read of [PMEVTYPER<n>](#), or a read of [PMXEVTYPER](#) when [PMSELR](#).SEL == n, reported with EC syndrome value 0x03.

See also HDFGRTR_EL2.PMCCFILTR_EL0.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

PMEVCNTRn_EL0, bit [12]

When FEAT_PMUv3 is implemented:

Trap MRS reads and MRC reads of multiple System registers.

Enables a trap to EL2 the following operations:

- At EL1 and EL0 using AArch64: MRS reads of [PMEVCNTR<n>_EL0](#) and [PMXEVCNTR_EL0](#).
- At EL0 using Arch32 when EL1 is using AArch64: MRC reads of [PMEVCNTR<n>](#) and [PMXEVCNTR](#).

PMEVCNTRn_EL0	Meaning
0b0	The operations listed above are not affected by this bit.
0b1	<p>If EL2 is implemented and enabled in the current Security state, HCR_EL2.{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3.FGTEn == 1, then, unless the read generates a higher priority exception:</p> <ul style="list-style-type: none"> • MRS reads at EL1 and EL0 using AArch64 of PMEVCNTR<n>_EL0 and PMXEVCNTR_EL0 are trapped to EL2 and reported with EC syndrome value 0x18. • MRC reads at EL0 using AArch32 of PMEVCNTR<n> and PMXEVCNTR are trapped to EL2 and reported with EC syndrome value 0x03, unless the read generates a higher priority exception.

When FEAT_FGT is implemented, then, regardless of the value of this bit, for each value n:

- If event counter n is not implemented, the following accesses are UNDEFINED:
 - In AArch64 state, a read of [PMEVCNTR<n>_EL0](#), or a read of [PMXEVCNTR_EL0](#) when [PMSELR_EL0](#).SEL == n.
 - In AArch32 state, a read of [PMEVCNTR<n>](#), or a read of [PMXEVCNTR](#) when [PMSELR](#).SEL == n.
- If event counter n is implemented, and EL2 is implemented and enabled in the current Security state, the following generate a Trap exception to EL2 from EL0 or EL1:
 - In AArch64 state, a read of [PMEVCNTR<n>_EL0](#), or a read of [PMXEVCNTR_EL0](#) when [PMSELR_EL0](#).SEL == n, reported with EC syndrome value 0x18.
 - In AArch32 state, a read of [PMEVCNTR<n>](#), or a read of [PMXEVCNTR](#) when [PMSELR](#).SEL == n, reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

OSDLR_EL1, bit [11]

When FEAT_DoubleLock is implemented:

Trap MRS reads of [OSDLR_EL1](#) at EL1 using AArch64 to EL2.

OSDLR_EL1	Meaning
0b0	MRS reads of OSDLR_EL1 are not affected by this bit.
0b1	<p>If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of OSDLR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.</p>

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

OSECCR_EL1, bit [10]

Trap MRS reads of [OSECCR_EL1](#) at EL1 using AArch64 to EL2.

OSECCR_EL1	Meaning
0b0	MRS reads of OSECCR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, MRS reads of OSECCR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

OSLSR_EL1, bit [9]

Trap MRS reads of [OSLSR_EL1](#) at EL1 using AArch64 to EL2.

OSLSR_EL1	Meaning
0b0	MRS reads of OSLSR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, MRS reads of OSLSR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Bit [8]

Reserved, RES0.

DBGPRCR_EL1, bit [7]

Trap MRS reads of [DBGPRCR_EL1](#) at EL1 using AArch64 to EL2.

DBGPRCR_EL1	Meaning
0b0	MRS reads of DBGPRCR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, MRS reads of DBGPRCR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

DBGAUTHSTATUS_EL1, bit [6]

Trap MRS reads of [DBGAUTHSTATUS_EL1](#) at EL1 using AArch64 to EL2.

DBGAUTHSTATUS_EL1	Meaning
0b0	MRS reads of DBGAUTHSTATUS_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, MRS reads of DBGAUTHSTATUS_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

DBGCLAIM, bit [5]

Trap MRS reads of multiple System registers. Enables a trap on MRS reads at EL1 using AArch64 of any of the following AArch64 System registers to EL2:

- [DBGCLAIMCLR_EL1](#).
- [DBGCLAIMSET_EL1](#).

DBGCLAIM	Meaning
0b0	MRS reads of the System registers listed above are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads at EL1 using AArch64 of any of the System registers listed above are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

MDSCR_EL1, bit [4]

Trap MRS reads of [MDSCR_EL1](#) at EL1 using AArch64 to EL2.

MDSCR_EL1	Meaning
0b0	MRS reads of MDSCR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of MDSCR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

DBGWVRn_EL1, bit [3]

Trap MRS reads of [DBGWVR<n>_EL1](#) at EL1 using AArch64 to EL2.

DBGWVRn_EL1	Meaning
0b0	MRS reads of DBGWVR<n>_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of DBGWVR<n>_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

If watchpoint n is not implemented, a read of [DBGWVR<n>_EL1](#) is UNDEFINED.

In a system where the PE resets into EL2, this field resets to 0.

DBGWCRn_EL1, bit [2]

Trap MRS reads of [DBGWCR<n>_EL1](#) at EL1 using AArch64 to EL2.

DBGWCRn_EL1	Meaning
0b0	MRS reads of DBGWCR<n>_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of DBGWCR<n>_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

If watchpoint n is not implemented, a read of [DBGWCR<n>_EL1](#) is UNDEFINED.

In a system where the PE resets into EL2, this field resets to 0.

DBGBVRn_EL1, bit [1]

Trap MRS reads of [DBGBVR<n>_EL1](#) at EL1 using AArch64 to EL2.

DBGBVRn_EL1	Meaning
0b0	MRS reads of DBGBVR<n>_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of DBGBVR<n>_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

If breakpoint n is not implemented, a read of [DBGBVR<n>_EL1](#) is UNDEFINED.

In a system where the PE resets into EL2, this field resets to 0.

DBGBCRn_EL1, bit [0]

Trap MRS reads of [DBGBCR<n>_EL1](#) at EL1 using AArch64 to EL2.

DBGBCRn_EL1	Meaning
0b0	MRS reads of DBGBCR<n>_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of DBGBCR<n>_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

If breakpoint n is not implemented, a read of [DBGBCR<n>_EL1](#) is UNDEFINED.

In a system where the PE resets into EL2, this field resets to 0.

Accessing the HDFGRTR_EL2

Accesses to this register use the following encodings:

MRS <Xt>, HDFGRTR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0011	0b0001	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return NVMem[0x1D0];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FGTEn == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.FGTEn == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return HDFGRTR_EL2;
elsif PSTATE.EL == EL3 then
    return HDFGRTR_EL2;

```

MSR HDFGRTR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0011	0b0001	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        NVMem[0x1D0] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FGTEn == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.FGTEn == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        HDFGRTR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    HDFGRTR_EL2 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

HDFGWTR_EL2, Hypervisor Debug Fine-Grained Write Trap Register

The HDFGWTR_EL2 characteristics are:

Purpose

Provides controls for traps of MSR and MCR writes of debug, trace, PMU, and Statistical Profiling System registers.

Configuration

This register is present only when FEAT_FGT is implemented. Otherwise, direct accesses to HDFGWTR_EL2 are UNDEFINED.

Attributes

HDFGWTR_EL2 is a 64-bit register.

Field descriptions

The HDFGWTR_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55
			RES0			PMUSERENR_ELO		
PMSIRR_EL1	RES0	PMSICR_EL1	PMSFCR_EL1	PMSEVFR_EL1	PMSCR_EL1	PMBSR_EL1	PMBPTR_EL1	PMBLIMITR_EL1
31	30	29	28	27	26	25	24	23

Bits [63:58]

Reserved, RES0.

PMUSERENR_ELO, bit [57]

When FEAT_PMUv3 is implemented:

Trap MSR writes of [PMUSERENR_ELO](#) at EL1 using AArch64 to EL2.

PMUSERENR_ELO	Meaning
0b0	MSR writes of PMUSERENR_ELO are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3 .FGTE == 1, MSR writes of PMUSERENR_ELO at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

Bits [56:50]

Reserved, RES0.

TRFCR_EL1, bit [49]

When FEAT_TRF is implemented:

Trap MSR writes of [TRFCR_EL1](#) at EL1 using AArch64 to EL2.

TRFCR_EL1	Meaning
0b0	MSR writes of TRFCR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of TRFCR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

TRCVICTLR, bit [48]

When FEAT_ETMv4 is implemented and System register access to the PE Trace Unit registers is implemented:

Trap MSR writes of [TRCVICTLR](#) at EL1 using AArch64 to EL2.

TRCVICTLR	Meaning
0b0	MSR writes of TRCVICTLR are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of TRCVICTLR at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

Bit [47]

Reserved, RES0.

TRCSSCSRn, bit [46]

When FEAT_ETMv4 is implemented and System register access to the PE Trace Unit registers is implemented:

Trap MSR writes of [TRCSSCSR<n>](#) at EL1 using AArch64 to EL2.

TRCSSCSRn	Meaning
0b0	MSR writes of TRCSSCSR<n> are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of TRCSSCSR<n> at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

If Single-shot Comparator n is not implemented, a write of [TRCSSCSR<n>](#) is UNDEFINED.

This bit is RES0 if [TRCSSCSR<n>](#) are not implemented.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

TRCSEQSTR, bit [45]

When FEAT_ETMv4 is implemented and System register access to the PE Trace Unit registers is implemented:

Trap MSR writes of [TRCSEQSTR](#) at EL1 using AArch64 to EL2.

TRCSEQSTR	Meaning
0b0	MSR writes of TRCSEQSTR are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of TRCSEQSTR at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

This bit is RES0 if [TRCSEQSTR](#) is not implemented.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

TRCPRGCTLR, bit [44]

When FEAT_ETMv4 is implemented and System register access to the PE Trace Unit registers is implemented:

Trap MSR writes of [TRCPRGCTLR](#) at EL1 using AArch64 to EL2.

TRCPRGCTLR	Meaning
0b0	MSR writes of TRCPRGCTLR are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of TRCPRGCTLR at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

Bit [43]

Reserved, RES0.

TRCOSLAR, bit [42]

When FEAT_ETMv4 is implemented and System register access to the PE Trace Unit registers is implemented,:

Trap MSR writes of TRCOSLAR at EL1 using AArch64 to EL2.

TRCOSLAR	Meaning
0b0	MSR writes of TRCOSLAR are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of TRCOSLAR at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

TRCIMSPECn, bit [41]

When FEAT_ETMv4 is implemented and System register access to the PE Trace Unit registers is implemented:

Trap MSR writes of [TRCIMSPEC<n>](#) at EL1 using AArch64 to EL2.

TRCIMSPECn	Meaning
0b0	MSR writes of TRCIMSPEC<n> are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of TRCIMSPEC<n> at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

TRCIMSPEC<1-7> are optional. If [TRCIMSPEC<n>](#) is not implemented, a write of [TRCIMSPEC<n>](#) is UNDEFINED.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

Bits [40:38]

Reserved, RES0.

TRCCNTRn, bit [37]

When FEAT_ETMv4 is implemented and System register access to the PE Trace Unit registers is implemented:

Trap MSR writes of [TRCCNTR<n>](#) at EL1 using AArch64 to EL2.

TRCCNTVRn	Meaning
0b0	MSR writes of TRCCNTVR<n> are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of TRCCNTVR<n> at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

If Counter n is not implemented, a write of [TRCCNTVR<n>](#) is UNDEFINED.

This bit is RES0 if [TRCCNTVR<n>](#) are not implemented.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

TRCCCLAIM, bit [36]

When FEAT_ETMv4 is implemented and System register access to the PE Trace Unit registers is implemented:

Trap MSR writes of multiple System registers. Enables a trap on MSR writes at EL1 using AArch64 of any of the following AArch64 System registers to EL2:

- [TRCCCLAIMCLR](#).
- [TRCCCLAIMSET](#).

TRCCCLAIM	Meaning
0b0	MSR writes of the System registers listed above are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes at EL1 using AArch64 of any of the System registers listed above are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

TRCAUXCTLR, bit [35]

When FEAT_ETMv4 is implemented and System register access to the PE Trace Unit registers is implemented:

Trap MSR writes of [TRCAUXCTLR](#) at EL1 using AArch64 to EL2.

TRCAUXCTLR	Meaning
0b0	MSR writes of TRCAUXCTLR are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of TRCAUXCTLR at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

Bit [34]

Reserved, RES0.

TRC, bit [33]

When FEAT_ETMv4 is implemented and System register access to the PE Trace Unit registers is implemented:

Trap MSR writes of multiple System registers. Enables a trap on MSR writes at EL1 using AArch64 of any of the following AArch64 System registers to EL2:

- TRCACATR<n>.
- TRCACVR<n>.
- TRCBBCTLR.
- TRCCCCTLR.
- TRCCIDCCTLR<n>.
- TRCCIDCVR<n>.
- TRCCNTCTLR<n>.
- TRCCNTRLDVR<n>.
- TRCCONFIGR.
- TRCEVENTCTL0R.
- TRCEVENTCTL1R.
- TRCEXTINSELR, if FEAT_ETMv4 is implemented.
- TRCRSCTLR<n>.
- TRCSEQEVR<n>.
- TRCSEQRSTEV.
- TRCSSCCR<n>.
- TRCSSPCICR<n>.
- TRCSTALLCTLR.
- TRCSYNCP.
- TRCTRACEIDR.
- TRCTSCTLR.
- TRCVIIECTLR.
- TRCVIPCSSCTLR.
- TRCVISSCTLR.
- TRCVMIDCCTLR<n>.
- TRCVMIDCVR<n>.

TRC	Meaning
0b0	MSR writes of the System registers listed above are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes at EL1 using AArch64 of any of the System registers listed above are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

A write of an unimplemented register is UNDEFINED.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

PMSLATFR_EL1, bit [32]

When FEAT_SPE is implemented:

Trap MSR writes of [PMSLATFR_EL1](#) at EL1 using AArch64 to EL2.

PMSLATFR_EL1	Meaning
0b0	MSR writes of PMSLATFR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of PMSLATFR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

PMSIRR_EL1, bit [31]

When FEAT_SPE is implemented:

Trap MSR writes of [PMSIRR_EL1](#) at EL1 using AArch64 to EL2.

PMSIRR_EL1	Meaning
0b0	MSR writes of PMSIRR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of PMSIRR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

Bit [30]

Reserved, RES0.

PMSICR_EL1, bit [29]

When FEAT_SPE is implemented:

Trap MSR writes of [PMSICR_EL1](#) at EL1 using AArch64 to EL2.

PMSICR_EL1	Meaning
0b0	MSR writes of PMSICR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of PMSICR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

PMSFCR_EL1, bit [28]**When FEAT_SPE is implemented:**Trap MSR writes of [PMSFCR_EL1](#) at EL1 using AArch64 to EL2.

PMSFCR_EL1	Meaning
0b0	MSR writes of PMSFCR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, MSR writes of PMSFCR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

PMSEVFR_EL1, bit [27]**When FEAT_SPE is implemented:**Trap MSR writes of [PMSEVFR_EL1](#) at EL1 using AArch64 to EL2.

PMSEVFR_EL1	Meaning
0b0	MSR writes of PMSEVFR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, MSR writes of PMSEVFR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

PMSCR_EL1, bit [26]**When FEAT_SPE is implemented:**Trap MSR writes of [PMSCR_EL1](#) at EL1 using AArch64 to EL2.

PMSCR_EL1	Meaning
0b0	MSR writes of PMSCR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, MSR writes of PMSCR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

PMBSR_EL1, bit [25]**When FEAT_SPE is implemented:**

Trap MSR writes of [PMBSR_EL1](#) at EL1 using AArch64 to EL2.

PMBSR_EL1	Meaning
0b0	MSR writes of PMBSR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3 .FGTE _n == 1, MSR writes of PMBSR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

PMBPTR_EL1, bit [24]**When FEAT_SPE is implemented:**

Trap MSR writes of [PMBPTR_EL1](#) at EL1 using AArch64 to EL2.

PMBPTR_EL1	Meaning
0b0	MSR writes of PMBPTR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3 .FGTE _n == 1, MSR writes of PMBPTR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

PMBLIMITR_EL1, bit [23]**When FEAT_SPE is implemented:**

Trap MSR writes of [PMBLIMITR_EL1](#) at EL1 using AArch64 to EL2.

PMBLIMITR_EL1	Meaning
0b0	MSR writes of PMBLIMITR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3 .FGTE _n == 1, MSR writes of PMBLIMITR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

Bit [22]

Reserved, RES0.

PMCR_EL0, bit [21]

When FEAT_PMuV3 is implemented:

Trap MSR writes of [PMCR_EL0](#) at EL1 and EL0 using AArch64 and MCR writes of [PMCR](#) at EL0 using AArch32 when EL1 is using AArch64 to EL2.

PMCR_EL0	Meaning
0b0	MSR writes of PMCR_EL0 at EL1 and EL0 using AArch64 and MCR writes of PMCR at EL0 using AArch32 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2 .{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, then, unless the write generates a higher priority exception: <ul style="list-style-type: none"> MSR writes of PMCR_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. MCR writes of PMCR at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

PMSWINC_EL0, bit [20]

When FEAT_PMuV3 is implemented:

Trap MSR writes of [PMSWINC_EL0](#) at EL1 and EL0 using AArch64 and MCR writes of [PMSWINC](#) at EL0 using AArch32 when EL1 is using AArch64 to EL2.

PMSWINC_EL0	Meaning
0b0	MSR writes of PMSWINC_EL0 at EL1 and EL0 using AArch64 and MCR writes of PMSWINC at EL0 using AArch32 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2 .{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, then, unless the write generates a higher priority exception: <ul style="list-style-type: none"> MSR writes of PMSWINC_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. MCR writes of PMSWINC at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

PMSELR_EL0, bit [19]**When FEAT_PMUv3 is implemented:**

Trap MSR writes of [PMSELR_EL0](#) at EL1 and EL0 using AArch64 and MCR writes of [PMSELR](#) at EL0 using AArch32 when EL1 is using AArch64 to EL2.

PMSELR_EL0	Meaning
0b0	MSR writes of PMSELR_EL0 at EL1 and EL0 using AArch64 and MCR writes of PMSELR at EL0 using AArch32 are not affected by this bit.
0b1	<p>If EL2 is implemented and enabled in the current Security state, HCR_EL2.{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3.FGTE == 1, then, unless the write generates a higher priority exception:</p> <ul style="list-style-type: none"> MSR writes of PMSELR_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. MCR writes of PMSELR at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

PMOVS, bit [18]**When FEAT_PMUv3 is implemented:**

Trap MSR writes and MCR writes of multiple System registers.

Enables a trap to EL2 the following operations:

- At EL1 and EL0 using AArch64: MSR writes of [PMOVSLR_EL0](#) and [PMOVSSET_EL0](#).
- At EL0 using Arch32 when EL1 is using AArch64: MCR writes of [PMOVSR](#) and [PMOVSSET](#).

PMOVS	Meaning
0b0	The operations listed above are not affected by this bit.
0b1	<p>If EL2 is implemented and enabled in the current Security state, HCR_EL2.{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3.FGTE == 1, then, unless the write generates a higher priority exception:</p> <ul style="list-style-type: none"> MSR writes at EL1 and EL0 using AArch64 of PMOVSLR_EL0 and PMOVSSET_EL0 are trapped to EL2 and reported with EC syndrome value 0x18. MCR writes at EL0 using AArch32 of PMOVSR and PMOVSSET are trapped to EL2 and reported with EC syndrome value 0x03, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

PMINTEN, bit [17]**When FEAT_PMUv3 is implemented:**

Trap MSR writes of multiple System registers. Enables a trap on MSR writes at EL1 using AArch64 of any of the following AArch64 System registers to EL2:

- [PMINTENCLR_EL1](#).
- [PMINTENSET_EL1](#).

PMINTEN	Meaning
0b0	MSR writes of the System registers listed above are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes at EL1 using AArch64 of any of the System registers listed above are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

PMCNTEN, bit [16]**When FEAT_PMUv3 is implemented:**

Trap MSR writes and MCR writes of multiple System registers.

Enables a trap to EL2 the following operations:

- At EL1 and EL0 using AArch64: MSR writes of [PMCNTENCLR_EL0](#) and [PMCNTENSET_EL0](#).
- At EL0 using Arch32 when EL1 is using AArch64: MCR writes of [PMCNTENCLR](#) and [PMCNTENSET](#).

PMCNTEN	Meaning
0b0	The operations listed above are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2.{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3.FGTEn == 1, then, unless the write generates a higher priority exception: <ul style="list-style-type: none"> • MSR writes at EL1 and EL0 using AArch64 of PMCNTENCLR_EL0 and PMCNTENSET_EL0 are trapped to EL2 and reported with EC syndrome value 0x18. • MCR writes at EL0 using AArch32 of PMCNTENCLR and PMCNTENSET are trapped to EL2 and reported with EC syndrome value 0x03, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

PMCCNTR_EL0, bit [15]**When FEAT_PMUv3 is implemented:**

Trap MSR writes of [PMCCNTR_EL0](#) at EL1 and EL0 using AArch64 and MCR and MCRR writes of [PMCCNTR](#) at EL0 using AArch32 when EL1 is using AArch64 to EL2.

PMCCNTR_EL0	Meaning
0b0	MSR writes of PMCCNTR_EL0 at EL1 and EL0 using AArch64 and MCR and MCRR writes of PMCCNTR at EL0 using AArch32 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2 .{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, then, unless the write generates a higher priority exception: <ul style="list-style-type: none"> MSR writes of PMCCNTR_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. MCR and MCRR writes of PMCCNTR at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03 (for MCR) or 0x04 (for MCRR).

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

PMCCFILTR_EL0, bit [14]

When FEAT_PMUv3 is implemented:

Trap MSR writes of [PMCCFILTR_EL0](#) at EL1 and EL0 using AArch64 and MCR writes of [PMCCFILTR](#) at EL0 using AArch32 when EL1 is using AArch64 to EL2.

PMCCFILTR_EL0	Meaning
0b0	MSR writes of PMCCFILTR_EL0 at EL1 and EL0 using AArch64 and MCR writes of PMCCFILTR at EL0 using AArch32 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2 .{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, then, unless the write generates a higher priority exception: <ul style="list-style-type: none"> MSR writes of PMCCFILTR_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. MCR writes of PMCCFILTR at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

[PMCCFILTR_EL0](#) can also be accessed in AArch64 state using [PMXEVTYPEN_EL0](#) when [PMSELR_EL0](#).SEL == 31, and [PMCCFILTR](#) can also be accessed in AArch32 state using [PMXEVTYPEN](#) when [PMSELR](#).SEL == 31.

Setting this bit to 1 has no effect on accesses to [PMXEVTYPEN_EL0](#) and [PMXEVTYPEN](#), regardless of the value of [PMSELR_EL0](#).SEL or [PMSELR](#).SEL.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

PMEVTYPENn_EL0, bit [13]

When FEAT_PMUv3 is implemented:

Trap MSR writes and MCR writes of multiple System registers.

Enables a trap to EL2 the following operations:

- At EL1 and EL0 using AArch64: MSR writes of [PMEVTYPER<n>_EL0](#) and [PMXEVTYPER_EL0](#).
- At EL0 using Arch32 when EL1 is using AArch64: MCR writes of [PMEVTYPER<n>](#) and [PMXEVTYPER](#).

PMEVTYPERn_EL0	Meaning
0b0	The operations listed above are not affected by this bit.
0b1	<p>If EL2 is implemented and enabled in the current Security state, HCR_EL2.{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3.FGTEn == 1, then, unless the write generates a higher priority exception:</p> <ul style="list-style-type: none"> • MSR writes at EL1 and EL0 using AArch64 of PMEVTYPER<n>_EL0 and PMXEVTYPER_EL0 are trapped to EL2 and reported with EC syndrome value 0x18. • MCR writes at EL0 using AArch32 of PMEVTYPER<n> and PMXEVTYPER are trapped to EL2 and reported with EC syndrome value 0x03, unless the write generates a higher priority exception.

When FEAT_FGT is implemented, then, regardless of the value of this bit, for each value n:

- If event counter n is not implemented, the following accesses are UNDEFINED:
 - In AArch64 state, a write of [PMEVTYPER<n>_EL0](#), or, if n is not 31, a write of [PMXEVTYPER_EL0](#) when [PMSELR_EL0](#).SEL == n.
 - In AArch32 state, a write of [PMEVTYPER<n>](#), or, if n is not 31, a write of [PMXEVTYPER](#) when [PMSELR](#).SEL == n.
- If event counter n is implemented and EL2 is implemented and enabled in the current Security state, the following generate a Trap exception to EL2 from EL0 or EL1:
 - In AArch64 state, a write of [PMEVTYPER<n>_EL0](#), or a write of [PMXEVTYPER_EL0](#) when [PMSELR_EL0](#).SEL == n, reported with EC syndrome value 0x18.
 - In AArch32 state, a write of [PMEVTYPER<n>](#), or a write of [PMXEVTYPER](#) when [PMSELR](#).SEL == n, reported with EC syndrome value 0x03.

See also HDFGWTR_EL2.PMCCFILTR_EL0.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

PMEVCNTRn_EL0, bit [12]

When FEAT_PMUv3 is implemented:

Trap MSR writes and MCR writes of multiple System registers.

Enables a trap to EL2 the following operations:

- At EL1 and EL0 using AArch64: MSR writes of [PMEVCNTR<n>_EL0](#) and [PMXEVCNTR_EL0](#).
- At EL0 using Arch32 when EL1 is using AArch64: MCR writes of [PMEVCNTR<n>](#) and [PMXEVCNTR](#).

PMEVCNTRn_EL0	Meaning
0b0	The operations listed above are not affected by this bit.
0b1	<p>If EL2 is implemented and enabled in the current Security state, HCR_EL2.{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3.FGTEn == 1, then, unless the write generates a higher priority exception:</p> <ul style="list-style-type: none"> MSR writes at EL1 and EL0 using AArch64 of PMEVCNTR<n>_EL0 and PMXEVCNTR_EL0 are trapped to EL2 and reported with EC syndrome value 0x18. MCR writes at EL0 using AArch32 of PMEVCNTR<n> and PMXEVCNTR are trapped to EL2 and reported with EC syndrome value 0x03, unless the write generates a higher priority exception.

When FEAT_FGT is implemented, then, regardless of the value of this bit, for each value n:

- If event counter n is not implemented, the following accesses are UNDEFINED:
 - In AArch64 state, a write of [PMEVCNTR<n>_EL0](#), or a write of [PMXEVCNTR_EL0](#) when [PMSELR_EL0](#).SEL == n.
 - In AArch32 state, a write of [PMEVCNTR<n>](#), or a write of [PMXEVCNTR](#) when [PMSELR](#).SEL == n.
- If event counter n is implemented, and EL2 is implemented and enabled in the current Security state, the following generate a Trap exception to EL2 from EL0 or EL1:
 - In AArch64 state, a write of [PMEVCNTR<n>_EL0](#), or a write of [PMXEVCNTR_EL0](#) when [PMSELR_EL0](#).SEL == n, reported with EC syndrome value 0x18.
 - In AArch32 state, a write of [PMEVCNTR<n>](#), or a write of [PMXEVCNTR](#) when [PMSELR](#).SEL == n, reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

OSDLR_EL1, bit [11]

When FEAT_DoubleLock is implemented:

Trap MSR writes of [OSDLR_EL1](#) at EL1 using AArch64 to EL2.

OSDLR_EL1	Meaning
0b0	MSR writes of OSDLR_EL1 are not affected by this bit.
0b1	<p>If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of OSDLR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.</p>

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

OSECCR_EL1, bit [10]

Trap MSR writes of [OSECCR_EL1](#) at EL1 using AArch64 to EL2.

OSECCR_EL1	Meaning
0b0	MSR writes of OSECCR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of OSECCR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Bit [9]

Reserved, RES0.

OSLAR_EL1, bit [8]

Trap MSR writes of [OSLAR_EL1](#) at EL1 using AArch64 to EL2.

OSLAR_EL1	Meaning
0b0	MSR writes of OSLAR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of OSLAR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

DBGPRCR_EL1, bit [7]

Trap MSR writes of [DBGPRCR_EL1](#) at EL1 using AArch64 to EL2.

DBGPRCR_EL1	Meaning
0b0	MSR writes of DBGPRCR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of DBGPRCR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Bit [6]

Reserved, RES0.

DBGCLAIM, bit [5]

Trap MSR writes of multiple System registers. Enables a trap on MSR writes at EL1 using AArch64 of any of the following AArch64 System registers to EL2:

- [DBGCLAIMCLR_EL1](#).
- [DBGCLAIMSET_EL1](#).

DBGCLAIM	Meaning
0b0	MSR writes of the System registers listed above are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes at EL1 using AArch64 of any of the System registers listed above are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

MDSCR_EL1, bit [4]

Trap MSR writes of [MDSCR_EL1](#) at EL1 using AArch64 to EL2.

MDSCR_EL1	Meaning
0b0	MSR writes of MDSCR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of MDSCR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

DBGWVRn_EL1, bit [3]

Trap MSR writes of [DBGWVR<n>_EL1](#) at EL1 using AArch64 to EL2.

DBGWVRn_EL1	Meaning
0b0	MSR writes of DBGWVR<n>_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of DBGWVR<n>_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

If watchpoint n is not implemented, a write of [DBGWVR<n>_EL1](#) is UNDEFINED.

In a system where the PE resets into EL2, this field resets to 0.

DBGWCRn_EL1, bit [2]

Trap MSR writes of [DBGWCR<n>_EL1](#) at EL1 using AArch64 to EL2.

DBGWCRn_EL1	Meaning
0b0	MSR writes of DBGWCR<n>_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of DBGWCR<n>_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

If watchpoint n is not implemented, a write of [DBGWCR<n>_EL1](#) is UNDEFINED.

In a system where the PE resets into EL2, this field resets to 0.

DBGBVRn_EL1, bit [1]

Trap MSR writes of [DBGBVR<n>_EL1](#) at EL1 using AArch64 to EL2.

DBGBVRn_EL1	Meaning
0b0	MSR writes of DBGBVR<n>_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of DBGBVR<n>_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

If breakpoint n is not implemented, a write of [DBGBVR<n>_EL1](#) is UNDEFINED.

In a system where the PE resets into EL2, this field resets to 0.

DBGBCRn_EL1, bit [0]

Trap MSR writes of [DBGBCR<n>_EL1](#) at EL1 using AArch64 to EL2.

DBGBCRn_EL1	Meaning
0b0	MSR writes of DBGBCR<n>_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of DBGBCR<n>_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

If breakpoint n is not implemented, a write of [DBGBCR<n>_EL1](#) is UNDEFINED.

In a system where the PE resets into EL2, this field resets to 0.

Accessing the HDFGWTR_EL2

Accesses to this register use the following encodings:

MRS <Xt>, HDFGWTR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0011	0b0001	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return NVMem[0x1D8];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FGTEn == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.FGTEn == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return HDFGWTR_EL2;
elsif PSTATE.EL == EL3 then
    return HDFGWTR_EL2;

```

MSR HDFGWTR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0011	0b0001	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        NVMem[0x1D8] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FGTEn == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.FGTEn == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        HDFGWTR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    HDFGWTR_EL2 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

HFGITR_EL2, Hypervisor Fine-Grained Instruction Trap Register

The HFGITR_EL2 characteristics are:

Purpose

Provides controls for traps of execution of System instructions.

Configuration

This register is present only when FEAT_FGT is implemented. Otherwise, direct accesses to HFGITR_EL2 are UNDEFINED.

Attributes

HFGITR_EL2 is a 64-bit register.

Field descriptions

The HFGITR_EL2 bit assignments are:

63	62	61	60	59	58	57	56
RES0							
TLBIVAAE1IS	TLBIASIDE1IS	TLBIVAE1IS	TLBIVMALE1IS	TLBIRVAALE1OS	TLBIRVALE1OS	TLBIRVAAE1OS	TLBIRVAE1OS
31	30	29	28	27	26	25	24

Bits [63:55]

Reserved, RES0.

DCCVAC, bit [54]

Trap execution of multiple System instructions. Enables a trap on execution at EL1 and EL0 using AArch64 of any of the following AArch64 System instructions to EL2:

- [DC CGDVAC](#), if FEAT_MTE is implemented.
- [DC CGVAC](#), if FEAT_MTE is implemented.
- [DC CVAC](#).

DCCVAC	Meaning
0b0	Execution of the System instructions listed above is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2 .{E2H,TGE} != {1,1}, and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, execution at EL1 and EL0 using AArch64 of any of the System instructions listed above is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

SVC_EL1, bit [53]

Trap execution of SVC at EL1 using AArch64 to EL2.

SVC_EL1	Meaning
0b0	Execution of SVC is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution of SVC at EL1 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x15, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

SVC_EL0, bit [52]

Trap execution of SVC at EL0 using AArch64 and execution of SVC at EL0 using AArch32 when EL1 is using AArch64 to EL2.

SVC_EL0	Meaning
0b0	Execution of SVC at EL0 using AArch64 and execution of SVC at EL0 using AArch32 is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2.{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3.FGTEn == 1, then, unless the instruction generates a higher priority exception: <ul style="list-style-type: none"> • Execution of SVC at EL0 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x15. • Execution of SVC at EL0 using AArch32 is trapped to EL2 and reported with EC syndrome value 0x11.

In a system where the PE resets into EL2, this field resets to 0.

ERET, bit [51]

Trap execution of ERET* instructions. Enables a trap on execution at EL1 using AArch64 of any of the following AArch64 System instructions to EL2:

- ERET.
- ERETAA, if FEAT_PAuth is implemented.
- ERETAB, if FEAT_PAuth is implemented.

ERET	Meaning
0b0	Execution of the ERET* instructions is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution at EL1 using AArch64 of any of the ERET* instructions is trapped to EL2 and reported with EC syndrome value 0x1A, unless the instruction generates a higher priority exception. If EL2 is implemented and enabled in the current Security state and HCR_EL2.API == 0, execution at EL1 using AArch64 of ERETAA or ERETAB instructions is reported with EC syndrome value 0x1A with its associated ISS field, as the fine-grained trap has higher priority than the HCR_EL2.API == 0.

In a system where the PE resets into EL2, this field resets to 0.

CPPRCTX, bit [50]

When FEAT_SPECRS is implemented:

Trap execution of [CPP RCTX](#) at EL1 and EL0 using AArch64 and execution of [CPPRCTX](#) at EL0 using AArch32 when EL1 is using AArch64 to EL2.

CPPRCTX	Meaning
0b0	Execution of CPP RCTX at EL1 and EL0 using AArch64 and execution of CPPRCTX at EL0 using AArch32 is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2 .{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, then, unless the instruction generates a higher priority exception: <ul style="list-style-type: none"> • Execution of CPP RCTX at EL1 and EL0 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18. • Execution of CPPRCTX at EL0 using AArch32 is trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

DVPRCTX, bit [49]

When FEAT_SPECREs is implemented:

Trap execution of [DVP RCTX](#) at EL1 and EL0 using AArch64 and execution of [DVPRCTX](#) at EL0 using AArch32 when EL1 is using AArch64 to EL2.

DVPRCTX	Meaning
0b0	Execution of DVP RCTX at EL1 and EL0 using AArch64 and execution of DVPRCTX at EL0 using AArch32 is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2 .{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, then, unless the instruction generates a higher priority exception: <ul style="list-style-type: none"> • Execution of DVP RCTX at EL1 and EL0 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18. • Execution of DVPRCTX at EL0 using AArch32 is trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

CFPRCTX, bit [48]

When FEAT_SPECREs is implemented:

Trap execution of [CFP RCTX](#) at EL1 and EL0 using AArch64 and execution of [CFPRCTX](#) at EL0 using AArch32 when EL1 is using AArch64 to EL2.

CFPRCTX	Meaning
0b0	Execution of CFP RCTX at EL1 and EL0 using AArch64 and execution of CFPRCTX at EL0 using AArch32 is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2 .{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, then, unless the instruction generates a higher priority exception: <ul style="list-style-type: none"> Execution of CFP RCTX at EL1 and EL0 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18. Execution of CFPRCTX at EL0 using AArch32 is trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

TLBIVAALE1, bit [47]

Trap execution of [TLBI VAALE1](#) at EL1 using AArch64 to EL2.

TLBIVAALE1	Meaning
0b0	Execution of TLBI VAALE1 is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, execution of TLBI VAALE1 at EL1 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

TLBIVALE1, bit [46]

Trap execution of [TLBI VALE1](#) at EL1 using AArch64 to EL2.

TLBIVALE1	Meaning
0b0	Execution of TLBI VALE1 is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, execution of TLBI VALE1 at EL1 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

TLBIVAAE1, bit [45]

Trap execution of [TLBI VAAE1](#) at EL1 using AArch64 to EL2.

TLBIVAAE1	Meaning
0b0	Execution of TLBI VAAE1 is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, execution of TLBI VAAE1 at EL1 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

TLBIASIDE1, bit [44]

Trap execution of [TLBI ASIDE1](#) at EL1 using AArch64 to EL2.

TLBIASIDE1	Meaning
0b0	Execution of TLBI ASIDE1 is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution of TLBI ASIDE1 at EL1 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

TLBIVAE1, bit [43]

Trap execution of [TLBI VAE1](#) at EL1 using AArch64 to EL2.

TLBIVAE1	Meaning
0b0	Execution of TLBI VAE1 is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution of TLBI VAE1 at EL1 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

TLBIVMALE1, bit [42]

Trap execution of [TLBI VMALLE1](#) at EL1 using AArch64 to EL2.

TLBIVMALE1	Meaning
0b0	Execution of TLBI VMALLE1 is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution of TLBI VMALLE1 at EL1 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

TLBIRVALE1, bit [41]

When [FEAT_TLBIRANGE](#) is implemented:

Trap execution of [TLBI RVAALE1](#) at EL1 using AArch64 to EL2.

TLBIRVALE1	Meaning
0b0	Execution of TLBI RVAALE1 is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution of TLBI RVAALE1 at EL1 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

TLBIRVALE1, bit [40]**When FEAT_TLBIRANGE is implemented:**

Trap execution of [TLBI RVALE1](#) at EL1 using AArch64 to EL2.

TLBIRVALE1	Meaning
0b0	Execution of TLBI RVALE1 is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution of TLBI RVALE1 at EL1 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

TLBIRVAAE1, bit [39]**When FEAT_TLBIRANGE is implemented:**

Trap execution of [TLBI RVAAE1](#) at EL1 using AArch64 to EL2.

TLBIRVAAE1	Meaning
0b0	Execution of TLBI RVAAE1 is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution of TLBI RVAAE1 at EL1 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

TLBIRVAE1, bit [38]**When FEAT_TLBIRANGE is implemented:**

Trap execution of [TLBI RVAE1](#) at EL1 using AArch64 to EL2.

TLBIRVAE1	Meaning
0b0	Execution of TLBI RVAE1 is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution of TLBI RVAE1 at EL1 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

TLBIRVAALE1IS, bit [37]**When FEAT_TLBIRANGE is implemented:**

Trap execution of [TLBI RVAALE1IS](#) at EL1 using AArch64 to EL2.

TLBIRVAALE1IS	Meaning
0b0	Execution of TLBI RVAALE1IS is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution of TLBI RVAALE1IS at EL1 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

TLBIRVALE1IS, bit [36]**When FEAT_TLBIRANGE is implemented:**

Trap execution of [TLBI RVALE1IS](#) at EL1 using AArch64 to EL2.

TLBIRVALE1IS	Meaning
0b0	Execution of TLBI RVALE1IS is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution of TLBI RVALE1IS at EL1 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

TLBIRVAAE1IS, bit [35]**When FEAT_TLBIRANGE is implemented:**

Trap execution of [TLBI RVAAE1IS](#) at EL1 using AArch64 to EL2.

TLBIRVAE1IS	Meaning
0b0	Execution of TLBI RVAE1IS is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution of TLBI RVAE1IS at EL1 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

TLBIRVAE1IS, bit [34]

When FEAT_TLBIRANGE is implemented:

Trap execution of [TLBI RVAE1IS](#) at EL1 using AArch64 to EL2.

TLBIRVAE1IS	Meaning
0b0	Execution of TLBI RVAE1IS is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution of TLBI RVAE1IS at EL1 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

TLBIVAAE1IS, bit [33]

Trap execution of [TLBI VAAE1IS](#) at EL1 using AArch64 to EL2.

TLBIVAAE1IS	Meaning
0b0	Execution of TLBI VAAE1IS is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution of TLBI VAAE1IS at EL1 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

TLBIVALE1IS, bit [32]

Trap execution of [TLBI VALE1IS](#) at EL1 using AArch64 to EL2.

TLBIVALE1IS	Meaning
0b0	Execution of TLBI VALE1IS is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution of TLBI VALE1IS at EL1 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

TLBIVAAE1IS, bit [31]

Trap execution of [TLBI VAAE1IS](#) at EL1 using AArch64 to EL2.

TLBIVAAE1IS	Meaning
0b0	Execution of TLBI VAAE1IS is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution of TLBI VAAE1IS at EL1 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

TLBIASIDE1IS, bit [30]

Trap execution of [TLBI ASIDE1IS](#) at EL1 using AArch64 to EL2.

TLBIASIDE1IS	Meaning
0b0	Execution of TLBI ASIDE1IS is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution of TLBI ASIDE1IS at EL1 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

TLBIVAE1IS, bit [29]

Trap execution of [TLBI VAE1IS](#) at EL1 using AArch64 to EL2.

TLBIVAE1IS	Meaning
0b0	Execution of TLBI VAE1IS is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution of TLBI VAE1IS at EL1 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

TLBIVMALE1IS, bit [28]

Trap execution of [TLBI VMALLE1IS](#) at EL1 using AArch64 to EL2.

TLBIVMALE1IS	Meaning
0b0	Execution of TLBI VMALE1IS is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution of TLBI VMALE1IS at EL1 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

TLBIRVAALE1OS, bit [27]

When [FEAT_TLBIRANGE](#) is implemented and [FEAT_TLBIOS](#) is implemented:

Trap execution of [TLBI RVAALE1OS](#) at EL1 using AArch64 to EL2.

TLBIRVAALE1OS	Meaning
0b0	Execution of TLBI RVAALE1OS is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution of TLBI RVAALE1OS at EL1 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

TLBIRVALE1OS, bit [26]

When [FEAT_TLBIRANGE](#) is implemented and [FEAT_TLBIOS](#) is implemented:

Trap execution of [TLBI RVALE1OS](#) at EL1 using AArch64 to EL2.

TLBIRVALE1OS	Meaning
0b0	Execution of TLBI RVALE1OS is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution of TLBI RVALE1OS at EL1 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

TLBIRVAAE1OS, bit [25]

When [FEAT_TLBIRANGE](#) is implemented and [FEAT_TLBIOS](#) is implemented:

Trap execution of [TLBI RVAAE1OS](#) at EL1 using AArch64 to EL2.

TLBIRVAE1OS	Meaning
0b0	Execution of TLBI RVAE1OS is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution of TLBI RVAE1OS at EL1 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

TLBIRVAE1OS, bit [24]

When FEAT_TLBIRANGE is implemented and FEAT_TLBIOS is implemented:

Trap execution of [TLBI RVAE1OS](#) at EL1 using AArch64 to EL2.

TLBIRVAE1OS	Meaning
0b0	Execution of TLBI RVAE1OS is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution of TLBI RVAE1OS at EL1 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

TLBIVAAE1OS, bit [23]

When FEAT_TLBIOS is implemented:

Trap execution of [TLBI VAAE1OS](#) at EL1 using AArch64 to EL2.

TLBIVAAE1OS	Meaning
0b0	Execution of TLBI VAAE1OS is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution of TLBI VAAE1OS at EL1 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

TLBIVALE10S, bit [22]**When FEAT_TLBIOS is implemented:**

Trap execution of [TLBI VALE10S](#) at EL1 using AArch64 to EL2.

TLBIVALE10S	Meaning
0b0	Execution of TLBI VALE10S is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution of TLBI VALE10S at EL1 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

TLBIVAAE10S, bit [21]**When FEAT_TLBIOS is implemented:**

Trap execution of [TLBI VAAE10S](#) at EL1 using AArch64 to EL2.

TLBIVAAE10S	Meaning
0b0	Execution of TLBI VAAE10S is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution of TLBI VAAE10S at EL1 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

TLBIASIDE10S, bit [20]**When FEAT_TLBIOS is implemented:**

Trap execution of [TLBI ASIDE10S](#) at EL1 using AArch64 to EL2.

TLBIASIDE10S	Meaning
0b0	Execution of TLBI ASIDE10S is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution of TLBI ASIDE10S at EL1 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

TLBIVAE1OS, bit [19]**When FEAT_TLBIOS is implemented:**Trap execution of [TLBI VAE1OS](#) at EL1 using AArch64 to EL2.

TLBIVAE1OS	Meaning
0b0	Execution of TLBI VAE1OS is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution of TLBI VAE1OS at EL1 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

TLBIVMALE1OS, bit [18]**When FEAT_TLBIOS is implemented:**Trap execution of [TLBI VMALE1OS](#) at EL1 using AArch64 to EL2.

TLBIVMALE1OS	Meaning
0b0	Execution of TLBI VMALE1OS is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution of TLBI VMALE1OS at EL1 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

ATS1E1WP, bit [17]**When FEAT_PAN2 is implemented:**Trap execution of [AT S1E1WP](#) at EL1 using AArch64 to EL2.

ATS1E1WP	Meaning
0b0	Execution of AT S1E1WP is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution of AT S1E1WP at EL1 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

ATS1E1RP, bit [16]**When FEAT_PAN2 is implemented:**Trap execution of [AT S1E1RP](#) at EL1 using AArch64 to EL2.

ATS1E1RP	Meaning
0b0	Execution of AT S1E1RP is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution of AT S1E1RP at EL1 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

ATS1E0W, bit [15]Trap execution of [AT S1E0W](#) at EL1 using AArch64 to EL2.

ATS1E0W	Meaning
0b0	Execution of AT S1E0W is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution of AT S1E0W at EL1 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

ATS1E0R, bit [14]Trap execution of [AT S1E0R](#) at EL1 using AArch64 to EL2.

ATS1E0R	Meaning
0b0	Execution of AT S1E0R is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution of AT S1E0R at EL1 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

ATS1E1W, bit [13]Trap execution of [AT S1E1W](#) at EL1 using AArch64 to EL2.

ATS1E1W	Meaning
0b0	Execution of AT S1E1W is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution of AT S1E1W at EL1 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

ATS1E1R, bit [12]

Trap execution of [AT S1E1R](#) at EL1 using AArch64 to EL2.

ATS1E1R	Meaning
0b0	Execution of AT S1E1R is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution of AT S1E1R at EL1 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

DCZVA, bit [11]

Trap execution of multiple System instructions. Enables a trap on execution at EL1 and EL0 using AArch64 of any of the following AArch64 System instructions to EL2:

- [DC GVA](#), if FEAT_MTE is implemented.
- [DC GZVA](#), if FEAT_MTE is implemented.
- [DC ZVA](#).

DCZVA	Meaning
0b0	Execution of the System instructions listed above is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2.{E2H,TGE} != {1,1}, and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution at EL1 and EL0 using AArch64 of any of the System instructions listed above is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

DCCIVAC, bit [10]

Trap execution of multiple System instructions. Enables a trap on execution at EL1 and EL0 using AArch64 of any of the following AArch64 System instructions to EL2:

- [DC CIGDVAC](#), if FEAT_MTE is implemented.
- [DC CIGVAC](#), if FEAT_MTE is implemented.
- [DC CIVAC](#).

DCCIVAC	Meaning
0b0	Execution of the System instructions listed above is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2.{E2H,TGE} != {1,1}, and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution at EL1 and EL0 using AArch64 of any of the System instructions listed above is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

DCCVADP, bit [9]

When FEAT_DPB2 is implemented:

Trap execution of multiple System instructions. Enables a trap on execution at EL1 and EL0 using AArch64 of any of the following AArch64 System instructions to EL2:

- [DC CGDVADP](#), if FEAT_MTE is implemented.
- [DC CGVADP](#), if FEAT_MTE is implemented.
- [DC CVADP](#).

DCCVADP	Meaning
0b0	Execution of the System instructions listed above is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2 .{E2H,TGE} != {1,1}, and either EL3 is not implemented or SCR_EL3 .FGTE == 1, execution at EL1 and EL0 using AArch64 of any of the System instructions listed above is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

DCCVAP, bit [8]

Trap execution of multiple System instructions. Enables a trap on execution at EL1 and EL0 using AArch64 of any of the following AArch64 System instructions to EL2:

- [DC CGDVAP](#), if FEAT_MTE is implemented.
- [DC CGVAP](#), if FEAT_MTE is implemented.
- [DC CVAP](#).

DCCVAP	Meaning
0b0	Execution of the System instructions listed above is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2 .{E2H,TGE} != {1,1}, and either EL3 is not implemented or SCR_EL3 .FGTE == 1, execution at EL1 and EL0 using AArch64 of any of the System instructions listed above is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

DCCVAU, bit [7]

Trap execution of [DC CVAU](#) at EL1 and EL0 using AArch64 to EL2.

DCCVAU	Meaning
0b0	Execution of DC CVAU is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2 .{E2H,TGE} != {1,1}, and either EL3 is not implemented or SCR_EL3 .FGTE == 1, execution of DC CVAU at EL1 and EL0 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

DCCISW, bit [6]

Trap execution of multiple System instructions. Enables a trap on execution at EL1 using AArch64 of any of the following AArch64 System instructions to EL2:

- [DC CIGDSW](#), if FEAT_MTE is implemented.
- [DC CIGSW](#), if FEAT_MTE is implemented.
- [DC CISW](#).

DCCISW	Meaning
0b0	Execution of the System instructions listed above is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution at EL1 using AArch64 of any of the System instructions listed above is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

DCCSW, bit [5]

Trap execution of multiple System instructions. Enables a trap on execution at EL1 using AArch64 of any of the following AArch64 System instructions to EL2:

- [DC CGDSW](#), if FEAT_MTE is implemented.
- [DC CGSW](#), if FEAT_MTE is implemented.
- [DC CSW](#).

DCCSW	Meaning
0b0	Execution of the System instructions listed above is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution at EL1 using AArch64 of any of the System instructions listed above is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

DCISW, bit [4]

Trap execution of multiple System instructions. Enables a trap on execution at EL1 using AArch64 of any of the following AArch64 System instructions to EL2:

- [DC IGDSW](#), if FEAT_MTE is implemented.
- [DC IGSW](#), if FEAT_MTE is implemented.
- [DC ISW](#).

DCISW	Meaning
0b0	Execution of the System instructions listed above is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution at EL1 using AArch64 of any of the System instructions listed above is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

DCIVAC, bit [3]

Trap execution of multiple System instructions. Enables a trap on execution at EL1 using AArch64 of any of the following AArch64 System instructions to EL2:

- [DC IGDVAC](#), if FEAT_MTE is implemented.
- [DC IGVAC](#), if FEAT_MTE is implemented.
- [DC IVAC](#).

DCIVAC	Meaning
0b0	Execution of the System instructions listed above is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution at EL1 using AArch64 of any of the System instructions listed above is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

ICIVAU, bit [2]

Trap execution of [IC IVAU](#) at EL1 and EL0 using AArch64 to EL2.

ICIVAU	Meaning
0b0	Execution of IC IVAU is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2.{E2H,TGE} != {1,1}, and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution of IC IVAU at EL1 and EL0 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

ICIALLU, bit [1]

Trap execution of [IC IALLU](#) at EL1 using AArch64 to EL2.

ICIALLU	Meaning
0b0	Execution of IC IALLU is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution of IC IALLU at EL1 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

ICIALLUIS, bit [0]

Trap execution of [IC IALLUIS](#) at EL1 using AArch64 to EL2.

ICIALLUIS	Meaning
0b0	Execution of IC IALLUIS is not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, execution of IC IALLUIS at EL1 using AArch64 is trapped to EL2 and reported with EC syndrome value 0x18, unless the instruction generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Accessing the HFGITR_EL2

Accesses to this register use the following encodings:

MRS <Xt>, HFGITR_EL2

op0	op1	CRn	CRm	op2
-----	-----	-----	-----	-----

0b11	0b100	0b0001	0b0001	0b110
------	-------	--------	--------	-------

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return NVMem[0x1C8];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FGTEn == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.FGTEn == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return HFGITR_EL2;
elsif PSTATE.EL == EL3 then
    return HFGITR_EL2;

```

MSR HFGITR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0001	0b0001	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        NVMem[0x1C8] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FGTEn == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.FGTEn == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        HFGITR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    HFGITR_EL2 = X[t];

```

HFGRTR_EL2, Hypervisor Fine-Grained Read Trap Register

The HFGRTR_EL2 characteristics are:

Purpose

Provides controls for traps of MRS and MRC reads of System registers.

Configuration

This register is present only when FEAT_FGT is implemented. Otherwise, direct accesses to HFGRTR_EL2 are UNDEFINED.

Attributes

HFGRTR_EL2 is a 64-bit register.

Field descriptions

The HFGRTR_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54
						RES0			
SCXTNUM_EL0	SCXTNUM_EL1	SCTLR_EL1	REVIDR_EL1	PAR_EL1	MPIDR_EL1	MIDR_EL1	MAIR_EL1	LORSA_EL1	LORN_EL1
31	30	29	28	27	26	25	24	23	22

Bits [63:50]

Reserved, RES0.

ERXADDR_EL1, bit [49]

When FEAT_RAS is implemented:

Trap MRS reads of [ERXADDR_EL1](#) at EL1 using AArch64 to EL2.

ERXADDR_EL1	Meaning
0b0	MRS reads of ERXADDR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, MRS reads of ERXADDR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

ERXPFgcdN_EL1, bit [48]**When FEAT_RASv1p1 is implemented:**

Trap MRS reads of [ERXPFgcdN_EL1](#) at EL1 using AArch64 to EL2.

ERXPFgcdN_EL1	Meaning
0b0	MRS reads of ERXPFgcdN_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of ERXPFgcdN_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

ERXPFgctl_EL1, bit [47]**When FEAT_RASv1p1 is implemented:**

Trap MRS reads of [ERXPFgctl_EL1](#) at EL1 using AArch64 to EL2.

ERXPFgctl_EL1	Meaning
0b0	MRS reads of ERXPFgctl_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of ERXPFgctl_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

ERXPFGF_EL1, bit [46]**When FEAT_RAS is implemented:**

Trap MRS reads of [ERXPFGF_EL1](#) at EL1 using AArch64 to EL2.

ERXPFGF_EL1	Meaning
0b0	MRS reads of ERXPFGF_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of ERXPFGF_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

ERXMISCN_EL1, bit [45]**When FEAT_RAS is implemented:**

Trap MRS reads of ERXMISC<n>_EL1 at EL1 using AArch64 to EL2.

ERXMISCN_EL1	Meaning
0b0	MRS reads of ERXMISC<n>_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of ERXMISC<n>_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

ERXSTATUS_EL1, bit [44]**When FEAT_RAS is implemented:**

Trap MRS reads of [ERXSTATUS_EL1](#) at EL1 using AArch64 to EL2.

ERXSTATUS_EL1	Meaning
0b0	MRS reads of ERXSTATUS_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of ERXSTATUS_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

ERXCTLR_EL1, bit [43]**When FEAT_RAS is implemented:**

Trap MRS reads of [ERXCTLR_EL1](#) at EL1 using AArch64 to EL2.

ERXCTLR_EL1	Meaning
0b0	MRS reads of ERXCTLR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of ERXCTLR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

ERXFR_EL1, bit [42]

When FEAT_RAS is implemented:

Trap MRS reads of [ERXFR_EL1](#) at EL1 using AArch64 to EL2.

ERXFR_EL1	Meaning
0b0	MRS reads of ERXFR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of ERXFR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

ERRSELR_EL1, bit [41]

When FEAT_RAS is implemented:

Trap MRS reads of [ERRSELR_EL1](#) at EL1 using AArch64 to EL2.

ERRSELR_EL1	Meaning
0b0	MRS reads of ERRSELR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of ERRSELR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

ERRIDR_EL1, bit [40]**When FEAT_RAS is implemented:**Trap MRS reads of [ERRIDR_EL1](#) at EL1 using AArch64 to EL2.

ERRIDR_EL1	Meaning
0b0	MRS reads of ERRIDR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of ERRIDR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

ICC_IGRPENn_EL1, bit [39]**When FEAT_GICv3 is implemented:**

Trap MRS reads of ICC_IGRPEN<n>_EL1 at EL1 using AArch64 to EL2.

ICC_IGRPENn_EL1	Meaning
0b0	MRS reads of ICC_IGRPEN<n>_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of ICC_IGRPEN<n>_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

VBAR_EL1, bit [38]Trap MRS reads of [VBAR_EL1](#) at EL1 using AArch64 to EL2.

VBAR_EL1	Meaning
0b0	MRS reads of VBAR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of VBAR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

TTBR1_EL1, bit [37]Trap MRS reads of [TTBR1_EL1](#) at EL1 using AArch64 to EL2.

TTBR1_EL1	Meaning
0b0	MRS reads of TTBR1_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of TTBR1_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

TTBR0_EL1, bit [36]

Trap MRS reads of [TTBR0_EL1](#) at EL1 using AArch64 to EL2.

TTBR0_EL1	Meaning
0b0	MRS reads of TTBR0_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of TTBR0_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

TPIDR_EL0, bit [35]

Trap MRS reads of [TPIDR_EL0](#) at EL1 and EL0 using AArch64 and MRC reads of [TPIDRURW](#) at EL0 using AArch32 when EL1 is using AArch64 to EL2.

TPIDR_EL0	Meaning
0b0	MRS reads of TPIDR_EL0 at EL1 and EL0 using AArch64 and MRC reads of TPIDRURW at EL0 using AArch32 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2.{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3.FGTEn == 1, then, unless the read generates a higher priority exception: <ul style="list-style-type: none"> MRS reads of TPIDR_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. MRC reads of TPIDRURW at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

TPIDRRO_EL0, bit [34]

Trap MRS reads of [TPIDRRO_EL0](#) at EL1 and EL0 using AArch64 and MRC reads of [TPIDRURO](#) at EL0 using AArch32 when EL1 is using AArch64 to EL2.

TPIDRRO_EL0	Meaning
0b0	MRS reads of TPIDRRO_EL0 at EL1 and EL0 using AArch64 and MRC reads of TPIDRURO at EL0 using AArch32 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2 .{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, then, unless the read generates a higher priority exception: <ul style="list-style-type: none"> MRS reads of TPIDRRO_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. MRC reads of TPIDRURO at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

TPIDR_EL1, bit [33]

Trap MRS reads of [TPIDR_EL1](#) at EL1 using AArch64 to EL2.

TPIDR_EL1	Meaning
0b0	MRS reads of TPIDR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, MRS reads of TPIDR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

TCR_EL1, bit [32]

Trap MRS reads of [TCR_EL1](#) at EL1 using AArch64 to EL2.

TCR_EL1	Meaning
0b0	MRS reads of TCR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, MRS reads of TCR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

SCXTNUM_EL0, bit [31]

When FEAT_CSV2 is implemented:

Trap MRS reads of [SCXTNUM_EL0](#) at EL1 and EL0 using AArch64 to EL2.

SCXTNUM_EL0	Meaning
0b0	MRS reads of SCXTNUM_EL0 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2 .{E2H,TGE} != {1,1}, and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, MRS reads of SCXTNUM_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

SCXTNUM_EL1, bit [30]**When FEAT_CSV2 is implemented:**

Trap MRS reads of [SCXTNUM_EL1](#) at EL1 using AArch64 to EL2.

SCXTNUM_EL1	Meaning
0b0	MRS reads of SCXTNUM_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of SCXTNUM_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

SCTLR_EL1, bit [29]

Trap MRS reads of [SCTLR_EL1](#) at EL1 using AArch64 to EL2.

SCTLR_EL1	Meaning
0b0	MRS reads of SCTLR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of SCTLR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

REVIDR_EL1, bit [28]

Trap MRS reads of [REVIDR_EL1](#) at EL1 using AArch64 to EL2.

REVIDR_EL1	Meaning
0b0	MRS reads of REVIDR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of REVIDR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

PAR_EL1, bit [27]

Trap MRS reads of [PAR_EL1](#) at EL1 using AArch64 to EL2.

PAR_EL1	Meaning
0b0	MRS reads of PAR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of PAR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

MPIDR_EL1, bit [26]

Trap MRS reads of [MPIDR_EL1](#) at EL1 using AArch64 to EL2.

MPIDR_EL1	Meaning
0b0	MRS reads of MPIDR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of MPIDR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

MIDR_EL1, bit [25]

Trap MRS reads of [MIDR_EL1](#) at EL1 using AArch64 to EL2.

MIDR_EL1	Meaning
0b0	MRS reads of MIDR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of MIDR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

MAIR_EL1, bit [24]

Trap MRS reads of [MAIR_EL1](#) at EL1 using AArch64 to EL2.

MAIR_EL1	Meaning
0b0	MRS reads of MAIR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of MAIR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

LORSA_EL1, bit [23]

When FEAT_LOR is implemented:

Trap MRS reads of [LORSA_EL1](#) at EL1 using AArch64 to EL2.

LORSA_EL1	Meaning
0b0	MRS reads of LORSA_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of LORSA_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

LORN_EL1, bit [22]

When FEAT_LOR is implemented:

Trap MRS reads of [LORN_EL1](#) at EL1 using AArch64 to EL2.

LORN_EL1	Meaning
0b0	MRS reads of LORN_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of LORN_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

LORID_EL1, bit [21]

When FEAT_LOR is implemented:

Trap MRS reads of [LORID_EL1](#) at EL1 using AArch64 to EL2.

LORID_EL1	Meaning
0b0	MRS reads of LORID_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of LORID_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

LOREA_EL1, bit [20]

When FEAT_LOR is implemented:

Trap MRS reads of [LOREA_EL1](#) at EL1 using AArch64 to EL2.

LOREA_EL1	Meaning
0b0	MRS reads of LOREA_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of LOREA_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

LORC_EL1, bit [19]

When FEAT_LOR is implemented:

Trap MRS reads of [LORC_EL1](#) at EL1 using AArch64 to EL2.

LORC_EL1	Meaning
0b0	MRS reads of LORC_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of LORC_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

ISR_EL1, bit [18]

Trap MRS reads of [ISR_EL1](#) at EL1 using AArch64 to EL2.

ISR_EL1	Meaning
0b0	MRS reads of ISR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of ISR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

FAR_EL1, bit [17]

Trap MRS reads of [FAR_EL1](#) at EL1 using AArch64 to EL2.

FAR_EL1	Meaning
0b0	MRS reads of FAR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of FAR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

ESR_EL1, bit [16]

Trap MRS reads of [ESR_EL1](#) at EL1 using AArch64 to EL2.

ESR_EL1	Meaning
0b0	MRS reads of ESR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, MRS reads of ESR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

DCZID_EL0, bit [15]

Trap MRS reads of [DCZID_EL0](#) at EL1 and EL0 using AArch64 to EL2.

DCZID_EL0	Meaning
0b0	MRS reads of DCZID_EL0 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2 .{E2H,TGE} != {1,1}, and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, MRS reads of DCZID_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

CTR_EL0, bit [14]

Trap MRS reads of [CTR_EL0](#) at EL1 and EL0 using AArch64 to EL2.

CTR_EL0	Meaning
0b0	MRS reads of CTR_EL0 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2 .{E2H,TGE} != {1,1}, and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, MRS reads of CTR_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

CSSELR_EL1, bit [13]

Trap MRS reads of [CSSELR_EL1](#) at EL1 using AArch64 to EL2.

CSSELR_EL1	Meaning
0b0	MRS reads of CSSELR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, MRS reads of CSSELR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

CPACR_EL1, bit [12]

Trap MRS reads of [CPACR_EL1](#) at EL1 using AArch64 to EL2.

CPACR_EL1	Meaning
0b0	MRS reads of CPACR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of CPACR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

CONTEXTIDR_EL1, bit [11]

Trap MRS reads of [CONTEXTIDR_EL1](#) at EL1 using AArch64 to EL2.

CONTEXTIDR_EL1	Meaning
0b0	MRS reads of CONTEXTIDR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of CONTEXTIDR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

CLIDR_EL1, bit [10]

Trap MRS reads of [CLIDR_EL1](#) at EL1 using AArch64 to EL2.

CLIDR_EL1	Meaning
0b0	MRS reads of CLIDR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of CLIDR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

CCSIDR_EL1, bit [9]

Trap MRS reads of [CCSIDR_EL1](#) at EL1 using AArch64 to EL2.

CCSIDR_EL1	Meaning
0b0	MRS reads of CCSIDR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of CCSIDR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

APIBKey, bit [8]

When FEAT_PAuth is implemented:

Trap MRS reads of multiple System registers. Enables a trap on MRS reads at EL1 using AArch64 of any of the following AArch64 System registers to EL2:

- [APIBKeyHi_EL1](#).

- [APIBKeyLo_EL1](#).

APIBKey	Meaning
0b0	MRS reads of the System registers listed above are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads at EL1 using AArch64 of any of the System registers listed above are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

APIAKey, bit [7]

When FEAT_PAuth is implemented:

Trap MRS reads of multiple System registers. Enables a trap on MRS reads at EL1 using AArch64 of any of the following AArch64 System registers to EL2:

- [APIAKeyHi_EL1](#).
- [APIAKeyLo_EL1](#).

APIAKey	Meaning
0b0	MRS reads of the System registers listed above are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads at EL1 using AArch64 of any of the System registers listed above are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

APGAKey, bit [6]

When FEAT_PAuth is implemented:

Trap MRS reads of multiple System registers. Enables a trap on MRS reads at EL1 using AArch64 of any of the following AArch64 System registers to EL2:

- [APGAKeyHi_EL1](#).
- [APGAKeyLo_EL1](#).

APGAKey	Meaning
0b0	MRS reads of the System registers listed above are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads at EL1 using AArch64 of any of the System registers listed above are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

APDBKey, bit [5]**When FEAT_PAuth is implemented:**

Trap MRS reads of multiple System registers. Enables a trap on MRS reads at EL1 using AArch64 of any of the following AArch64 System registers to EL2:

- [APDBKeyHi_EL1](#).
- [APDBKeyLo_EL1](#).

APDBKey	Meaning
0b0	MRS reads of the System registers listed above are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads at EL1 using AArch64 of any of the System registers listed above are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

APDAKey, bit [4]**When FEAT_PAuth is implemented:**

Trap MRS reads of multiple System registers. Enables a trap on MRS reads at EL1 using AArch64 of any of the following AArch64 System registers to EL2:

- [APDAKeyHi_EL1](#).
- [APDAKeyLo_EL1](#).

APDAKey	Meaning
0b0	MRS reads of the System registers listed above are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads at EL1 using AArch64 of any of the System registers listed above are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

AMAIR_EL1, bit [3]

Trap MRS reads of [AMAIR_EL1](#) at EL1 using AArch64 to EL2.

AMAIR_EL1	Meaning
0b0	MRS reads of AMAIR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of AMAIR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

AIDR_EL1, bit [2]

Trap MRS reads of [AIDR_EL1](#) at EL1 using AArch64 to EL2.

AIDR_EL1	Meaning
0b0	MRS reads of AIDR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of AIDR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

AFSR1_EL1, bit [1]

Trap MRS reads of [AFSR1_EL1](#) at EL1 using AArch64 to EL2.

AFSR1_EL1	Meaning
0b0	MRS reads of AFSR1_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of AFSR1_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

AFSR0_EL1, bit [0]

Trap MRS reads of [AFSR0_EL1](#) at EL1 using AArch64 to EL2.

AFSR0_EL1	Meaning
0b0	MRS reads of AFSR0_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MRS reads of AFSR0_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the read generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Accessing the HFGTR_EL2

Accesses to this register use the following encodings:

MRS <Xt>, HFGTR_EL2

op0	op1	CRn	CRm	op2
-----	-----	-----	-----	-----

0b11	0b100	0b0001	0b0001	0b100
------	-------	--------	--------	-------

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return NVMem[0x1B8];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FGTEn == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.FGTEn == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return HFGTR_EL2;
elsif PSTATE.EL == EL3 then
    return HFGTR_EL2;

```

MSR HFGTR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0001	0b0001	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        NVMem[0x1B8] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FGTEn == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.FGTEn == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        HFGTR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    HFGTR_EL2 = X[t];

```

HFGWTR_EL2, Hypervisor Fine-Grained Write Trap Register

The HFGWTR_EL2 characteristics are:

Purpose

Provides controls for traps of MSR and MCR writes of System registers.

Configuration

This register is present only when FEAT_FGT is implemented. Otherwise, direct accesses to HFGWTR_EL2 are UNDEFINED.

Attributes

HFGWTR_EL2 is a 64-bit register.

Field descriptions

The HFGWTR_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51
RES0												
SCXTNUM_EL0	SCXTNUM_EL1	SCTLR_EL1	RES0	PAR_EL1	RES0	MAIR_EL1	LORSA_EL1	LORN_EL1	RES0	LOREA_EL1	LORC	
31	30	29	28	27	26	25	24	23	22	21	20	19

Bits [63:50]

Reserved, RES0.

ERXADDR_EL1, bit [49]

When FEAT_RAS is implemented:

Trap MSR writes of [ERXADDR_EL1](#) at EL1 using AArch64 to EL2.

ERXADDR_EL1	Meaning
0b0	MSR writes of ERXADDR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3 .FGTE _n == 1, MSR writes of ERXADDR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

ERXPFgcdN_EL1, bit [48]**When FEAT_RASv1p1 is implemented:**

Trap MSR writes of [ERXPFgcdN_EL1](#) at EL1 using AArch64 to EL2.

ERXPFgcdN_EL1	Meaning
0b0	MSR writes of ERXPFgcdN_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of ERXPFgcdN_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

ERXPFgctl_EL1, bit [47]**When FEAT_RASv1p1 is implemented:**

Trap MSR writes of [ERXPFgctl_EL1](#) at EL1 using AArch64 to EL2.

ERXPFgctl_EL1	Meaning
0b0	MSR writes of ERXPFgctl_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of ERXPFgctl_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

Bit [46]

Reserved, RES0.

ERXMIScN_EL1, bit [45]**When FEAT_RAS is implemented:**

Trap MSR writes of ERXMISc<n>_EL1 at EL1 using AArch64 to EL2.

ERXMISCN_EL1	Meaning
0b0	MSR writes of ERXMISC<n>_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of ERXMISC<n>_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

ERXSTATUS_EL1, bit [44]

When FEAT_RAS is implemented:

Trap MSR writes of [ERXSTATUS_EL1](#) at EL1 using AArch64 to EL2.

ERXSTATUS_EL1	Meaning
0b0	MSR writes of ERXSTATUS_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of ERXSTATUS_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

ERXCTLR_EL1, bit [43]

When FEAT_RAS is implemented:

Trap MSR writes of [ERXCTLR_EL1](#) at EL1 using AArch64 to EL2.

ERXCTLR_EL1	Meaning
0b0	MSR writes of ERXCTLR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of ERXCTLR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

Bit [42]

Reserved, RES0.

ERRSELR_EL1, bit [41]

When FEAT_RAS is implemented:

Trap MSR writes of [ERRSELR_EL1](#) at EL1 using AArch64 to EL2.

ERRSELR_EL1	Meaning
0b0	MSR writes of ERRSELR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, MSR writes of ERRSELR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

Bit [40]

Reserved, RES0.

ICC_IGRPENn_EL1, bit [39]

When FEAT_GICv3 is implemented:

Trap MSR writes of ICC_IGRPEN<n>_EL1 at EL1 using AArch64 to EL2.

ICC_IGRPENn_EL1	Meaning
0b0	MSR writes of ICC_IGRPEN<n>_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3 .FGTEn == 1, MSR writes of ICC_IGRPEN<n>_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

VBAR_EL1, bit [38]

Trap MSR writes of [VBAR_EL1](#) at EL1 using AArch64 to EL2.

VBAR_EL1	Meaning
0b0	MSR writes of VBAR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of VBAR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

TTBR1_EL1, bit [37]

Trap MSR writes of [TTBR1_EL1](#) at EL1 using AArch64 to EL2.

TTBR1_EL1	Meaning
0b0	MSR writes of TTBR1_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of TTBR1_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

TTBR0_EL1, bit [36]

Trap MSR writes of [TTBR0_EL1](#) at EL1 using AArch64 to EL2.

TTBR0_EL1	Meaning
0b0	MSR writes of TTBR0_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of TTBR0_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

TPIDR_EL0, bit [35]

Trap MSR writes of [TPIDR_EL0](#) at EL1 and EL0 using AArch64 and MCR writes of [TPIDRURW](#) at EL0 using AArch32 when EL1 is using AArch64 to EL2.

TPIDR_EL0	Meaning
0b0	MSR writes of TPIDR_EL0 at EL1 and EL0 using AArch64 and MCR writes of TPIDRURW at EL0 using AArch32 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2.{E2H,TGE} != {1,1}, EL1 is using AArch64, and either EL3 is not implemented or SCR_EL3.FGTEn == 1, then, unless the write generates a higher priority exception: <ul style="list-style-type: none"> MSR writes of TPIDR_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18. MCR writes of TPIDRURW at EL0 using AArch32 are trapped to EL2 and reported with EC syndrome value 0x03.

In a system where the PE resets into EL2, this field resets to 0.

TPIDRRO_EL0, bit [34]

Trap MSR writes of [TPIDRRO_EL0](#) at EL1 using AArch64 to EL2.

TPIDRRO_EL0	Meaning
0b0	MSR writes of TPIDRRO_EL0 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of TPIDRRO_EL0 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

TPIDR_EL1, bit [33]

Trap MSR writes of [TPIDR_EL1](#) at EL1 using AArch64 to EL2.

TPIDR_EL1	Meaning
0b0	MSR writes of TPIDR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of TPIDR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

TCR_EL1, bit [32]

Trap MSR writes of [TCR_EL1](#) at EL1 using AArch64 to EL2.

TCR_EL1	Meaning
0b0	MSR writes of TCR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of TCR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

SCXTNUM_EL0, bit [31]

When **FEAT_CSV2** is implemented:

Trap MSR writes of [SCXTNUM_EL0](#) at EL1 and EL0 using AArch64 to EL2.

SCXTNUM_EL0	Meaning
0b0	MSR writes of SCXTNUM_EL0 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state, HCR_EL2.{E2H,TGE} != {1,1}, and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of SCXTNUM_EL0 at EL1 and EL0 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

SCXTNUM_EL1, bit [30]**When FEAT_CSV2 is implemented:**

Trap MSR writes of [SCXTNUM_EL1](#) at EL1 using AArch64 to EL2.

SCXTNUM_EL1	Meaning
0b0	MSR writes of SCXTNUM_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of SCXTNUM_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

SCTLR_EL1, bit [29]

Trap MSR writes of [SCTLR_EL1](#) at EL1 using AArch64 to EL2.

SCTLR_EL1	Meaning
0b0	MSR writes of SCTLR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of SCTLR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Bit [28]

Reserved, RES0.

PAR_EL1, bit [27]

Trap MSR writes of [PAR_EL1](#) at EL1 using AArch64 to EL2.

PAR_EL1	Meaning
0b0	MSR writes of PAR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of PAR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Bits [26:25]

Reserved, RES0.

MAIR_EL1, bit [24]

Trap MSR writes of [MAIR_EL1](#) at EL1 using AArch64 to EL2.

MAIR_EL1	Meaning
0b0	MSR writes of MAIR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of MAIR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

LORSA_EL1, bit [23]

When FEAT_LOR is implemented:

Trap MSR writes of [LORSA_EL1](#) at EL1 using AArch64 to EL2.

LORSA_EL1	Meaning
0b0	MSR writes of LORSA_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of LORSA_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

LORN_EL1, bit [22]

When FEAT_LOR is implemented:

Trap MSR writes of [LORN_EL1](#) at EL1 using AArch64 to EL2.

LORN_EL1	Meaning
0b0	MSR writes of LORN_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of LORN_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

Bit [21]

Reserved, RES0.

LOREA_EL1, bit [20]**When FEAT_LOR is implemented:**

Trap MSR writes of [LOREA_EL1](#) at EL1 using AArch64 to EL2.

LOREA_EL1	Meaning
0b0	MSR writes of LOREA_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of LOREA_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

LORC_EL1, bit [19]**When FEAT_LOR is implemented:**

Trap MSR writes of [LORC_EL1](#) at EL1 using AArch64 to EL2.

LORC_EL1	Meaning
0b0	MSR writes of LORC_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of LORC_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

Bit [18]

Reserved, RES0.

FAR_EL1, bit [17]

Trap MSR writes of [FAR_EL1](#) at EL1 using AArch64 to EL2.

FAR_EL1	Meaning
0b0	MSR writes of FAR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of FAR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

ESR_EL1, bit [16]

Trap MSR writes of [ESR_EL1](#) at EL1 using AArch64 to EL2.

ESR_EL1	Meaning
0b0	MSR writes of ESR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of ESR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Bits [15:14]

Reserved, RES0.

CSSELR_EL1, bit [13]

Trap MSR writes of [CSSELR_EL1](#) at EL1 using AArch64 to EL2.

CSSELR_EL1	Meaning
0b0	MSR writes of CSSELR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of CSSELR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

CPACR_EL1, bit [12]

Trap MSR writes of [CPACR_EL1](#) at EL1 using AArch64 to EL2.

CPACR_EL1	Meaning
0b0	MSR writes of CPACR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of CPACR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

CONTEXTIDR_EL1, bit [11]

Trap MSR writes of [CONTEXTIDR_EL1](#) at EL1 using AArch64 to EL2.

CONTEXTIDR_EL1	Meaning
0b0	MSR writes of CONTEXTIDR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of CONTEXTIDR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Bits [10:9]

Reserved, RES0.

APIBKey, bit [8]**When FEAT_PAuth is implemented:**

Trap MSR writes of multiple System registers. Enables a trap on MSR writes at EL1 using AArch64 of any of the following AArch64 System registers to EL2:

- [APIBKeyHi_EL1](#).
- [APIBKeyLo_EL1](#).

APIBKey	Meaning
0b0	MSR writes of the System registers listed above are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes at EL1 using AArch64 of any of the System registers listed above are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

APIAKey, bit [7]**When FEAT_PAuth is implemented:**

Trap MSR writes of multiple System registers. Enables a trap on MSR writes at EL1 using AArch64 of any of the following AArch64 System registers to EL2:

- [APIAKeyHi_EL1](#).
- [APIAKeyLo_EL1](#).

APIAKey	Meaning
0b0	MSR writes of the System registers listed above are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes at EL1 using AArch64 of any of the System registers listed above are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

APGAKey, bit [6]**When FEAT_PAuth is implemented:**

Trap MSR writes of multiple System registers. Enables a trap on MSR writes at EL1 using AArch64 of any of the following AArch64 System registers to EL2:

- [APGAKeyHi_EL1](#).
- [APGAKeyLo_EL1](#).

APGAKey	Meaning
0b0	MSR writes of the System registers listed above are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes at EL1 using AArch64 of any of the System registers listed above are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

APDBKey, bit [5]

When FEAT_PAuth is implemented:

Trap MSR writes of multiple System registers. Enables a trap on MSR writes at EL1 using AArch64 of any of the following AArch64 System registers to EL2:

- [APDBKeyHi_EL1](#).
- [APDBKeyLo_EL1](#).

APDBKey	Meaning
0b0	MSR writes of the System registers listed above are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes at EL1 using AArch64 of any of the System registers listed above are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

APDAKey, bit [4]

When FEAT_PAuth is implemented:

Trap MSR writes of multiple System registers. Enables a trap on MSR writes at EL1 using AArch64 of any of the following AArch64 System registers to EL2:

- [APDAKeyHi_EL1](#).
- [APDAKeyLo_EL1](#).

APDAKey	Meaning
0b0	MSR writes of the System registers listed above are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes at EL1 using AArch64 of any of the System registers listed above are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Otherwise:

Reserved, RES0.

AMAIR_EL1, bit [3]

Trap MSR writes of [AMAIR_EL1](#) at EL1 using AArch64 to EL2.

AMAIR_EL1	Meaning
0b0	MSR writes of AMAIR_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of AMAIR_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Bit [2]

Reserved, RES0.

AFSR1_EL1, bit [1]

Trap MSR writes of [AFSR1_EL1](#) at EL1 using AArch64 to EL2.

AFSR1_EL1	Meaning
0b0	MSR writes of AFSR1_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of AFSR1_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

AFSR0_EL1, bit [0]

Trap MSR writes of [AFSR0_EL1](#) at EL1 using AArch64 to EL2.

AFSR0_EL1	Meaning
0b0	MSR writes of AFSR0_EL1 are not affected by this bit.
0b1	If EL2 is implemented and enabled in the current Security state and either EL3 is not implemented or SCR_EL3.FGTEn == 1, MSR writes of AFSR0_EL1 at EL1 using AArch64 are trapped to EL2 and reported with EC syndrome value 0x18, unless the write generates a higher priority exception.

In a system where the PE resets into EL2, this field resets to 0.

Accessing the HFGWTR_EL2

Accesses to this register use the following encodings:

MRS <Xt>, HFGWTR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0001	0b0001	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return NVMem[0x1C0];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FGTEn == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.FGTEn == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return HFGWTR_EL2;
elsif PSTATE.EL == EL3 then
    return HFGWTR_EL2;

```

MSR HFGWTR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0001	0b0001	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        NVMem[0x1C0] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FGTEn == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.FGTEn == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        HFGWTR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    HFGWTR_EL2 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

HPFAR_EL2, Hypervisor IPA Fault Address Register

The HPFAR_EL2 characteristics are:

Purpose

Holds the faulting IPA for some aborts on a stage 2 translation taken to EL2.

Configuration

AArch64 System register HPFAR_EL2 bits [31:0] are architecturally mapped to AArch32 System register [HPFAR\[31:0\]](#).

If EL2 is not implemented, this register is RES0 from EL3.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

HPFAR_EL2 is a 64-bit register.

Field descriptions

The HPFAR_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
NS	RES0																FIPA[51:48]				FIPA[47:12]										
FIPA[47:12]																								RES0							
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

Execution at EL1 or EL0 makes HPFAR_EL2 become UNKNOWN.

NS, bit [63]

When FEAT_SEL2 is implemented:

Faulting IPA address space.

NS	Meaning
0b0	Faulting IPA is from the Secure IPA space.
0b1	Faulting IPA is from the Non-secure IPA space.

For data or instruction aborts taken to Non-secure EL2, this field is RES0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bits [62:44]

Reserved, RES0.

FIPA[51:48], bits [43:40]**When FEAT_LPA is implemented:**

Extension to FIPA[47:12]. See FIPA[47:12] for more details.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

FIPA[47:12], bits [39:4]

Bits [47:12] of the faulting intermediate physical address.

For implementations with fewer than 48 physical address bits, the corresponding upper bits in this field are RES0.

When FEAT_LPA is implemented, and 52-bit addresses and a 64KB translation granule are in use for the stage 1 translation, the FIPA[51:48] bits form the upper part of the address value. For implementations or stage 1 translation granules with fewer than 52 physical address bits the FIPA[51:48] bits are RES0.

The HPFAR_EL2 is written for:

- Translation or Access faults in the second stage of translation.
- An abort in the second stage of translation performed during the translation table walk of a first stage translation, caused by a Translation fault, an Access flag fault, or a Permission fault.
- A stage 2 Address size fault.

Note

The address held in this register is an address accessed by the instruction fetch or data access that caused the exception that gave rise to the instruction or data abort. It is the lowest address that gave rise to the fault. Where different faults from different addresses arise from the same instruction, such as for an instruction that loads or stores a mis-aligned address that crosses a page boundary, the architecture does not prioritize between those different faults.

For all other exceptions taken to EL2, this register is UNKNOWN.

This field resets to an architecturally UNKNOWN value.

Bits [3:0]

Reserved, RES0.

Accessing the HPFAR_EL2

Accesses to this register use the following encodings:

MRS <Xt>, HPFAR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0110	0b0000	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return HPFAR_EL2;
elsif PSTATE.EL == EL3 then
    return HPFAR_EL2;

```

MSR HPFAR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0110	0b0000	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    HPFAR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    HPFAR_EL2 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

HSTR_EL2, Hypervisor System Trap Register

The HSTR_EL2 characteristics are:

Purpose

Controls trapping to EL2 of EL1 or lower AArch32 accesses to the System register in the coproc == 0b1111 encoding space, by the CRn value used to access the register using MCR or MRC instruction. When the register is accessible using an MCRR or MRRC instruction, this is the CRm value used to access the register.

Configuration

AArch64 System register HSTR_EL2 bits [31:0] are architecturally mapped to AArch32 System register [HSTR\[31:0\]](#).

If EL2 is not implemented, this register is RES0 from EL3.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

HSTR_EL2 is a 64-bit register.

Field descriptions

The HSTR_EL2 bit assignments are:

When AArch32 is supported at any Exception level:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																RES0															
RES0																T15	T14	T13	T12	T11	T10	T9	T8	T7	T6	T5	T4	T3	T2	T1	T0
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:16]

Reserved, RES0.

T<n>, bit [n], for n = 0 to 15

Fields T14 and T4 are RES0.

The remaining fields control whether EL0 and EL1 accesses, using MCR, MRC, MCRR, and MRRC instructions, to the System registers in the coproc == 0b1111 encoding space, are trapped to EL2 as follows:

- MCR or MRC accesses to these registers that are trapped to EL2 are reported using EC syndrome value 0x03, unless the access is UNDEFINED.
- MCRR or MRRC accesses to these registers that are trapped to EL2 are reported using EC syndrome value 0x04, unless the access is UNDEFINED.

T<n>	Meaning
0b0	This control has no effect on EL0 or EL1 accesses to System registers.
0b1	<p>System registers in the coproc == 0b1111 encoding space and CRn == <n> or CRm == <n> where T<n> is the name of this field, are trapped as follows:</p> <ul style="list-style-type: none"> • An EL1 MCR or MRC access is trapped to EL2. • An EL0 MCR or MRC access is trapped to EL2, if the access is not UNDEFINED when the value of this field is 0. • An EL1 MCRR or MRRC access is trapped to EL2. • An EL0 MCRR or MRRC access is trapped to EL2, if the access is not UNDEFINED when the value of this field is 0. <p>It is IMPLEMENTATION DEFINED whether an EL0 access using AArch32 is trapped to EL2, or is UNDEFINED.</p> <p>If the access is UNDEFINED, and generates an exception that is taken to EL1 or EL2 using AArch64, this is reported with EC syndrome value 0x00.</p>
<p>Note</p> <p>Arm expects that trapping to EL2 of EL0 accesses to these registers is unusual and used only when the hypervisor must virtualize EL0 operation. Arm recommends that, whenever possible, EL0 accesses to these registers behave as they would if the implementation did not include EL2. This means that, if the architecture does not support the EL0 access, then the register access instruction is treated as UNDEFINED and generates an exception that is taken to EL1.</p>	

For example, when HSTR_EL2.T7 is 1, for instructions executed at EL1:

- An MCR or MRC instruction with coproc set to 0b1111 and <CRn> set to c7 is trapped to EL2.
- An MCRR or MRRC instruction with coproc set to 0b1111 and <CRm> set to c7 is trapped to EL2.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, this field behaves as 0 for all purposes other than a direct read of the value of this bit.

This field resets to an architecturally UNKNOWN value.

Otherwise:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																RES0															
																RES0															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Reserved, RES0.

Accessing the HSTR_EL2

Accesses to this register use the following encodings:

MRS <Xt>, HSTR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0001	0b0001	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return NVMem[0x080];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return HSTR_EL2;
elsif PSTATE.EL == EL3 then
    return HSTR_EL2;

```

MSR HSTR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0001	0b0001	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        NVMem[0x080] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    HSTR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    HSTR_EL2 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

IC IALLU, Instruction Cache Invalidate All to PoU

The IC IALLU characteristics are:

Purpose

Invalidate all instruction caches to Point of Unification.

Configuration

AArch64 System instruction IC IALLU performs the same function as AArch32 System instruction [ICIALLU](#).

Attributes

IC IALLU is a 64-bit System instruction.

Field descriptions

This instruction has no applicable fields.

The value in the register specified by <Xt> is ignored.

Executing the IC IALLU instruction

When executing this instruction Xt should be encoded as 0b11111. If the Xt field is not set to 0b11111, it is CONstrained UNPREDICTABLE whether:

- The instruction is UNDEFINED.
- The instruction behaves as if the Xt field is set to 0b11111.

Accesses to this instruction use the following encodings:

IC IALLU{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b000	0b0111	0b0101	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TPU == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.TOCU == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.ICIALLU == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FB == '1' then
        IC_IALLUIS();
    else
        IC_IALLU();
elsif PSTATE.EL == EL2 then
    IC_IALLU();
elsif PSTATE.EL == EL3 then
    IC_IALLU();

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

IC IALLUIS, Instruction Cache Invalidate All to PoU, Inner Shareable

The IC IALLUIS characteristics are:

Purpose

Invalidate all instruction caches in Inner Shareable domain to Point of Unification.

Configuration

AArch64 System instruction IC IALLUIS performs the same function as AArch32 System instruction [ICIALLUIS](#).

Attributes

IC IALLUIS is a 64-bit System instruction.

Field descriptions

This instruction has no applicable fields.

The value in the register specified by <Xt> is ignored.

Executing the IC IALLUIS instruction

When executing this instruction Xt should be encoded as 0b11111. If the Xt field is not set to 0b11111, it is CONstrained UNpredictable whether:

- The instruction is UNDEFINED.
- The instruction behaves as if the Xt field is set to 0b11111.

Accesses to this instruction use the following encodings:

IC IALLUIS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b000	0b0111	0b0001	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TPU == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.TICAB == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.ICIALLUIS == '1'
    then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        IC_IALLUIS();
elseif PSTATE.EL == EL2 then
    IC_IALLUIS();
elseif PSTATE.EL == EL3 then
    IC_IALLUIS();
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

IC IVAU, Instruction Cache line Invalidate by VA to PoU

The IC IVAU characteristics are:

Purpose

Invalidate instruction cache by address to Point of Unification.

Configuration

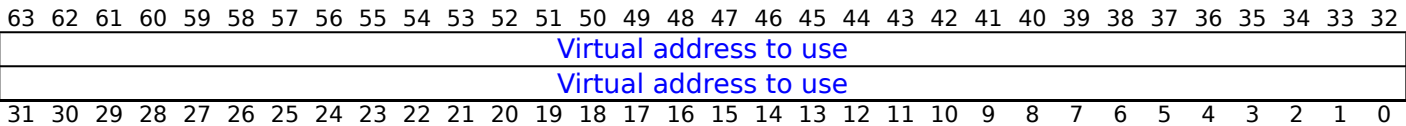
AArch64 System instruction IC IVAU performs the same function as AArch32 System instruction [ICIMVAU](#).

Attributes

IC IVAU is a 64-bit System instruction.

Field descriptions

The IC IVAU input value bit assignments are:



Bits [63:0]

Virtual address to use. No alignment restrictions apply to this VA.

Executing the IC IVAU instruction

Execution of this instruction might require an address translation from VA to PA, and that translation might fault. For more information, see 'The instruction cache maintenance instruction (IC)'.

If EL0 access is enabled, when executed at EL0, this instruction requires read access permission to the VA, otherwise it is IMPLEMENTATION DEFINED whether it generates a Permission Fault, see 'Permission fault'.

Accesses to this instruction use the following encodings:

IC IVAU{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b011	0b0111	0b0101	0b001

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && SCTLR_EL1.UCI == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && HCR_EL2.TPU == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && HCR_EL2.TOCU == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HFGITR_EL2.ICIVAU == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCTLR_EL2.UCI == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            IC_IVAU(X[t]);
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && HCR_EL2.TPU == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.TOCU == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.ICIVAU == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            IC_IVAU(X[t]);
    elsif PSTATE.EL == EL2 then
        IC_IVAU(X[t]);
    elsif PSTATE.EL == EL3 then
        IC_IVAU(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICC_AP0R<n>_EL1, Interrupt Controller Active Priorities Group 0 Registers, n = 0 - 3

The ICC_AP0R<n>_EL1 characteristics are:

Purpose

Provides information about Group 0 active priorities.

Configuration

AArch64 System register ICC_AP0R<n>_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ICC_AP0R<n>\[31:0\]](#).

Attributes

ICC_AP0R<n>_EL1 is a 64-bit register.

Field descriptions

The ICC_AP0R<n>_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
IMPLEMENTATION DEFINED																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

IMPLEMENTATION DEFINED, bits [31:0]

IMPLEMENTATION DEFINED.

This field resets to 0.

The contents of these registers are IMPLEMENTATION DEFINED with the one architectural requirement that the value 0x00000000 is consistent with no interrupts being active.

Accessing the ICC_AP0R<n>_EL1

Writing to these registers with any value other than the last read value of the register (or 0x00000000 when there are no Group 0 active priorities) might result in UNPREDICTABLE behavior of the interrupt prioritization system, causing:

- Interrupts that should preempt execution to not preempt execution.
- Interrupts that should not preempt execution to preempt execution.

ICC_AP0R1_EL1 is only implemented in implementations that support 6 or more bits of priority. ICC_AP0R2_EL1 and ICC_AP0R3_EL1 are only implemented in implementations that support 7 or more bits of priority. Unimplemented registers are UNDEFINED.

Note

The number of bits of preemption is indicated by [ICH_VTR_EL2.PREbits](#).

Writing to the active priority registers in any order other than the following order will result in UNPREDICTABLE behavior:

- ICC_AP0R<n>_EL1.
- Secure [ICC_AP1R<n>_EL1](#).
- Non-secure [ICC_AP1R<n>_EL1](#).

Accesses to this register use the following encodings:

MRS <Xt>, ICC_AP0R<n>_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1000	0b1:n[1:0]

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TALL0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FM0 == '1' then
        return ICV_AP0R_EL1[UInt(op2<1:0>)];
    elsif HaveEL(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ICC_AP0R_EL1[UInt(op2<1:0>)];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIQ == '1' then
            UNDEFINED;
        elsif ICC_SRE_EL2.SRE == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                return ICC_AP0R_EL1[UInt(op2<1:0>)];
    elsif PSTATE.EL == EL3 then
        if ICC_SRE_EL3.SRE == '0' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ICC_AP0R_EL1[UInt(op2<1:0>)];

```

MSR ICC_AP0R<n>_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1000	0b1:n[1:0]


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TALL0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FM0 == '1' then
        ICV_AP0R_EL1[UInt(op2<1:0>)] = X[t];
    elsif HaveEL(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ICC_AP0R_EL1[UInt(op2<1:0>)] = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ICC_AP0R_EL1[UInt(op2<1:0>)] = X[t];
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ICC_AP0R_EL1[UInt(op2<1:0>)] = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICC_AP1R<n>_EL1, Interrupt Controller Active Priorities Group 1 Registers, n = 0 - 3

The ICC_AP1R<n>_EL1 characteristics are:

Purpose

Provides information about Group 1 active priorities.

Configuration

AArch64 System register ICC_AP1R<n>_EL1 bits [31:0] (S) are architecturally mapped to AArch32 System register [ICC_AP1R<n>\[31:0\] \(S\)](#).

AArch64 System register ICC_AP1R<n>_EL1 bits [31:0] (NS) are architecturally mapped to AArch32 System register [ICC_AP1R<n>\[31:0\] \(NS\)](#).

Attributes

ICC_AP1R<n>_EL1 is a 64-bit register.

Field descriptions

The ICC_AP1R<n>_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
IMPLEMENTATION DEFINED																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

IMPLEMENTATION DEFINED, bits [31:0]

IMPLEMENTATION DEFINED.

This field resets to 0.

The contents of these registers are IMPLEMENTATION DEFINED with the one architectural requirement that the value 0x00000000 is consistent with no interrupts being active.

Accessing the ICC_AP1R<n>_EL1

Writing to these registers with any value other than the last read value of the register (or 0x00000000 when there are no Group 1 active priorities) might result in UNPREDICTABLE behavior of the interrupt prioritization system, causing:

- Interrupts that should preempt execution to not preempt execution.
- Interrupts that should not preempt execution to preempt execution.

ICC_AP1R1_EL1 is only implemented in implementations that support 6 or more bits of priority. ICC_AP1R2_EL1 and ICC_AP1R3_EL1 are only implemented in implementations that support 7 or more bits of priority. Unimplemented registers are UNDEFINED.

Note

The number of bits of preemption is indicated by [ICH_VTR_EL2.PREbits](#).

Writing to the active priority registers in any order other than the following order will result in UNPREDICTABLE behavior:

- [ICC_AP0R<n>_EL1](#).
- Secure ICC_AP1R<n>_EL1.
- Non-secure ICC_AP1R<n>_EL1.

Accesses to this register use the following encodings:

MRS <Xt>, ICC_AP1R<n>_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1001	0b0:n[1:0]

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TALL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.IM0 == '1' then
        return ICV_AP1R_EL1[UInt(op2<1:0>)];
    elsif HaveEL(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) then
        if SCR_EL3.NS == '0' then
            return ICC_AP1R_EL1_S[UInt(op2<1:0>)];
        else
            return ICC_AP1R_EL1_NS[UInt(op2<1:0>)];
    else
        return ICC_AP1R_EL1[UInt(op2<1:0>)];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) then
        if SCR_EL3.NS == '0' then
            return ICC_AP1R_EL1_S[UInt(op2<1:0>)];
        else
            return ICC_AP1R_EL1_NS[UInt(op2<1:0>)];
    else
        return ICC_AP1R_EL1[UInt(op2<1:0>)];
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        if SCR_EL3.NS == '0' then
            return ICC_AP1R_EL1_S[UInt(op2<1:0>)];
        else
            return ICC_AP1R_EL1_NS[UInt(op2<1:0>)];

```

MSR ICC_AP1R<n>_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1001	0b0:n[1:0]

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TALL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.IM0 == '1' then
        ICV_AP1R_EL1[UInt(op2<1:0>)] = X[t];
    elsif HaveEL(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) then
        if SCR_EL3.NS == '0' then
            ICC_AP1R_EL1_S[UInt(op2<1:0>)] = X[t];
        else
            ICC_AP1R_EL1_NS[UInt(op2<1:0>)] = X[t];
    else
        ICC_AP1R_EL1[UInt(op2<1:0>)] = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) then
        if SCR_EL3.NS == '0' then
            ICC_AP1R_EL1_S[UInt(op2<1:0>)] = X[t];
        else
            ICC_AP1R_EL1_NS[UInt(op2<1:0>)] = X[t];
    else
        ICC_AP1R_EL1[UInt(op2<1:0>)] = X[t];
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        if SCR_EL3.NS == '0' then
            ICC_AP1R_EL1_S[UInt(op2<1:0>)] = X[t];
        else
            ICC_AP1R_EL1_NS[UInt(op2<1:0>)] = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICC_ASGI1R_EL1, Interrupt Controller Alias Software Generated Interrupt Group 1 Register

The ICC_ASGI1R_EL1 characteristics are:

Purpose

Generates Group 1 SGIs for the Security state that is not the current Security state.

Configuration

AArch64 System register ICC_ASGI1R_EL1 performs the same function as AArch32 System register [ICC_ASGI1R](#).

Under certain conditions a write to ICC_ASGI1R_EL1 can generate Group 0 interrupts, see 'Forwarding an SGI to a target PE' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

Attributes

ICC_ASGI1R_EL1 is a 64-bit register.

Field descriptions

The ICC_ASGI1R_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32		
RES0								Aff3								RS				RES0				IRM		Aff2							
RES0				INTID				Aff1								TargetList																	
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0		

Bits [63:56]

Reserved, RES0.

Aff3, bits [55:48]

The affinity 3 value of the affinity path of the luster for which SGI interrupts will be generated.

If the IRM bit is 1, this field is RES0.

RS, bits [47:44]

RangeSelector

Controls which group of 16 values is represented by the TargetList field.

TargetList[n] represents aff0 value $((RS * 16) + n)$.

When [ICC_CTLR_EL1](#).RSS==0, RS is RES0.

When [ICC_CTLR_EL1](#).RSS==1 and [GICD_TYPER](#).RSS==0, writing this register with RS != 0 is a CONSTRAINED UNPREDICTABLE choice of :

- The write is ignored.
- The RS field is treated as 0.

Bits [43:41]

Reserved, RES0.

IRM, bit [40]

Interrupt Routing Mode. Determines how the generated interrupts are distributed to PEs. Possible values are:

IRM	Meaning
0b0	Interrupts routed to the PEs specified by Aff3.Aff2.Aff1.<target list>.
0b1	Interrupts routed to all PEs in the system, excluding "self".

Aff2, bits [39:32]

The affinity 2 value of the affinity path of the cluster for which SGI interrupts will be generated.

If the IRM bit is 1, this field is RES0.

Bits [31:28]

Reserved, RES0.

INTID, bits [27:24]

The INTID of the SGI.

Aff1, bits [23:16]

The affinity 1 value of the affinity path of the cluster for which SGI interrupts will be generated.

If the IRM bit is 1, this field is RES0.

TargetList, bits [15:0]

Target List. The set of PEs for which SGI interrupts will be generated. Each bit corresponds to the PE within a cluster with an Affinity 0 value equal to the bit number.

If a bit is 1 and the bit does not correspond to a valid target PE, the bit must be ignored by the Distributor. It is IMPLEMENTATION DEFINED whether, in such cases, a Distributor can signal a system error.

Note

This restricts a system to sending targeted SGIs to PEs with an affinity 0 number that is less than 16. If SRE is set only for Secure EL3, software executing at EL3 might use the System register interface to generate SGIs. Therefore, the Distributor must always be able to receive and acknowledge Generate SGI packets received from CPU interface regardless of the ARE settings for a Security state. However, the Distributor might discard such packets.

If the IRM bit is 1, this field is RES0.

Accessing the ICC_ASGI1R_EL1

This register allows software executing in a Secure state to generate Non-secure Group 1 SGIs. It will also allow software executing in a Non-secure state to generate Secure Group 1 SGIs, if permitted by the settings of [GICR_NSACR](#) in the Redistributor corresponding to the target PE.

When [GICD_CTLR.DS](#)==0, Non-secure writes do not generate an interrupt for a target PE if not permitted by the [GICR_NSACR](#) register associated with the target PE. For more information, see 'Use of control registers for SGI forwarding'.

Note

Accesses at EL3 are treated as Secure regardless of the value of SCR_EL3.NS.

Accesses to this register use the following encodings:

MSR ICC_ASGI1R_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1011	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FM0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.IM0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ICC_ASGI1R_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ICC_ASGI1R_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ICC_ASGI1R_EL1 = X[t];

```


ICC_BPR0_EL1, Interrupt Controller Binary Point Register 0

The ICC_BPR0_EL1 characteristics are:

Purpose

Defines the point at which the priority value fields split into two parts, the group priority field and the subpriority field. The group priority field determines Group 0 interrupt preemption.

Configuration

AArch64 System register ICC_BPR0_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ICC_BPR0\[31:0\]](#).

Virtual accesses to this register update [ICH_VMCR_EL2.VBPR0](#).

Attributes

ICC_BPR0_EL1 is a 64-bit register.

Field descriptions

The ICC_BPR0_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:3]

Reserved, RES0.

BinaryPoint, bits [2:0]

The value of this field controls how the 8-bit interrupt priority field is split into a group priority field, that determines interrupt preemption, and a subpriority field. This is done as follows:

Binary point value	Group priority field	Subpriority field	Field with binary point
0	[7:1]	[0]	ggggggg.s
1	[7:2]	[1:0]	ggggggg.ss
2	[7:3]	[2:0]	ggggg.sss
3	[7:4]	[3:0]	gggg.ssss
4	[7:5]	[4:0]	ggg.sssss
5	[7:6]	[5:0]	gg.ssssss
6	[7]	[6:0]	g.sssssss
7	No preemption	[7:0]	.ssssssss

This field resets to an architecturally UNKNOWN value.

Accessing the ICC_BPR0_EL1

The minimum binary point value is derived from the number of implemented priority bits. The number of priority bits is IMPLEMENTATION DEFINED, and reported by [ICC_CTLR_EL1.PRIBits](#) and [ICC_CTLR_EL3.PRIBits](#).

An attempt to program the binary point field to a value less than the minimum value sets the field to the minimum value. On a reset, the binary point field is UNKNOWN.

Accesses to this register use the following encodings:

MRS <Xt>, ICC_BPR0_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1000	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TALL0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FM0 == '1' then
        return ICV_BPR0_EL1;
    elsif HaveEL(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return ICC_BPR0_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return ICC_BPR0_EL1;
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return ICC_BPR0_EL1;

```

MSR ICC_BPR0_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1000	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TALL0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FM0 == '1' then
        ICV_BPR0_EL1 = X[t];
    elsif HaveEL(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ICC_BPR0_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ICC_BPR0_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ICC_BPR0_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICC_BPR1_EL1, Interrupt Controller Binary Point Register 1

The ICC_BPR1_EL1 characteristics are:

Purpose

Defines the point at which the priority value fields split into two parts, the group priority field and the subpriority field. The group priority field determines Group 1 interrupt preemption.

Configuration

AArch64 System register ICC_BPR1_EL1 bits [31:0] (S) are architecturally mapped to AArch32 System register [ICC_BPR1\[31:0\] \(S\)](#).

AArch64 System register ICC_BPR1_EL1 bits [31:0] (NS) are architecturally mapped to AArch32 System register [ICC_BPR1\[31:0\] \(NS\)](#).

Virtual accesses to this register update [ICH_VMCR_EL2.VBPR1](#).

Attributes

ICC_BPR1_EL1 is a 64-bit register.

Field descriptions

The ICC_BPR1_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0																															
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
BinaryPoint																															

Bits [63:3]

Reserved, RES0.

BinaryPoint, bits [2:0]

If the GIC is configured to use separate binary point fields for Group 0 and Group 1 interrupts, the value of this field controls how the 8-bit interrupt priority field is split into a group priority field, that determines interrupt preemption, and a subpriority field. For more information about priorities, see 'Priority grouping' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

The minimum value of the Non-secure copy of this register is the minimum value of [ICC_BPR0_EL1](#) + 1. The minimum value of the Secure copy of this register is the minimum value of [ICC_BPR0_EL1](#).

If EL3 is implemented and [ICC_CTLR_EL3.CBPR_EL1S](#) is 1:

- When [SCR_EL3.EEL2](#) is 1 and [HCR_EL2.IMO](#) is 1, Secure accesses to this register at EL1 access the state of [ICV_BPR1_EL1](#).
- Otherwise, Secure accesses to this register at EL1 access the state of [ICC_BPR0_EL1](#).

If EL3 is implemented and [ICC_CTLR_EL3.CBPR_EL1NS](#) is 1, Non-secure accesses to this register at EL1 or EL2 behave as follows, depending on the values of [HCR_EL2.IMO](#) and [SCR_EL3.IRQ](#):

HCR_EL2.IMO	SCR_EL3.IRQ	Behavior
0b0	0b0	Non-secure EL1 and EL2 reads return ICC_BPR0_EL1 + 1 saturated to 0b111. Non-secure EL1 and EL2 writes are ignored.
0b0	0b1	Non-secure EL1 and EL2 accesses trap to EL3.
0b1	0b0	Non-secure EL1 accesses affect virtual interrupts. Non-secure EL2 reads return ICC_BPR0_EL1 + 1 saturated to 0b111. Non-secure EL2 writes are ignored.
0b1	0b1	Non-secure EL1 accesses affect virtual interrupts. Non-secure EL2 accesses trap to EL3.

If EL3 is not implemented and [ICC_CTLR_EL1](#).CBPR is 1, Non-secure accesses to this register at EL1 or EL2 behave as follows, depending on the values of HCR_EL2.IMO:

HCR_EL2.IMO	Behavior
0b0	Non-secure EL1 and EL2 reads return ICC_BPR0_EL1 + 1 saturated to 0b111. Non-secure EL1 and EL2 writes are ignored.
0b1	Non-secure EL1 accesses affect virtual interrupts. Non-secure EL2 reads return ICC_BPR0_EL1 + 1 saturated to 0b111. Non-secure EL2 writes are ignored.

This field resets to an architecturally UNKNOWN value.

Accessing the ICC_BPR1_EL1

On a reset, the binary point field is UNKNOWN.

An attempt to program the binary point field to a value less than the minimum value sets the field to the minimum value.

Accesses to this register use the following encodings:

MRS <Xt>, ICC_BPR1_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1100	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TALL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.IM0 == '1' then
        return ICV_BPR1_EL1;
    elsif HaveEL(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) then
        if SCR_EL3.NS == '0' then
            return ICC_BPR1_EL1_S;
        else
            return ICC_BPR1_EL1_NS;
    else
        return ICC_BPR1_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) then
        if SCR_EL3.NS == '0' then
            return ICC_BPR1_EL1_S;
        else
            return ICC_BPR1_EL1_NS;
    else
        return ICC_BPR1_EL1;
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        if SCR_EL3.NS == '0' then
            return ICC_BPR1_EL1_S;
        else
            return ICC_BPR1_EL1_NS;

```

MSR ICC_BPR1_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1100	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TALL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.IM0 == '1' then
        ICV_BPR1_EL1 = X[t];
    elsif HaveEL(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) then
        if SCR_EL3.NS == '0' then
            ICC_BPR1_EL1_S = X[t];
        else
            ICC_BPR1_EL1_NS = X[t];
    else
        ICC_BPR1_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) then
        if SCR_EL3.NS == '0' then
            ICC_BPR1_EL1_S = X[t];
        else
            ICC_BPR1_EL1_NS = X[t];
    else
        ICC_BPR1_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        if SCR_EL3.NS == '0' then
            ICC_BPR1_EL1_S = X[t];
        else
            ICC_BPR1_EL1_NS = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICC_CTLR_EL1, Interrupt Controller Control Register (EL1)

The ICC_CTLR_EL1 characteristics are:

Purpose

Controls aspects of the behavior of the GIC CPU interface and provides information about the features implemented.

Configuration

AArch64 System register ICC_CTLR_EL1 bits [31:0] (S) are architecturally mapped to AArch32 System register [ICC_CTLR\[31:0\] \(S\)](#).

AArch64 System register ICC_CTLR_EL1 bits [31:0] (NS) are architecturally mapped to AArch32 System register [ICC_CTLR\[31:0\] \(NS\)](#).

Attributes

ICC_CTLR_EL1 is a 64-bit register.

Field descriptions

The ICC_CTLR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0												ExtRange		RSS	RES0	A3V	SEIS	IDbits	PRIbits	RES0	PMHE	RES0		EOImode		CBPR					
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:20]

Reserved, RES0.

ExtRange, bit [19]

Extended INTID range (read-only).

ExtRange	Meaning
0b0	CPU interface does not support INTIDs in the range 1024..8191. <ul style="list-style-type: none"> Behaviour is UNPREDICTABLE if the IRI delivers an interrupt in the range 1024 to 8191 to the CPU interface.
Note Arm strongly recommends that the IRI is not configured to deliver interrupts in this range to a PE that does not support them.	
0b1	CPU interface supports INTIDs in the range 1024..8191 <ul style="list-style-type: none"> All INTIDs in the range 1024..8191 are treated as requiring deactivation.

If EL3 is implemented, ICC_CTLR_EL1.ExtRange is an alias of [ICC_CTLR_EL3.ExtRange](#).

RSS, bit [18]

Range Selector Support. Possible values are:

RSS	Meaning
0b0	Targeted SGIs with affinity level 0 values of 0 - 15 are supported.
0b1	Targeted SGIs with affinity level 0 values of 0 - 255 are supported.

This bit is read-only.

Bits [17:16]

Reserved, RES0.

A3V, bit [15]

Affinity 3 Valid. Read-only and writes are ignored. Possible values are:

A3V	Meaning
0b0	The CPU interface logic only supports zero values of Affinity 3 in SGI generation System registers.
0b1	The CPU interface logic supports non-zero values of Affinity 3 in SGI generation System registers.

If EL3 is implemented, this bit is an alias of [ICC_CTLR_EL3.A3V](#).

SEIS, bit [14]

SEI Support. Read-only and writes are ignored. Indicates whether the CPU interface supports local generation of SEIs:

SEIS	Meaning
0b0	The CPU interface logic does not support local generation of SEIs.
0b1	The CPU interface logic supports local generation of SEIs.

If EL3 is implemented, this bit is an alias of [ICC_CTLR_EL3.SEIS](#).

IDbits, bits [13:11]

Identifier bits. Read-only and writes are ignored. The number of physical interrupt identifier bits supported:

IDbits	Meaning
0b000	16 bits.
0b001	24 bits.

All other values are reserved.

If EL3 is implemented, this field is an alias of [ICC_CTLR_EL3.IDbits](#).

PRibits, bits [10:8]

Priority bits. Read-only and writes are ignored. The number of priority bits implemented, minus one.

An implementation that supports two Security states must implement at least 32 levels of physical priority (5 priority bits).

An implementation that supports only a single Security state must implement at least 16 levels of physical priority (4 priority bits).

Note

This field always returns the number of priority bits implemented, regardless of the Security state of the access or the value of [GICD_CTLR.DS](#).

For physical accesses, this field determines the minimum value of [ICC_BPR0_EL1](#).

If EL3 is implemented, physical accesses return the value from [ICC_CTLR_EL3](#).PRIbits.

If EL3 is not implemented, physical accesses return the value from this field.

Bit [7]

Reserved, RES0.

PMHE, bit [6]

Priority Mask Hint Enable. Controls whether the priority mask register is used as a hint for interrupt distribution:

PMHE	Meaning
0b0	Disables use of ICC_PMR_EL1 as a hint for interrupt distribution.
0b1	Enables use of ICC_PMR_EL1 as a hint for interrupt distribution.

If EL3 is implemented, this bit is an alias of [ICC_CTLR_EL3](#).PMHE. Whether this bit can be written as part of an access to this register depends on the value of [GICD_CTLR](#).DS:

- If [GICD_CTLR](#).DS == 0, this bit is read-only.
- If [GICD_CTLR](#).DS == 1, this bit is read/write.

If EL3 is not implemented, it is IMPLEMENTATION DEFINED whether this bit is read-only or read-write:

- If this bit is read-only, an implementation can choose to make this field RAZ/WI or RAO/WI.
- If this bit is read/write, it resets to zero.

Bits [5:2]

Reserved, RES0.

EOImode, bit [1]

EOI mode for the current Security state. Controls whether a write to an End of Interrupt register also deactivates the interrupt:

EOImode	Meaning
0b0	ICC_EOIR0_EL1 and ICC_EOIR1_EL1 provide both priority drop and interrupt deactivation functionality. Accesses to ICC_DIR_EL1 are UNPREDICTABLE.
0b1	ICC_EOIR0_EL1 and ICC_EOIR1_EL1 provide priority drop functionality only. ICC_DIR_EL1 provides interrupt deactivation functionality.

The Secure [ICC_CTLR_EL1](#).EOImode is an alias of [ICC_CTLR_EL3](#).EOImode_EL1S.

The Non-secure [ICC_CTLR_EL1](#).EOImode is an alias of [ICC_CTLR_EL3](#).EOImode_EL1NS

CBPR, bit [0]

Common Binary Point Register. Controls whether the same register is used for interrupt preemption of both Group 0 and Group 1 interrupts:

CBPR	Meaning
0b0	ICC_BPR0_EL1 determines the preemption group for Group 0 interrupts only. ICC_BPR1_EL1 determines the preemption group for Group 1 interrupts.
0b1	ICC_BPR0_EL1 determines the preemption group for both Group 0 and Group 1 interrupts.

If EL3 is implemented:

- This bit is an alias of [ICC_CTLR_EL3](#).CBPR_EL1{S,NS} where S or NS corresponds to the current Security state.
- If [GICD_CTLR](#).DS == 0, this bit is read-only.
- If [GICD_CTLR](#).DS == 1, this bit is read/write.

If EL3 is not implemented, this bit is read/write.

This field resets to an architecturally UNKNOWN value.

Accessing the ICC_CTLR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ICC_CTLR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1100	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FM0 == '1' then
        return ICV_CTLR_EL1;
    elsif EL2Enabled() && HCR_EL2.IM0 == '1' then
        return ICV_CTLR_EL1;
    elsif HaveEL(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) then
        if SCR_EL3.NS == '0' then
            return ICC_CTLR_EL1_S;
        else
            return ICC_CTLR_EL1_NS;
    else
        return ICC_CTLR_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) then
        if SCR_EL3.NS == '0' then
            return ICC_CTLR_EL1_S;
        else
            return ICC_CTLR_EL1_NS;
    else
        return ICC_CTLR_EL1;
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        if SCR_EL3.NS == '0' then
            return ICC_CTLR_EL1_S;
        else
            return ICC_CTLR_EL1_NS;

```

MSR ICC_CTLR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1100	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FM0 == '1' then
        ICV_CTLR_EL1 = X[t];
    elsif EL2Enabled() && HCR_EL2.IM0 == '1' then
        ICV_CTLR_EL1 = X[t];
    elsif HaveEL(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) then
        if SCR_EL3.NS == '0' then
            ICC_CTLR_EL1_S = X[t];
        else
            ICC_CTLR_EL1_NS = X[t];
    else
        ICC_CTLR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) then
        if SCR_EL3.NS == '0' then
            ICC_CTLR_EL1_S = X[t];
        else
            ICC_CTLR_EL1_NS = X[t];
    else
        ICC_CTLR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        if SCR_EL3.NS == '0' then
            ICC_CTLR_EL1_S = X[t];
        else
            ICC_CTLR_EL1_NS = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICC_CTLR_EL3, Interrupt Controller Control Register (EL3)

The ICC_CTLR_EL3 characteristics are:

Purpose

Controls aspects of the behavior of the GIC CPU interface and provides information about the features implemented.

Configuration

AArch64 System register ICC_CTLR_EL3 bits [31:0] can be mapped to AArch32 System register [ICC_MCTLR\[31:0\]](#), but this is not architecturally mandated.

This register is present only when EL3 is implemented. Otherwise, direct accesses to ICC_CTLR_EL3 are UNDEFINED.

Attributes

ICC_CTLR_EL3 is a 64-bit register.

Field descriptions

The ICC_CTLR_EL3 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35
RES0												RES0																
RES0												ExtRange	RSS	nDS	RES0	A3V	SEIS	IDbits	PRIBits	RES0	PMHE	RM	EOImode_EL1	NS	EOImode_EL2	NS	EOImode_EL3	NS
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

Bits [63:20]

Reserved, RES0.

ExtRange, bit [19]

Extended INTID range (read-only).

ExtRange	Meaning
0b0	<p>CPU interface does not support INTIDs in the range 1024..8191.</p> <ul style="list-style-type: none"> Behaviour is UNPREDICTABLE if the IRI delivers an interrupt in the range 1024 to 8191 to the CPU interface. <p>Note Arm strongly recommends that the IRI is not configured to deliver interrupts in this range to a PE that does not support them.</p>
0b1	<p>CPU interface supports INTIDs in the range 1024..8191</p> <ul style="list-style-type: none"> All INTIDs in the range 1024..8191 are treated as requiring deactivation.

RSS, bit [18]

Range Selector Support.

RSS	Meaning
0b0	Targeted SGIs with affinity level 0 values of 0-15 are supported.
0b1	Targeted SGIs with affinity level 0 values of 0-255 are supported.

This bit is read-only.

nDS, bit [17]

Disable Security not supported. Read-only and writes are ignored.

nDS	Meaning
0b0	The CPU interface logic supports disabling of security.
0b1	The CPU interface logic does not support disabling of security, and requires that security is not disabled.

Bit [16]

Reserved, RES0.

A3V, bit [15]

Affinity 3 Valid. Read-only and writes are ignored.

A3V	Meaning
0b0	The CPU interface logic does not support non-zero values of the Aff3 field in SGI generation System registers.
0b1	The CPU interface logic supports non-zero values of the Aff3 field in SGI generation System registers.

If EL3 is present, [ICC_CTLR_EL1](#).A3V is an alias of ICC_CTLR_EL3.A3V

SEIS, bit [14]

SEI Support. Read-only and writes are ignored. Indicates whether the CPU interface supports generation of SEIs:

SEIS	Meaning
0b0	The CPU interface logic does not support generation of SEIs.
0b1	The CPU interface logic supports generation of SEIs.

If EL3 is present, [ICC_CTLR_EL1](#).SEIS is an alias of ICC_CTLR_EL3.SEIS

IDbits, bits [13:11]

Identifier bits. Read-only and writes are ignored. Indicates the number of physical interrupt identifier bits supported.

IDbits	Meaning
0b000	16 bits.
0b001	24 bits.

All other values are reserved.

If EL3 is present, [ICC_CTLR_EL1](#).IDbits is an alias of ICC_CTLR_EL3.IDbits

PRibits, bits [10:8]

Priority bits. Read-only and writes are ignored. The number of priority bits implemented, minus one.

An implementation that supports two Security states must implement at least 32 levels of physical priority (5 priority bits).

An implementation that supports only a single Security state must implement at least 16 levels of physical priority (4 priority bits).

Note

This field always returns the number of priority bits implemented, regardless of the value of SCR_EL3.NS or the value of [GICD_CTLR.DS](#).

The division between group priority and subpriority is defined in the binary point registers [ICC_BPR0_EL1](#) and [ICC_BPR1_EL1](#).

This field determines the minimum value of ICC_BPR0_EL1.

Bit [7]

Reserved, RES0.

PMHE, bit [6]

Priority Mask Hint Enable.

PMHE	Meaning
0b0	Disables use of the priority mask register as a hint for interrupt distribution.
0b1	Enables use of the priority mask register as a hint for interrupt distribution.

Software must write [ICC_PMR_EL1](#) to 0xFF before clearing this field to 0.

- An implementation might choose to make this field RAO/WI if priority-based routing is always used
- An implementation might choose to make this field RAZ/WI if priority-based routing is never used

If EL3 is present, [ICC_CTLR_EL1](#).PMHE is an alias of ICC_CTLR_EL3.PMHE.

This field resets to 0.

RM, bit [5]

Routing Modifier. For legacy operation of EL1 software with [GICC_CTLR](#).FIQEn set to 1, this bit indicates whether interrupts can be acknowledged or observed as the Highest Priority Pending Interrupt, or whether a special INTID value is returned.

Possible values of this bit are:

RM	Meaning
0b0	Secure Group 0 and Non-secure Group 1 interrupts can be acknowledged and observed as the highest priority interrupt at the Secure Exception level where the interrupt is taken.
0b1	When accessed at EL3 in AArch64 state: <ul style="list-style-type: none"> • Secure Group 0 interrupts return a special INTID value of 1020. This affects accesses to ICC_IAR0_EL1 and ICC_HPPIR0_EL1. • Non-secure Group 1 interrupts return a special INTID value of 1021. This affects accesses to ICC_IAR1_EL1 and ICC_HPPIR1_EL1.

Note

The Routing Modifier bit is supported in AArch64 only. In systems without EL3 the behavior is as if the value is 0. Software must ensure this bit is 0 when the Secure copy of [ICC_SRE_EL1](#).SRE is 1, otherwise system behavior is UNPREDICTABLE. In systems without EL3 or where the Secure copy of [ICC_SRE_EL1](#).SRE is RAO/WI, this bit is RES0.

This field resets to an architecturally UNKNOWN value.

EOImode_EL1NS, bit [4]

EOI mode for interrupts handled at Non-secure EL1 and EL2. Controls whether a write to an End of Interrupt register also deactivates the interrupt.

EOImode_EL1NS	Meaning
0b0	ICC_EOIR0_EL1 and ICC_EOIR1_EL1 provide both priority drop and interrupt deactivation functionality. Accesses to ICC_DIR_EL1 are UNPREDICTABLE.
0b1	ICC_EOIR0_EL1 and ICC_EOIR1_EL1 provide priority drop functionality only. ICC_DIR_EL1 provides interrupt deactivation functionality.

If EL3 is present, [ICC_CTLR_EL1\(NS\)](#).EOImode is an alias of ICC_CTLR_EL3.EOImode_EL1NS.

This field resets to an architecturally UNKNOWN value.

EOImode_EL1S, bit [3]

EOI mode for interrupts handled at Secure EL1 and EL2. Controls whether a write to an End of Interrupt register also deactivates the interrupt.

EOImode_EL1S	Meaning
0b0	ICC_EOIR0_EL1 and ICC_EOIR1_EL1 provide both priority drop and interrupt deactivation functionality. Accesses to ICC_DIR_EL1 are UNPREDICTABLE.
0b1	ICC_EOIR0_EL1 and ICC_EOIR1_EL1 provide priority drop functionality only. ICC_DIR_EL1 provides interrupt deactivation functionality.

If EL3 is present, [ICC_CTLR_EL1\(S\)](#).EOImode is an alias of ICC_CTLR_EL3.EOImode_EL1S.

This field resets to an architecturally UNKNOWN value.

EOImode_EL3, bit [2]

EOI mode for interrupts handled at EL3. Controls whether a write to an End of Interrupt register also deactivates the interrupt.

EOImode_EL3	Meaning
0b0	ICC_EOIR0_EL1 and ICC_EOIR1_EL1 provide both priority drop and interrupt deactivation functionality. Accesses to ICC_DIR_EL1 are UNPREDICTABLE.
0b1	ICC_EOIR0_EL1 and ICC_EOIR1_EL1 provide priority drop functionality only. ICC_DIR_EL1 provides interrupt deactivation functionality.

This field resets to an architecturally UNKNOWN value.

CBPR_EL1NS, bit [1]

Common Binary Point Register, EL1 Non-secure. Controls whether the same register is used for interrupt preemption of both Group 0 and Group 1 Non-secure interrupts at EL1 and EL2.

CBPR_EL1NS	Meaning
0b0	ICC_BPR0_EL1 determines the preemption group for Group 0 interrupts only. ICC_BPR1_EL1 determines the preemption group for Non-secure Group 1 interrupts.
0b1	ICC_BPR0_EL1 determines the preemption group for Group 0 interrupts and Non-secure Group 1 interrupts. Non-secure accesses to GICC_BPR and ICC_BPR1_EL1 access the state of ICC_BPR0_EL1 .

If EL3 is present, [ICC_CTLR_EL1\(NS\)](#).CBPR is an alias of ICC_CTLR_EL3.CBPR_EL1NS.

This field resets to an architecturally UNKNOWN value.

CBPR_EL1S, bit [0]

Common Binary Point Register, EL1 Secure. Controls whether the same register is used for interrupt preemption of both Group 0 and Group 1 Secure interrupts at EL1 and EL2.

CBPR_EL1S	Meaning
0b0	ICC_BPR0_EL1 determines the preemption group for Group 0 interrupts only. ICC_BPR1_EL1 determines the preemption group for Secure Group 1 interrupts.
0b1	ICC_BPR0_EL1 determines the preemption group for Group 0 interrupts and Secure Group 1 interrupts. Secure EL1 accesses to ICC_BPR1_EL1 access the state of ICC_BPR0_EL1 .

If EL3 is present, [ICC_CTLR_EL1](#)(S).CBPR is an alias of ICC_CTLR_EL3.CBPR_EL1S.

This field resets to an architecturally UNKNOWN value.

Accessing the ICC_CTLR_EL3

Accesses to this register use the following encodings:

MRS <Xt>, ICC_CTLR_EL3

op0	op1	CRn	CRm	op2
0b11	0b110	0b1100	0b1100	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return ICC_CTLR_EL3;

```

MSR ICC_CTLR_EL3, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b1100	0b1100	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ICC_CTLR_EL3 = X[t];

```


ICC_DIR_EL1, Interrupt Controller Deactivate Interrupt Register

The ICC_DIR_EL1 characteristics are:

Purpose

When interrupt priority drop is separated from interrupt deactivation, a write to this register deactivates the specified interrupt.

Configuration

AArch64 System register ICC_DIR_EL1 performs the same function as AArch32 System register [ICC_DIR](#).

Attributes

ICC_DIR_EL1 is a 64-bit register.

Field descriptions

The ICC_DIR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																INTID															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:24]

Reserved, RES0.

INTID, bits [23:0]

The INTID of the interrupt to be deactivated.

This field has either 16 or 24 bits implemented. The number of implemented bits can be found in [ICC_CTLR_EL1.IDbits](#) and [ICC_CTLR_EL3.IDbits](#). If only 16 bits are implemented, bits [23:16] of this register are RES0.

Accessing the ICC_DIR_EL1

There are two cases when writing to [ICC_DIR_EL1](#) that were UNPREDICTABLE for a corresponding GICv2 write to [GICC_DIR](#):

- When EOImode == 0. GICv3 implementations must ignore such writes. In systems supporting system error generation, an implementation might generate an SEI.
- When EOImode == 1 but no EOI has been issued. The interrupt will be de-activated by the Distributor, however the active priority in the CPU interface for the interrupt will remain set (because no EOI was issued).

Accesses to this register use the following encodings:

MSR ICC_DIR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1011	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TDIR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FMO == '1' then
        ICV_DIR_EL1 = X[t];
    elsif EL2Enabled() && HCR_EL2.IMO == '1' then
        ICV_DIR_EL1 = X[t];
    elsif HaveEL(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ICC_DIR_EL1 = X[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.<IRQ,FIQ> == '11' then
            UNDEFINED;
        elsif ICC_SRE_EL2.SRE == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                ICC_DIR_EL1 = X[t];
    elsif PSTATE.EL == EL3 then
        if ICC_SRE_EL3.SRE == '0' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ICC_DIR_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICC_EOIR0_EL1, Interrupt Controller End Of Interrupt Register 0

The ICC_EOIR0_EL1 characteristics are:

Purpose

A PE writes to this register to inform the CPU interface that it has completed the processing of the specified Group 0 interrupt.

Configuration

AArch64 System register ICC_EOIR0_EL1 performs the same function as AArch32 System register [ICC_EOIR0](#).

Attributes

ICC_EOIR0_EL1 is a 64-bit register.

Field descriptions

The ICC_EOIR0_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0								INTID																							
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:24]

Reserved, RES0.

INTID, bits [23:0]

The INTID from the corresponding [ICC_IAR0_EL1](#) access.

This field has either 16 or 24 bits implemented. The number of implemented bits can be found in [ICC_CTLR_EL1.IDbits](#) and [ICC_CTLR_EL3.IDbits](#). If only 16 bits are implemented, bits [23:16] of this register are RES0.

If the EOImode bit for the current Exception level and Security state is 0, a write to this register drops the priority for the interrupt, and also deactivates the interrupt.

If the EOImode bit for the current Exception level and Security state is 1, a write to this register only drops the priority for the interrupt. Software must write to [ICC_DIR_EL1](#) to deactivate the interrupt.

The EOImode bit for the current Exception level and Security state is determined as follows:

- If EL3 is not implemented, the appropriate bit is [ICC_CTLR_EL1.EOImode](#).
- If EL3 is implemented and the software is executing at EL3, the appropriate bit is [ICC_CTLR_EL3.EOImode_EL3](#).
- If EL3 is implemented and the software is not executing at EL3, the bit depends on the current Security state:
 - If the software is executing in Secure state, the bit is [ICC_CTLR_EL3.EOImode_EL1S](#).
 - If the software is executing in Non-secure state, the bit is [ICC_CTLR_EL3.EOImode_EL1NS](#).

Accessing the ICC_EOIR0_EL1

A write to this register must correspond to the most recent valid read by this PE from an Interrupt Acknowledge Register, and must correspond to the INTID that was read from [ICC_IAR0_EL1](#), otherwise the system behavior is UNPREDICTABLE. A valid read is a read that returns a valid INTID that is not a special INTID.

A write of a Special INTID is ignored. For more information, see 'Special INTIDs' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

Accesses to this register use the following encodings:

MSR ICC_EOIR0_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TALL0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FM0 == '1' then
        ICV_EOIR0_EL1 = X[t];
    elsif HaveEL(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ICC_EOIR0_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ICC_EOIR0_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ICC_EOIR0_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICC_EOIR1_EL1, Interrupt Controller End Of Interrupt Register 1

The ICC_EOIR1_EL1 characteristics are:

Purpose

A PE writes to this register to inform the CPU interface that it has completed the processing of the specified Group 1 interrupt.

Configuration

AArch64 System register ICC_EOIR1_EL1 performs the same function as AArch32 System register [ICC_EOIR1](#).

Attributes

ICC_EOIR1_EL1 is a 64-bit register.

Field descriptions

The ICC_EOIR1_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
RES0																																
RES0								INTID																								
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	

Bits [63:24]

Reserved, RES0.

INTID, bits [23:0]

The INTID from the corresponding [ICC_IAR1_EL1](#) access.

This field has either 16 or 24 bits implemented. The number of implemented bits can be found in [ICC_CTLR_EL1.IDbits](#) and [ICC_CTLR_EL3.IDbits](#). If only 16 bits are implemented, bits [23:16] of this register are RES0.

If the EOImode bit for the current Exception level and Security state is 0, a write to this register drops the priority for the interrupt, and also deactivates the interrupt.

If the EOImode bit for the current Exception level and Security state is 1, a write to this register only drops the priority for the interrupt. Software must write to [ICC_DIR_EL1](#) to deactivate the interrupt.

The EOImode bit for the current Exception level and Security state is determined as follows:

- If EL3 is not implemented, the appropriate bit is [ICC_CTLR_EL1.EOImode](#).
- If EL3 is implemented and the software is executing at EL3, the appropriate bit is [ICC_CTLR_EL3.EOImode_EL3](#).
- If EL3 is implemented and the software is not executing at EL3, the bit depends on the current Security state:
 - If the software is executing in Secure state, the bit is [ICC_CTLR_EL3.EOImode_EL1S](#).
 - If the software is executing in Non-secure state, the bit is [ICC_CTLR_EL3.EOImode_EL1NS](#).

Accessing the ICC_EOIR1_EL1

A write to this register must correspond to the most recent valid read by this PE from an Interrupt Acknowledge Register, and must correspond to the INTID that was read from [ICC_IAR1_EL1](#), otherwise the system behavior is UNPREDICTABLE. A valid read is a read that returns a valid INTID that is not a special INTID.

A write of a Special INTID is ignored. For more information, see 'Special INTIDs' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

Accesses to this register use the following encodings:

MSR ICC_EOIR1_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1100	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TALL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.IMO == '1' then
        ICV_EOIR1_EL1 = X[t];
    elsif HaveEL(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ICC_EOIR1_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ICC_EOIR1_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ICC_EOIR1_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICC_HPPIR0_EL1, Interrupt Controller Highest Priority Pending Interrupt Register 0

The ICC_HPPIR0_EL1 characteristics are:

Purpose

Indicates the highest priority pending Group 0 interrupt on the CPU interface.

Configuration

AArch64 System register ICC_HPPIR0_EL1 performs the same function as AArch32 System register [ICC_HPPIR0](#).

Attributes

ICC_HPPIR0_EL1 is a 64-bit register.

Field descriptions

The ICC_HPPIR0_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																INTID															
RES0																INTID															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:24]

Reserved, RES0.

INTID, bits [23:0]

The INTID of the highest priority pending interrupt, if that interrupt is observable at the current Security state and Exception level.

If the highest priority pending interrupt is not observable, this field contains a special INTID to indicate the reason. These special INTIDs can be one of: 1020, 1021, or 1023. For more information, see 'Special INTIDs' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

This field has either 16 or 24 bits implemented. The number of implemented bits can be found in [ICC_CTLR_EL1](#).IDbits and [ICC_CTLR_EL3](#).IDbits. If only 16 bits are implemented, bits [23:16] of this register are RES0.

Accessing the ICC_HPPIR0_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ICC_HPPIR0_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1000	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TALL0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FM0 == '1' then
        return ICV_HPPIR0_EL1;
    elsif HaveEL(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ICC_HPPIR0_EL1;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIQ == '1' then
            UNDEFINED;
        elsif ICC_SRE_EL2.SRE == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                return ICC_HPPIR0_EL1;
    elsif PSTATE.EL == EL3 then
        if ICC_SRE_EL3.SRE == '0' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ICC_HPPIR0_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICC_HPPIR1_EL1, Interrupt Controller Highest Priority Pending Interrupt Register 1

The ICC_HPPIR1_EL1 characteristics are:

Purpose

Indicates the highest priority pending Group 1 interrupt on the CPU interface.

Configuration

AArch64 System register ICC_HPPIR1_EL1 performs the same function as AArch32 System register [ICC_HPPIR1](#).

Attributes

ICC_HPPIR1_EL1 is a 64-bit register.

Field descriptions

The ICC_HPPIR1_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																INTID															
RES0																INTID															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:24]

Reserved, RES0.

INTID, bits [23:0]

The INTID of the highest priority pending interrupt, if that interrupt is observable at the current Security state and Exception level.

If the highest priority pending interrupt is not observable, this field contains a special INTID to indicate the reason. These special INTIDs can be one of: 1020, 1021, or 1023. For more information, see 'Special INTIDs' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

This field has either 16 or 24 bits implemented. The number of implemented bits can be found in [ICC_CTLR_EL1](#).IDbits and [ICC_CTLR_EL3](#).IDbits. If only 16 bits are implemented, bits [23:16] of this register are RES0.

Accessing the ICC_HPPIR1_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ICC_HPPIR1_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1100	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TALL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.IM0 == '1' then
        return ICV_HPPIR1_EL1;
    elsif HaveEL(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ICC_HPPIR1_EL1;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.IRQ == '1' then
            UNDEFINED;
        elsif ICC_SRE_EL2.SRE == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.IRQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                return ICC_HPPIR1_EL1;
    elsif PSTATE.EL == EL3 then
        if ICC_SRE_EL3.SRE == '0' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ICC_HPPIR1_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICC_IAR0_EL1, Interrupt Controller Interrupt Acknowledge Register 0

The ICC_IAR0_EL1 characteristics are:

Purpose

The PE reads this register to obtain the INTID of the signaled Group 0 interrupt. This read acts as an acknowledge for the interrupt.

Configuration

AArch64 System register ICC_IAR0_EL1 performs the same function as AArch32 System register [ICC_IAR0](#).

To allow software to ensure appropriate observability of actions initiated by GIC register accesses, the PE and CPU interface logic must ensure that reads of this register are self-synchronising when interrupts are masked by the PE (that is when $PSTATE.\{I,F\} == \{0,0\}$). This ensures that the effect of activating an interrupt on the signaling of interrupt exceptions is observed when a read of this register is architecturally executed so that no spurious interrupt exception occurs if interrupts are unmasked by an instruction immediately following the read. For more information, see 'Observability of the effects of accesses to the GIC registers'.

Attributes

ICC_IAR0_EL1 is a 64-bit register.

Field descriptions

The ICC_IAR0_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																INTID															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:24]

Reserved, RES0.

INTID, bits [23:0]

The INTID of the signaled interrupt.

This is the INTID of the highest priority pending interrupt, if that interrupt is of sufficient priority for it to be signaled to the PE, and if it can be acknowledged at the current Security state and Exception level.

If the highest priority pending interrupt is not observable, this field contains a special INTID to indicate the reason. These special INTIDs can be one of: 1020, 1021, or 1023. For more information, see 'Special INTIDs' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

This field has either 16 or 24 bits implemented. The number of implemented bits can be found in [ICC_CTLR_EL1.IDbits](#) and [ICC_CTLR_EL3.IDbits](#). If only 16 bits are implemented, bits [23:16] of this register are RES0.

Accessing the ICC_IAR0_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ICC_IAR0_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TALL0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FMO == '1' then
        return ICV_IAR0_EL1;
    elsif HaveEL(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return ICC_IAR0_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return ICC_IAR0_EL1;
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return ICC_IAR0_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICC_IAR1_EL1, Interrupt Controller Interrupt Acknowledge Register 1

The ICC_IAR1_EL1 characteristics are:

Purpose

The PE reads this register to obtain the INTID of the signaled Group 1 interrupt. This read acts as an acknowledge for the interrupt.

Configuration

AArch64 System register ICC_IAR1_EL1 performs the same function as AArch32 System register [ICC_IAR1](#).

To allow software to ensure appropriate observability of actions initiated by GIC register accesses, the PE and CPU interface logic must ensure that reads of this register are self-synchronising when interrupts are masked by the PE (that is when $PSTATE.\{I,F\} == \{0,0\}$). This ensures that the effect of activating an interrupt on the signaling of interrupt exceptions is observed when a read of this register is architecturally executed so that no spurious interrupt exception occurs if interrupts are unmasked by an instruction immediately following the read. For more information, see 'Observability of the effects of accesses to the GIC registers' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

Attributes

ICC_IAR1_EL1 is a 64-bit register.

Field descriptions

The ICC_IAR1_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																INTID															
RES0																INTID															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:24]

Reserved, RES0.

INTID, bits [23:0]

The INTID of the signaled interrupt.

This is the INTID of the highest priority pending interrupt, if that interrupt is of sufficient priority for it to be signaled to the PE, and if it can be acknowledged at the current Security state and Exception level.

If the highest priority pending interrupt is not observable, this field contains a special INTID to indicate the reason. These special INTIDs can be one of: 1020, 1021, or 1023. For more information, see 'Special INTIDs' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

This field has either 16 or 24 bits implemented. The number of implemented bits can be found in [ICC_CTLR_EL1.IDbits](#) and [ICC_CTLR_EL3.IDbits](#). If only 16 bits are implemented, bits [23:16] of this register are RES0.

Accessing the ICC_IAR1_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ICC_IAR1_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1100	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TALL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.IM0 == '1' then
        return ICV_IAR1_EL1;
    elsif HaveEL(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ICC_IAR1_EL1;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.IRQ == '1' then
            UNDEFINED;
        elsif ICC_SRE_EL2.SRE == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.IRQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                return ICC_IAR1_EL1;
    elsif PSTATE.EL == EL3 then
        if ICC_SRE_EL3.SRE == '0' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ICC_IAR1_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICC_IGRPEN0_EL1, Interrupt Controller Interrupt Group 0 Enable register

The ICC_IGRPEN0_EL1 characteristics are:

Purpose

Controls whether Group 0 interrupts are enabled or not.

Configuration

AArch64 System register ICC_IGRPEN0_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ICC_IGRPEN0\[31:0\]](#).

Attributes

ICC_IGRPEN0_EL1 is a 64-bit register.

Field descriptions

The ICC_IGRPEN0_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0																															Enable
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:1]

Reserved, RES0.

Enable, bit [0]

Enables Group 0 interrupts.

Enable	Meaning
0b0	Group 0 interrupts are disabled.
0b1	Group 0 interrupts are enabled.

Virtual accesses to this register update [ICH_VMCR_EL2.VENG0](#).

If the highest priority pending interrupt for that PE is a Group 0 interrupt using 1 of N model, then the interrupt will be targeted to another PE as a result of the Enable bit changing from 1 to 0.

This field resets to 0.

Accessing the ICC_IGRPEN0_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ICC_IGRPEN0_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1100	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.ICC_IGRPENn_EL1 ==
'1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TALL0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FMO == '1' then
        return ICV_IGRPEN0_EL1;
    elsif HaveEL(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ICC_IGRPEN0_EL1;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIQ == '1' then
            UNDEFINED;
        elsif ICC_SRE_EL2.SRE == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                return ICC_IGRPEN0_EL1;
    elsif PSTATE.EL == EL3 then
        if ICC_SRE_EL3.SRE == '0' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ICC_IGRPEN0_EL1;

```

MSR ICC_IGRPEN0_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1100	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.ICC_IGRPENn_EL1 ==
'1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TALL0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FMO == '1' then
        ICV_IGRPEN0_EL1 = X[t];
    elsif HaveEL(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ICC_IGRPEN0_EL1 = X[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIQ == '1' then
            UNDEFINED;
        elsif ICC_SRE_EL2.SRE == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                ICC_IGRPEN0_EL1 = X[t];
    elsif PSTATE.EL == EL3 then
        if ICC_SRE_EL3.SRE == '0' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ICC_IGRPEN0_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICC_IGRPEN1_EL1, Interrupt Controller Interrupt Group 1 Enable register

The ICC_IGRPEN1_EL1 characteristics are:

Purpose

Controls whether Group 1 interrupts are enabled for the current Security state.

Configuration

AArch64 System register ICC_IGRPEN1_EL1 bits [31:0] (S) are architecturally mapped to AArch32 System register [ICC_IGRPEN1\[31:0\] \(S\)](#).

AArch64 System register ICC_IGRPEN1_EL1 bits [31:0] (NS) are architecturally mapped to AArch32 System register [ICC_IGRPEN1\[31:0\] \(NS\)](#).

Attributes

ICC_IGRPEN1_EL1 is a 64-bit register.

Field descriptions

The ICC_IGRPEN1_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0																															Enable
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:1]

Reserved, RES0.

Enable, bit [0]

Enables Group 1 interrupts for the current Security state.

Enable	Meaning
0b0	Group 1 interrupts are disabled for the current Security state.
0b1	Group 1 interrupts are enabled for the current Security state.

Virtual accesses to this register update [ICH_VMCR_EL2.VENG1](#).

If EL3 is present:

- The Secure [ICC_IGRPEN1_EL1.Enable](#) bit is a read/write alias of the [ICC_IGRPEN1_EL3.EnableGrp1S](#) bit.
- The Non-secure [ICC_IGRPEN1_EL1.Enable](#) bit is a read/write alias of the [ICC_IGRPEN1_EL3.EnableGrp1NS](#) bit.

If the highest priority pending interrupt for that PE is a Group 1 interrupt using 1 of N model, then the interrupt will target another PE as a result of the Enable bit changing from 1 to 0.

This field resets to 0.

Accessing the ICC_IGRPEN1_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ICC_IGRPEN1_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1100	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.ICC_IGRPENn_EL1 ==
'1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TALL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.IM0 == '1' then
        return ICV_IGRPEN1_EL1;
    elsif HaveEL(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) then
        if SCR_EL3.NS == '0' then
            return ICC_IGRPEN1_EL1_S;
        else
            return ICC_IGRPEN1_EL1_NS;
    else
        return ICC_IGRPEN1_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) then
        if SCR_EL3.NS == '0' then
            return ICC_IGRPEN1_EL1_S;
        else
            return ICC_IGRPEN1_EL1_NS;
    else
        return ICC_IGRPEN1_EL1;
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        if SCR_EL3.NS == '0' then
            return ICC_IGRPEN1_EL1_S;
        else
            return ICC_IGRPEN1_EL1_NS;

```

MSR ICC_IGRPEN1_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1100	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.ICC_IGRPENn_EL1 ==
'1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TALL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.IM0 == '1' then
        ICV_IGRPEN1_EL1 = X[t];
    elsif HaveEL(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) then
        if SCR_EL3.NS == '0' then
            ICC_IGRPEN1_EL1_S = X[t];
        else
            ICC_IGRPEN1_EL1_NS = X[t];
    else
        ICC_IGRPEN1_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) then
        if SCR_EL3.NS == '0' then
            ICC_IGRPEN1_EL1_S = X[t];
        else
            ICC_IGRPEN1_EL1_NS = X[t];
    else
        ICC_IGRPEN1_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        if SCR_EL3.NS == '0' then
            ICC_IGRPEN1_EL1_S = X[t];
        else
            ICC_IGRPEN1_EL1_NS = X[t];

```

ICC_IGRPEN1_EL3, Interrupt Controller Interrupt Group 1 Enable register (EL3)

The ICC IGRPEN1 EL3 characteristics are:

Purpose

Controls whether Group 1 interrupts are enabled or not.

Configuration

AArch64 System register ICC_IGRPEN1_EL3 bits [31:0] can be mapped to AArch32 System register [ICC_MGRPEN1\[31:0\]](#), but this is not architecturally mandated.

This register is present only when EL3 is implemented. Otherwise, direct accesses to ICC_IGRPEN1_EL3 are UNDEFINED.

Attributes

ICC IGRPEN1 EL3 is a 64-bit register.

Field descriptions

The ICC IGRPEN1 EL3 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34		33		32								
RES0																																									
RES0																																EnableGrp1S						EnableGrp1NS			
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2		1		0								

Bits [63:2]

Reserved, RES0.

EnableGrp1S, bit [1]

Enables Group 1 interrupts for the Secure state.

EnableGrp1S	Meaning
0b0	Secure Group 1 interrupts are disabled.
0b1	Secure Group 1 interrupts are enabled.

The Secure [ICC_IGRPEN1_EL1.Enable](#) bit is a read/write alias of the ICC_IGRPEN1_EL3.EnableGrp1S bit.

If the highest priority pending interrupt for that PE is a Group 1 interrupt using 1 of N model, then the interrupt will target another PE as a result of the Enable bit changing from 1 to 0.

This field resets to 0.

EnableGrp1NS, bit [0]

Enables Group 1 interrupts for the Non-secure state.

EnableGrp1NS	Meaning
0b0	Non-secure Group 1 interrupts are disabled.
0b1	Non-secure Group 1 interrupts are enabled.

The Non-secure [ICC_IGRPEN1_EL1](#).Enable bit is a read/write alias of the ICC_IGRPEN1_EL3.EnableGrp1NS bit.

If the highest priority pending interrupt for that PE is a Group 1 interrupt using 1 of N model, then the interrupt will target another PE as a result of the Enable bit changing from 1 to 0.

This field resets to 0.

Accessing the ICC_IGRPEN1_EL3

Accesses to this register use the following encodings:

MRS <Xt>, ICC_IGRPEN1_EL3

op0	op1	CRn	CRm	op2
0b11	0b110	0b1100	0b1100	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return ICC_IGRPEN1_EL3;

```

MSR ICC_IGRPEN1_EL3, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b1100	0b1100	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ICC_IGRPEN1_EL3 = X[t];

```

ICC_PMR_EL1, Interrupt Controller Interrupt Priority Mask Register

The ICC_PMR_EL1 characteristics are:

Purpose

- Provides an interrupt priority filter. Only interrupts with a higher priority than the value in this register are signaled to the PE.
- Writes to this register must be high performance and must ensure that no interrupt of lower priority than the written value occurs after the write, without requiring an ISB or an exception boundary.

Configuration

- AArch64 System register ICC_PMR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ICC_PMR\[31:0\]](#).
- To allow software to ensure appropriate observability of actions initiated by GIC register accesses, the PE and CPU interface logic must ensure that writes to this register are self-synchronising. This ensures that no interrupts below the written PMR value will be taken after a write to this register is architecturally executed. For more information, see 'Observability of the effects of accesses to the GIC registers' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

Attributes

ICC_PMR_EL1 is a 64-bit register.

Field descriptions

The ICC_PMR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																RES0															
RES0																Priority															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:8]

Reserved, RES0.

Priority, bits [7:0]

- The priority mask level for the CPU interface. If the priority of an interrupt is higher than the value indicated by this field, the interface signals the interrupt to the PE.
- The possible priority field values are as follows:

Implemented priority bits	Possible priority field values	Number of priority levels
[7:0]	0x00-0xFF (0-255), all values	256
[7:1]	0x00-0xFE (0-254), even values only	128
[7:2]	0x00-0xFC (0-252), in steps of 4	64
[7:3]	0x00-0xF8 (0-248), in steps of 8	32
[7:4]	0x00-0xF0 (0-240), in steps of 16	16

Unimplemented priority bits are RAZ/WI.

This field resets to 0.

Accessing the ICC_PMR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ICC_PMR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0100	0b0110	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FMO == '1' then
        return ICV_PMR_EL1;
    elsif EL2Enabled() && HCR_EL2.IMO == '1' then
        return ICV_PMR_EL1;
    elsif HaveEL(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ICC_PMR_EL1;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.<IRQ,FIQ> == '11' then
            UNDEFINED;
        elsif ICC_SRE_EL2.SRE == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                return ICC_PMR_EL1;
    elsif PSTATE.EL == EL3 then
        if ICC_SRE_EL3.SRE == '0' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ICC_PMR_EL1;

```

MSR ICC_PMR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0100	0b0110	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FMO == '1' then
        ICV_PMR_EL1 = X[t];
    elsif EL2Enabled() && HCR_EL2.IMO == '1' then
        ICV_PMR_EL1 = X[t];
    elsif HaveEL(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ICC_PMR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ICC_PMR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ICC_PMR_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICC_RPR_EL1, Interrupt Controller Running Priority Register

The ICC_RPR_EL1 characteristics are:

Purpose

Indicates the Running priority of the CPU interface.

Configuration

AArch64 System register ICC_RPR_EL1 performs the same function as AArch32 System register [ICC_RPR](#).

Attributes

ICC_RPR_EL1 is a 64-bit register.

Field descriptions

The ICC_RPR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																RES0															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:8]

Reserved, RES0.

Priority, bits [7:0]

The current running priority on the CPU interface. This is the group priority of the current active interrupt.

If there are no active interrupts on the CPU interface, or all active interrupts have undergone a priority drop, the value returned is the Idle priority.

The priority returned is the group priority as if the BPR for the current Exception level and Security state was set to the minimum value of BPR for the number of implemented priority bits.

Note

If 8 bits of priority are implemented the group priority is bits[7:1] of the priority.

Accessing the ICC_RPR_EL1

Software cannot determine the number of implemented priority bits from a read of this register.

Accesses to this register use the following encodings:

MRS <Xt>, ICC_RPR_EL1

op0	op1	CRn	CRm	op2
-----	-----	-----	-----	-----

0b11	0b000	0b1100	0b1011	0b011
------	-------	--------	--------	-------

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FMO == '1' then
        return ICV_RPR_EL1;
    elsif EL2Enabled() && HCR_EL2.IMO == '1' then
        return ICV_RPR_EL1;
    elsif HaveEL(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ICC_RPR_EL1;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.<IRQ,FIQ> == '11' then
            UNDEFINED;
        elsif ICC_SRE_EL2.SRE == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                return ICC_RPR_EL1;
    elsif PSTATE.EL == EL3 then
        if ICC_SRE_EL3.SRE == '0' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ICC_RPR_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICC_SGI0R_EL1, Interrupt Controller Software Generated Interrupt Group 0 Register

The ICC_SGI0R_EL1 characteristics are:

Purpose

Generates Secure Group 0 SGIs.

Configuration

AArch64 System register ICC_SGI0R_EL1 performs the same function as AArch32 System register [ICC_SGI0R](#).

Attributes

ICC_SGI0R_EL1 is a 64-bit register.

Field descriptions

The ICC_SGI0R_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0								Aff3								RS				RES0		IRM	Aff2								
RES0				INTID				Aff1								TargetList															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:56]

Reserved, RES0.

Aff3, bits [55:48]

The affinity 3 value of the affinity path of the cluster for which SGI interrupts will be generated.

If the IRM bit is 1, this field is RES0.

RS, bits [47:44]

RangeSelector

Controls which group of 16 values is represented by the TargetList field.

TargetList[n] represents aff0 value $((RS * 16) + n)$.

When [ICC_CTLR_EL1](#).RSS==0, RS is RES0.

When [ICC_CTLR_EL1](#).RSS==1 and [GICD_TYPER](#).RSS==0, writing this register with $RS \neq 0$ is a CONSTRAINED UNPREDICTABLE choice of :

- The write is ignored.
- The RS field is treated as 0.

Bits [43:41]

Reserved, RES0.

IRM, bit [40]

Interrupt Routing Mode. Determines how the generated interrupts are distributed to PEs. Possible values are:

IRM	Meaning
0b0	Interrupts routed to the PEs specified by Aff3.Aff2.Aff1.<target list>.
0b1	Interrupts routed to all PEs in the system, excluding "self".

Aff2, bits [39:32]

The affinity 2 value of the affinity path of the cluster for which SGI interrupts will be generated.

If the IRM bit is 1, this field is RES0.

Bits [31:28]

Reserved, RES0.

INTID, bits [27:24]

The INTID of the SGI.

Aff1, bits [23:16]

The affinity 1 value of the affinity path of the cluster for which SGI interrupts will be generated.

If the IRM bit is 1, this field is RES0.

TargetList, bits [15:0]

Target List. The set of PEs for which SGI interrupts will be generated. Each bit corresponds to the PE within a cluster with an Affinity 0 value equal to the bit number.

If a bit is 1 and the bit does not correspond to a valid target PE, the bit must be ignored by the Distributor. It is IMPLEMENTATION DEFINED whether, in such cases, a Distributor can signal a system error.

Note

This restricts a system to sending targeted SGIs to PEs with an affinity 0 number that is less than 16.

If SRE is set only for Secure EL3, software executing at EL3 might use the System register interface to generate SGIs. Therefore, the Distributor must always be able to receive and acknowledge Generate SGI packets received from CPU interface regardless of the ARE settings for a Security state. However, the Distributor might discard such packets.

If the IRM bit is 1, this field is RES0.

Accessing the ICC_SGIOR_EL1

This register allows software executing in a Secure state to generate Group 0 SGIs. It will also allow software executing in a Non-secure state to generate Group 0 SGIs, if permitted by the settings of [GICR_NSACR](#) in the Redistributor corresponding to the target PE.

When [GICD_CTLR.DS](#)==0, Non-secure writes do not generate an interrupt for a target PE if not permitted by the [GICR_NSACR](#) register associated with the target PE. For more information, see 'Use of control registers for SGI forwarding' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

Note

Accesses at EL3 are treated as Secure regardless of the value of SCR_EL3.NS.

Accesses to this register use the following encodings:

MSR ICC_SGI0R_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1011	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elseif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && ICH_HCR_EL2.TC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.FMO == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.IMO == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif HaveEL(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ICC_SGI0R_EL1 = X[t];
elseif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elseif ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif HaveEL(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ICC_SGI0R_EL1 = X[t];
elseif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ICC_SGI0R_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICC_SGI1R_EL1, Interrupt Controller Software Generated Interrupt Group 1 Register

The ICC_SGI1R_EL1 characteristics are:

Purpose

Generates Group 1 SGIs for the current Security state.

Configuration

AArch64 System register ICC_SGI1R_EL1 performs the same function as AArch32 System register [ICC_SGI1R](#).

Under certain conditions a write to ICC_SGI1R_EL1 can generate Group 0 interrupts, see 'Forwarding an SGI to a target PE' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

Attributes

ICC_SGI1R_EL1 is a 64-bit register.

Field descriptions

The ICC_SGI1R_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0								Aff3								RS				RES0		IRM	Aff2								
RES0				INTID				Aff1								TargetList															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:56]

Reserved, RES0.

Aff3, bits [55:48]

The affinity 3 value of the affinity path of the cluster for which SGI interrupts will be generated.

If the IRM bit is 1, this field is RES0.

RS, bits [47:44]

RangeSelector

Controls which group of 16 values is represented by the TargetList field.

TargetList[n] represents aff0 value $((RS * 16) + n)$.

When [ICC_CTLR_EL1](#).RSS==0, RS is RES0.

When [ICC_CTLR_EL1](#).RSS==1 and [GICD_TYPER](#).RSS==0, writing this register with RS != 0 is a CONSTRAINED UNPREDICTABLE choice of :

- The write is ignored.
- The RS field is treated as 0.

Bits [43:41]

Reserved, RES0.

IRM, bit [40]

Interrupt Routing Mode. Determines how the generated interrupts are distributed to PEs. Possible values are:

IRM	Meaning
0b0	Interrupts routed to the PEs specified by Aff3.Aff2.Aff1.<target list>.
0b1	Interrupts routed to all PEs in the system, excluding "self".

Aff2, bits [39:32]

The affinity 2 value of the affinity path of the cluster for which SGI interrupts will be generated.

If the IRM bit is 1, this field is RES0.

Bits [31:28]

Reserved, RES0.

INTID, bits [27:24]

The INTID of the SGI.

Aff1, bits [23:16]

The affinity 1 value of the affinity path of the cluster for which SGI interrupts will be generated.

If the IRM bit is 1, this field is RES0.

TargetList, bits [15:0]

Target List. The set of PEs for which SGI interrupts will be generated. Each bit corresponds to the PE within a cluster with an Affinity 0 value equal to the bit number.

If a bit is 1 and the bit does not correspond to a valid target PE, the bit must be ignored by the Distributor. It is IMPLEMENTATION DEFINED whether, in such cases, a Distributor can signal a system error.

Note

This restricts a system to sending targeted SGIs to PEs with an affinity 0 number that is less than 16.

If SRE is set only for Secure EL3, software executing at EL3 might use the System register interface to generate SGIs. Therefore, the Distributor must always be able to receive and acknowledge Generate SGI packets received from CPU interface regardless of the ARE settings for a Security state. However, the Distributor might discard such packets.

If the IRM bit is 1, this field is RES0.

Accessing the ICC_SGI1R_EL1**Note**

Accesses at EL3 are treated as Secure regardless of the value of SCR_EL3.NS.

Accesses to this register use the following encodings:

MSR ICC_SGI1R_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1011	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FM0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.IM0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ICC_SGI1R_EL1 = X[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.<IRQ,FIQ> == '11' then
            UNDEFINED;
        elsif ICC_SRE_EL2.SRE == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                ICC_SGI1R_EL1 = X[t];
    elsif PSTATE.EL == EL3 then
        if ICC_SRE_EL3.SRE == '0' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ICC_SGI1R_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICC_SRE_EL1, Interrupt Controller System Register Enable register (EL1)

The ICC_SRE_EL1 characteristics are:

Purpose

Controls whether the System register interface or the memory-mapped interface to the GIC CPU interface is used for EL1.

Configuration

AArch64 System register ICC_SRE_EL1 bits [31:0] (S) are architecturally mapped to AArch32 System register [ICC_SRE\[31:0\] \(S\)](#).

AArch64 System register ICC_SRE_EL1 bits [31:0] (NS) are architecturally mapped to AArch32 System register [ICC_SRE\[31:0\] \(NS\)](#).

Attributes

ICC_SRE_EL1 is a 64-bit register.

Field descriptions

The ICC_SRE_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32						
																RES0																					
																RES0																DIB		DFB		SRE	
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0						

Bits [63:3]

Reserved, RES0.

DIB, bit [2]

Disable IRQ bypass.

DIB	Meaning
0b0	IRQ bypass enabled.
0b1	IRQ bypass disabled.

If EL3 is implemented and `GICD_CTLR.DS == 0`, this field is a read-only alias of `ICC_SRE_EL3.DIB`.

If EL3 is implemented and `GICD_CTLR.DS == 1`, and EL2 is not implemented, this field is a read-write alias of `ICC_SRE_EL3.DIB`.

If EL3 is not implemented and EL2 is implemented, this field is a read-only alias of [ICC_SRE_EL2.DIB](#).

If `GICD CTLR.DS == 1` and EL2 is implemented, this field is a read-only alias of `ICC SRE EL2.DIB`.

In systems that do not support IRQ bypass, this field is RAO/WI.

This field resets to 0.

DFB, bit [1]

Disable FIQ bypass.

DFB	Meaning
0b0	FIQ bypass enabled.
0b1	FIQ bypass disabled.

If EL3 is implemented and [GICD_CTLR.DS](#) == 0, this field is a read-only alias of [ICC_SRE_EL3.DFB](#).

If EL3 is implemented and [GICD_CTLR.DS](#) == 1, and EL2 is not implemented, this field is a read-write alias of [ICC_SRE_EL3.DFB](#).

If EL3 is not implemented and EL2 is implemented, this field is a read-only alias of [ICC_SRE_EL2.DFB](#).

If [GICD_CTLR.DS](#) == 1 and EL2 is implemented, this field is a read-only alias of [ICC_SRE_EL2.DFB](#).

In systems that do not support FIQ bypass, this field is RAO/WI.

This field resets to 0.

SRE, bit [0]

System Register Enable.

SRE	Meaning
0b0	The memory-mapped interface must be used. Access at EL1 to any ICC_* System register other than ICC_SRE_EL1 is trapped to EL1.
0b1	The System register interface for the current Security state is enabled.

If software changes this bit from 1 to 0 in the Secure instance of this register, the results are UNPREDICTABLE.

If an implementation supports only a System register interface to the GIC CPU interface, this bit is RAO/WI.

If EL3 is implemented and [ICC_SRE_EL3.SRE](#)==0 the Secure copy of this bit is RAZ/WI. If [ICC_SRE_EL3.SRE](#) is changed from zero to one, the Secure copy of this bit becomes UNKNOWN.

If EL2 is implemented and [ICC_SRE_EL2.SRE](#)==0 the Non-secure copy of this bit is RAZ/WI. If [ICC_SRE_EL2.SRE](#) is changed from zero to one, the Non-secure copy of this bit becomes UNKNOWN.

If EL3 is implemented and [ICC_SRE_EL3.SRE](#)==0 the Non-secure copy of this bit is RAZ/WI. If [ICC_SRE_EL3.SRE](#) is changed from zero to one, the Non-secure copy of this bit becomes UNKNOWN.

GICv3 implementations that do not require GICv2 compatibility might choose to make this bit RAO/WI. The following options are supported:

- The Non-secure copy of [ICC_SRE_EL1.SRE](#) can be RAO/WI if [ICC_SRE_EL2.SRE](#) is also RAO/WI. This means all Non-secure software, including VMs using only virtual interrupts, must access the GIC using System registers.
- The Secure copy of [ICC_SRE_EL1.SRE](#) can be RAO/WI if [ICC_SRE_EL3.SRE](#) and [ICC_SRE_EL2.SRE](#) are also RAO/WI. This means that all Secure software must access the GIC using System registers and all Non-secure accesses to registers for physical interrupts must use System registers.

Note

A VM using only virtual interrupts might still use memory-mapped access if the Non-secure copy of [ICC_SRE_EL1.SRE](#) is not RAO/WI.

This field resets to 0.

Accessing the ICC_SRE_EL1

Execution with [ICC_SRE_EL1.SRE](#) set to 0 might make some System registers UNKNOWN.

Accesses to this register use the following encodings:

MRS <Xt>, ICC_SRE_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1100	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ICC_SRE_EL3.Enable == '0' then
        UNDEFINED;
    elsif EL2Enabled() && ICC_SRE_EL2.Enable == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && ICC_SRE_EL3.Enable == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) then
        if SCR_EL3.NS == '0' then
            return ICC_SRE_EL1_S;
        else
            return ICC_SRE_EL1_NS;
    else
        return ICC_SRE_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ICC_SRE_EL3.Enable == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && ICC_SRE_EL3.Enable == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) then
        if SCR_EL3.NS == '0' then
            return ICC_SRE_EL1_S;
        else
            return ICC_SRE_EL1_NS;
    else
        return ICC_SRE_EL1;
elsif PSTATE.EL == EL3 then
    if SCR_EL3.NS == '0' then
        return ICC_SRE_EL1_S;
    else
        return ICC_SRE_EL1_NS;

```

MSR ICC_SRE_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1100	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ICC_SRE_EL3.Enable == '0' then
        UNDEFINED;
    elsif EL2Enabled() && ICC_SRE_EL2.Enable == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && ICC_SRE_EL3.Enable == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) then
        if SCR_EL3.NS == '0' then
            ICC_SRE_EL1_S = X[t];
        else
            ICC_SRE_EL1_NS = X[t];
    else
        ICC_SRE_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ICC_SRE_EL3.Enable == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && ICC_SRE_EL3.Enable == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) then
        if SCR_EL3.NS == '0' then
            ICC_SRE_EL1_S = X[t];
        else
            ICC_SRE_EL1_NS = X[t];
    else
        ICC_SRE_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    if SCR_EL3.NS == '0' then
        ICC_SRE_EL1_S = X[t];
    else
        ICC_SRE_EL1_NS = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICC_SRE_EL2, Interrupt Controller System Register Enable register (EL2)

The ICC_SRE_EL2 characteristics are:

Purpose

Controls whether the System register interface or the memory-mapped interface to the GIC CPU interface is used for EL2.

Configuration

AArch64 System register ICC_SRE_EL2 is architecturally mapped to AArch32 System register [ICC_HSRE](#).

If EL2 is not implemented, this register is RES0 from EL3.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

ICC_SRE_EL2 is a 64-bit register.

Field descriptions

The ICC SRE EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32						
																RES0																					
RES0																		Enable																	DIB	DFB	SRE
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0						

Bits [63:4]

Reserved, RES0.

Enable, bit [3]

Enable. Enables lower Exception level access to [ICC_SRE_EL1](#).

Enable	Meaning
0b0	When EL2 is implemented and enabled in the current Security state, EL1 accesses to ICC_SRE_EL1 trap to EL2.
0b1	EL1 accesses to ICC_SRE_EL1 do not trap to EL2.

If ICC_SRE_EL2.SRE is RAO/WI, an implementation is permitted to make the Enable bit RAO/WI.

If ICC_SRE_EL2.SRE is 0, the Enable bit behaves as 1 for all purposes other than reading the value of the bit.

This field resets to an architecturally UNKNOWN value.

DIB, bit [2]

Disable IRQ bypass.

DIB	Meaning
0b0	IRQ bypass enabled.
0b1	IRQ bypass disabled.

If EL3 is implemented and [GICD_CTLR.DS](#) is 0, this field is a read-only alias of [ICC_SRE_EL3.DIB](#).

If EL3 is implemented and [GICD_CTLR.DS](#) is 1, this field is a read-write alias of [ICC_SRE_EL3.DIB](#).

In systems that do not support IRQ bypass, this bit is RAO/WI.

This field resets to 0.

DFB, bit [1]

Disable FIQ bypass.

DFB	Meaning
0b0	FIQ bypass enabled.
0b1	FIQ bypass disabled.

If EL3 is implemented and [GICD_CTLR.DS](#) is 0, this field is a read-only alias of [ICC_SRE_EL3.DFB](#).

If EL3 is implemented and [GICD_CTLR.DS](#) is 1, this field is a read-write alias of [ICC_SRE_EL3.DFB](#).

In systems that do not support FIQ bypass, this bit is RAO/WI.

This field resets to 0.

SRE, bit [0]

System Register Enable.

SRE	Meaning
0b0	The memory-mapped interface must be used. Access at EL2 to any ICH_* or ICC_* register other than ICC_SRE_EL1 or ICC_SRE_EL2, is trapped to EL2.
0b1	The System register interface to the ICH_* registers and the EL1 and EL2 ICC_* registers is enabled for EL2.

If software changes this bit from 1 to 0, the results are UNPREDICTABLE.

If an implementation supports only a System register interface to the GIC CPU interface, this bit is RAO/WI.

If EL3 is implemented and [ICC_SRE_EL3.SRE](#)==0 this bit is RAZ/WI. If [ICC_SRE_EL3.SRE](#) is changed from zero to one, this bit becomes UNKNOWN.

FEAT_GICv3 implementations that do not require GICv2 compatibility might choose to make this bit RAO/WI, but this is only allowed if [ICC_SRE_EL3.SRE](#) is also RAO/WI.

This field resets to 0.

Accessing the ICC_SRE_EL2

Execution with [ICC_SRE_EL2.SRE](#) set to 0 might make some System registers UNKNOWN.

Accesses to this register use the following encodings:

MRS <Xt>, ICC_SRE_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1100	0b1001	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ICC_SRE_EL3.Enable == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && ICC_SRE_EL3.Enable == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return ICC_SRE_EL2;
elsif PSTATE.EL == EL3 then
    if !EL2Enabled() then
        UNDEFINED;
    else
        return ICC_SRE_EL2;

```

MSR ICC_SRE_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1100	0b1001	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ICC_SRE_EL3.Enable == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && ICC_SRE_EL3.Enable == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ICC_SRE_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    if !EL2Enabled() then
        UNDEFINED;
    else
        ICC_SRE_EL2 = X[t];

```

ICC_SRE_EL3, Interrupt Controller System Register Enable register (EL3)

The ICC_SRE_EL3 characteristics are:

Purpose

Controls whether the System register interface or the memory-mapped interface to the GIC CPU interface is used for EL3.

Configuration

AArch64 System register ICC_SRE_EL3 bits [31:0] can be mapped to AArch32 System register [ICC_MSRE\[31:0\]](#), but this is not architecturally mandated.

This register is present only when EL3 is implemented. Otherwise, direct accesses to ICC SRE EL3 are UNDEFINED.

Attributes

ICC_SRE_EL3 is a 64-bit register.

Field descriptions

The ICC SRE EL3 bit assignments are:

63 62 61 60 59 58 57 56 55 54 53 52 51 50 49 48 47 46 45 44 43 42 41 40 39 38 37 36 35 34 33 32

RES0

RES0 Enable DIB DFB SRE

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

Bits [63:4]

Reserved, RES0.

Enable, bit [3]

Enable. Enables lower Exception level access to [ICC SRE EL1](#) and [ICC SRE EL2](#).

Enable	Meaning
0b0	EL1 accesses to ICC_SRE_EL1 trap to EL3, unless these accesses are trapped to EL2 as a result of <code>ICC_SRE_EL2.Enable == 0</code> .
0b1	EL2 accesses to ICC_SRE_EL1 and ICC_SRE_EL2 trap to EL3. EL1 accesses to ICC_SRE_EL1 do not trap to EL3. EL2 accesses to ICC_SRE_EL1 and ICC_SRE_EL2 do not trap to EL3.

If ICC_SRE_EL3.SRE is RAO/WI, an implementation is permitted to make the Enable bit RAO/WI.

If ICC_SRE_EL3.SRE is 0, the Enable bit behaves as 1 for all purposes other than reading the value of the bit.

This field resets to an architecturally UNKNOWN value.

DIB, bit [2]

Disable IRQ bypass.

DIB	Meaning
0b0	IRQ bypass enabled.
0b1	IRQ bypass disabled.

In systems that do not support IRQ bypass, this bit is RAO/WI.

This field resets to 0.

DFB, bit [1]

Disable FIQ bypass.

DFB	Meaning
0b0	FIQ bypass enabled.
0b1	FIQ bypass disabled.

In systems that do not support FIQ bypass, this bit is RAO/WI.

This field resets to 0.

SRE, bit [0]

System Register Enable.

SRE	Meaning
0b0	The memory-mapped interface must be used. Access at EL3 to any ICH_* or ICC_* register other than ICC_SRE_EL1 , ICC_SRE_EL2 , or ICC_SRE_EL3 is trapped to EL3
0b1	The System register interface to the ICH_* registers and the EL1, EL2, and EL3 ICC_* registers is enabled for EL3.

If software changes this bit from 1 to 0, the results are UNPREDICTABLE.

FEAT_GICv3 implementations that do not require GICv2 compatibility might choose to make this bit RAO/WI.

This field resets to 0.

Accessing the ICC_SRE_EL3

This register is always System register accessible.

Accesses to this register use the following encodings:

MRS <Xt>, ICC_SRE_EL3

op0	op1	CRn	CRm	op2
0b11	0b110	0b1100	0b1100	0b101

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    return ICC_SRE_EL3;
```

MSR ICC_SRE_EL3, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b1100	0b1100	0b101

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    ICC_SRE_EL3 = X[t];
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICH_AP0R<n>_EL2, Interrupt Controller Hyp Active Priorities Group 0 Registers, n = 0 - 3

The ICH_AP0R<n>_EL2 characteristics are:

Purpose

Provides information about Group 0 virtual active priorities for EL2.

Configuration

AArch64 System register ICH_AP0R<n>_EL2 bits [31:0] are architecturally mapped to AArch32 System register [ICH_AP0R<n>\[31:0\]](#).

If EL2 is not implemented, this register is RES0 from EL3.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

ICH_AP0R<n>_EL2 is a 64-bit register.

Field descriptions

The ICH_AP0R<n>_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
P31	P30	P29	P28	P27	P26	P25	P24	P23	P22	P21	P20	P19	P18	P17	P16	P15	P14	P13	P12	P11	P10	P9	P8	P7	P6	P5	P4	P3	P2	P1	P0
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

P<x>, bit [x], for x = 0 to 31

Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:

P<x>	Meaning
0b0	There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.
0b1	There is a Group 0 interrupt active with this priority level which has not undergone priority drop.

The correspondence between priority levels and bits depends on the number of bits of priority that are implemented.

If 5 bits of preemption are implemented (bits [7:3] of priority), then there are 32 preemption levels, and the active state of these preemption levels are held in ICH_AP0R0_EL2 in the bits corresponding to Priority[7:3].

If 6 bits of preemption are implemented (bits [7:2] of priority), then there are 64 preemption levels, and:

- The active state of preemption levels 0 - 124 are held in ICH_AP0R0_EL2 in the bits corresponding to 0:Priority[6:2].
- The active state of preemption levels 128 - 252 are held in ICH_AP0R1_EL2 in the bits corresponding to 1:Priority[6:2].

If 7 bits of preemption are implemented (bits [7:1] of priority), then there are 128 preemption levels, and:

- The active state of preemption levels 0 - 62 are held in ICH_AP0R0_EL2 in the bits corresponding to 00:Priority[5:1].
- The active state of preemption levels 64 - 126 are held in ICH_AP0R1_EL2 in the bits corresponding to 01:Priority[5:1].
- The active state of preemption levels 128 - 190 are held in ICH_AP0R2_EL2 in the bits corresponding to 10:Priority[5:1].
- The active state of preemption levels 192 - 254 are held in ICH_AP0R3_EL2 in the bits corresponding to 11:Priority[5:1].

Note

Having the bit corresponding to a priority set to 1 in both ICH_AP0R<n>_EL2 and [ICH_AP1R<n>_EL2](#) might result in UNPREDICTABLE behavior of the interrupt prioritization system for virtual interrupts.

This field resets to 0.

Software must ensure that ICH_AP0R<n>_EL2 is 0 for legacy VMs otherwise behaviour is UNPREDICTABLE. For more information about support for legacy VMs, see 'Support for legacy operation of VMs' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

The active priorities for Group 0 and Group 1 interrupts for legacy VMs are held in [ICH_AP1R<n>_EL2](#) and reads and writes to GICV_APR access [ICH_AP1R<n>_EL2](#). This means that ICH_AP0R<n>_EL2 is inaccessible to legacy VMs.

Accessing the ICH_AP0R<n>_EL2

ICH_AP0R1_EL2 is only implemented in implementations that support 6 or more bits of preemption. ICH_AP0R2_EL2 and ICH_AP0R3_EL2 are only implemented in implementations that support 7 bits of preemption. Unimplemented registers are UNDEFINED.

Note

The number of bits of preemption is indicated by [ICH_VTR_EL2](#).PREbits

Writing to these registers with any value other than the last read value of the register (or 0x00000000 for a newly set up virtual machine) can result in UNPREDICTABLE behavior of the virtual interrupt prioritization system allowing either:

- Virtual interrupts that should preempt execution to not preempt execution.
- Interrupts that should not preempt execution to preempt execution at EL1 or EL0.

Writing to the active priority registers in any order other than the following order will result in UNPREDICTABLE behavior:

- ICH_AP0R<n>_EL2.
- [ICH_AP1R<n>_EL2](#).

Having the bit corresponding to a priority set in both ICH_AP0R<n>_EL2 and [ICH_AP1R<n>_EL2](#) can result in UNPREDICTABLE behavior of the interrupt prioritization system for virtual interrupts.

Accesses to this register use the following encodings:

MRS <Xt>, ICH_AP0R<n>_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1100	0b1000	0b0:n[1:0]


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return NVMem[0x480+8*UInt(op2<1:0>)];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return ICH_AP0R_EL2[UInt(op2<1:0>)];
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return ICH_AP0R_EL2[UInt(op2<1:0>)];

```

MSR ICH_AP0R<n>_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1100	0b1000	0b0:n[1:0]

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        NVMem[0x480+8*UInt(op2<1:0>)] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        ICH_AP0R_EL2[UInt(op2<1:0>)] = X[t];
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ICH_AP0R_EL2[UInt(op2<1:0>)] = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICH_AP1R<n>_EL2, Interrupt Controller Hyp Active Priorities Group 1 Registers, n = 0 - 3

The ICH_AP1R<n>_EL2 characteristics are:

Purpose

Provides information about Group 1 virtual active priorities for EL2.

Configuration

AArch64 System register ICH_AP1R<n>_EL2 bits [31:0] are architecturally mapped to AArch32 System register [ICH_AP1R<n>\[31:0\]](#).

If EL2 is not implemented, this register is RES0 from EL3.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

ICH_AP1R<n>_EL2 is a 64-bit register.

Field descriptions

The ICH_AP1R<n>_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
P31	P30	P29	P28	P27	P26	P25	P24	P23	P22	P21	P20	P19	P18	P17	P16	P15	P14	P13	P12	P11	P10	P9	P8	P7	P6	P5	P4	P3	P2	P1	P0
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

P<x>, bit [x], for x = 0 to 31

Group 1 interrupt active priorities. Possible values of each bit are:

P<x>	Meaning
0b0	There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.
0b1	There is a Group 1 interrupt active with this priority level which has not undergone priority drop.

The correspondence between priority levels and bits depends on the number of bits of priority that are implemented.

If 5 bits of preemption are implemented (bits [7:3] of priority), then there are 32 preemption levels, and the active state of these preemption levels are held in ICH_AP1R0_EL2 in the bits corresponding to Priority[7:3].

If 6 bits of preemption are implemented (bits [7:2] of priority), then there are 64 preemption levels, and:

- The active state of preemption levels 0 - 124 are held in ICH_AP1R0_EL2 in the bits corresponding to 0:Priority[6:2].
- The active state of preemption levels 128 - 252 are held in ICH_AP1R1_EL2 in the bits corresponding to 1:Priority[6:2].

If 7 bits of preemption are implemented (bits [7:1] of priority), then there are 128 preemption levels, and:

- The active state of preemption levels 0 - 62 are held in ICH_AP1R0_EL2 in the bits corresponding to 00:Priority[5:1].
- The active state of preemption levels 64 - 126 are held in ICH_AP1R1_EL2 in the bits corresponding to 01:Priority[5:1].
- The active state of preemption levels 128 - 190 are held in ICH_AP1R2_EL2 in the bits corresponding to 10:Priority[5:1].
- The active state of preemption levels 192 - 254 are held in ICH_AP1R3_EL2 in the bits corresponding to 11:Priority[5:1].

Note

Having the bit corresponding to a priority set to 1 in both [ICH_AP0R<n>_EL2](#) and ICH_AP1R<n>_EL2 might result in UNPREDICTABLE behavior of the interrupt prioritization system for virtual interrupts.

This field resets to 0.

This register is always used for legacy VMs, regardless of the group of the virtual interrupt. Reads and writes to [GICV_APR<n>](#) access [ICH_AP1R<n>_EL2](#). For more information about support for legacy VMs, see 'Support for legacy operation of VMs' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

Accessing the ICH_AP1R<n>_EL2

ICH_AP1R1_EL2 is only implemented in implementations that support 6 or more bits of preemption. ICH_AP1R2_EL2 and ICH_AP1R3_EL2 are only implemented in implementations that support 7 bits of preemption. Unimplemented registers are UNDEFINED.

Note

The number of bits of preemption is indicated by [ICH_VTR_EL2](#).PREbits

Writing to these registers with any value other than the last read value of the register (or 0x00000000 for a newly set up virtual machine) can result in UNPREDICTABLE behavior of the virtual interrupt prioritization system allowing either:

Writing to the active priority registers in any order other than the following order will result in UNPREDICTABLE behavior:

Accesses to this register use the following encodings:

MRS <Xt>, ICH_AP1R<n>_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1100	0b1001	0b0:n[1:0]

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return NVMem[0x4A0+8*UInt(op2<1:0>)];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return ICH_AP1R_EL2[UInt(op2<1:0>)];
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return ICH_AP1R_EL2[UInt(op2<1:0>)];

```

MSR ICH_AP1R<n>_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1100	0b1001	0b0:n[1:0]

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        NVMem[0x4A0+8*UInt(op2<1:0>)] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        ICH_AP1R_EL2[UInt(op2<1:0>)] = X[t];
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ICH_AP1R_EL2[UInt(op2<1:0>)] = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICH_EISR_EL2, Interrupt Controller End of Interrupt Status Register

The ICH_EISR_EL2 characteristics are:

Purpose

Indicates which List registers have outstanding EOI maintenance interrupts.

Configuration

AArch64 System register ICH_EISR_EL2 bits [31:0] are architecturally mapped to AArch32 System register [ICH_EISR\[31:0\]](#).

If EL2 is not implemented, this register is RES0 from EL3.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

ICH_EISR_EL2 is a 64-bit register.

Field descriptions

The ICH_EISR_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																RES0															
RES0																Status<n>, bit [n], for n = 0 to 15															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:16]

Reserved, RES0.

Status<n>, bit [n], for n = 0 to 15

EOI maintenance interrupt status bit for List register <n>:

Status<n>	Meaning
0b0	List register <n>, ICH_LR<n>_EL2 , does not have an EOI maintenance interrupt.
0b1	List register <n>, ICH_LR<n>_EL2 , has an EOI maintenance interrupt that has not been handled.

For any [ICH_LR<n>_EL2](#), the corresponding status bit is set to 1 if all of the following are true:

- [ICH_LR<n>_EL2](#).State is 0b00.
- [ICH_LR<n>_EL2](#).HW is 0.
- [ICH_LR<n>_EL2](#).EOI (bit [41]) is 1, indicating that when the interrupt corresponding to that List register is deactivated, a maintenance interrupt is asserted.

Otherwise the status bit takes the value 0.

Accessing the ICH_EISR_EL2

Accesses to this register use the following encodings:

MRS <Xt>, ICH_EISR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1100	0b1011	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return ICH_EISR_EL2;
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return ICH_EISR_EL2;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICH_ELRSR_EL2, Interrupt Controller Empty List Register Status Register

The ICH_ELRSR_EL2 characteristics are:

Purpose

These registers can be used to locate a usable List register when the hypervisor is delivering an interrupt to a VM.

Configuration

AArch64 System register ICH_ELRSR_EL2 bits [31:0] are architecturally mapped to AArch32 System register [ICH_ELRSR\[31:0\]](#).

If EL2 is not implemented, this register is RES0 from EL3.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

ICH_ELRSR_EL2 is a 64-bit register.

Field descriptions

The ICH_ELRSR_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																RES0															
RES0																Status<n>, bit [n], for n = 0 to 15															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:16]

Reserved, RES0.

Status<n>, bit [n], for n = 0 to 15

Status bit for List register <n>, [ICH_LR<n>_EL2](#):

Status<n>	Meaning
0b0	List register ICH_LR<n>_EL2 , if implemented, contains a valid interrupt. Using this List register can result in overwriting a valid interrupt.
0b1	List register ICH_LR<n>_EL2 does not contain a valid interrupt. The List register is empty and can be used without overwriting a valid interrupt or losing an EOI maintenance interrupt.

For any List register <n>, the corresponding status bit is set to 1 if [ICH_LR<n>_EL2](#).State is 0b00 and either [ICH_LR<n>_EL2](#).HW is 1 or [ICH_LR<n>_EL2](#).EOI (bit [41]) is 0.

Otherwise the status bit takes the value 0.

Accessing the ICH_ELRSR_EL2

Accesses to this register use the following encodings:

MRS <Xt>, ICH_ELRSR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1100	0b1011	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return ICH_ELRSR_EL2;
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return ICH_ELRSR_EL2;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICH_HCR_EL2, Interrupt Controller Hyp Control Register

The ICH_HCR_EL2 characteristics are:

Purpose

Controls the environment for VMs.

Configuration

AArch64 System register ICH_HCR_EL2 bits [31:0] are architecturally mapped to AArch32 System register [ICH_HCR\[31:0\]](#).

If EL2 is not implemented, this register is RES0 from EL3.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

ICH_HCR_EL2 is a 64-bit register.

Field descriptions

The ICH_HCR_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37
RES0																										
EOIcount		RES0					DVIM	TDIR	TSEI	TALL1	TALL0	TC	RES0	vSGIEOICount	VGrp1DIE	VGrp1EIE	VGrp0DIE	VGrp0EIE								
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

Bits [63:32]

Reserved, RES0.

EOIcount, bits [31:27]

This field is incremented whenever a successful write to a virtual EOIR or DIR register would have resulted in a virtual interrupt deactivation. That is either:

- A virtual write to EOIR with a valid interrupt identifier that is not in the LPI range (that is < 8192) when EOI mode is zero and no List Register was found.
- A virtual write to DIR with a valid interrupt identifier that is not in the LPI range (that is < 8192) when EOI mode is one and no List Register was found.

This allows software to manage more active interrupts than there are implemented List Registers.

It is CONSTRAINED UNPREDICTABLE whether a virtual write to EOIR that does not clear a bit in the Active Priorities registers ([ICH_AP0R<n>_EL2](#)/[ICH_AP1R<n>_EL2](#)) increments EOIcount. Permitted behaviors are:

- Increment EOIcount.
- Leave EOIcount unchanged.

This field resets to 0.

Bits [26:16]

Reserved, RES0.

DVIM, bit [15]

When `ICH_VTR_EL2.DVIM == 1`:

Directly-injected Virtual Interrupt Mask.

DVIM	Meaning
0b0	This control has no effect on the signalling of virtual interrupts.
0b1	Virtual interrupts received via direct-injection are not presented to the virtual CPU interface and not considered when determining the highest priority pending virtual interrupt.

This field resets to 0.

Otherwise:

Reserved, RES0.

TDIR, bit [14]

Trap EL1 writes to [ICC_DIR_EL1](#) and [ICV_DIR_EL1](#).

TDIR	Meaning
0b0	EL1 writes of ICC_DIR_EL1 and ICV_DIR_EL1 are not trapped to EL2, unless trapped by other mechanisms.
0b1	EL1 writes of ICV_DIR_EL1 are trapped to EL2. It is IMPLEMENTATION DEFINED whether writes of ICC_DIR_EL1 are trapped. Not trapping ICC_DIR_EL1 writes is DEPRECATED.

Support for this bit is OPTIONAL, with support indicated by [ICH_VTR_EL2](#).

If the implementation does not support this trap, this bit is RES0.

Arm deprecates not including this trap bit.

This field resets to 0.

TSEI, bit [13]

Trap all locally generated SEIs. This bit allows the hypervisor to intercept locally generated SEIs that would otherwise be taken at EL1.

TSEI	Meaning
0b0	Locally generated SEIs do not cause a trap to EL2.
0b1	Locally generated SEIs trap to EL2.

If [ICH_VTR_EL2](#).SEIS is 0, this bit is RES0.

This field resets to 0.

TALL1, bit [12]

Trap all EL1 accesses to ICC_* and ICV_* System registers for Group 1 interrupts to EL2.

TALL1	Meaning
0b0	EL1 accesses to ICC_* and ICV_* registers for Group 1 interrupts proceed as normal.
0b1	EL1 accesses to ICC_* and ICV_* registers for Group 1 interrupts trap to EL2.

This field resets to 0.

TALLO, bit [11]

Trap all EL1 accesses to ICC_* and ICV_* System registers for Group 0 interrupts to EL2.

TALLO	Meaning
0b0	EL1 accesses to ICC_* and ICV_* registers for Group 0 interrupts proceed as normal.
0b1	EL1 accesses to ICC_* and ICV_* registers for Group 0 interrupts trap to EL2.

This field resets to 0.

TC, bit [10]

Trap all EL1 accesses to System registers that are common to Group 0 and Group 1 to EL2.

TC	Meaning
0b0	EL1 accesses to common registers proceed as normal.
0b1	EL1 accesses to common registers trap to EL2.

This affects accesses to [ICC_SGI0R_EL1](#), [ICC_SGI1R_EL1](#), [ICC_ASGI1R_EL1](#), [ICC_CTLR_EL1](#), [ICC_DIR_EL1](#), [ICC_PMR_EL1](#), [ICC_RPR_EL1](#), [ICV_CTLR_EL1](#), [ICV_DIR_EL1](#), [ICV_PMR_EL1](#), and [ICV_RPR_EL1](#).

This field resets to 0.

Bit [9]

Reserved, RES0.

vSGIEOICount, bit [8]

When FEAT_GICv4p1 is implemented:

Controls whether deactivation of virtual SGIs can increment ICH_HCR_EL2.EOICount

vSGIEOICount	Meaning
0b0	Deactivation of virtual SGIs can increment ICH_HCR_EL2.EOICount.
0b1	Deactivation of virtual SGIs does not increment ICH_HCR_EL2.EOICount.

This field resets to 0.

Otherwise:

Reserved, RES0.

VGrp1DIE, bit [7]

VM Group 1 Disabled Interrupt Enable. Enables the signaling of a maintenance interrupt while signaling of Group 1 interrupts from the virtual CPU interface to the connected vPE is disabled:

VGrp1DIE	Meaning
0b0	Maintenance interrupt disabled.
0b1	Maintenance interrupt signaled when ICH_VMCR_EL2.VENG1 is 0.

This field resets to 0.

VGrp1EIE, bit [6]

VM Group 1 Enabled Interrupt Enable. Enables the signaling of a maintenance interrupt while signaling of Group 1 interrupts from the virtual CPU interface to the connected vPE is enabled:

VGrp1EIE	Meaning
0b0	Maintenance interrupt disabled.
0b1	Maintenance interrupt signaled when ICH_VMCR_EL2.VENG1 is 1.

This field resets to 0.

VGrp0DIE, bit [5]

VM Group 0 Disabled Interrupt Enable. Enables the signaling of a maintenance interrupt while signaling of Group 0 interrupts from the virtual CPU interface to the connected vPE is disabled:

VGrp0DIE	Meaning
0b0	Maintenance interrupt disabled.
0b1	Maintenance interrupt signaled when ICH_VMCR_EL2.VENG0 is 0.

This field resets to 0.

VGrp0EIE, bit [4]

VM Group 0 Enabled Interrupt Enable. Enables the signaling of a maintenance interrupt while signaling of Group 0 interrupts from the virtual CPU interface to the connected vPE is enabled:

VGrp0EIE	Meaning
0b0	Maintenance interrupt disabled.
0b1	Maintenance interrupt signaled when ICH_VMCR_EL2.VENG0 is 1.

This field resets to 0.

NPIE, bit [3]

No Pending Interrupt Enable. Enables the signaling of a maintenance interrupt when there are no List registers with the State field set to 0b01 (pending):

NPIE	Meaning
0b0	Maintenance interrupt disabled.
0b1	Maintenance interrupt signaled while the List registers contain no interrupts in the pending state.

This field resets to 0.

LRENPIE, bit [2]

List Register Entry Not Present Interrupt Enable. Enables the signaling of a maintenance interrupt while the virtual CPU interface does not have a corresponding valid List register entry for an EOI request:

LRENPIE	Meaning
0b0	Maintenance interrupt disabled.
0b1	Maintenance interrupt is asserted while the EOICount field is not 0.

This field resets to 0.

UIE, bit [1]

Underflow Interrupt Enable. Enables the signaling of a maintenance interrupt when the List registers are empty, or hold only one valid entry:

UIE	Meaning
0b0	Maintenance interrupt disabled.
0b1	Maintenance interrupt is asserted if none, or only one, of the List register entries is marked as a valid interrupt.

This field resets to 0.

En, bit [0]

Enable. Global enable bit for the virtual CPU interface:

En	Meaning
0b0	Virtual CPU interface operation disabled.
0b1	Virtual CPU interface operation enabled.

When this field is set to 0:

- The virtual CPU interface does not signal any maintenance interrupts.
- The virtual CPU interface does not signal any virtual interrupts.
- A read of [ICV_IAR0_EL1](#), [ICV_IAR1_EL1](#), [GICV_IAR](#) or [GICV_AIAR](#) returns a spurious interrupt ID.

Note

This field is RES0 when SCR_EL3.{NS,EEL2}=={0,0}

This field resets to 0.

Accessing the ICH_HCR_EL2

Accesses to this register use the following encodings:

MRS <Xt>, ICH_HCR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1100	0b1011	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return NVMem[0x4C0];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return ICH_HCR_EL2;
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return ICH_HCR_EL2;
    
```

MSR ICH_HCR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1100	0b1011	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        NVMem[0x4C0] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        ICH_HCR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ICH_HCR_EL2 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICH_LR<n>_EL2, Interrupt Controller List Registers, n = 0 - 15

The ICH_LR<n>_EL2 characteristics are:

Purpose

Provides interrupt context information for the virtual CPU interface.

Configuration

AArch64 System register ICH_LR<n>_EL2 bits [31:0] are architecturally mapped to AArch32 System register [ICH_LR<n>\[31:0\]](#).

AArch64 System register ICH_LR<n>_EL2 bits [63:32] are architecturally mapped to AArch32 System register [ICH_LRC<n>\[31:0\]](#).

If EL2 is not implemented, this register is RES0 from EL3.

If list register n is not implemented, then accesses to this register are UNDEFINED.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

ICH_LR<n>_EL2 is a 64-bit register.

Field descriptions

The ICH_LR<n>_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
State	HW	Group		RES0						Priority						RES0								pINTID							
vINTID																															
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

State, bits [63:62]

The state of the interrupt:

State	Meaning
0b00	Invalid (Inactive).
0b01	Pending.
0b10	Active.
0b11	Pending and active.

The GIC updates these state bits as virtual interrupts proceed through the interrupt life cycle. Entries in the invalid state are ignored, except for the purpose of generating virtual maintenance interrupts.

For hardware interrupts, the pending and active state is held in the physical Distributor rather than the virtual CPU interface. A hypervisor must only use the pending and active state for software originated interrupts, which are typically associated with virtual devices, or SGIs.

This field resets to an architecturally UNKNOWN value.

HW, bit [61]

Indicates whether this virtual interrupt maps directly to a hardware interrupt, meaning that it corresponds to a physical interrupt. Deactivation of the virtual interrupt also causes the deactivation of the physical interrupt with the ID that the pINTID field indicates.

HW	Meaning
0b0	The interrupt is triggered entirely by software. No notification is sent to the Distributor when the virtual interrupt is deactivated.
0b1	The interrupt maps directly to a hardware interrupt. A deactivate interrupt request is sent to the Distributor when the virtual interrupt is deactivated, using the pINTID field from this register to indicate the physical interrupt ID. If ICH_VMCR_EL2.VEOIM is 0, this request corresponds to a write to ICC_FOIR0_EL1 or ICC_FOIR1_EL1 . Otherwise, it corresponds to a write to ICC_DIR_EL1 .

This field resets to an architecturally UNKNOWN value.

Group, bit [60]

Indicates the group for this virtual interrupt.

Group	Meaning
0b0	This is a Group 0 virtual interrupt. ICH_VMCR_EL2.VFIQEn determines whether it is signaled as a virtual IRQ or as a virtual FIQ, and ICH_VMCR_EL2.VENG0 enables signaling of this interrupt to the virtual machine.
0b1	This is a Group 1 virtual interrupt, signaled as a virtual IRQ. ICH_VMCR_EL2.VENG1 enables the signalling of this interrupt to the virtual machine. If ICH_VMCR_EL2.VCBPR is 0, then ICC_BPR1_EL1 determines if a pending Group 1 interrupt has sufficient priority to preempt current execution. Otherwise, ICH_LR<n>_EL2 determines preemption.

This field resets to an architecturally UNKNOWN value.

Bits [59:56]

Reserved, RES0.

Priority, bits [55:48]

The priority of this interrupt.

It is IMPLEMENTATION DEFINED how many bits of priority are implemented, though at least five bits must be implemented. Unimplemented bits are RES0 and start from bit[48] up to bit[50]. The number of implemented bits can be discovered from [ICH_VTR_EL2.PRIBits](#).

This field resets to an architecturally UNKNOWN value.

Bits [47:45]

Reserved, RES0.

pINTID, bits [44:32]

Physical INTID, for hardware interrupts.

When ICH_LR<n>_EL2.HW is 0 (there is no corresponding physical interrupt), this field has the following meaning:

- Bits[44:42] : RES0.
- Bit[41] : EOI. If this bit is 1, then when the interrupt identified by vINTID is deactivated, a maintenance interrupt is asserted.

- Bits[40:32] : RES0.

When ICH_LR<n>_EL2.HW is 1 (there is a corresponding physical interrupt):

- This field indicates the physical INTID. This field is only required to implement enough bits to hold a valid value for the implemented INTID size. Any unused higher order bits are RES0.
- When [ICC_CTLR_EL1.ExtRange](#) is 0, then bits[44:42] of this field are RES0.
- If the value of pINTID is not a valid INTID, behavior is UNPREDICTABLE. If the value of pINTID indicates a PPI, this field applies to the PPI associated with this same physical PE ID as the virtual CPU interface requesting the deactivation.

A hardware physical identifier is only required in List Registers for interrupts that require deactivation. This means only 13 bits of Physical INTID are required, regardless of the number specified by [ICC_CTLR_EL1.IDbits](#).

This field resets to an architecturally UNKNOWN value.

vINTID, bits [31:0]

Virtual INTID of the interrupt.

If the value of vINTID is 1020-1023 and ICH_LR<n>_EL2.State!=0b00 (Inactive), behavior is UNPREDICTABLE.

Behavior is UNPREDICTABLE if two or more List Registers specify the same vINTID when:

- ICH_LR<n>_EL2.State == 0b01.
- ICH_LR<n>_EL2.State == 0b10.
- ICH_LR<n>_EL2.State == 0b11.

It is IMPLEMENTATION DEFINED how many bits are implemented, though at least 16 bits must be implemented. Unimplemented bits are RES0. The number of implemented bits can be discovered from [ICH_VTR_EL2.IDbits](#).

When [ICC_SRE_EL1.SRE](#) == 0, specifying a vINTID in the LPI range is UNPREDICTABLE

Note

When a VM is using memory-mapped access to the GIC, software must ensure that the correct source PE ID is provided in bits[12:10].

This field resets to an architecturally UNKNOWN value.

Accessing the ICH_LR<n>_EL2

Accesses to this register use the following encodings:

MRS <Xt>, ICH_LR<n>_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1100	0b110:n[3]	n[2:0]

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return NVMem[0x400+8*UInt(CRm<0>:op2<2:0>)];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return ICH_LR_EL2[UInt(CRm<0>:op2<2:0>)];
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return ICH_LR_EL2[UInt(CRm<0>:op2<2:0>)];

```

MSR ICH_LR<n>_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1100	0b110:n[3]	n[2:0]

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        NVMem[0x400+8*UInt(CRm<0>:op2<2:0>)] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        ICH_LR_EL2[UInt(CRm<0>:op2<2:0>)] = X[t];
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ICH_LR_EL2[UInt(CRm<0>:op2<2:0>)] = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICH_MISR_EL2, Interrupt Controller Maintenance Interrupt State Register

The ICH_MISR_EL2 characteristics are:

Purpose

Indicates which maintenance interrupts are asserted.

Configuration

AArch64 System register ICH_MISR_EL2 bits [31:0] are architecturally mapped to AArch32 System register [ICH_MISR\[31:0\]](#).

If EL2 is not implemented, this register is RES0 from EL3.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

ICH_MISR_EL2 is a 64-bit register.

Field descriptions

The ICH_MISR_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0																								VGrp1D	VGrp1E	VGrp0D	VGrp0E	NPL	REN	U	EO
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:8]

Reserved, RES0.

VGrp1D, bit [7]

vPE Group 1 Disabled.

VGrp1D	Meaning
0b0	vPE Group 1 Disabled maintenance interrupt not asserted.
0b1	vPE Group 1 Disabled maintenance interrupt asserted.

This maintenance interrupt is asserted when [ICH_HCR_EL2.VGrp1DIE](#)==1 and [ICH_VMCR_EL2.VENG1](#)==is 0.

This field resets to 0.

VGrp1E, bit [6]

vPE Group 1 Enabled.

VGrp1E	Meaning
0b0	vPE Group 1 Enabled maintenance interrupt not asserted.
0b1	vPE Group 1 Enabled maintenance interrupt asserted.

This maintenance interrupt is asserted when [ICH_HCR_EL2.VGrp1EIE](#)==1 and [ICH_VMCR_EL2.VENG1](#)==is 1.

This field resets to 0.

VGrp0D, bit [5]

vPE Group 0 Disabled.

VGrp0D	Meaning
0b0	vPE Group 0 Disabled maintenance interrupt not asserted.
0b1	vPE Group 0 Disabled maintenance interrupt asserted.

This maintenance interrupt is asserted when [ICH_HCR_EL2.VGrp0DIE==1](#) and [ICH_VMCR_EL2.VENG0==0](#).

This field resets to 0.

VGrp0E, bit [4]

vPE Group 0 Enabled.

VGrp0E	Meaning
0b0	vPE Group 0 Enabled maintenance interrupt not asserted.
0b1	vPE Group 0 Enabled maintenance interrupt asserted.

This maintenance interrupt is asserted when [ICH_HCR_EL2.VGrp0EIE==1](#) and [ICH_VMCR_EL2.VENG0==1](#).

This field resets to 0.

NP, bit [3]

No Pending.

NP	Meaning
0b0	No Pending maintenance interrupt not asserted.
0b1	No Pending maintenance interrupt asserted.

This maintenance interrupt is asserted when [ICH_HCR_EL2.NPIE==1](#) and no List register is in pending state.

This field resets to 0.

LRENP, bit [2]

List Register Entry Not Present.

LRENP	Meaning
0b0	List Register Entry Not Present maintenance interrupt not asserted.
0b1	List Register Entry Not Present maintenance interrupt asserted.

This maintenance interrupt is asserted when [ICH_HCR_EL2.LRENPIE==1](#) and [ICH_HCR_EL2.EOICount](#) is non-zero.

This field resets to 0.

U, bit [1]

Underflow.

U	Meaning
0b0	Underflow maintenance interrupt not asserted.
0b1	Underflow maintenance interrupt asserted.

This maintenance interrupt is asserted when [ICH_HCR_EL2.UIE==1](#) and zero or one of the List register entries are marked as a valid interrupt, that is, if the corresponding [ICH_LR<n>_EL2.State](#) bits do not equal 0x0.

This field resets to 0.

EOI, bit [0]

End Of Interrupt.

EOI	Meaning
0b0	End Of Interrupt maintenance interrupt not asserted.
0b1	End Of Interrupt maintenance interrupt asserted.

This maintenance interrupt is asserted when at least one bit in [ICH_EISR_EL2](#) is 1.

This field resets to 0.

The U and NP bits do not include the status of any pending/active 'VSet (IRI)' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069) packets because these bits control generation of interrupts that allow software management of the contents of the List Registers (which are not affected by 'VSet (IRI)' packets).

Accessing the ICH_MISR_EL2

Accesses to this register use the following encodings:

MRS <Xt>, ICH_MISR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1100	0b1011	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return ICH_MISR_EL2;
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return ICH_MISR_EL2;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICH_VMCR_EL2, Interrupt Controller Virtual Machine Control Register

The ICH_VMCR_EL2 characteristics are:

Purpose

Enables the hypervisor to save and restore the virtual machine view of the GIC state.

Configuration

AArch64 System register ICH_VMCR_EL2 bits [31:0] are architecturally mapped to AArch32 System register [ICH_VMCR\[31:0\]](#).

If EL2 is not implemented, this register is RES0 from EL3.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

ICH_VMCR_EL2 is a 64-bit register.

Field descriptions

The ICH_VMCR_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32																				
RES0																																																			
VPMR								VBPR0				VBPR1				RES0								VEOIM				RES0				VCBPR				VFIQEn				VackCtl				VENG1				VENG0			
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																				

Bits [63:32]

Reserved, RES0.

VPMR, bits [31:24]

Virtual Priority Mask. The priority mask level for the virtual CPU interface. If the priority of a pending virtual interrupt is higher than the value indicated by this field, the interface signals the virtual interrupt to the PE.

This field is an alias of [ICV_PMR_EL1](#).Priority.

VBPR0, bits [23:21]

Virtual Binary Point Register, Group 0. Defines the point at which the priority value fields split into two parts, the group priority field and the subpriority field. The group priority field determines Group 0 interrupt preemption, and also determines Group 1 interrupt preemption if ICH_VMCR_EL2.VCBPR == 1.

This field is an alias of [ICV_BPR0_EL1](#).BinaryPoint.

The minimum value of this field is determined by [ICH_VTR_EL2](#).PREbits. An attempt to program the binary point field to a value less than the minimum value sets the field to the minimum value.

VBPR1, bits [20:18]

Virtual Binary Point Register, Group 1. Defines the point at which the priority value fields split into two parts, the group priority field and the subpriority field. The group priority field determines Group 1 interrupt preemption if [ICH_VMCR_EL2.VCBPR](#) == 0.

This field is an alias of [ICV_BPR1_EL1.BinaryPoint](#).

This field is always accessible to EL2 accesses, regardless of the setting of the [ICH_VMCR_EL2.VCBPR](#) field.

For Non-secure writes, the minimum value of this field is the minimum value of [ICH_VMCR_EL2.VBPR0](#) plus one.

For Secure writes, the minimum value of this field is the minimum value of [ICH_VMCR_EL2.VBPR0](#).

An attempt to program the binary point field to a value less than the minimum value sets the field to the minimum value.

Bits [17:10]

Reserved, RES0.

VEOIM, bit [9]

Virtual EOI mode. Controls whether a write to an End of Interrupt register also deactivates the virtual interrupt:

VEOIM	Meaning
0b0	ICV_EOIR0_EL1 and ICV_EOIR1_EL1 provide both priority drop and interrupt deactivation functionality. Accesses to ICV_DIR_EL1 are UNPREDICTABLE.
0b1	ICV_EOIR0_EL1 and ICV_EOIR1_EL1 provide priority drop functionality only. ICV_DIR_EL1 provides interrupt deactivation functionality.

This bit is an alias of [ICV_CTLR_EL1.EOImode](#).

Bits [8:5]

Reserved, RES0.

VCBPR, bit [4]

Virtual Common Binary Point Register. Possible values of this bit are:

VCBPR	Meaning
0b0	ICV_BPR1_EL1 determines the preemption group for virtual Group 1 interrupts.
0b1	Reads of ICV_BPR1_EL1 return ICV_BPR0_EL1 plus one, saturated to 0b111. Writes to ICV_BPR1_EL1 are ignored.

This field is an alias of [ICV_CTLR_EL1.CBPR](#).

VFIQEn, bit [3]

Virtual FIQ enable. Possible values of this bit are:

VFIQEn	Meaning
0b0	Group 0 virtual interrupts are presented as virtual IRQs.
0b1	Group 0 virtual interrupts are presented as virtual FIQs.

This bit is an alias of [GICV_CTLR.FIQEn](#).

In implementations where the Non-secure copy of [ICC_SRE_EL1](#).SRE is always 1, this bit is RES1.

VAckCtl, bit [2]

Virtual AckCtl. Possible values of this bit are:

VAckCtl	Meaning
0b0	If the highest priority pending interrupt is Group 1, a read of GICV_IAR or GICV_HPPIR returns an INTID of 1022.
0b1	If the highest priority pending interrupt is Group 1, a read of GICV_IAR or GICV_HPPIR returns the INTID of the corresponding interrupt.

This bit is an alias of [GICV_CTLR](#).AckCtl.

This field is supported for backwards compatibility with GICv2. Arm deprecates the use of this field.

In implementations where the Non-secure copy of [ICC_SRE_EL1](#).SRE is always 1, this bit is RES0.

VENG1, bit [1]

Virtual Group 1 interrupt enable. Possible values of this bit are:

VENG1	Meaning
0b0	Virtual Group 1 interrupts are disabled.
0b1	Virtual Group 1 interrupts are enabled.

This bit is an alias of [ICV_IGRPEN1_EL1](#).Enable.

VENG0, bit [0]

Virtual Group 0 interrupt enable. Possible values of this bit are:

VENG0	Meaning
0b0	Virtual Group 0 interrupts are disabled.
0b1	Virtual Group 0 interrupts are enabled.

This bit is an alias of [ICV_IGRPEN0_EL1](#).Enable.

Accessing the ICH_VMCR_EL2

When EL2 is using System register access, EL1 using either System register or memory-mapped access must be supported.

Accesses to this register use the following encodings:

MRS <Xt>, ICH_VMCR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1100	0b1011	0b111


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return NVMem[0x4C8];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return ICH_VMCR_EL2;
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return ICH_VMCR_EL2;

```

MSR ICH_VMCR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1100	0b1011	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        NVMem[0x4C8] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        ICH_VMCR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ICH_VMCR_EL2 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICH_VTR_EL2, Interrupt Controller VGIC Type Register

The ICH_VTR_EL2 characteristics are:

Purpose

Reports supported GIC virtualisartion features.

Configuration

AArch64 System register ICH_VTR_EL2 bits [31:0] are architecturally mapped to AArch32 System register [ICH_VTR\[31:0\]](#).

If EL2 is not implemented, all bits in this register are RES0 from EL3, except for nV4, which is RES1 from EL3.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

ICH_VTR_EL2 is a 64-bit register.

Field descriptions

The ICH_VTR_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																	RES0														
PRIbits				PREbits				IDbits				SEIS	A3V	nV4	TDS	DVIM	RES0														
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

PRIbits, bits [31:29]

Priority bits. The number of virtual priority bits implemented, minus one.

An implementation must implement at least 32 levels of virtual priority (5 priority bits).

This field is an alias of [ICV_CTLR_EL1](#).PRIbits.

PREbits, bits [28:26]

The number of virtual preemption bits implemented, minus one.

An implementation must implement at least 32 levels of virtual preemption priority (5 preemption bits).

The value of this field must be less than or equal to the value of ICH_VTR_EL2.PRIbits.

The maximum value of this field is 6, indicating 7 bits of preemption.

This field determines the minimum value of [ICH_VMCR_EL2](#).VBPR0.

IDbits, bits [25:23]

The number of virtual interrupt identifier bits supported:

IDbits	Meaning
0b000	16 bits.
0b001	24 bits.

All other values are reserved.

This field is an alias of [ICV_CTLR_EL1](#).IDbits.

SEIS, bit [22]

SEI Support. Indicates whether the virtual CPU interface supports generation of SEIs:

SEIS	Meaning
0b0	The virtual CPU interface logic does not support generation of SEIs.
0b1	The virtual CPU interface logic supports generation of SEIs.

This bit is an alias of [ICV_CTLR_EL1](#).SEIS.

A3V, bit [21]

Affinity 3 Valid. Possible values are:

A3V	Meaning
0b0	The virtual CPU interface logic only supports zero values of Affinity 3 in SGI generation System registers.
0b1	The virtual CPU interface logic supports non-zero values of Affinity 3 in SGI generation System registers.

This bit is an alias of [ICV_CTLR_EL1](#).A3V.

nV4, bit [20]

Direct injection of virtual interrupts not supported. Possible values are:

nV4	Meaning
0b0	The CPU interface logic supports direct injection of virtual interrupts.
0b1	The CPU interface logic does not support direct injection of virtual interrupts.

If FEAT_GICv3 is implemented, this bit is RES1.

TDS, bit [19]

Separate trapping of EL1 writes to [ICV_DIR_EL1](#) supported.

TDS	Meaning
0b0	Implementation does not support ICH_HCR_EL2 .TDIR.
0b1	Implementation supports ICH_HCR_EL2 .TDIR.

DVIM, bit [18]

Masking of directly-injected virtual interrupts.

DVIM	Meaning
0b0	Masking of Directly-injected Virtual Interrupts not supported.
0b1	Masking of Directly-injected Virtual Interrupts is supported.

Bits [17:5]

Reserved, RES0.

ListRegs, bits [4:0]

The number of implemented List registers, minus one. For example, a value of 0b01111 indicates that the maximum of 16 List registers are implemented.

Accessing the ICH_VTR_EL2

Accesses to this register use the following encodings:

MRS <Xt>, ICH_VTR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1100	0b1011	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return ICH_VTR_EL2;
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return ICH_VTR_EL2;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICV_AP0R<n>_EL1, Interrupt Controller Virtual Active Priorities Group 0 Registers, n = 0 - 3

The ICV_AP0R<n>_EL1 characteristics are:

Purpose

Provides information about virtual Group 0 active priorities.

Configuration

AArch64 System register ICV_AP0R<n>_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ICV_AP0R<n>\[31:0\]](#).

Attributes

ICV_AP0R<n>_EL1 is a 64-bit register.

Field descriptions

The ICV_AP0R<n>_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
IMPLEMENTATION DEFINED																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

IMPLEMENTATION DEFINED, bits [31:0]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

The contents of these registers are IMPLEMENTATION DEFINED with the one architectural requirement that the value 0x00000000 is consistent with no interrupts being active.

Accessing the ICV_AP0R<n>_EL1

Writing to these registers with any value other than the last read value of the register (or 0x00000000 when there are no Group 0 active priorities) might result in UNPREDICTABLE behavior of the virtual interrupt prioritization system, causing:

- Interrupts that should preempt execution to not preempt execution.
- Interrupts that should not preempt execution to preempt execution.

ICV_AP0R1_EL1 is only implemented in implementations that support 6 or more bits of priority. ICV_AP0R2_EL1 and ICV_AP0R3_EL1 are only implemented in implementations that support 7 bits of priority. Unimplemented registers are UNDEFINED.

Writing to the active priority registers in any order other than the following order might result in UNPREDICTABLE behavior of the interrupt prioritization system:

- ICV_AP0R<n>_EL1.

- [ICV_AP1R<n>_EL1](#).

Accesses to this register use the following encodings:

MRS <Xt>, ICC_AP0R<n>_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1000	0b1:n[1:0]

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TALL0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FM0 == '1' then
        return ICV_AP0R_EL1[UInt(op2<1:0>)];
    elsif HaveEL(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ICC_AP0R_EL1[UInt(op2<1:0>)];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIQ == '1' then
            UNDEFINED;
        elsif ICC_SRE_EL2.SRE == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                return ICC_AP0R_EL1[UInt(op2<1:0>)];
    elsif PSTATE.EL == EL3 then
        if ICC_SRE_EL3.SRE == '0' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ICC_AP0R_EL1[UInt(op2<1:0>)];

```

MSR ICC_AP0R<n>_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1000	0b1:n[1:0]

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TALL0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FM0 == '1' then
        ICV_AP0R_EL1[UInt(op2<1:0>)] = X[t];
    elsif HaveEL(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ICC_AP0R_EL1[UInt(op2<1:0>)] = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ICC_AP0R_EL1[UInt(op2<1:0>)] = X[t];
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ICC_AP0R_EL1[UInt(op2<1:0>)] = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICV_AP1R<n>_EL1, Interrupt Controller Virtual Active Priorities Group 1 Registers, n = 0 - 3

The ICV_AP1R<n>_EL1 characteristics are:

Purpose

Provides information about virtual Group 1 active priorities.

Configuration

AArch64 System register ICV_AP1R<n>_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ICV_AP1R<n>\[31:0\]](#).

Attributes

ICV_AP1R<n>_EL1 is a 64-bit register.

Field descriptions

The ICV_AP1R<n>_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
IMPLEMENTATION DEFINED																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

IMPLEMENTATION DEFINED, bits [31:0]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

The contents of these registers are IMPLEMENTATION DEFINED with the one architectural requirement that the value 0x00000000 is consistent with no interrupts being active.

Accessing the ICV_AP1R<n>_EL1

Writing to these registers with any value other than the last read value of the register (or 0x00000000 when there are no Group 1 active priorities) might result in UNPREDICTABLE behavior of the virtual interrupt prioritization system, causing:

- Interrupts that should preempt execution to not preempt execution.
- Interrupts that should not preempt execution to preempt execution.

ICV_AP1R1_EL1 is only implemented in implementations that support 6 or more bits of priority. ICV_AP1R2_EL1 and ICV_AP1R3_EL1 are only implemented in implementations that support 7 bits of priority. Unimplemented registers are UNDEFINED.

Writing to the active priority registers in any order other than the following order might result in UNPREDICTABLE behavior of the interrupt prioritization system:

- [ICV_AP0R<n>_EL1](#).

- ICV_AP1R<n>_EL1.

Accesses to this register use the following encodings:

MRS <Xt>, ICC_AP1R<n>_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1001	0b0:n[1:0]

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TALL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.IM0 == '1' then
        return ICV_AP1R_EL1[UInt(op2<1:0>)];
    elsif HaveEL(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) then
        if SCR_EL3.NS == '0' then
            return ICC_AP1R_EL1_S[UInt(op2<1:0>)];
        else
            return ICC_AP1R_EL1_NS[UInt(op2<1:0>)];
    else
        return ICC_AP1R_EL1[UInt(op2<1:0>)];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) then
        if SCR_EL3.NS == '0' then
            return ICC_AP1R_EL1_S[UInt(op2<1:0>)];
        else
            return ICC_AP1R_EL1_NS[UInt(op2<1:0>)];
    else
        return ICC_AP1R_EL1[UInt(op2<1:0>)];
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        if SCR_EL3.NS == '0' then
            return ICC_AP1R_EL1_S[UInt(op2<1:0>)];
        else
            return ICC_AP1R_EL1_NS[UInt(op2<1:0>)];

```

MSR ICC_AP1R<n>_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1001	0b0:n[1:0]

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TALL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.IM0 == '1' then
        ICV_AP1R_EL1[UInt(op2<1:0>)] = X[t];
    elsif HaveEL(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) then
        if SCR_EL3.NS == '0' then
            ICC_AP1R_EL1_S[UInt(op2<1:0>)] = X[t];
        else
            ICC_AP1R_EL1_NS[UInt(op2<1:0>)] = X[t];
    else
        ICC_AP1R_EL1[UInt(op2<1:0>)] = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) then
        if SCR_EL3.NS == '0' then
            ICC_AP1R_EL1_S[UInt(op2<1:0>)] = X[t];
        else
            ICC_AP1R_EL1_NS[UInt(op2<1:0>)] = X[t];
    else
        ICC_AP1R_EL1[UInt(op2<1:0>)] = X[t];
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        if SCR_EL3.NS == '0' then
            ICC_AP1R_EL1_S[UInt(op2<1:0>)] = X[t];
        else
            ICC_AP1R_EL1_NS[UInt(op2<1:0>)] = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICV_BPR0_EL1, Interrupt Controller Virtual Binary Point Register 0

The ICV_BPR0_EL1 characteristics are:

Purpose

Defines the point at which the priority value fields split into two parts, the group priority field and the subpriority field. The group priority field determines virtual Group 0 interrupt preemption.

Configuration

AArch64 System register ICV_BPR0_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ICV_BPR0\[31:0\]](#).

Attributes

ICV_BPR0_EL1 is a 64-bit register.

Field descriptions

The ICV_BPR0_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:3]

Reserved, RES0.

BinaryPoint, bits [2:0]

The value of this field controls how the 8-bit interrupt priority field is split into a group priority field, that determines interrupt preemption, and a subpriority field. This is done as follows:

Binary point value	Group priority field	Subpriority field	Field with binary point
0	[7:1]	[0]	ggggggg.s
1	[7:2]	[1:0]	ggggggg.ss
2	[7:3]	[2:0]	ggggg.sss
3	[7:4]	[3:0]	gggg.ssss
4	[7:5]	[4:0]	ggg.sssss
5	[7:6]	[5:0]	gg.ssssss
6	[7]	[6:0]	g.sssssss
7	No preemption	[7:0]	.ssssssss

This field resets to an architecturally UNKNOWN value.

Accessing the ICV_BPR0_EL1

The minimum binary point value is derived from the number of implemented preemption bits, as shown in the following table:

Number of implemented preemption bits	Minimum value of BPR0
7	0
6	1
5	2

The number of implemented preemption bits is indicated by [ICH_VTR_EL2.PREbits](#).

An attempt to program the binary point field to a value less than the minimum value sets the field to the minimum value. On a reset, the binary point field is UNKNOWN.

Accesses to this register use the following encodings:

MRS <Xt>, ICC_BPR0_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1000	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TALL0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FM0 == '1' then
        return ICV_BPR0_EL1;
    elsif HaveEL(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ICC_BPR0_EL1;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIQ == '1' then
            UNDEFINED;
        elsif ICC_SRE_EL2.SRE == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                return ICC_BPR0_EL1;
    elsif PSTATE.EL == EL3 then
        if ICC_SRE_EL3.SRE == '0' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ICC_BPR0_EL1;

```

MSR ICC_BPR0_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1000	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TALL0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FM0 == '1' then
        ICV_BPR0_EL1 = X[t];
    elsif HaveEL(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ICC_BPR0_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ICC_BPR0_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ICC_BPR0_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICV_BPR1_EL1, Interrupt Controller Virtual Binary Point Register 1

The ICV_BPR1_EL1 characteristics are:

Purpose

Defines the point at which the priority value fields split into two parts, the group priority field and the subpriority field. The group priority field determines virtual Group 1 interrupt preemption.

Configuration

AArch64 System register ICV_BPR1_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ICV_BPR1\[31:0\]](#).

Attributes

ICV_BPR1_EL1 is a 64-bit register.

Field descriptions

The ICV_BPR1_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:3]

Reserved, RES0.

BinaryPoint, bits [2:0]

If the GIC is configured to use separate binary point fields for virtual Group 0 and virtual Group 1 interrupts, the value of this field controls how the 8-bit interrupt priority field is split into a group priority field, that determines interrupt preemption, and a subpriority field. This is done as follows:

Binary point value	Group priority field	Subpriority field	Field with binary point
0	-	-	-
1	[7:1]	[0]	ggggggg.s
2	[7:2]	[1:0]	ggggggg.ss
3	[7:3]	[2:0]	ggggg.sss
4	[7:4]	[3:0]	gggg.ssss
5	[7:5]	[4:0]	ggg.sssss
6	[7:6]	[5:0]	gg.ssssss
7	[7]	[6:0]	g.sssssss

Writing 0 to this field will set this field to its reset value.

If [ICV_CTLR_EL1](#).CBPR is set to 1, Non-secure EL1 reads return [ICV_BPR0_EL1](#) + 1 saturated to 0b111. Non-secure EL1 writes are ignored.

If [ICV_CTLR_EL1](#).CBPR is set to 1, Secure EL1 reads return [ICV_BPR0_EL1](#). Secure EL1 writes modify [ICV_BPR0_EL1](#).

This field resets to an IMPLEMENTATION DEFINED non-zero value.

Accessing the ICV_BPR1_EL1

The reset value is IMPLEMENTATION DEFINED, but is equal to the minimum value of [ICV_BPR0_EL1](#) plus one.

An attempt to program the binary point field to a value less than the reset value sets the field to the reset value.

Accesses to this register use the following encodings:

MRS <Xt>, ICC_BPR1_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1100	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TALL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.IM0 == '1' then
        return ICV_BPR1_EL1;
    elsif HaveEL(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) then
        if SCR_EL3.NS == '0' then
            return ICC_BPR1_EL1_S;
        else
            return ICC_BPR1_EL1_NS;
    else
        return ICC_BPR1_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) then
        if SCR_EL3.NS == '0' then
            return ICC_BPR1_EL1_S;
        else
            return ICC_BPR1_EL1_NS;
    else
        return ICC_BPR1_EL1;
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        if SCR_EL3.NS == '0' then
            return ICC_BPR1_EL1_S;
        else
            return ICC_BPR1_EL1_NS;

```

MSR ICC_BPR1_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1100	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TALL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.IM0 == '1' then
        ICV_BPR1_EL1 = X[t];
    elsif HaveEL(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) then
        if SCR_EL3.NS == '0' then
            ICC_BPR1_EL1_S = X[t];
        else
            ICC_BPR1_EL1_NS = X[t];
    else
        ICC_BPR1_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) then
        if SCR_EL3.NS == '0' then
            ICC_BPR1_EL1_S = X[t];
        else
            ICC_BPR1_EL1_NS = X[t];
    else
        ICC_BPR1_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        if SCR_EL3.NS == '0' then
            ICC_BPR1_EL1_S = X[t];
        else
            ICC_BPR1_EL1_NS = X[t];

```


ICV_CTLR_EL1, Interrupt Controller Virtual Control Register

The ICV_CTLR_EL1 characteristics are:

Purpose

Controls aspects of the behavior of the GIC virtual CPU interface and provides information about the features implemented.

Configuration

AArch64 System register ICV_CTLR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ICV_CTLR\[31:0\]](#).

Attributes

ICV_CTLR_EL1 is a 64-bit register.

Field descriptions

The ICV_CTLR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0												ExtRange	RSS	RES0	A3V	SEIS	IDbits	PRIbits	RES0						EOImode	CBPR					
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:20]

Reserved, RES0.

ExtRange, bit [19]

Extended INTID range (read-only).

ExtRange	Meaning
0b0	<p>CPU interface does not support INTIDs in the range 1024..8191.</p> <ul style="list-style-type: none"> Behaviour is UNPREDICTABLE if the IRI delivers an interrupt in the range 1024 to 8191 to the CPU interface. <p>Note Arm strongly recommends that the IRI is not configured to deliver interrupts in this range to a PE that does not support them.</p>
0b1	<p>CPU interface supports INTIDs in the range 1024..8191</p> <ul style="list-style-type: none"> All INTIDs in the range 1024..8191 are treated as requiring deactivation.

ICV_CTLR_EL1.ExtRange is an alias of [ICC_CTLR_EL1](#).ExtRange.

RSS, bit [18]

Range Selector Support. Possible values are:

RSS	Meaning
0b0	Targeted SGIs with affinity level 0 values of 0 - 15 are supported.
0b1	Targeted SGIs with affinity level 0 values of 0 - 255 are supported.

This bit is read-only.

Bits [17:16]

Reserved, RES0.

A3V, bit [15]

Affinity 3 Valid. Read-only and writes are ignored. Possible values are:

A3V	Meaning
0b0	The virtual CPU interface logic only supports zero values of Affinity 3 in SGI generation System registers.
0b1	The virtual CPU interface logic supports non-zero values of Affinity 3 in SGI generation System registers.

SEIS, bit [14]

SEI Support. Read-only and writes are ignored. Indicates whether the virtual CPU interface supports local generation of SEIs:

SEIS	Meaning
0b0	The virtual CPU interface logic does not support local generation of SEIs.
0b1	The virtual CPU interface logic supports local generation of SEIs.

IDbits, bits [13:11]

Identifier bits. Read-only and writes are ignored. The number of virtual interrupt identifier bits supported:

IDbits	Meaning
0b000	16 bits.
0b001	24 bits.

All other values are reserved.

PRIbits, bits [10:8]

Priority bits. Read-only and writes are ignored. The number of priority bits implemented, minus one.

An implementation must implement at least 32 levels of physical priority (5 priority bits).

Note

This field always returns the number of priority bits implemented.

The division between group priority and subpriority is defined in the binary point registers [ICV_BPR0_EL1](#) and [ICV_BPR1_EL1](#).

Bits [7:2]

Reserved, RES0.

EOImode, bit [1]

Virtual EOI mode. Controls whether a write to an End of Interrupt register also deactivates the virtual interrupt:

EOImode	Meaning
0b0	ICV_EOIR0_EL1 and ICV_EOIR1_EL1 provide both priority drop and interrupt deactivation functionality. Accesses to ICV_DIR_EL1 are UNPREDICTABLE.
0b1	ICV_EOIR0_EL1 and ICV_EOIR1_EL1 provide priority drop functionality only. ICV_DIR_EL1 provides interrupt deactivation functionality.

This field resets to an architecturally UNKNOWN value.

CBPR, bit [0]

Common Binary Point Register. Controls whether the same register is used for interrupt preemption of both virtual Group 0 and virtual Group 1 interrupts:

CBPR	Meaning
0b0	ICV_BPR1_EL1 determines the preemption group for virtual Group 1 interrupts.
0b1	Reads of ICV_BPR1_EL1 return ICV_BPR0_EL1 plus one, saturated to 0b111. Writes to ICV_BPR1_EL1 are ignored.

This field resets to an architecturally UNKNOWN value.

Accessing the ICV_CTLR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ICC_CTLR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1100	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FM0 == '1' then
        return ICV_CTLR_EL1;
    elsif EL2Enabled() && HCR_EL2.IM0 == '1' then
        return ICV_CTLR_EL1;
    elsif HaveEL(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) then
        if SCR_EL3.NS == '0' then
            return ICC_CTLR_EL1_S;
        else
            return ICC_CTLR_EL1_NS;
    else
        return ICC_CTLR_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) then
        if SCR_EL3.NS == '0' then
            return ICC_CTLR_EL1_S;
        else
            return ICC_CTLR_EL1_NS;
    else
        return ICC_CTLR_EL1;
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        if SCR_EL3.NS == '0' then
            return ICC_CTLR_EL1_S;
        else
            return ICC_CTLR_EL1_NS;

```

MSR ICC_CTLR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1100	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FM0 == '1' then
        ICV_CTLR_EL1 = X[t];
    elsif EL2Enabled() && HCR_EL2.IM0 == '1' then
        ICV_CTLR_EL1 = X[t];
    elsif HaveEL(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) then
        if SCR_EL3.NS == '0' then
            ICC_CTLR_EL1_S = X[t];
        else
            ICC_CTLR_EL1_NS = X[t];
    else
        ICC_CTLR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) then
        if SCR_EL3.NS == '0' then
            ICC_CTLR_EL1_S = X[t];
        else
            ICC_CTLR_EL1_NS = X[t];
    else
        ICC_CTLR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        if SCR_EL3.NS == '0' then
            ICC_CTLR_EL1_S = X[t];
        else
            ICC_CTLR_EL1_NS = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICV_DIR_EL1, Interrupt Controller Deactivate Virtual Interrupt Register

The ICV_DIR_EL1 characteristics are:

Purpose

When interrupt priority drop is separated from interrupt deactivation, a write to this register deactivates the specified virtual interrupt.

Configuration

AArch64 System register ICV_DIR_EL1 bits [31:0] performs the same function as AArch32 System register [ICV_DIR\[31:0\]](#).

Attributes

ICV_DIR_EL1 is a 64-bit register.

Field descriptions

The ICV_DIR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																INTID															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:24]

Reserved, RES0.

INTID, bits [23:0]

The INTID of the virtual interrupt to be deactivated.

This field has either 16 or 24 bits implemented. The number of implemented bits can be found in [ICV_CTLR_EL1](#).IDbits. If only 16 bits are implemented, bits [23:16] of this register are RES0.

Accessing the ICV_DIR_EL1

When EOImode == 0, writes are ignored. In systems supporting system error generation, an implementation might generate an SEI.

Accesses to this register use the following encodings:

MSR ICC_DIR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1011	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TDIR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FMO == '1' then
        ICV_DIR_EL1 = X[t];
    elsif EL2Enabled() && HCR_EL2.IMO == '1' then
        ICV_DIR_EL1 = X[t];
    elsif HaveEL(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ICC_DIR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ICC_DIR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ICC_DIR_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICV_EOIR0_EL1, Interrupt Controller Virtual End Of Interrupt Register 0

The ICV_EOIR0_EL1 characteristics are:

Purpose

A PE writes to this register to inform the CPU interface that it has completed the processing of the specified virtual Group 0 interrupt.

Configuration

AArch64 System register ICV_EOIR0_EL1 performs the same function as AArch32 System register [ICV_EOIR0](#).

Attributes

ICV_EOIR0_EL1 is a 64-bit register.

Field descriptions

The ICV_EOIR0_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0								INTID																							
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:24]

Reserved, RES0.

INTID, bits [23:0]

The INTID from the corresponding [ICV_IAR0_EL1](#) access.

This field has either 16 or 24 bits implemented. The number of implemented bits can be found in [ICV_CTLR_EL1](#).IDbits. If only 16 bits are implemented, bits [23:16] of this register are RES0.

If the [ICV_CTLR](#).EOImode bit is 0, a write to this register drops the priority for the virtual interrupt, and also deactivates the virtual interrupt.

If the [ICV_CTLR](#).EOImode bit is 1, a write to this register only drops the priority for the virtual interrupt. Software must write to [ICV_DIR_EL1](#) to deactivate the virtual interrupt.

Accessing the ICV_EOIR0_EL1

A write to this register must correspond to the most recent valid read by this vPE from a Virtual Interrupt Acknowledge Register, and must correspond to the INTID that was read from [ICV_IAR0_EL1](#), otherwise the system behavior is UNPREDICTABLE. A valid read is a read that returns a valid INTID that is not a special INTID.

Accesses to this register use the following encodings:

MSR ICC_EOIR0_EL1, <Xt>

op0	op1	CRn	CRm	op2
-----	-----	-----	-----	-----

0b11	0b000	0b1100	0b1000	0b001
------	-------	--------	--------	-------

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TALL0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FMO == '1' then
        ICV_EOIR0_EL1 = X[t];
    elsif HaveEL(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ICC_EOIR0_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ICC_EOIR0_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ICC_EOIR0_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICV_EOIR1_EL1, Interrupt Controller Virtual End Of Interrupt Register 1

The ICV_EOIR1_EL1 characteristics are:

Purpose

A PE writes to this register to inform the CPU interface that it has completed the processing of the specified virtual Group 1 interrupt.

Configuration

AArch64 System register ICV_EOIR1_EL1 performs the same function as AArch32 System register [ICV_EOIR1](#).

Attributes

ICV_EOIR1_EL1 is a 64-bit register.

Field descriptions

The ICV_EOIR1_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0								INTID																							
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:24]

Reserved, RES0.

INTID, bits [23:0]

The INTID from the corresponding [ICV_IAR1_EL1](#) access.

This field has either 16 or 24 bits implemented. The number of implemented bits can be found in [ICV_CTLR_EL1](#).IDbits. If only 16 bits are implemented, bits [23:16] of this register are RES0.

If the [ICV_CTLR](#).EOImode bit is 0, a write to this register drops the priority for the virtual interrupt, and also deactivates the virtual interrupt.

If the [ICV_CTLR](#).EOImode bit is 1, a write to this register only drops the priority for the virtual interrupt. Software must write to [ICV_DIR_EL1](#) to deactivate the virtual interrupt.

Accessing the ICV_EOIR1_EL1

A write to this register must correspond to the most recent valid read by this vPE from a Virtual Interrupt Acknowledge Register, and must correspond to the INTID that was read from [ICV_IAR1_EL1](#), otherwise the system behavior is UNPREDICTABLE. A valid read is a read that returns a valid INTID that is not a special INTID.

Accesses to this register use the following encodings:

MSR ICC_EOIR1_EL1, <Xt>

op0	op1	CRn	CRm	op2
-----	-----	-----	-----	-----

0b11	0b000	0b1100	0b1100	0b001
------	-------	--------	--------	-------

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TALL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.IM0 == '1' then
        ICV_EOIR1_EL1 = X[t];
    elsif HaveEL(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ICC_EOIR1_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ICC_EOIR1_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ICC_EOIR1_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICV_HPPIR0_EL1, Interrupt Controller Virtual Highest Priority Pending Interrupt Register 0

The ICV_HPPIR0_EL1 characteristics are:

Purpose

Indicates the highest priority pending virtual Group 0 interrupt on the virtual CPU interface.

Configuration

AArch64 System register ICV_HPPIR0_EL1 performs the same function as AArch32 System register [ICV_HPPIR0](#).

Attributes

ICV_HPPIR0_EL1 is a 64-bit register.

Field descriptions

The ICV_HPPIR0_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																INTID															
RES0																INTID															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:24]

Reserved, RES0.

INTID, bits [23:0]

The INTID of the highest priority pending virtual interrupt.

If the highest priority pending interrupt is not observable, this field contains a special INTID to indicate the reason. This special INTID can take the value 1023 only. For more information, see 'Special INTIDs' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

This field has either 16 or 24 bits implemented. The number of implemented bits can be found in [ICV_CTLR_EL1](#).IDbits. If only 16 bits are implemented, bits [23:16] of this register are RES0.

Accessing the ICV_HPPIR0_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ICC_HPPIR0_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1000	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TALL0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FM0 == '1' then
        return ICV_HPPIR0_EL1;
    elsif HaveEL(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ICC_HPPIR0_EL1;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIQ == '1' then
            UNDEFINED;
        elsif ICC_SRE_EL2.SRE == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                return ICC_HPPIR0_EL1;
    elsif PSTATE.EL == EL3 then
        if ICC_SRE_EL3.SRE == '0' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ICC_HPPIR0_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICV_HPPIR1_EL1, Interrupt Controller Virtual Highest Priority Pending Interrupt Register 1

The ICV_HPPIR1_EL1 characteristics are:

Purpose

Indicates the highest priority pending virtual Group 1 interrupt on the virtual CPU interface.

Configuration

AArch64 System register ICV_HPPIR1_EL1 performs the same function as AArch32 System register [ICV_HPPIR1](#).

Attributes

ICV_HPPIR1_EL1 is a 64-bit register.

Field descriptions

The ICV_HPPIR1_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																INTID															
RES0																INTID															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:24]

Reserved, RES0.

INTID, bits [23:0]

The INTID of the highest priority pending virtual interrupt.

If the highest priority pending interrupt is not observable, this field contains a special INTID to indicate the reason. This special INTID can take the value 1023 only. For more information, see 'Special INTIDs' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

This field has either 16 or 24 bits implemented. The number of implemented bits can be found in [ICV_CTLR_EL1](#).IDbits. If only 16 bits are implemented, bits [23:16] of this register are RES0.

Accessing the ICV_HPPIR1_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ICC_HPPIR1_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1100	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TALL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.IM0 == '1' then
        return ICV_HPPIR1_EL1;
    elsif HaveEL(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ICC_HPPIR1_EL1;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.IRQ == '1' then
            UNDEFINED;
        elsif ICC_SRE_EL2.SRE == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.IRQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                return ICC_HPPIR1_EL1;
    elsif PSTATE.EL == EL3 then
        if ICC_SRE_EL3.SRE == '0' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ICC_HPPIR1_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICV_IAR0_EL1, Interrupt Controller Virtual Interrupt Acknowledge Register 0

The ICV_IAR0_EL1 characteristics are:

Purpose

The PE reads this register to obtain the INTID of the signaled virtual Group 0 interrupt. This read acts as an acknowledge for the interrupt.

Configuration

AArch64 System register ICV_IAR0_EL1 performs the same function as AArch32 System register [ICV_IAR0](#).

To allow software to ensure appropriate observability of actions initiated by GIC register accesses, the PE and CPU interface logic must ensure that reads of this register are self-synchronising when interrupts are masked by the PE (that is when $PSTATE.\{I,F\} == \{0,0\}$). This ensures that the effect of activating an interrupt on the signaling of interrupt exceptions is observed when a read of this register is architecturally executed so that no spurious interrupt exception occurs if interrupts are unmasked by an instruction immediately following the read. For more information, see 'Observability of the effects of accesses to the GIC registers' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

Attributes

ICV_IAR0_EL1 is a 64-bit register.

Field descriptions

The ICV_IAR0_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																RES0															
RES0																INTID															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:24]

Reserved, RES0.

INTID, bits [23:0]

The INTID of the signaled virtual interrupt.

This is the INTID of the highest priority pending virtual interrupt, if that interrupt is of sufficient priority for it to be signaled to the PE, and if it can be acknowledged.

If the highest priority pending interrupt is not observable, this field contains a special INTID to indicate the reason. This special INTID can take the value 1023 only. For more information, see 'Special INTIDs' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

This field has either 16 or 24 bits implemented. The number of implemented bits can be found in [ICV_CTLR_EL1](#).IDbits. If only 16 bits are implemented, bits [23:16] of this register are RES0.

Accessing the ICV_IAR0_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ICC_IAR0_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TALL0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FMO == '1' then
        return ICV_IAR0_EL1;
    elsif HaveEL(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return ICC_IAR0_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return ICC_IAR0_EL1;
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return ICC_IAR0_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICV_IAR1_EL1, Interrupt Controller Virtual Interrupt Acknowledge Register 1

The ICV_IAR1_EL1 characteristics are:

Purpose

The PE reads this register to obtain the INTID of the signaled virtual Group 1 interrupt. This read acts as an acknowledge for the interrupt.

Configuration

AArch64 System register ICV_IAR1_EL1 performs the same function as AArch32 System register [ICV_IAR1](#).

To allow software to ensure appropriate observability of actions initiated by GIC register accesses, the PE and CPU interface logic must ensure that reads of this register are self-synchronising when interrupts are masked by the PE (that is when $PSTATE.\{I,F\} == \{0,0\}$). This ensures that the effect of activating an interrupt on the signaling of interrupt exceptions is observed when a read of this register is architecturally executed so that no spurious interrupt exception occurs if interrupts are unmasked by an instruction immediately following the read. For more information, see 'Observability of the effects of accesses to the GIC registers' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

Attributes

ICV_IAR1_EL1 is a 64-bit register.

Field descriptions

The ICV_IAR1_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
RES0																																
RES0								INTID																								
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	

Bits [63:24]

Reserved, RES0.

INTID, bits [23:0]

The INTID of the signaled virtual interrupt.

This is the INTID of the highest priority pending virtual interrupt, if that interrupt is of sufficient priority for it to be signaled to the PE, and if it can be acknowledged.

If the highest priority pending interrupt is not observable, this field contains a special INTID to indicate the reason. This special INTID can take the value 1023 only. For more information, see 'Special INTIDs' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

This field has either 16 or 24 bits implemented. The number of implemented bits can be found in [ICV_CTLR_EL1](#).IDbits. If only 16 bits are implemented, bits [23:16] of this register are RES0.

Accessing the ICV_IAR1_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ICC_IAR1_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1100	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TALL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.IM0 == '1' then
        return ICV_IAR1_EL1;
    elsif HaveEL(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ICC_IAR1_EL1;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.IRQ == '1' then
            UNDEFINED;
        elsif ICC_SRE_EL2.SRE == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.IRQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                return ICC_IAR1_EL1;
    elsif PSTATE.EL == EL3 then
        if ICC_SRE_EL3.SRE == '0' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ICC_IAR1_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICV_IGRPEN0_EL1, Interrupt Controller Virtual Interrupt Group 0 Enable register

The ICV_IGRPEN0_EL1 characteristics are:

Purpose

Controls whether virtual Group 0 interrupts are enabled or not.

Configuration

AArch64 System register ICV_IGRPEN0_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ICV_IGRPEN0\[31:0\]](#).

Attributes

ICV_IGRPEN0_EL1 is a 64-bit register.

Field descriptions

The ICV_IGRPEN0_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0																															Enable
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:1]

Reserved, RES0.

Enable, bit [0]

Enables virtual Group 0 interrupts.

Enable	Meaning
0b0	Virtual Group 0 interrupts are disabled.
0b1	Virtual Group 0 interrupts are enabled.

This field resets to an architecturally UNKNOWN value.

Accessing the ICV_IGRPEN0_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ICC_IGRPEN0_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1100	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.ICC_IGRPENn_EL1 ==
'1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TALL0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FMO == '1' then
        return ICV_IGRPEN0_EL1;
    elsif HaveEL(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ICC_IGRPEN0_EL1;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIQ == '1' then
            UNDEFINED;
        elsif ICC_SRE_EL2.SRE == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                return ICC_IGRPEN0_EL1;
    elsif PSTATE.EL == EL3 then
        if ICC_SRE_EL3.SRE == '0' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ICC_IGRPEN0_EL1;

```

MSR ICC_IGRPEN0_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1100	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.ICC_IGRPENn_EL1 ==
'1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TALL0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FM0 == '1' then
        ICV_IGRPEN0_EL1 = X[t];
    elsif HaveEL(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ICC_IGRPEN0_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ICC_IGRPEN0_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ICC_IGRPEN0_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICV_IGRPEN1_EL1, Interrupt Controller Virtual Interrupt Group 1 Enable register

The ICV_IGRPEN1_EL1 characteristics are:

Purpose

Controls whether virtual Group 1 interrupts are enabled for the current Security state.

Configuration

AArch64 System register ICV_IGRPEN1_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ICV_IGRPEN1\[31:0\]](#).

Attributes

ICV_IGRPEN1_EL1 is a 64-bit register.

Field descriptions

The ICV_IGRPEN1_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0																															Enable
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:1]

Reserved, RES0.

Enable, bit [0]

Enables virtual Group 1 interrupts.

Enable	Meaning
0b0	Virtual Group 1 interrupts are disabled.
0b1	Virtual Group 1 interrupts are enabled.

This field resets to an architecturally UNKNOWN value.

Accessing the ICV_IGRPEN1_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ICC_IGRPEN1_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1100	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.ICC_IGRPENn_EL1 ==
'1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TALL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.IM0 == '1' then
        return ICV_IGRPEN1_EL1;
    elsif HaveEL(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) then
        if SCR_EL3.NS == '0' then
            return ICC_IGRPEN1_EL1_S;
        else
            return ICC_IGRPEN1_EL1_NS;
    else
        return ICC_IGRPEN1_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) then
        if SCR_EL3.NS == '0' then
            return ICC_IGRPEN1_EL1_S;
        else
            return ICC_IGRPEN1_EL1_NS;
    else
        return ICC_IGRPEN1_EL1;
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        if SCR_EL3.NS == '0' then
            return ICC_IGRPEN1_EL1_S;
        else
            return ICC_IGRPEN1_EL1_NS;

```

MSR ICC_IGRPEN1_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1100	0b111


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.ICC_IGRPENn_EL1 ==
'1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TALL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.IMO == '1' then
        ICV_IGRPEN1_EL1 = X[t];
    elsif HaveEL(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) then
        if SCR_EL3.NS == '0' then
            ICC_IGRPEN1_EL1_S = X[t];
        else
            ICC_IGRPEN1_EL1_NS = X[t];
    else
        ICC_IGRPEN1_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) then
        if SCR_EL3.NS == '0' then
            ICC_IGRPEN1_EL1_S = X[t];
        else
            ICC_IGRPEN1_EL1_NS = X[t];
    else
        ICC_IGRPEN1_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        if SCR_EL3.NS == '0' then
            ICC_IGRPEN1_EL1_S = X[t];
        else
            ICC_IGRPEN1_EL1_NS = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICV_PMR_EL1, Interrupt Controller Virtual Interrupt Priority Mask Register

The ICV_PMR_EL1 characteristics are:

Purpose

Provides a virtual interrupt priority filter. Only virtual interrupts with a higher priority than the value in this register are signaled to the PE.

Configuration

AArch64 System register ICV_PMR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ICV_PMR\[31:0\]](#).

To allow software to ensure appropriate observability of actions initiated by GIC register accesses, the PE and CPU interface logic must ensure that writes to this register are self-synchronising. This ensures that no interrupts below the written PMR value will be taken after a write to this register is architecturally executed. For more information, see 'Observability of the effects of accesses to the GIC registers' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

Attributes

ICV_PMR_EL1 is a 64-bit register.

Field descriptions

The ICV_PMR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																RES0															
RES0																Priority															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:8]

Reserved, RES0.

Priority, bits [7:0]

The priority mask level for the virtual CPU interface. If the priority of a virtual interrupt is higher than the value indicated by this field, the interface signals the virtual interrupt to the PE.

The possible priority field values are as follows:

Implemented priority bits	Possible priority field values	Number of priority levels
[7:0]	0x00-0xFF (0-255), all values	256
[7:1]	0x00-0xFE (0-254), even values only	128
[7:2]	0x00-0xFC (0-252), in steps of 4	64
[7:3]	0x00-0xF8 (0-248), in steps of 8	32
[7:4]	0x00-0xF0 (0-240), in steps of 16	16

Unimplemented priority bits are RAZ/WI.

This field resets to an architecturally UNKNOWN value.

Accessing the ICV_PMR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ICC_PMR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0100	0b0110	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FMO == '1' then
        return ICV_PMR_EL1;
    elsif EL2Enabled() && HCR_EL2.IMO == '1' then
        return ICV_PMR_EL1;
    elsif HaveEL(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ICC_PMR_EL1;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.<IRQ,FIQ> == '11' then
            UNDEFINED;
        elsif ICC_SRE_EL2.SRE == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ICC_PMR_EL1;
    elsif PSTATE.EL == EL3 then
        if ICC_SRE_EL3.SRE == '0' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ICC_PMR_EL1;

```

MSR ICC_PMR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0100	0b0110	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FM0 == '1' then
        ICV_PMR_EL1 = X[t];
    elsif EL2Enabled() && HCR_EL2.IM0 == '1' then
        ICV_PMR_EL1 = X[t];
    elsif HaveEL(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ICC_PMR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ICC_PMR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ICV_PMR_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICV_RPR_EL1, Interrupt Controller Virtual Running Priority Register

The ICV_RPR_EL1 characteristics are:

Purpose

Indicates the Running priority of the virtual CPU interface.

Configuration

AArch64 System register ICV_RPR_EL1 performs the same function as AArch32 System register [ICV_RPR](#).

Attributes

ICV_RPR_EL1 is a 64-bit register.

Field descriptions

The ICV_RPR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0																Priority															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:8]

Reserved, RES0.

Priority, bits [7:0]

The current running priority on the virtual CPU interface. This is the group priority of the current active virtual interrupt.

If there are no active interrupts on the virtual CPU interface, or all active interrupts have undergone a priority drop, the value returned is the Idle priority.

The priority returned is the group priority as if the BPR for the current Exception level and Security state was set to the minimum value of BPR for the number of implemented priority bits.

Note

If 8 bits of priority are implemented the group priority is bits[7:1] of the priority.

Accessing the ICV_RPR_EL1

If there are no active interrupts on the virtual CPU interface, or all active interrupts have undergone a priority drop, the value returned is the Idle priority.

Software cannot determine the number of implemented priority bits from a read of this register.

Accesses to this register use the following encodings:

MRS <Xt>, ICC_RPR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1011	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FMO == '1' then
        return ICV_RPR_EL1;
    elsif EL2Enabled() && HCR_EL2.IMO == '1' then
        return ICV_RPR_EL1;
    elsif HaveEL(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ICC_RPR_EL1;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.<IRQ,FIQ> == '11' then
            UNDEFINED;
        elsif ICC_SRE_EL2.SRE == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ICC_RPR_EL1;
    elsif PSTATE.EL == EL3 then
        if ICC_SRE_EL3.SRE == '0' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return ICC_RPR_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ID_AA64AFR0_EL1, AArch64 Auxiliary Feature Register 0

The ID_AA64AFR0_EL1 characteristics are:

Purpose

Provides information about the IMPLEMENTATION DEFINED features of the PE in AArch64 state.

For general information about the interpretation of the ID registers, see 'Principles of the ID scheme for fields in ID registers'.

Configuration

There are no configuration notes.

Attributes

ID_AA64AFR0_EL1 is a 64-bit register.

Field descriptions

The ID_AA64AFR0_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38		
RES0																											
IMPLEMENTATION DEFINED				IMPLEMENTATION DEFINED				IMPLEMENTATION DEFINED				IMPLEMENTATION DEFINED				IMPLEMENTATION DEFINED				IMPLEMENTATION DEFINED				IMPLEME DEFI			
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		

Bits [63:32]

Reserved, RES0.

IMPLEMENTATION DEFINED, bits [31:28]

IMPLEMENTATION DEFINED.

IMPLEMENTATION DEFINED, bits [27:24]

IMPLEMENTATION DEFINED.

IMPLEMENTATION DEFINED, bits [23:20]

IMPLEMENTATION DEFINED.

IMPLEMENTATION DEFINED, bits [19:16]

IMPLEMENTATION DEFINED.

IMPLEMENTATION DEFINED, bits [15:12]

IMPLEMENTATION DEFINED.

IMPLEMENTATION DEFINED, bits [11:8]

IMPLEMENTATION DEFINED.

IMPLEMENTATION DEFINED, bits [7:4]

IMPLEMENTATION DEFINED.

IMPLEMENTATION DEFINED, bits [3:0]

IMPLEMENTATION DEFINED.

Accessing the ID_AA64AFR0_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ID_AA64AFR0_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0101	0b100

```

if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    else
        UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TID3 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return ID_AA64AFR0_EL1;
elseif PSTATE.EL == EL2 then
    return ID_AA64AFR0_EL1;
elseif PSTATE.EL == EL3 then
    return ID_AA64AFR0_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ID_AA64AFR1_EL1, AArch64 Auxiliary Feature Register 1

The ID_AA64AFR1_EL1 characteristics are:

Purpose

Reserved for future expansion of information about the IMPLEMENTATION DEFINED features of the PE in AArch64 state.

For general information about the interpretation of the ID registers, see 'Principles of the ID scheme for fields in ID registers'.

Configuration

There are no configuration notes.

Attributes

ID_AA64AFR1_EL1 is a 64-bit register.

Field descriptions

The ID_AA64AFR1_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																RES0															
																RES0															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Reserved, RES0.

Accessing the ID_AA64AFR1_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ID_AA64AFR1_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0101	0b101

```
if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    else
        UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TID3 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return ID_AA64AFR1_EL1;
elseif PSTATE.EL == EL2 then
    return ID_AA64AFR1_EL1;
elseif PSTATE.EL == EL3 then
    return ID_AA64AFR1_EL1;
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ID_AA64DFR0_EL1, AArch64 Debug Feature Register 0

The ID_AA64DFR0_EL1 characteristics are:

Purpose

Provides top level information about the debug system in AArch64 state.

For general information about the interpretation of the ID registers, see Principles of the ID scheme for fields in ID registers.

Configuration

The external register [EDDFR](#) gives information from this register.

Attributes

ID_AA64DFR0_EL1 is a 64-bit register.

Field descriptions

The ID_AA64DFR0_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0												MTPMU				RES0				TraceFilt				DoubleLock				PMSVer			
CTX_CMPs				RES0				WRPs				RES0				BRPs				PMUVer				TraceVer				DebugVer			
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:52]

Reserved, RES0.

MTPMU, bits [51:48]

Multi-threaded PMU extension. Defined values are:

MTPMU	Meaning
0b0000	FEAT_MTPMU not implemented. If PMUv3 is implemented, it is IMPLEMENTATION DEFINED whether PMEVTYPER<n>_EL0 .MT are read/write or RES0.
0b0001	FEAT_MTPMU implemented and PMEVTYPER<n>_EL0 .MT are read/write. When FEAT_MTPMU is disabled, the Effective values of PMEVTYPER<n>_EL0 .MT are 0.
0b1111	FEAT_MTPMU not implemented. If PMUv3 is implemented, PMEVTYPER<n>_EL0 .MT are RES0.

All other values are reserved.

FEAT_MTPMU implements the functionality identified by the value 0b0001.

In an Armv8.6-compliant implementation that includes PMUv3, the value 0b0000 is not permitted.

In an implementation that does not include PMUv3, the value 0b0001 is not permitted.

Bits [47:44]

Reserved, RES0.

TraceFilt, bits [43:40]

Armv8.4 Self-hosted Trace Extension version. Defined values are:

TraceFilt	Meaning
0b0000	Armv8.4 Self-hosted Trace Extension not implemented.
0b0001	Armv8.4 Self-hosted Trace Extension implemented.

All other values are reserved.

FEAT_TRF implements the functionality identified by the value 0b0001.

From Armv8.4, if an Embedded Trace Macrocell Architecture PE Trace Unit is implemented, the value 0b0000 is not permitted.

DoubleLock, bits [39:36]

OS Double Lock implemented. Defined values are:

DoubleLock	Meaning
0b0000	OS Double Lock implemented. OSDLR_EL1 is RW.
0b1111	OS Double Lock not implemented. OSDLR_EL1 is RAZ/WI.

All other values are reserved.

FEAT_DoubleLock implements the functionality identified by the value 0b0000.

In Armv8.0, the only permitted value is 0b0000.

If FEAT_Debugv8p2 is implemented and FEAT_DoPD is not implemented, the permitted values are 0b0000 and 0b1111.

If FEAT_DoPD is implemented, the only permitted value is 0b1111.

PMSVer, bits [35:32]

Statistical Profiling Extension version. Defined values are:

PMSVer	Meaning
0b0000	Statistical Profiling Extension not implemented.
0b0001	Statistical Profiling Extension implemented.
0b0010	As 0b0001, and adds: <ul style="list-style-type: none"> Support for the Event packet Alignment flag. If FEAT_SVE is implemented, support for the Scalable Vector extensions to Statistical Profiling.

All other values are reserved.

FEAT_SPE implements the functionality identified by the value 0b0001.

FEAT_SPEv1p1 implements the functionality identified by the value 0b0010.

From Armv8.5, if FEAT_SPE is implemented, the value 0b0001 is not permitted.

CTX_CMPs, bits [31:28]

Number of breakpoints that are context-aware, minus 1. These are the highest numbered breakpoints.

Bits [27:24]

Reserved, RES0.

WRPs, bits [23:20]

Number of watchpoints, minus 1. The value of 0b0000 is reserved.

Bits [19:16]

Reserved, RES0.

BRPs, bits [15:12]

Number of breakpoints, minus 1. The value of 0b0000 is reserved.

PMUVer, bits [11:8]

Performance Monitors Extension version.

This field does not follow the standard ID scheme, but uses the alternative ID scheme described in 'Alternative ID scheme used for the Performance Monitors Extension version'

Defined values are:

PMUVer	Meaning
0b0000	Performance Monitors Extension not implemented.
0b0001	Performance Monitors Extension, PMUv3 implemented.
0b0100	PMUv3 for Armv8.1. As 0b0001, and also includes support for: <ul style="list-style-type: none"> Extended 16-bit PMEVTYPER<n>_EL0.evtCount field. If EL2 is implemented, the MDCR_EL2.HPMD control bit.
0b0101	PMUv3 for Armv8.4. As 0b0100, and also includes support for the PMMIR_EL1 register.
0b0110	PMUv3 for Armv8.5. As 0b0101, and also includes support for: <ul style="list-style-type: none"> 64-bit event counters. If EL2 is implemented, the MDCR_EL2.HCCD control bit. If EL3 is implemented, the MDCR_EL3.SCCD control bit.
0b1111	IMPLEMENTATION DEFINED form of performance monitors supported, PMUv3 not supported. Arm does not recommend this value for new implementations.

All other values are reserved.

FEAT_PMUv3 implements the functionality identified by the value 0b0001.

FEAT_PMUv3p1 implements the functionality identified by the value 0b0100.

FEAT_PMUv3p4 implements the functionality identified by the value 0b0101.

FEAT_PMUv3p5 implements the functionality identified by the value 0b0110.

From Armv8.1, if FEAT_PMUv3 is implemented, the value 0b0001 is not permitted.

From Armv8.4, if FEAT_PMUv3 is implemented, the value 0b0100 is not permitted.

From Armv8.5, if FEAT_PMUv3 is implemented, the value 0b0101 is not permitted.

TraceVer, bits [7:4]

Trace support. Indicates whether System register interface to a PE trace unit is implemented. Defined values are:

TraceVer	Meaning
0b0000	PE trace unit System registers not implemented.
0b0001	PE trace unit System registers implemented.

All other values are reserved.

See the ETM Architecture Specification for more information.

A value of 0b0000 only indicates that no System register interface to a PE trace unit is implemented. A PE trace unit might nevertheless be implemented without a System register interface.

DebugVer, bits [3:0]

Debug architecture version. Indicates presence of Armv8 debug architecture. Defined values are:

DebugVer	Meaning
0b0110	Armv8 debug architecture.
0b0111	Armv8 debug architecture with Virtualization Host Extensions.
0b1000	Armv8.2 debug architecture.
0b1001	Armv8.4 debug architecture.

All other values are reserved.

FEAT_Debugv8p2 adds the functionality identified by the value 0b1000.

FEAT_Debugv8p4 adds the functionality identified by the value 0b1001.

In Armv8.1, the value 0b0110 is not permitted.

In Armv8.2, the value 0b0111 is not permitted.

From Armv8.4, the value 0b1000 is not permitted.

Accessing the ID_AA64DFR0_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ID_AA64DFR0_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0101	0b000

```

if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    else
        UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TID3 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return ID_AA64DFR0_EL1;
elseif PSTATE.EL == EL2 then
    return ID_AA64DFR0_EL1;
elseif PSTATE.EL == EL3 then
    return ID_AA64DFR0_EL1;

```

ID_AA64DFR1_EL1, AArch64 Debug Feature Register 1

The ID_AA64DFR1_EL1 characteristics are:

Purpose

Reserved for future expansion of top level information about the debug system in AArch64 state.

For general information about the interpretation of the ID registers, see 'Principles of the ID scheme for fields in ID registers'.

Configuration

There are no configuration notes.

Attributes

ID_AA64DFR1_EL1 is a 64-bit register.

Field descriptions

The ID_AA64DFR1_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																RES0															
																RES0															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Reserved, RES0.

Accessing the ID_AA64DFR1_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ID_AA64DFR1_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0101	0b001

```
if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    else
        UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TID3 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return ID_AA64DFR1_EL1;
elseif PSTATE.EL == EL2 then
    return ID_AA64DFR1_EL1;
elseif PSTATE.EL == EL3 then
    return ID_AA64DFR1_EL1;
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ID_AA64ISAR0_EL1, AArch64 Instruction Set Attribute Register 0

The ID_AA64ISAR0_EL1 characteristics are:

Purpose

Provides information about the instructions implemented in AArch64 state.

For general information about the interpretation of the ID registers, see 'Principles of the ID scheme for fields in ID registers'.

Configuration

There are no configuration notes.

Attributes

ID_AA64ISAR0_EL1 is a 64-bit register.

Field descriptions

The ID_AA64ISAR0_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RNDR					TLB				TS				FHM			DP				SM4				SM3				SHA3			
RDM					RES0				Atomic				CRC32			SHA2				SHA1				AES				RES0			
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

RNDR, bits [63:60]

Indicates support for Random Number instructions in AArch64 state. Defined values are:

RNDR	Meaning
0b0000	No Random Number instructions are implemented.
0b0001	RNDR and RNDRRS registers are implemented.

All other values are reserved.

FEAT_RNG implements the functionality identified by the value 0b0001.

From Armv8.5, the permitted values are 0b0000 and 0b0001.

TLB, bits [59:56]

Indicates support for Outer shareable and TLB range maintenance instructions. Defined values are:

TLB	Meaning
0b0000	Outer shareable and TLB range maintenance instructions are not implemented.
0b0001	Outer shareable TLB maintenance instructions are implemented.
0b0010	Outer shareable and TLB range maintenance instructions are implemented.

All other values are reserved.

FEAT_TLBIOS implements the functionality identified by the values 0b0001 and 0b0010.

FEAT_TLBIRANGE implements the functionality identified by the value 0b0010.

From Armv8.4, the only permitted value is 0b0010.

TS, bits [55:52]

Indicates support for flag manipulation instructions. Defined values are:

TS	Meaning
0b0000	No flag manipulation instructions are implemented.
0b0001	CFINV, RMIF, SETF16, and SETF8 instructions are implemented.
0b0010	CFINV, RMIF, SETF16, SETF8, AXFLAG, and XAFLAG instructions are implemented.

All other values are reserved.

FEAT_FlagM implements the functionality identified by the value 0b0001.

FEAT_FlagM2 implements the functionality identified by the value 0b0010.

In Armv8.2, the permitted values are 0b0000 and 0b0001.

In Armv8.4, the only permitted value is 0b0001.

From Armv8.5, the only permitted value is 0b0010.

FHM, bits [51:48]

Indicates support for FMLAL and FMLSL instructions. Defined values are:

FHM	Meaning
0b0000	FMLAL and FMLSL instructions are not implemented.
0b0001	FMLAL and FMLSL instructions are implemented.

All other values are reserved.

FEAT_FHM implements the functionality identified by the value 0b0001.

From Armv8.2, the permitted values are 0b0000 and 0b0001.

DP, bits [47:44]

Indicates support for Dot Product instructions in AArch64 state. Defined values are:

DP	Meaning
0b0000	No Dot Product instructions implemented.
0b0001	UDOT and SDOT instructions implemented.

All other values are reserved.

FEAT_DotProd implements the functionality identified by the value 0b0001.

From Armv8.2, the permitted values are 0b0000 and 0b0001.

SM4, bits [43:40]

Indicates support for SM4 instructions in AArch64 state. Defined values are:

SM4	Meaning
0b0000	No SM4 instructions implemented.
0b0001	SM4E and SM4EKEY instructions implemented.

All other values are reserved.

If FEAT_SM4 is not implemented, the value 0b0001 is reserved.

From Armv8.2, the permitted values are 0b0000 and 0b0001.

This field must have the same value as ID_AA64ISAR0_EL1.SM3.

SM3, bits [39:36]

Indicates support for SM3 instructions in AArch64 state. Defined values are:

SM3	Meaning
0b0000	No SM3 instructions implemented.
0b0001	SM3SS1, SM3TT1A, SM3TT1B, SM3TT2A, SM3TT2B, SM3PARTW1, and SM3PARTW2 instructions implemented.

All other values are reserved.

If FEAT_SM3 is not implemented, the value 0b0001 is reserved.

FEAT_SM3 implements the functionality identified by the value 0b0001.

From Armv8.2, the permitted values are 0b0000 and 0b0001.

This field must have the same value as ID_AA64ISAR0_EL1.SM4.

SHA3, bits [35:32]

Indicates support for SHA3 instructions in AArch64 state. Defined values are:

SHA3	Meaning
0b0000	No SHA3 instructions implemented.
0b0001	EOR3, RAX1, XAR, and BCAX instructions implemented.

All other values are reserved.

If FEAT_SHA3 is not implemented, the value 0b0001 is reserved.

FEAT_SHA3 implements the functionality identified by the value 0b0001.

From Armv8.2, the permitted values are 0b0000 and 0b0001.

If the value of ID_AA64ISAR0_EL1.SHA1 is 0b0000, this field must have the value 0b0000.

If the value of this field is 0b0001, ID_AA64ISAR0_EL1.SHA2 must have the value 0b0010.

RDM, bits [31:28]

Indicates support for SQRDMLAH and SQRDMLSH instructions in AArch64 state. Defined values are:

RDM	Meaning
0b0000	No RDMA instructions implemented.
0b0001	SQRDMLAH and SQRDMLSH instructions implemented.

All other values are reserved.

FEAT_RDM implements the functionality identified by the value 0b0001.

From Armv8.1, the only permitted value is 0b0001.

Bits [27:24]

Reserved, RES0.

Atomic, bits [23:20]

Indicates support for Atomic instructions in AArch64 state. Defined values are:

Atomic	Meaning
0b0000	No Atomic instructions implemented.
0b0010	LDADD, LDCLR, LDEOR, LDSET, LDSMAX, LDSMIN, LDUMAX, LDUMIN, CAS, CASP, and SWP instructions implemented.

All other values are reserved.

FEAT_LSE implements the functionality identified by the value 0b0010.

From Armv8.1, the only permitted value is 0b0010.

CRC32, bits [19:16]

Indicates support for CRC32 instructions in AArch64 state. Defined values are:

CRC32	Meaning
0b0000	No CRC32 instructions implemented.
0b0001	CRC32B, CRC32H, CRC32W, CRC32X, CRC32CB, CRC32CH, CRC32CW, and CRC32CX instructions implemented.

All other values are reserved.

In Armv8.0, the permitted values are 0b0000 and 0b0001.

From Armv8.1, the only permitted value is 0b0001.

SHA2, bits [15:12]

Indicates support for SHA2 instructions in AArch64 state. Defined values are:

SHA2	Meaning
0b0000	No SHA2 instructions implemented.
0b0001	Implements instructions: SHA256H, SHA256H2, SHA256SU0, and SHA256SU1.
0b0010	Implements instructions: <ul style="list-style-type: none"> SHA256H, SHA256H2, SHA256SU0, and SHA256SU1. SHA512H, SHA512H2, SHA512SU0, and SHA512SU1.

All other values are reserved.

FEAT_SHA256 implements the functionality identified by the value 0b0001.

FEAT_SHA512 implements the functionality identified by the value 0b0010.

In Armv8, the permitted values are 0b0000 and 0b0001.

From Armv8.2, the permitted values are 0b0000, 0b0001, and 0b0010.

If the value of ID_AA64ISAR0_EL1.SHA1 is 0b0000, this field must have the value 0b0000.

If the value of this field is 0b0010, ID_AA64ISAR0_EL1.SHA3 must have the value 0b0001.

SHA1, bits [11:8]

Indicates support for SHA1 instructions in AArch64 state. Defined values are:

SHA1	Meaning
0b0000	No SHA1 instructions implemented.
0b0001	SHA1C, SHA1P, SHA1M, SHA1H, SHA1SU0, and SHA1SU1 instructions implemented.

All other values are reserved.

FEAT_SHA1 implements the functionality identified by the value 0b0001.

From Armv8, the permitted values are 0b0000 and 0b0001.

If the value of ID_AA64ISAR0_EL1.SHA2 is 0b0000, this field must have the value 0b0000.

AES, bits [7:4]

Indicates support for AES instructions in AArch64 state. Defined values are:

AES	Meaning
0b0000	No AES instructions implemented.
0b0001	AESE, AESD, AESMC, and AESIMC instructions implemented.
0b0010	As for 0b0001, plus PMULL/PMULL2 instructions operating on 64-bit data quantities.

All other values are reserved.

From Armv8, the permitted values are 0b0000 and 0b0010.

Bits [3:0]

Reserved, RES0.

Accessing the ID_AA64ISAR0_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ID_AA64ISAR0_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0110	0b000

```

if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        else
            UNDEFINED;
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && HCR_EL2.TID3 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            return ID_AA64ISAR0_EL1;
    elsif PSTATE.EL == EL2 then
        return ID_AA64ISAR0_EL1;
    elsif PSTATE.EL == EL3 then
        return ID_AA64ISAR0_EL1;

```

ID_AA64ISAR1_EL1, AArch64 Instruction Set Attribute Register 1

The ID_AA64ISAR1_EL1 characteristics are:

Purpose

Provides information about the features and instructions implemented in AArch64 state.

For general information about the interpretation of the ID registers, see 'Principles of the ID scheme for fields in ID registers'.

Configuration

If ID_AA64ISAR1_EL1.{API, APA} == {0000, 0000}, then:

- The [TCR_EL1](#).{TBID,TBID0}, [TCR_EL2](#).{TBID0,TBID1}, [TCR_EL2](#).TBID and [TCR_EL3](#).TBID bits are RES0.
- [APIAKeyHi_EL1](#), [APIAKeyLo_EL1](#), [APIBKeyHi_EL1](#), [APIBKeyLo_EL1](#), [APDAKeyHi_EL1](#), [APDAKeyLo_EL1](#), [APDBKeyHi_EL1](#), [APDBKeyLo_EL1](#) are not allocated.
- SCTLR_ELx.EnIA, SCTLR_ELx.EnIB, SCTLR_ELx.EnDA, SCTLR_ELx.EnDB are all RES0.

If ID_AA64ISAR1_EL1.{GPI, GPA, API, APA} == {0000, 0000, 0000, 0000}, then:

- [HCR_EL2](#).APK and [HCR_EL2](#).API are RES0.
- [SCR_EL3](#).APK and [SCR_EL3](#).API are RES0.

Attributes

ID_AA64ISAR1_EL1 is a 64-bit register.

Field descriptions

The ID_AA64ISAR1_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0								I8MM				DGH				BF16				SPECRES				SB				FRINTTS			
GPI				GPA				LRCPC				FCMA				JSCVT				API				APA				DPB			
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:56]

Reserved, RES0.

I8MM, bits [55:52]

Indicates support for Advanced SIMD and Floating-point Int8 matrix multiplication instructions in AArch64 state. Defined values of this field are:

I8MM	Meaning
0b0000	Int8 matrix multiplication instructions are not implemented.
0b0001	SMMLA, SUDOT, UMMLA, USMMLA, and USDOT instructions are implemented.

All other values are reserved.

FEAT_I8MM implements the functionality identified by 0b0001.

When Advanced SIMD and SVE are both implemented, this field must return the same value as [ID_AA64ZFR0_EL1](#).I8MM.

From Armv8.6, the only permitted value is 0b0001.

DGH, bits [51:48]

Indicates support for the Data Gathering Hint instruction. Defined values are:

DGH	Meaning
0b0000	Data Gathering Hint is not implemented.
0b0001	Data Gathering Hint is implemented.

All other values are reserved.

FEAT_DGH implements the functionality identified by 0b0001.

From ARMv8.0, the permitted values are 0b0000 and 0b0001.

If the DGH instruction has no effect in preventing the merging of memory accesses, the value of this field is 0b0000.

BF16, bits [47:44]

Indicates support for Advanced SIMD and Floating-point BFloat16 instructions in AArch64 state. Defined values are:

BF16	Meaning
0b0000	BFloat16 instructions are not implemented.
0b0001	BFDOT, BFMLAL, BFMLAL2, BFMLLA, BFCVT, and BFCVT2 instructions are implemented.

All other values are reserved.

FEAT_BF16 implements the functionality identified by 0b0001.

When Advanced SIMD and SVE are both implemented, this field must return the same value as [ID_AA64ZFR0_EL1](#).BF16.

From ARMv8.6, the only permitted value is 0b0001.

SPECRES, bits [43:40]

Indicates support for prediction invalidation instructions in AArch64 state. Defined values are:

SPECRES	Meaning
0b0000	CFP RCTX, DVP RCTX, and CPP RCTX instructions are not implemented.
0b0001	CFP RCTX, DVP RCTX, and CPP RCTX instructions are implemented.

All other values are reserved.

FEAT_SPECRES implements the functionality identified by 0b0001.

From Armv8.5, the only permitted value is 0b0001.

SB, bits [39:36]

Indicates support for SB instruction in AArch64 state. Defined values are:

SB	Meaning
0b0000	SB instruction is not implemented.
0b0001	SB instruction is implemented.

All other values are reserved.

FEAT_SB implements the functionality identified by 0b0001.

From Armv8.5, the only permitted value is 0b0001.

FRINTTS, bits [35:32]

Indicates support for the FRINT32Z, FRINT32X, FRINT64Z, and FRINT64X instructions are implemented. Defined values are:

FRINTTS	Meaning
0b0000	FRINT32Z, FRINT32X, FRINT64Z, and FRINT64X instructions are not implemented.
0b0001	FRINT32Z, FRINT32X, FRINT64Z, and FRINT64X instructions are implemented.

All other values are reserved.

FEAT_FRINTTS implements the functionality identified by 0b0001.

From Armv8.5, the only permitted value is 0b0001.

GPI, bits [31:28]

Indicates support for an IMPLEMENTATION DEFINED algorithm is implemented in the PE for generic code authentication in AArch64 state. Defined values are:

GPI	Meaning
0b0000	Generic Authentication using an IMPLEMENTATION DEFINED algorithm is not implemented.
0b0001	Generic Authentication using an IMPLEMENTATION DEFINED algorithm is implemented. This includes the PACGA instruction.

All other values are reserved.

From Armv8.3, the permitted values are 0b0000 and 0b0001.

If the value of ID_AA64ISAR1_EL1.GPA is non-zero, this field must have the value 0b0000.

GPA, bits [27:24]

Indicates whether QARMA or Architected algorithm is implemented in the PE for generic code authentication in AArch64 state. Defined values are:

GPA	Meaning
0b0000	Generic Authentication using an Architected algorithm is not implemented.
0b0001	Generic Authentication using the QARMA algorithm is implemented. This includes the PACGA instruction.

All other values are reserved.

From Armv8.3, the permitted values are 0b0000 and 0b0001.

If the value of ID_AA64ISAR1_EL1.GPI is non-zero, this field must have the value 0b0000.

LRCPC, bits [23:20]

Indicates support for weaker release consistency, RCpc, based model. Defined values are:

LRCPC	Meaning
0b0000	The LDAPR*, LDAPUR*, and STLUR* instructions are not implemented.
0b0001	The LDAPR* instructions are implemented.
0b0010	The LDAPUR*, and STLUR* instructions are not implemented.
0b0011	The LDAPR*, LDAPUR*, and STLUR* instructions are implemented.

All other values are reserved.

FEAT_LRCPC implements the functionality identified by the value 0b0001.

FEAT_LRCPC2 implements the functionality identified by the value 0b0010.

In Armv8.2, the permitted values are 0b0000, 0b0001, and 0b0010.

In Armv8.3, the permitted values are 0b0001 and 0b0010.

From Armv8.4, the only permitted value is 0b0010.

FCMA, bits [19:16]

Indicates support for complex number addition and multiplication, where numbers are stored in vectors. Defined values are:

FCMA	Meaning
0b0000	The FCMLA and FCADD instructions are not implemented.
0b0001	The FCMLA and FCADD instructions are implemented.

All other values are reserved.

FEAT_FCMA implements the functionality identified by the value 0b0001.

In Armv8.0, Armv8.1, and Armv8.2, the only permitted value is 0b0000.

From Armv8.3, if Advanced SIMD or Floating-point is implemented, the only permitted value is 0b0001.

From Armv8.3, if Advanced SIMD or Floating-point is not implemented, the only permitted value is 0b0000.

JSCVT, bits [15:12]

Indicates support for JavaScript conversion from double precision floating point values to integers in AArch64 state. Defined values are:

JSCVT	Meaning
0b0000	The FJCVTZS instruction is not implemented.
0b0001	The FJCVTZS instruction is implemented.

All other values are reserved.

FEAT_JSCVT implements the functionality identified by 0b0001.

In Armv8.0, Armv8.1, and Armv8.2, the only permitted value is 0b0000.

From Armv8.3, if Advanced SIMD or Floating-point is implemented, the only permitted value is 0b0001.

From Armv8.3, if Advanced SIMD or Floating-point is not implemented, the only permitted value is 0b0000.

API, bits [11:8]

Indicates whether an IMPLEMENTATION DEFINED algorithm is implemented in the PE for address authentication, in AArch64 state. This applies to all Pointer Authentication instructions other than the PACGA instruction. Defined values are:

API	Meaning
0b0000	Address Authentication using an IMPLEMENTATION DEFINED algorithm is not implemented.
0b0001	Address Authentication using an IMPLEMENTATION DEFINED algorithm is implemented, with the HaveEnhancedPAC() and HaveEnhancedPAC2() functions returning FALSE.
0b0010	Address Authentication using an IMPLEMENTATION DEFINED algorithm is implemented, with the HaveEnhancedPAC() function returning TRUE, and the HaveEnhancedPAC2() function returning FALSE.
0b0011	Address Authentication using an IMPLEMENTATION DEFINED algorithm is implemented, with the HaveEnhancedPAC2() function returning TRUE, and the HaveEnhancedPAC() function returning FALSE.
0b0100	Address Authentication using an IMPLEMENTATION DEFINED algorithm is implemented, with the HaveEnhancedPAC2() function returning TRUE, the HaveFPAC() function returning TRUE, the HaveFPACCombined() function returning FALSE, and the HaveEnhancedPAC() function returning FALSE.
0b0101	Address Authentication using an IMPLEMENTATION DEFINED algorithm is implemented, with the HaveEnhancedPAC2() function returning TRUE, the HaveFPAC() function returning TRUE, the HaveFPACCombined() function returning TRUE, and the HaveEnhancedPAC() function returning FALSE.

All other values are reserved.

FEAT_PAuth implements the functionality added by the values 0b0000, 0b0001, and 0b0010.

FEAT_PAuth2 implements the functionality added by the value 0b0011.

FEAT_FPAC implements the functionality added by the values 0b0100 and 0b0101.

From Armv8.6, the permitted values are 0b0011, 0b0100, and 0b0101.

If the value of ID_AA64ISAR1_EL1.APA is non-zero, this field must have the value 0b0000.

APA, bits [7:4]

Indicates whether QARMA or Architected algorithm is implemented in the PE for address authentication, in AArch64 state. This applies to all Pointer Authentication instructions other than the PACGA instruction. Defined values are:

APA	Meaning
0b0000	Address Authentication using an Architected algorithm is not implemented.
0b0001	Address Authentication using the QARMA algorithm is implemented, with the HaveEnhancedPAC() and HaveEnhancedPAC2() functions returning FALSE.
0b0010	Address Authentication using the QARMA algorithm is implemented, with the HaveEnhancedPAC() function returning TRUE and the HaveEnhancedPAC2() function returning FALSE.
0b0011	Address Authentication using the QARMA algorithm is implemented, with the HaveEnhancedPAC2() function returning TRUE, the HaveFPAC() function returning FALSE, the HaveFPACCombined() function returning FALSE, and the HaveEnhancedPAC() function returning FALSE.
0b0100	Address Authentication using the QARMA algorithm is implemented, with the HaveEnhancedPAC2() function returning TRUE, the HaveFPAC() function returning TRUE, the HaveFPACCombined() function returning FALSE, and the HaveEnhancedPAC() function returning FALSE.
0b0101	Address Authentication using the QARMA algorithm is implemented, with the HaveEnhancedPAC2() function returning TRUE, the HaveFPAC() function returning TRUE, the HaveFPACCombined() function returning TRUE, and the HaveEnhancedPAC() function returning FALSE.

All other values are reserved.

FEAT_PAuth implements the functionality added by the values 0b0000, 0b0001, and 0b0010.

FEAT_PAuth2 implements the functionality added by the value 0b0011.

FEAT_FPAC implements the functionality added by the values 0b0100 and 0b0101.

From Armv8.6, the permitted values are 0b0011, 0b0100, and 0b0101.

If the value of the ID_AA64ISAR1_EL1.API is non-zero, this field must have the value 0b0000.

DPB, bits [3:0]

Data Persistence writeback. Indicates support for the [DC CVAP](#) and [DC CVADP](#) instructions in AArch64 state. Defined values are:

DPB	Meaning
0b0000	DC CVAP not supported.
0b0001	DC CVAP supported.
0b0010	DC CVAP and DC CVADP supported.

All other values are reserved.

FEAT_DPB implements the functionality identified by the value 0b0001.

FEAT_DPB2 implements the functionality identified by the value 0b0010.

In Armv8.2, the permitted values are 0b0001 and 0b0010.

From Armv8.5, the only permitted value is 0b0010

Accessing the ID_AA64ISAR1_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ID_AA64ISAR1_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0110	0b001

```

if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        else
            UNDEFINED;
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && HCR_EL2.TID3 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            return ID_AA64ISAR1_EL1;
    elsif PSTATE.EL == EL2 then
        return ID_AA64ISAR1_EL1;
    elsif PSTATE.EL == EL3 then
        return ID_AA64ISAR1_EL1;

```

ID_AA64MMFR0_EL1, AArch64 Memory Model Feature Register 0

The ID_AA64MMFR0_EL1 characteristics are:

Purpose

Provides information about the implemented memory model and memory management support in AArch64 state.

For general information about the interpretation of the ID registers, see 'Principles of the ID scheme for fields in ID registers'.

Configuration

There are no configuration notes.

Attributes

ID_AA64MMFR0_EL1 is a 64-bit register.

Field descriptions

The ID_AA64MMFR0_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
ECV				FGT				RES0								ExS				TGran4_2				TGran64_2				TGran16_2			
TGran4				TGran64				TGran16				BigEndEL0				SNSMem				BigEnd				ASIDBits				PARange			
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

ECV, bits [63:60]

Indicates presence of Enhanced Counter Virtualization. Defined values are:

ECV	Meaning
0b0000	Enhanced Counter Virtualization is not implemented.
0b0001	Enhanced Counter Virtualization is implemented. Supports CNTHCTL_EL2 .{EL1TVT, EL1TVCT, EL1NVPCT, EL1NVVCT, EVNTIS}, CNTKCTL_EL1 .EVNTIS, CNTPTSS_EL0 counter views, and CNTVCTSS_EL0 counter views. Extends the PMSCR_EL1 .PCT, PMSCR_EL2 .PCT, TRFCR_EL1 .TS, and TRFCR_EL2 .TS fields.
0b0010	As 0b0001, and also includes support for CNTHCTL_EL2 .ECV and CNTPOFF_EL2 .

All other values are reserved.

FEAT_ECV implements the functionality identified by the values 0b0001 and 0b0010.

From Armv8.6, the only permitted values are 0b0001 and 0b0010.

FGT, bits [59:56]

Indicates presence of the Fine-Grained Trap controls:

- [HAFGRTR_EL2](#), [HDFGRTR_EL2](#), [HDFGWTR_EL2](#), [HFGTRTR_EL2](#), [HFGITR_EL2](#) and [HFGWTR_EL2](#) registers, and their associated traps.
- [MDCR_EL2](#).TDCC and [MDCR_EL3](#).TDCC.
- [SCR_EL3](#).FGTEn.

Defined values are:

FGT	Meaning
0b0000	The fine-grained trap controls are not implemented.
0b0001	The fine-grained trap controls are implemented and can generate fine-grained traps of EL1 and EL0 functionality.

All other values are reserved.

FEAT_FGT implements the functionality identified by the value 0b0001.

From Armv8.6, the only permitted value is 0b0001.

Bits [55:48]

Reserved, RES0.

ExS, bits [47:44]

Indicates support for disabling context synchronizing exception entry and exit. Defined values are:

ExS	Meaning
0b0000	All exception entries and exits are context synchronization events.
0b0001	Non-context synchronizing exception entry and exit are supported.

All other values are reserved.

FEAT_ExS implements the functionality identified by the value 0b0001.

TGran4_2, bits [43:40]

Indicates support for 4KB memory granule size at stage 2. Defined values are:

TGran4_2	Meaning
0b0000	Support for 4KB granule at stage 2 is identified in the ID_AA64MMFR0_EL1.TGran4 field.
0b0001	4KB granule not supported at stage 2.
0b0010	4KB granule supported at stage 2.

All other values are reserved.

The 0b0000 value is deprecated.

TGran64_2, bits [39:36]

Indicates support for 64KB memory granule size at stage 2. Defined values are:

TGran64_2	Meaning
0b0000	Support for 64KB granule at stage 2 is identified in the ID_AA64MMFR0_EL1.TGran64 field.
0b0001	64KB granule not supported at stage 2.
0b0010	64KB granule supported at stage 2.

All other values are reserved.

The 0b0000 value is deprecated.

TGran16_2, bits [35:32]

Indicates support for 16KB memory granule size at stage 2. Defined values are:

TGran16_2	Meaning
0b0000	Support for 16KB granule at stage 2 is identified in the ID_AA64MMFR0_EL1.TGran16 field.
0b0001	16KB granule not supported at stage 2.
0b0010	16KB granule supported at stage 2.

All other values are reserved.

The 0b0000 value is deprecated.

TGran4, bits [31:28]

Indicates support for 4KB memory translation granule size. Defined values are:

TGran4	Meaning
0b0000	4KB granule supported.
0b1111	4KB granule not supported.

All other values are reserved.

TGran64, bits [27:24]

Indicates support for 64KB memory translation granule size. Defined values are:

TGran64	Meaning
0b0000	64KB granule supported.
0b1111	64KB granule not supported.

All other values are reserved.

TGran16, bits [23:20]

Indicates support for 16KB memory translation granule size. Defined values are:

TGran16	Meaning
0b0000	16KB granule not supported.
0b0001	16KB granule supported.

All other values are reserved.

BigEndEL0, bits [19:16]

Indicates support for mixed-endian at EL0 only. Defined values are:

BigEndEL0	Meaning
0b0000	No mixed-endian support at EL0. The SCTLR_EL1.E0E bit has a fixed value.
0b0001	Mixed-endian support at EL0. The SCTLR_EL1.E0E bit can be configured.

All other values are reserved.

This field is invalid and is RES0 if ID_AA64MMFR0_EL1.BigEnd is not 0b0000.

SNSMem, bits [15:12]

Indicates support for a distinction between Secure and Non-secure Memory. Defined values are:

SNSMem	Meaning
0b0000	Does not support a distinction between Secure and Non-secure Memory.
0b0001	Does support a distinction between Secure and Non-secure Memory.

Note

If EL3 is implemented, the value 0b0000 is not permitted.

All other values are reserved.

BigEnd, bits [11:8]

Indicates support for mixed-endian configuration. Defined values are:

BigEnd	Meaning
0b0000	No mixed-endian support. The 'SCTLR_ELx'.EE bits have a fixed value. See the BigEndEL0 field, bits[19:16], for whether EL0 supports mixed-endian.
0b0001	Mixed-endian support. The 'SCTLR_ELx'.EE and SCTLR_EL1.E0E bits can be configured.

All other values are reserved.

ASIDBits, bits [7:4]

Number of ASID bits. Defined values are:

ASIDBits	Meaning
0b0000	8 bits.
0b0010	16 bits.

All other values are reserved.

PARange, bits [3:0]

Physical Address range supported. Defined values are:

PARange	Meaning
0b0000	32 bits, 4GB.
0b0001	36 bits, 64GB.
0b0010	40 bits, 1TB.
0b0011	42 bits, 4TB.
0b0100	44 bits, 16TB.
0b0101	48 bits, 256TB.
0b0110	52 bits, 4PB.

All other values are reserved.

The value 0b0110 is permitted only if the implementation includes FEAT_LPA, otherwise it is reserved.

Accessing the ID_AA64MMFR0_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ID_AA64MMFR0_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0111	0b000

```

if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        else
            UNDEFINED;
    elseif PSTATE.EL == EL1 then
        if EL2Enabled() && HCR_EL2.TID3 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            return ID_AA64MMFR0_EL1;
    elseif PSTATE.EL == EL2 then
        return ID_AA64MMFR0_EL1;
    elseif PSTATE.EL == EL3 then
        return ID_AA64MMFR0_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ID_AA64MMFR1_EL1, AArch64 Memory Model Feature Register 1

The ID_AA64MMFR1_EL1 characteristics are:

Purpose

Provides information about the implemented memory model and memory management support in AArch64 state.

For general information about the interpretation of the ID registers, see 'Principles of the ID scheme for fields in ID registers'.

Configuration

There are no configuration notes.

Attributes

ID_AA64MMFR1_EL1 is a 64-bit register.

Field descriptions

The ID_AA64MMFR1_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																								ETS				TWED			
XNX				SpecSEI				PAN				LO				HPDS				VH				VMIDBits				HAFDBS			
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:40]

Reserved, RES0.

ETS, bits [39:36]

Indicates support for Enhanced Translation Synchronization. Defined values are:

ETS	Meaning
0b0000	Enhanced Translation Synchronization is not supported.
0b0001	Enhanced Translation Synchronization is supported.

All other values are reserved.

FEAT_ETTS implements the functionality identified by the value 0b0001.

From Armv8.0, the permitted values are 0b0000 and 0b0001.

TWED, bits [35:32]

Indicates support for the configurable delayed trapping of WFE. Defined values are:

TWED	Meaning
0b0000	Configurable delayed trapping of WFE is not supported.
0b0001	Configurable delayed trapping of WFE is supported.

All other values are reserved.

FEAT_TWED implements the functionality identified by the value 0b0001.

From Armv8.6, the permitted values are 0b0000 and 0b0001.

XNX, bits [31:28]

Indicates support for execute-never control distinction by Exception level at stage 2. Defined values are:

XNX	Meaning
0b0000	Distinction between EL0 and EL1 execute-never control at stage 2 not supported.
0b0001	Distinction between EL0 and EL1 execute-never control at stage 2 supported.

All other values are reserved.

FEAT_XNX implements the functionality identified by the value 0b0001.

From Armv8.2, the only permitted value is 0b0001.

SpecSEI, bits [27:24]

Describes whether the PE can generate SError interrupt exceptions from speculative reads of memory, including speculative instruction fetches. The defined values of this field are:

SpecSEI	Meaning
0b0000	The PE never generates an SError interrupt due to an External abort on a speculative read.
0b0001	The PE might generate an SError interrupt due to an External abort on a speculative read.

All other values are reserved.

PAN, bits [23:20]

Privileged Access Never. Indicates support for the PAN bit in PSTATE, [SPSR_EL1](#), [SPSR_EL2](#), [SPSR_EL3](#), and [DPSR_EL0](#). Defined values are:

PAN	Meaning
0b0000	PAN not supported.
0b0001	PAN supported.
0b0010	PAN supported and AT S1E1RP and AT S1E1WP instructions supported.

All other values are reserved.

FEAT_PAN implements the functionality identified by the value 0b0001.

FEAT_PAN2 implements the functionality added by the value 0b0010.

In Armv8.1, the permitted values are 0b0001 and 0b0011.

From Armv8.2, the permitted values are 0b0010 and 0b0011.

LO, bits [19:16]

LORegions. Indicates support for LORegions. Defined values are:

LO	Meaning
0b0000	LORegions not supported.
0b0001	LORegions supported.

All other values are reserved.

FEAT_LOR implements the functionality identified by the value 0b0001.

From Armv8.1, the only permitted value is 0b0001.

HPDS, bits [15:12]

Hierarchical Permission Disables. Indicates support for disabling hierarchical controls in translation tables. Defined values are:

HPDS	Meaning
0b0000	Disabling of hierarchical controls not supported.
0b0001	Disabling of hierarchical controls supported with the TCR_EL1 .{HPD1, HPD0}, TCR_EL2 .HPD or TCR_EL2 .{HPD1, HPD0}, and TCR_EL3 .HPD bits.
0b0010	As for value 0b0001, and adds possible hardware allocation of bits[62:59] of the translation table descriptors from the final lookup level for IMPLEMENTATION DEFINED use.

All other values are reserved.

FEAT_HPDS implements the functionality identified by the value 0b0001.

FEAT_HPDS2 implements the functionality identified by the value 0b0010.

From Armv8.1, the value 0b0000 is not permitted.

VH, bits [11:8]

Virtualization Host Extensions. Defined values are:

VH	Meaning
0b0000	Virtualization Host Extensions not supported.
0b0001	Virtualization Host Extensions supported.

All other values are reserved.

FEAT_VHE implements the functionality identified by the value 0b0001.

From Armv8.1, the only permitted value is 0b0001.

VMIDBits, bits [7:4]

Number of VMID bits. Defined values are:

VMIDBits	Meaning
0b0000	8 bits
0b0010	16 bits

All other values are reserved.

FEAT_VMID16 implements the functionality identified by the value 0b0010.

From Armv8.1, the permitted values are 0b0000 and 0b0010.

HAFDBS, bits [3:0]

Hardware updates to Access flag and Dirty state in translation tables. Defined values are:

HAFDBS	Meaning
0b0000	Hardware update of the Access flag and dirty state are not supported.
0b0001	Hardware update of the Access flag is supported.
0b0010	Hardware update of both the Access flag and dirty state is supported.

All other values are reserved.

FEAT_HAFDBS implements the functionality identified by the values 0b0001 and 0b0010.

From Armv8.1, the permitted values are 0b0000, 0b0001, and 0b0010.

Accessing the ID_AA64MMFR1_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ID_AA64MMFR1_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0111	0b001

```

if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    else
        UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TID3 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return ID_AA64MMFR1_EL1;
elseif PSTATE.EL == EL2 then
    return ID_AA64MMFR1_EL1;
elseif PSTATE.EL == EL3 then
    return ID_AA64MMFR1_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ID_AA64MMFR2_EL1, AArch64 Memory Model Feature Register 2

The ID_AA64MMFR2_EL1 characteristics are:

Purpose

Provides information about the implemented memory model and memory management support in AArch64 state.

For general information about the interpretation of the ID registers, see 'Principles of the ID scheme for fields in ID registers'.

Configuration

Note

Prior to the introduction of the features described by this register, this register was unnamed and reserved, RES0 from EL1, EL2, and EL3.

Attributes

ID_AA64MMFR2_EL1 is a 64-bit register.

Field descriptions

The ID_AA64MMFR2_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
EOPD				EVT				BBM				TTL				RES0				FWB			IDS				AT				
ST				NV				CCIDX				VARange				IESB				LSM			UAO				CnP				
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

EOPD, bits [63:60]

Indicates support for the EOPD mechanism. Defined values are:

EOPD	Meaning
0b0000	EOPDx mechanism is not implemented.
0b0001	EOPDx mechanism is implemented.

All other values are reserved.

FEAT_EOPD implements the functionality identified by the value 0b0001.

In Armv8.4, the permitted values are 0b0000 and 0b0001.

From Armv8.5, the only permitted value is 0b0001.

If FEAT_EOPD is implemented, FEAT_CSV3 must be implemented.

EVT, bits [59:56]

Enhanced Virtualization Traps. If EL2 is implemented, indicates support for the [HCR_EL2](#).{TTLBOS, TTLBIS, TOCU, TICAB, TID4} traps. Defined values are:

EVT	Meaning
0b0000	HCR_EL2 .{TTLBOS, TTLBIS, TOCU, TICAB, TID4} traps are not supported.
0b0001	HCR_EL2 .{TOCU, TICAB, TID4} traps are supported.
0b0010	HCR_EL2 .{TTLBOS, TTLBIS} traps are not supported.
0b0010	HCR_EL2 .{TTLBOS, TTLBIS, TOCU, TICAB, TID4} traps are supported.

All other values are reserved.

FEAT_EVT implements the functionality identified by the values 0b0001 and 0b0010.

If EL2 is not implemented, the only permitted value is 0b0000.

In Armv8.2, the permitted values are 0b0000, 0b0001, and 0b0010.

From Armv8.5, the permitted values are:

- 0b0000 when EL2 is not implemented.
- 0b0010 when EL2 is implemented.

BBM, bits [55:52]

Allows identification of the requirements of the hardware to have break-before-make sequences when changing block size for a translation.

BBM	Meaning
0b0000	Level 0 support for changing block size is supported.
0b0001	Level 1 support for changing block size is supported.
0b0010	Level 2 support for changing block size is supported.

All other values are reserved.

FEAT_BBM implements the functionality identified by the values 0b0000, 0b0001, and 0b0010.

From Armv8.4, the permitted values are 0b0000, 0b0001, and 0b0010.

TTL, bits [51:48]

Indicates support for TTL field in address operations. Defined values are:

TTL	Meaning
0b0000	TLB maintenance instructions by address have bits[47:44] as RES0.
0b0001	TLB maintenance instructions by address have bits[47:44] holding the TTL field.

All other values are reserved.

FEAT_TTL implements the functionality identified by the value 0b0001.

This field affects [TLBI IPAS2E1](#), [TLBI IPAS2E1IS](#), [TLBI IPAS2E1OS](#), [TLBI IPAS2LE1](#), [TLBI IPAS2LE1IS](#), [TLBI IPAS2LE1OS](#), [TLBI VAAE1](#), [TLBI VAAE1IS](#), [TLBI VAAE1OS](#), [TLBI VAAE1IS](#), [TLBI VAAE1OS](#), [TLBI VAE1](#), [TLBI VAE1IS](#), [TLBI VAE1OS](#), [TLBI VAE2](#), [TLBI VAE2IS](#), [TLBI VAE2OS](#), [TLBI VAE3](#), [TLBI VAE3IS](#), [TLBI VAE3OS](#), [TLBI VALE1](#), [TLBI VALE1IS](#), [TLBI VALE1OS](#), [TLBI VALE2](#), [TLBI VALE2IS](#), [TLBI VALE2OS](#), [TLBI VALE3](#), [TLBI VALE3IS](#), [TLBI VALE3OS](#).

From Armv8.4, the only permitted value is 0b0001.

Bits [47:44]

Reserved, RES0.

FWB, bits [43:40]

Indicates support for [HCR_EL2](#).FWB. Defined values are:

FWB	Meaning
0b0000	HCR_EL2 .FWB bit is not supported.
0b0001	HCR_EL2 .FWB is supported.

All other values reserved.

FEAT_S2FWB implements the functionality identified by the value 0b0001.

From Armv8.4, the only permitted value is 0b0001.

IDS, bits [39:36]

Indicates the value of ESR_ELx.EC that reports an exception generated by a read access to the feature ID space. Defined values are:

IDS	Meaning
0b0000	An exception which is generated by a read access to the feature ID space, other than a trap caused by HCR_EL2 .TIDx, SCTLR_EL1 .UCT, or SCTLR_EL2 .UCT, is reported by ESR_ELx.EC == 0x0.
0b0001	All exceptions generated by an AArch64 read access to the feature ID space are reported by ESR_ELx.EC == 0x18.

All other values are reserved.

The Feature ID space is defined as the System register space in AArch64 with op0==3, op1=={0, 1, 3}, CRn==0, CRm=={0-7}, op2=={0-7}.

FEAT_IDST implements the functionality identified by the value 0b0001.

From Armv8.4, the only permitted value is 0b0001.

AT, bits [35:32]

Identifies support for unaligned single-copy atomicity and atomic functions. Defined values are:

AT	Meaning
0b0000	Unaligned single-copy atomicity and atomic functions are not supported.
0b0001	Unaligned single-copy atomicity and atomic functions with a 16-byte address range aligned to 16-bytes are supported.

All other values are reserved.

FEAT_LSE2 implements the functionality identified by the value 0b0001.

In Armv8.2, the permitted values are 0b0000 and 0b0001.

From Armv8.4, the only permitted value is 0b0001.

ST, bits [31:28]

Identifies support for small translation tables. Defined values are:

ST	Meaning
0b0000	The maximum value of the TCR_ELx.{T0SZ,T1SZ} and VTCR_EL2.T0SZ fields is 39.
0b0001	The maximum value of the TCR_ELx.{T0SZ,T1SZ} and VTCR_EL2.T0SZ fields is 48 for 4KB and 16KB granules, and 47 for 64KB granules.

All other values are reserved.

FEAT_TTST implements the functionality identified by the value 0b0001.

If FEAT_SEL2 is implemented, the only permitted value is 0b0001.

In an implementation which does not support FEAT_SEL2, the permitted values are 0b0000 and 0b0001.

NV, bits [27:24]

Nested Virtualization. If EL2 is implemented, indicates support for the use of nested virtualization. Defined values are:

NV	Meaning
0b0000	Nested virtualization is not supported.
0b0001	The HCR_EL2.NV, HCR_EL2.NV1, HCR_EL2.AT bits are implemented.
0b0010	The VNCR_EL2 register and the HCR_EL2.{AT, NV, NV1, NV2} bits are implemented.

All other values are reserved.

If EL2 is not implemented, the only permitted value is 0b0000.

FEAT_NV implements the functionality identified by the value 0b0001.

FEAT_NV2 implements the functionality identified by the value 0b0010.

In Armv8.3, if EL2 is implemented, the permitted values are 0b0000 and 0b0001.

From Armv8.4, if EL2 is implemented, the permitted values are 0b0000, 0b0001, and 0b0010.

CCIDX, bits [23:20]

Support for the use of revised [CCSIDR_EL1](#) register format. Defined values are:

CCIDX	Meaning
0b0000	32-bit format implemented for all levels of the CCSIDR_EL1.
0b0001	64-bit format implemented for all levels of the CCSIDR_EL1.

All other values are reserved.

FEAT_CCIDX implements the functionality identified by the value 0b0001.

From Armv8.3, the permitted values are 0b0000 and 0b0001.

VARange, bits [19:16]

Indicates support for a larger virtual address. Defined values are:

VARange	Meaning
0b0000	VMSAv8-64 supports 48-bit VAs.
0b0001	VMSAv8-64 supports 52-bit VAs when using the 64KB translation granule. The other translation granules support 48-bit VAs.

All other values are reserved.

FEAT_LVA implements the functionality identified by the value 0b0001.

From Armv8.2, the permitted values are 0b0000 and 0b0001.

IESB, bits [15:12]

Indicates support for the IESB bit in the SCTLR_ELx registers. Defined values are:

IESB	Meaning
0b0000	IESB bit in the SCTLR_ELx registers is not supported.
0b0001	IESB bit in the SCTLR_ELx registers is supported.

All other values are reserved.

FEAT_IESB implements the functionality identified by the value 0b0001.

LSM, bits [11:8]

Indicates support for LSMAOE and nTLSMD bits in [SCTLR_EL1](#) and [SCTLR_EL2](#). Defined values are:

LSM	Meaning
0b0000	LSMAOE and nTLSMD bits not supported.
0b0001	LSMAOE and nTLSMD bits supported.

All other values are reserved.

FEAT_LSMAOC implements the functionality identified by the value 0b0001.

UAO, bits [7:4]

User Access Override. Defined values are:

UAO	Meaning
0b0000	UAO not supported.
0b0001	UAO supported.

All other values are reserved.

FEAT_UAO implements the functionality identified by the value 0b0001.

From Armv8.2, the only permitted value is 0b0001.

CnP, bits [3:0]

Indicates support for Common not Private translations. Defined values are:

CnP	Meaning
0b0000	Common not Private translations not supported.
0b0001	Common not Private translations supported.

All other values are reserved.

FEAT_TTCNP implements the functionality identified by the value 0b0001.

From Armv8.2, the only permitted value is 0b0001.

Accessing the ID_AA64MMFR2_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ID_AA64MMFR2_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0111	0b010

```

if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    else
        UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && (!IsZero(ID_AA64MMFR2_EL1) || boolean IMPLEMENTATION_DEFINED "ID_AA64MMFR2
trapped by HCR_EL2.TID3") && HCR_EL2.TID3 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return ID_AA64MMFR2_EL1;
elseif PSTATE.EL == EL2 then
    return ID_AA64MMFR2_EL1;
elseif PSTATE.EL == EL3 then
    return ID_AA64MMFR2_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ID_AA64PFR0_EL1, AArch64 Processor Feature Register 0

The ID_AA64PFR0_EL1 characteristics are:

Purpose

Provides additional information about implemented PE features in AArch64 state.

For general information about the interpretation of the ID registers, see 'Principles of the ID scheme for fields in ID registers'.

Configuration

The external register [EDPFR](#) gives information from this register.

Attributes

ID_AA64PFR0_EL1 is a 64-bit register.

Field descriptions

The ID_AA64PFR0_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
CSV3				CSV2				RES0				DIT				AMU				MPAM				SEL2				SVE			
RAS				GIC				AdvSIMD				FP				EL3				EL2				EL1				ELO			
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

CSV3, bits [63:60]

Speculative use of faulting data. Defined values are:

CSV3	Meaning
0b0000	This Device does not disclose whether data loaded under speculation with a permission or domain fault can be used to form an address or generate condition codes or SVE predicate values to be used by instructions newer than the load in the speculative sequence
0b0001	Data loaded under speculation with a permission or domain fault cannot be used to form an address or generate condition codes or SVE predicate values to be used by instructions newer than the load in the speculative sequence

All other values are reserved.

FEAT_CSV3 implements the functionality identified by the value 0b0001.

In Armv8.0, the permitted values are 0b0000 and 0b0001.

From Armv8.5, the only permitted value is 0b0001.

If FEAT_EOPD is implemented, FEAT_CSV3 must be implemented.

CSV2, bits [59:56]

Speculative use of out of context branch targets. Defined values are:

CSV2	Meaning
0b0000	This Device does not disclose whether branch targets trained in one hardware described context can affect speculative execution in a different hardware described context.
0b0001	Branch targets trained in one hardware described context can only affect speculative execution in a different hardware described context in a hard-to-determine way. Contexts do not include the SCXTNUM_ELx register contexts, and these registers are not supported.
0b0010	Branch targets trained in one hardware described context can only affect speculative execution in a different hardware described context in a hard-to-determine way. Contexts include the SCXTNUM_ELx register contexts, and these registers are supported.

From Armv8.5, the only permitted values are 0b0001 or 0b0010.

All other values are reserved.

Bits [55:52]

Reserved, RES0.

DIT, bits [51:48]

Data Independent Timing. Defined values are:

DIT	Meaning
0b0000	AArch64 does not guarantee constant execution time of any instructions.
0b0001	AArch64 provides the PSTATE.DIT mechanism to guarantee constant execution time of certain instructions.

All other values are reserved.

FEAT_DIT implements the functionality identified by the value 0b0001.

From Armv8.4, the only permitted value is 0b0001.

AMU, bits [47:44]

Indicates support for Activity Monitors Extension. Defined values are:

AMU	Meaning
0b0000	Activity Monitors Extension is not implemented.
0b0001	FEAT_AMUv1 is implemented.
0b0010	FEAT_AMUv1p1 is implemented. As 0b0001 and adds support for virtualization of the activity monitor event counters.

All other values are reserved.

FEAT_AMUv1 implements the functionality identified by the value 0b0001.

FEAT_AMUv1p1 implements the functionality identified by the value 0b0010.

In Armv8.0, the only permitted value is 0b0000.

In Armv8.4, the permitted values are 0b0000 and 0b0001.

From Armv8.6, the permitted values are 0b0000, 0b0001, and 0b0010.

MPAM, bits [43:40]

Indicates support for MPAM Extension. Defined values are:

MPAM	Meaning
0b0000	If ID_AA64PFR1_EL1 .MPAM_frac == 0b0000, MPAM Extension is not implemented.
	If ID_AA64PFR1_EL1 .MPAM_frac == 0b0001, MPAM Extension version 0.1 is implemented.
0b0001	If ID_AA64PFR1_EL1 .MPAM_frac == 0b0000, MPAM Extension version 1.0 is implemented.
	If ID_AA64PFR1_EL1 .MPAM_frac == 0b0001, MPAM Extension version 1.1 is implemented.

All other values are reserved.

SEL2, bits [39:36]

Secure EL2. Defined values are:

SEL2	Meaning
0b0000	Secure EL2 is not implemented.
0b0001	Secure EL2 is implemented.

All other values are reserved.

FEAT_SEL2 implements the functionality identified by the value 0b0001.

SVE, bits [35:32]

Scalable Vector Extension. Defined values are:

SVE	Meaning
0b0000	SVE architectural state and programmers' model are not implemented.
0b0001	SVE architectural state and programmers' model are implemented.

All other values are reserved.

If implemented, refer to [ID_AA64ZFR0_EL1](#) for information about which SVE instructions are available.

RAS, bits [31:28]

RAS Extension version. Defined values are:

RAS	Meaning
0b0000	No RAS Extension.
0b0001	RAS Extension present.
0b0010	FEAT_RASv1p1 present. As 0b0001, and adds support for: <ul style="list-style-type: none"> If EL3 is implemented, FEAT_DoubleFault. Additional ERXMISC<m>_EL1 System registers. Additional System registers ERXPFCDN_EL1, ERXPFGCTL_EL1, and ERXPFGF_EL1, and the SCR_EL3.FIEN and HCR_EL2.FIEN trap controls, to support the optional RAS Common Fault Injection Model Extension. Error records accessed through System registers conform to RAS System Architecture v1.1, which includes simplifications to ERR<n>STATUS and support for the optional RAS Timestamp and RAS Common Fault Injection Model Extensions.

All other values are reserved.

FEAT_RASv1p1 and FEAT_DoubleFault implement the functionality identified by the value 0b0010.

In Armv8.0 and Armv8.1, the permitted values are 0b0000 and 0b0001.

In Armv8.2, the only permitted value is 0b0001.

From Armv8.4, when FEAT_DoubleFault is not implemented, and [ERRIDR_EL1.NUM](#) is zero, the permitted values are IMPLEMENTATION DEFINED 0b0001 or 0b0010. Otherwise from Armv8.4, the only permitted value is 0b0010.

GIC, bits [27:24]

System register GIC CPU interface. Defined values are:

GIC	Meaning
0b0000	GIC CPU interface system registers not implemented.
0b0001	System register interface to versions 3.0 and 4.0 of the GIC CPU interface is supported.
0b0011	System register interface to version 4.1 of the GIC CPU interface is supported.

All other values are reserved.

AdvSIMD, bits [23:20]

Advanced SIMD. Defined values are:

AdvSIMD	Meaning
0b0000	Advanced SIMD is implemented, including support for the following Sisd and SIMD operations: <ul style="list-style-type: none"> Integer byte, halfword, word and doubleword element operations. Single-precision and double-precision floating-point arithmetic. Conversions between single-precision and half-precision data types, and double-precision and half-precision data types.
0b0001	As for 0b0000, and also includes support for half-precision floating-point arithmetic.
0b1111	Advanced SIMD is not implemented.

All other values are reserved.

This field must have the same value as the FP field.

The permitted values are:

- 0b0000 in an implementation with Advanced SIMD support that does not include the FEAT_FP16 extension.
- 0b0001 in an implementation with Advanced SIMD support that includes the FEAT_FP16 extension.
- 0b1111 in an implementation without Advanced SIMD support.

FP, bits [19:16]

Floating-point. Defined values are:

FP	Meaning
0b0000	Floating-point is implemented, and includes support for: <ul style="list-style-type: none"> Single-precision and double-precision floating-point types. Conversions between single-precision and half-precision data types, and double-precision and half-precision data types.
0b0001	As for 0b0000, and also includes support for half-precision floating-point arithmetic.
0b1111	Floating-point is not implemented.

All other values are reserved.

This field must have the same value as the AdvSIMD field.

The permitted values are:

- 0b0000 in an implementation with floating-point support that does not include the FEAT_FP16 extension.
- 0b0001 in an implementation with floating-point support that includes the FEAT_FP16 extension.

- 0b1111 in an implementation without floating-point support.

EL3, bits [15:12]

EL3 Exception level handling. Defined values are:

EL3	Meaning
0b0000	EL3 is not implemented.
0b0001	EL3 can be executed in AArch64 state only.
0b0010	EL3 can be executed in either AArch64 or AArch32 state.

All other values are reserved.

EL2, bits [11:8]

EL2 Exception level handling. Defined values are:

EL2	Meaning
0b0000	EL2 is not implemented.
0b0001	EL2 can be executed in AArch64 state only.
0b0010	EL2 can be executed in either AArch64 or AArch32 state.

All other values are reserved.

EL1, bits [7:4]

EL1 Exception level handling. Defined values are:

EL1	Meaning
0b0001	EL1 can be executed in AArch64 state only.
0b0010	EL1 can be executed in either AArch64 or AArch32 state.

All other values are reserved.

EL0, bits [3:0]

EL0 Exception level handling. Defined values are:

EL0	Meaning
0b0001	EL0 can be executed in AArch64 state only.
0b0010	EL0 can be executed in either AArch64 or AArch32 state.

All other values are reserved.

Accessing the ID_AA64PFR0_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ID_AA64PFR0_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0100	0b000

```
if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    else
        UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TID3 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return ID_AA64PFR0_EL1;
elseif PSTATE.EL == EL2 then
    return ID_AA64PFR0_EL1;
elseif PSTATE.EL == EL3 then
    return ID_AA64PFR0_EL1;
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ID_AA64PFR1_EL1, AArch64 Processor Feature Register 1

The ID_AA64PFR1_EL1 characteristics are:

Purpose

Reserved for future expansion of information about implemented PE features in AArch64 state.

For general information about the interpretation of the ID registers, see 'Principles of the ID scheme for fields in ID registers'.

Configuration

There are no configuration notes.

Attributes

ID_AA64PFR1_EL1 is a 64-bit register.

Field descriptions

The ID_AA64PFR1_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0												MPAM_frac				RAS_frac				MTE				SSBS				BT			
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:20]

Reserved, RES0.

MPAM_frac, bits [19:16]

MPAM Extension fractional field. Defined values are:

MPAM_frac	Meaning
0b0000	If ID_AA64PFR0_EL1 .MPAM == 0b0000, MPAM Extension not implemented.
	If ID_AA64PFR0_EL1 .MPAM == 0b0001, MPAM Extension v1.0 is implemented.
0b0001	If ID_AA64PFR0_EL1 .MPAM == 0b0000, implements MPAM v0.1, which is like v1.1 but reduces support for Secure PARTIDs.
	If ID_AA64PFR0_EL1 .MPAM == 0b0001, implements MPAM v1.1 and adds support for MPAM2_EL2 .TIDR to provide trapping of MPAMIDR_EL1 when MPAMHCR_EL2 is not present.

All other values are reserved.

RAS_frac, bits [15:12]

RAS Extension fractional field. Defined values are:

RAS_frac	Meaning
0b0000	If ID_AA64PFR0_EL1 .RAS == 0b0001, RAS Extension implemented.
0b0001	If ID_AA64PFR0_EL1 .RAS == 0b0001, as 0b0000 and adds support for: <ul style="list-style-type: none"> • Additional ERXMISC<m>_EL1 System registers. • Additional System registers ERXPFPCDN_EL1, ERXPFGCTL_EL1, and ERXPFGF_EL1, and the SCR_EL3.FIEN and HCR_EL2.FIEN trap controls, to support the optional RAS Common Fault Injection Model Extension. Error records accessed through System registers conform to RAS System Architecture v1.1, which includes simplifications to ERR<n>STATUS , and support for the optional RAS Timestamp and RAS Common Fault Injection Model Extensions.

All other values are reserved.

FEAT_RASv1p1 implements the functionality identified by the value 0b0001.

This field is valid only if [ID_AA64PFR0_EL1](#).RAS == 0b0001.

MTE, bits [11:8]

Support for the Memory Tagging Extension. Defined values are:

MTE	Meaning
0b0000	Memory Tagging Extension is not implemented.
0b0001	Memory Tagging Extension instructions accessible at EL0 are implemented. Instructions and System Registers defined by the extension not configurably accessible at EL0 are Unallocated and other System Register fields defined by the extension are RES0.
0b0010	Memory Tagging Extension is implemented.

All other values are reserved.

FEAT_MTE implements the functionality identified by the value 0b0001.

When [ID_AA64PFR1_EL1](#).MTE < 0b0010:

- All register fields added to existing System registers and Special-purpose registers as part of the extension are RES0, and treated as 0.
- The following System registers are UNDEFINED:
 - [GMID_EL1](#), [GCR_EL1](#), [RGSRR_EL1](#), [TFSRE0_EL1](#), and TFSR_ELx.
- The following System instructions are UNDEFINED:
 - [DC CGSW](#), [DC CIGSW](#), [DC IGSW](#), [DC CGDSW](#), [DC CIGDSW](#), [DC IGDSW](#), [DC IGVAC](#), and [DC IGDVAC](#).
- The following instructions are UNDEFINED:
 - LDGM, STGM, and STZGM.
- The Tagged memory type encoding in MAIR_ELx is UNPREDICTABLE.

SSBS, bits [7:4]

Speculative Store Bypassing controls in AArch64 state. Defined values are:

SSBS	Meaning
0b0000	AArch64 provides no mechanism to control the use of Speculative Store Bypassing.
0b0001	AArch64 provides the PSTATE.SSBS mechanism to mark regions that are Speculative Store Bypass Safe.
0b0010	AArch64 provides the PSTATE.SSBS mechanism to mark regions that are Speculative Store Bypassing Safe, and the MSR and MRS instructions to directly read and write the PSTATE.SSBS field.

All other values are reserved.

FEAT_SSBS implements the functionality identified by the value 0b0001.

FEAT_SSBS2 implements the functionality identified by the value 0b0010.

BT, bits [3:0]

Branch Target Identification mechanism support in AArch64 state. Defined values are:

BT	Meaning
0b0000	The Branch Target Identification mechanism is not implemented.
0b0001	The Branch Target Identification mechanism is implemented.

All other values are reserved.

FEAT_BTI implements the functionality identified by the value 0b0001.

From Armv8.5, the only permitted value is 0b0001.

Accessing the ID_AA64PFR1_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ID_AA64PFR1_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0100	0b001

```

if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        else
            UNDEFINED;
    elseif PSTATE.EL == EL1 then
        if EL2Enabled() && HCR_EL2.TID3 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            return ID_AA64PFR1_EL1;
    elseif PSTATE.EL == EL2 then
        return ID_AA64PFR1_EL1;
    elseif PSTATE.EL == EL3 then
        return ID_AA64PFR1_EL1;

```

ID_AA64ZFR0_EL1, SVE Feature ID register 0

The ID_AA64ZFR0_EL1 characteristics are:

Purpose

Provides additional information about the implemented features of the AArch64 Scalable Vector Extension, when the [ID_AA64PFR0_EL1](#).SVE field is not zero.

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

Note

Prior to the introduction of the features described by this register, this register was unnamed and reserved, RES0 from EL1, EL2, and EL3.

Attributes

ID_AA64ZFR0_EL1 is a 64-bit register.

Field descriptions

The ID_AA64ZFR0_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0				F64MM				F32MM				RES0				I8MM				RES0											
RES0								BF16				RES0																SVEver			
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:60]

Reserved, RES0.

F64MM, bits [59:56]

Indicates support for SVE FP64 double-precision floating-point matrix multiplication instructions. Defined values are:

F64MM	Meaning
0b0000	FP64 matrix multiplication and related instructions are not implemented.
0b0001	FP64 variant of the FMMLA instruction, and LD1RO* instructions are implemented. The 128-bit element variations of TRN1, TRN2, UZP1, UZP2, ZIP1, and ZIP2 are also implemented.

All other values are reserved.

FEAT_F64MM implements the functionality identified by 0b0001.

From Armv8.2, the permitted values are 0b0000 and 0b0001.

F32MM, bits [55:52]

Indicates support for the SVE FP32 single-precision floating-point matrix multiplication instruction. Defined values are:

F32MM	Meaning
0b0000	FP32 matrix multiplication instruction is not implemented.
0b0001	FP32 variant of the FMMLA instruction is implemented.

All other values are reserved.

FEAT_F32MM implements the functionality identified by 0b0001.

From Arm v8.2, the permitted values are 0b0000 and 0b0001.

Bits [51:48]

Reserved, RES0.

I8MM, bits [47:44]

Indicates support for SVE Int8 matrix multiplication instructions. Defined values are:

I8MM	Meaning
0b0000	Int8 matrix multiplication instructions are not implemented.
0b0001	SMMLA, SUDOT, UMMLA, USMMLA, and USDOT instructions are implemented.

All other values are reserved.

FEAT_I8MM implements the functionality identified by 0b0001.

When Advanced SIMD and SVE are both implemented, this field must return the same value as [ID_AA64ISAR1_EL1](#).I8MM.

From Armv8.6, the only permitted value is 0b0001.

Bits [43:24]

Reserved, RES0.

BF16, bits [23:20]

Indicates support for SVE BFloat16 instructions. Defined values are:

BF16	Meaning
0b0000	BFloat16 instructions are not implemented.
0b0001	BFCVT, BFCVTNT, BFDOT, BFMLALB, BFMLALT, and BFMMMLA instructions are implemented.

All other values are reserved.

FEAT_BF16 implements the functionality identified by 0b0001.

When Advanced SIMD and SVE are both implemented, this field must return the same value as [ID_AA64ISAR1_EL1](#).BF16.

From ARMv8.6, the only permitted value is 0b0001.

Bits [19:4]

Reserved, RES0.

SVEver, bits [3:0]

Scalable Vector Extension instruction set version. Defined values are:

SVEver	Meaning
0b0000	SVE instructions are implemented.

All other values are reserved. This field is only valid if the [ID_AA64PFR0_EL1](#).SVE field is not zero.

Accessing the ID_AA64ZFR0_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ID_AA64ZFR0_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0100	0b100

```

if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    else
        UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && (!IsZero(ID_AA64ZFR0_EL1) || boolean IMPLEMENTATION_DEFINED
"ID_AA64ZFR0_EL1 trapped by HCR_EL2.TID3") && HCR_EL2.TID3 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return ID_AA64ZFR0_EL1;
elseif PSTATE.EL == EL2 then
    return ID_AA64ZFR0_EL1;
elseif PSTATE.EL == EL3 then
    return ID_AA64ZFR0_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ID_AFR0_EL1, AArch32 Auxiliary Feature Register 0

The ID_AFR0_EL1 characteristics are:

Purpose

Provides information about the IMPLEMENTATION DEFINED features of the PE in AArch32 state.

Must be interpreted with the Main ID Register, [MIDR_EL1](#).

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch64 System register ID_AFR0_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ID_AFR0\[31:0\]](#).

Attributes

ID_AFR0_EL1 is a 64-bit register.

Field descriptions

The ID_AFR0_EL1 bit assignments are:

When AArch32 is supported at any Exception level:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																RES0															
RES0																IMPLEMENTATION DEFINED				IMPLEMENTATION DEFINED				IMPLEMENTATION DEFINED				IMPLEMENTATION DEFINED			
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:16]

Reserved, RES0.

IMPLEMENTATION DEFINED, bits [15:12]

IMPLEMENTATION DEFINED.

IMPLEMENTATION DEFINED, bits [11:8]

IMPLEMENTATION DEFINED.

IMPLEMENTATION DEFINED, bits [7:4]

IMPLEMENTATION DEFINED.

IMPLEMENTATION DEFINED, bits [3:0]

IMPLEMENTATION DEFINED.

Otherwise:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32						
														UNKNOWN																							
														UNKNOWN																							
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0						

Bits [63:0]

Reserved, UNKNOWN.

Accessing the ID_AFR0_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ID_AFR0_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0001	0b011

```

if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    else
        UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TID3 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return ID_AFR0_EL1;
elseif PSTATE.EL == EL2 then
    return ID_AFR0_EL1;
elseif PSTATE.EL == EL3 then
    return ID_AFR0_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ID_DFR0_EL1, AArch32 Debug Feature Register 0

The ID_DFR0_EL1 characteristics are:

Purpose

Provides top level information about the debug system in AArch32 state.

Must be interpreted with the Main ID Register, [MIDR_EL1](#).

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch64 System register ID_DFR0_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ID_DFR0\[31:0\]](#).

Attributes

ID_DFR0_EL1 is a 64-bit register.

Field descriptions

The ID_DFR0_EL1 bit assignments are:

When AArch32 is supported at any Exception level:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
TraceFilt				PerfMon				MProfDbg				MMapTrc				CopTrc				MMapDbg				CopSDBG				CopDbg			
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

TraceFilt, bits [31:28]

Armv8.4 Self-hosted Trace Extension version. Defined values are:

TraceFilt	Meaning
0b0000	Armv8.4 Self-hosted Trace Extension not implemented.
0b0001	Armv8.4 Self-hosted Trace Extension implemented.

All other values are reserved.

FEAT_TRF implements the functionality added by the value 0b0001.

From Armv8.3, the permitted values are 0b0000 and 0b0001.

PerfMon, bits [27:24]

Performance Monitors Extension version.

This field does not follow the standard ID scheme, but uses the alternative ID scheme described in 'Alternative ID scheme used for the Performance Monitors Extension version'

Defined values are:

PerfMon	Meaning
0b0000	Performance Monitors Extension not implemented.
0b0001	Performance Monitors Extension, PMUv1 implemented.
0b0010	Performance Monitors Extension, PMUv2 implemented.
0b0011	Performance Monitors Extension, PMUv3 implemented.
0b0100	PMUv3 for Armv8.1. As 0b0011, and also includes support for: <ul style="list-style-type: none"> Extended 16-bit PMEVTYPER<n>.evtCount field. If EL2 is implemented, the HDCR.HPMD control bit.
0b0101	PMUv3 for Armv8.4. As 0b0100, and also includes support for the PMMIR register.
0b0110	PMUv3 for Armv8.5. As 0b0101, and also includes support for: <ul style="list-style-type: none"> 64-bit event counters. If EL2 is implemented, the HDCR.HCCD control bit. If EL3 is implemented, the MDCR_EL3.SCCD control bit.
0b1111	IMPLEMENTATION DEFINED form of performance monitors supported, PMUv3 not supported. Arm does not recommend this value for new implementations.

All other values are reserved.

FEAT_PMUv3 implements the functionality identified by the value 0b0011.

FEAT_PMUv3p1 implements the functionality identified by the value 0b0100.

FEAT_PMUv3p4 implements the functionality identified by the value 0b0101.

FEAT_PMUv3p5 implements the functionality identified by the value 0b0110.

In any Armv8 implementation, the values 0b0001 and 0b0010 are not permitted.

From Armv8.1, if FEAT_PMUv3 is implemented, the value 0b0011 is not permitted.

From Armv8.4, if FEAT_PMUv3 is implemented, the value 0b0100 is not permitted.

From Armv8.5, if FEAT_PMUv3 is implemented, the value 0b0101 is not permitted.

Note

In Armv7, the value 0b0000 can mean that PMUv1 is implemented. PMUv1 is not permitted in an Armv8 implementation.

MProfDbg, bits [23:20]

M Profile Debug. Support for memory-mapped debug model for M profile processors. Defined values are:

MProfDbg	Meaning
0b0000	Not supported.
0b0001	Support for M profile Debug architecture, with memory-mapped access.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0000.

MMapTrc, bits [19:16]

Memory Mapped Trace. Support for memory-mapped trace model. Defined values are:

MMapTrc	Meaning
0b0000	Not supported.
0b0001	Support for Arm trace architecture, with memory-mapped access.

All other values are reserved.

In Armv8-A, the permitted values are 0b0000 and 0b0001.

See the ETM Architecture Specification for more information.

CopTrc, bits [15:12]

Support for System registers-based trace model, using registers in the coproc == 0b1110 encoding space. Defined values are:

CopTrc	Meaning
0b0000	Not supported.
0b0001	Support for Arm trace architecture, with System registers access.

All other values are reserved.

In Armv8-A, the permitted values are 0b0000 and 0b0001.

See the ETM Architecture Specification for more information.

MMapDbg, bits [11:8]

Memory Mapped Debug. Support for v7 memory-mapped debug model, for A and R profile processors.

In Armv8-A, this field is RES0.

The optional memory map defined by Armv8 is not compatible with Armv7.

CopSDBG, bits [7:4]

Support for a System registers-based Secure debug model, using registers in the coproc = 0b1110 encoding space, for an A profile processor that includes EL3.

If EL3 is not implemented and the implemented Security state is Non-secure state, this field is RES0. Otherwise, this field reads the same as bits [3:0].

CopDbg, bits [3:0]

Support for System registers-based debug model, using registers in the coproc == 0b1110 encoding space, for A and R profile processors. Defined values are:

CopDbg	Meaning
0b0000	Not supported.
0b0010	Support for Armv6, v6 Debug architecture, with System registers access.
0b0011	Support for Armv6, v6.1 Debug architecture, with System registers access.
0b0100	Support for Armv7, v7 Debug architecture, with System registers access.
0b0101	Support for Armv7, v7.1 Debug architecture, with System registers access.
0b0110	Support for Armv8 debug architecture, with System registers access.
0b0111	Support for Armv8 debug architecture, with System registers access, and Virtualization Host Extensions.
0b1000	Support for Armv8.2 debug architecture.
0b1001	Support for Armv8.4 debug architecture.

All other values are reserved.

FEAT_Debugv8p2 adds the functionality identified by the value 0b1000.

FEAT_Debugv8p4 adds the functionality identified by the value 0b1001.

In Armv8.0, the only permitted value is 0b0110.

In Armv8.1, the only permitted value is 0b0111.

In Armv8.2, the only permitted value is 0b1000.

From Armv8.4, the only permitted value is 0b1001.

Otherwise:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
UNKNOWN																															
UNKNOWN																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Reserved, UNKNOWN.

Accessing the ID_DFR0_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ID_DFR0_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0001	0b010

```

if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        else
            UNDEFINED;
    elseif PSTATE.EL == EL1 then
        if EL2Enabled() && HCR_EL2.TID3 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            return ID_DFR0_EL1;
    elseif PSTATE.EL == EL2 then
        return ID_DFR0_EL1;
    elseif PSTATE.EL == EL3 then
        return ID_DFR0_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ID_DFR1_EL1, Debug Feature Register 1

The ID_DFR1_EL1 characteristics are:

Purpose

Provides top level information about the debug system in AArch32.

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch64 System register ID_DFR1_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ID_DFR1\[31:0\]](#).

Note

Prior to the introduction of the features described by this register, this register was unnamed and reserved, RES0 from EL1, EL2, and EL3.

Attributes

ID_DFR1_EL1 is a 64-bit register.

Field descriptions

The ID_DFR1_EL1 bit assignments are:

When AArch32 is supported at any Exception level:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																MTPMU															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:4]

Reserved, RES0.

MTPMU, bits [3:0]

Multi-threaded PMU extension. Defined values are:

MTPMU	Meaning
0b0000	FEAT_MTPMU not implemented. If PMUv3 is implemented, it is IMPLEMENTATION DEFINED whether PMEVTYPER<n>_EL0 .MT are read/write or RES0.
0b0001	FEAT_MTPMU implemented and PMEVTYPER<n>_EL0 .MT are read/write. When FEAT_MTPMU is disabled, the Effective values of PMEVTYPER<n>_MT are 0.
0b1111	FEAT_MTPMU not implemented. If PMUv3 is implemented, PMEVTYPER<n>_EL0 .MT are RES0.

All other values are reserved.

FEAT_MTPMU implements the functionality identified by the value 0b0001.

In an Armv8.6-compliant implementation that includes PMUv3, the value 0b0000 is not permitted.

In an implementation that does not include PMUv3, the value 0b0001 is not permitted.

Otherwise:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
UNKNOWN																															
UNKNOWN																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Reserved, UNKNOWN.

Accessing the ID_DFR1_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ID_DFR1_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0011	0b101

```

if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        else
            UNDEFINED;
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && (!IsZero(ID_DFR1_EL1) || boolean IMPLEMENTATION_DEFINED "ID_DFR1 trapped by
HCR_EL2.TID3") && HCR_EL2.TID3 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            return ID_DFR1_EL1;
    elsif PSTATE.EL == EL2 then
        return ID_DFR1_EL1;
    elsif PSTATE.EL == EL3 then
        return ID_DFR1_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ID_ISAR0_EL1, AArch32 Instruction Set Attribute Register 0

The ID_ISAR0_EL1 characteristics are:

Purpose

Provides information about the instruction sets implemented by the PE in AArch32 state.

Must be interpreted with [ID_ISAR1_EL1](#), [ID_ISAR2_EL1](#), [ID_ISAR3_EL1](#), [ID_ISAR4_EL1](#), and [ID_ISAR5_EL1](#).

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch64 System register ID_ISAR0_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ID_ISAR0\[31:0\]](#).

Attributes

ID_ISAR0_EL1 is a 64-bit register.

Field descriptions

The ID_ISAR0_EL1 bit assignments are:

When AArch32 is supported at any Exception level:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0				Divide				Debug				Coprocc				CmpBranch				BitField				BitCount				Swap			
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:28]

Reserved, RES0.

Divide, bits [27:24]

Indicates the implemented Divide instructions. Defined values are:

Divide	Meaning
0b0000	None implemented.
0b0001	Adds SDIV and UDIV in the T32 instruction set.
0b0010	As for 0b0001, and adds SDIV and UDIV in the A32 instruction set.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0010.

Debug, bits [23:20]

Indicates the implemented Debug instructions. Defined values are:

Debug	Meaning
0b0000	None implemented.
0b0001	Adds BKPT.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

Coproc, bits [19:16]

Indicates the implemented System register access instructions. Defined values are:

Coproc	Meaning
0b0000	None implemented, except for instructions separately attributed by the architecture to provide access to AArch32 System registers and System instructions.
0b0001	Adds generic CDP, LDC, MCR, MRC, and STC.
0b0010	As for 0b0001, and adds generic CDP2, LDC2, MCR2, MRC2, and STC2.
0b0011	As for 0b0010, and adds generic MCRR and MRRC.
0b0100	As for 0b0011, and adds generic MCRR2 and MRRC2.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0000.

CmpBranch, bits [15:12]

Indicates the implemented combined Compare and Branch instructions in the T32 instruction set. Defined values are:

CmpBranch	Meaning
0b0000	None implemented.
0b0001	Adds CBNZ and CBZ.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

BitField, bits [11:8]

Indicates the implemented BitField instructions. Defined values are:

BitField	Meaning
0b0000	None implemented.
0b0001	Adds BFC, BFI, SBFX, and UBFX.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

BitCount, bits [7:4]

Indicates the implemented Bit Counting instructions. Defined values are:

BitCount	Meaning
0b0000	None implemented.
0b0001	Adds CLZ.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

Swap, bits [3:0]

Indicates the implemented Swap instructions in the A32 instruction set. Defined values are:

Swap	Meaning
0b0000	None implemented.
0b0001	Adds SWP and SWPB.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0000.

Otherwise:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
UNKNOWN																															
UNKNOWN																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Reserved, UNKNOWN.

Accessing the ID_ISAR0_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ID_ISAR0_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0010	0b000

```

if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        else
            UNDEFINED;
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && HCR_EL2.TID3 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            return ID_ISAR0_EL1;
    elsif PSTATE.EL == EL2 then
        return ID_ISAR0_EL1;
    elsif PSTATE.EL == EL3 then
        return ID_ISAR0_EL1;

```

ID_ISAR1_EL1, AArch32 Instruction Set Attribute Register 1

The ID_ISAR1_EL1 characteristics are:

Purpose

Provides information about the instruction sets implemented by the PE in AArch32 state.

Must be interpreted with [ID_ISAR0_EL1](#), [ID_ISAR2_EL1](#), [ID_ISAR3_EL1](#), [ID_ISAR4_EL1](#), and [ID_ISAR5_EL1](#).

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch64 System register ID_ISAR1_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ID_ISAR1\[31:0\]](#).

Attributes

ID_ISAR1_EL1 is a 64-bit register.

Field descriptions

The ID_ISAR1_EL1 bit assignments are:

When AArch32 is supported at any Exception level:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
Jazelle				Interwork				Immediate				IfThen				Extend				Except_AR				Except				Endian			
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

Jazelle, bits [31:28]

Indicates the implemented Jazelle extension instructions. Defined values are:

Jazelle	Meaning
0b0000	No support for Jazelle.
0b0001	Adds the BXJ instruction and the J bit in the PSR. This setting might indicate a trivial implementation of the Jazelle extension.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

Interwork, bits [27:24]

Indicates the implemented Interworking instructions. Defined values are:

Interwork	Meaning
0b0000	None implemented.
0b0001	Adds the BX instruction, and the T bit in the PSR.
0b0010	As for 0b0001, and adds the BLX instruction. PC loads have BX-like behavior.
0b0011	As for 0b0010, and guarantees that data-processing instructions in the A32 instruction set with the PC as the destination and the S bit clear have BX-like behavior.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0011.

Immediate, bits [23:20]

Indicates the implemented data-processing instructions with long immediates. Defined values are:

Immediate	Meaning
0b0000	None implemented.
0b0001	Adds: <ul style="list-style-type: none"> The MOVT instruction. The MOV instruction encodings with zero-extended 16-bit immediates. The T32 ADD and SUB instruction encodings with zero-extended 12-bit immediates, and the other ADD, ADR, and SUB encodings cross-referenced by the pseudocode for those encodings.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

IfThen, bits [19:16]

Indicates the implemented If-Then instructions in the T32 instruction set. Defined values are:

IfThen	Meaning
0b0000	None implemented.
0b0001	Adds the IT instructions, and the IT bits in the PSRs.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

Extend, bits [15:12]

Indicates the implemented Extend instructions. Defined values are:

Extend	Meaning
0b0000	No scalar sign-extend or zero-extend instructions are implemented, where scalar instructions means non-Advanced SIMD instructions.
0b0001	Adds the SXTB, SXTB, UXTB, and UXTB instructions.
0b0010	As for 0b0001, and adds the SXTB16, SXTAB, SXTAB16, SXTAH, UXTB16, UXTAB, UXTAB16, and UXTAH instructions.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0010.

Except_AR, bits [11:8]

Indicates the implemented A and R profile exception-handling instructions. Defined values are:

Except_AR	Meaning
0b0000	None implemented.
0b0001	Adds the SRS and RFE instructions, and the A and R profile forms of the CPS instruction.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

Except, bits [7:4]

Indicates the implemented exception-handling instructions in the A32 instruction set. Defined values are:

Except	Meaning
0b0000	Not implemented. This indicates that the User bank and Exception return forms of the LDM and STM instructions are not implemented.
0b0001	Adds the LDM (exception return), LDM (user registers), and STM (user registers) instruction versions.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

Endian, bits [3:0]

Indicates the implemented Endian instructions. Defined values are:

Endian	Meaning
0b0000	None implemented.
0b0001	Adds the SETEND instruction, and the E bit in the PSRs.

All other values are reserved.

In Armv8-A, the permitted values are 0b0000 and 0b0001.

Otherwise:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32						
														UNKNOWN																							
														UNKNOWN																							
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0						

Bits [63:0]

Reserved, UNKNOWN.

Accessing the ID_ISAR1_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ID_ISAR1_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0010	0b001

```

if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    else
        UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TID3 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return ID_ISAR1_EL1;
elseif PSTATE.EL == EL2 then
    return ID_ISAR1_EL1;
elseif PSTATE.EL == EL3 then
    return ID_ISAR1_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ID_ISAR2_EL1, AArch32 Instruction Set Attribute Register 2

The ID_ISAR2_EL1 characteristics are:

Purpose

Provides information about the instruction sets implemented by the PE in AArch32 state.

Must be interpreted with [ID_ISAR0_EL1](#), [ID_ISAR1_EL1](#), [ID_ISAR3_EL1](#), [ID_ISAR4_EL1](#), and [ID_ISAR5_EL1](#).

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch64 System register ID_ISAR2_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ID_ISAR2\[31:0\]](#).

Attributes

ID_ISAR2_EL1 is a 64-bit register.

Field descriptions

The ID_ISAR2_EL1 bit assignments are:

When AArch32 is supported at any Exception level:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
Reversal				PSR_AR				MultU				MultS				Mult				MultiAccessInt				MemHint				LoadStore			
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

Reversal, bits [31:28]

Indicates the implemented Reversal instructions. Defined values are:

Reversal	Meaning
0b0000	None implemented.
0b0001	Adds the REV, REV16, and REVSH instructions.
0b0010	As for 0b0001, and adds the RBIT instruction.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0010.

PSR_AR, bits [27:24]

Indicates the implemented A and R profile instructions to manipulate the PSR. Defined values are:

PSR_AR	Meaning
0b0000	None implemented.
0b0001	Adds the MRS and MSR instructions, and the exception return forms of data-processing instructions.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

The exception return forms of the data-processing instructions are:

- In the A32 instruction set, data-processing instructions with the PC as the destination and the S bit set. These instructions might be affected by the WithShifts attribute.
- In the T32 instruction set, the SUBS PC,LR,#N instruction.

MultiU, bits [23:20]

Indicates the implemented advanced unsigned Multiply instructions. Defined values are:

MultiU	Meaning
0b0000	None implemented.
0b0001	Adds the UMULL and UMLAL instructions.
0b0010	As for 0b0001, and adds the UMAAL instruction.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0010.

MultiS, bits [19:16]

Indicates the implemented advanced signed Multiply instructions. Defined values are:

MultiS	Meaning
0b0000	None implemented.
0b0001	Adds the SMULL and SMLAL instructions.
0b0010	As for 0b0001, and adds the SMLABB, SMLABT, SMLALBB, SMLALBT, SMLALTB, SMLALTT, SMLATB, SMLATT, SMLAWB, SMLAWT, SMULBB, SMULBT, SMULTB, SMULTT, SMULWB, and SMULWT instructions. Also adds the Q bit in the PSRs.
0b0011	As for 0b0010, and adds the SMLAD, SMLADX, SMLALD, SMLALDX, SMLSD, SMLSDX, SMLS LD, SMLS LD, SMMLA, SMMLAR, SMMLS, SMMLSR, SMMUL, SMMULR, SMUAD, SMUADX, SMUSD, and SMUSD X instructions.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0011.

Multi, bits [15:12]

Indicates the implemented additional Multiply instructions. Defined values are:

Multi	Meaning
0b0000	No additional instructions implemented. This means only MUL is implemented.
0b0001	Adds the MLA instruction.
0b0010	As for 0b0001, and adds the MLS instruction.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0010.

MultiAccessInt, bits [11:8]

Indicates the support for interruptible multi-access instructions. Defined values are:

MultiAccessInt	Meaning
0b0000	No support. This means the LDM and STM instructions are not interruptible.
0b0001	LDM and STM instructions are restartable.
0b0010	LDM and STM instructions are continuable.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0000.

MemHint, bits [7:4]

Indicates the implemented Memory Hint instructions. Defined values are:

MemHint	Meaning
0b0000	None implemented.
0b0001	Adds the PLD instruction.
0b0010	Adds the PLD instruction. (0b0001 and 0b0010 have identical effects.)
0b0011	As for 0b0001 (or 0b0010), and adds the PLI instruction.
0b0100	As for 0b0011, and adds the PLDW instruction.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0100.

LoadStore, bits [3:0]

Indicates the implemented additional load/store instructions. Defined values are:

LoadStore	Meaning
0b0000	No additional load/store instructions implemented.
0b0001	Adds the LDRD and STRD instructions.
0b0010	As for 0b0001, and adds the Load Acquire (LDAB, LDAH, LDA, LDAEXB, LDAEXH, LDAEX, LDAEXD) and Store Release (STLB, STLH, STL, STLEXB, STLEXH, STLEX, STLEXD) instructions.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0010.

Otherwise:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
UNKNOWN																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Reserved, UNKNOWN.

Accessing the ID_ISAR2_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ID_ISAR2_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0010	0b010


```
if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    else
        UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TID3 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return ID_ISAR2_EL1;
elseif PSTATE.EL == EL2 then
    return ID_ISAR2_EL1;
elseif PSTATE.EL == EL3 then
    return ID_ISAR2_EL1;
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ID_ISAR3_EL1, AArch32 Instruction Set Attribute Register 3

The ID_ISAR3_EL1 characteristics are:

Purpose

Provides information about the instruction sets implemented by the PE in AArch32 state.

Must be interpreted with [ID_ISAR0_EL1](#), [ID_ISAR1_EL1](#), [ID_ISAR2_EL1](#), [ID_ISAR4_EL1](#), and [ID_ISAR5_EL1](#).

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch64 System register ID_ISAR3_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ID_ISAR3\[31:0\]](#).

Attributes

ID_ISAR3_EL1 is a 64-bit register.

Field descriptions

The ID_ISAR3_EL1 bit assignments are:

When AArch32 is supported at any Exception level:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
T32EE				TrueNOP				T32Copy				TabBranch				SynchPrim				SVC				SIMD				Saturate			
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

T32EE, bits [31:28]

Indicates the implemented T32EE instructions. Defined values are:

T32EE	Meaning
0b0000	None implemented.
0b0001	Adds the ENTERX and LEAVEX instructions, and modifies the load behavior to include null checking.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0000.

TrueNOP, bits [27:24]

Indicates the implemented true NOP instructions. Defined values are:

TrueNOP	Meaning
0b0000	None implemented. This means there are no NOP instructions that do not have any register dependencies.
0b0001	Adds true NOP instructions in both the T32 and A32 instruction sets. This also permits additional NOP-compatible hints.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

T32Copy, bits [23:20]

Indicates the support for T32 non flag-setting MOV instructions. Defined values are:

T32Copy	Meaning
0b0000	Not supported. This means that in the T32 instruction set, encoding T1 of the MOV (register) instruction does not support a copy from a low register to a low register.
0b0001	Adds support for T32 instruction set encoding T1 of the MOV (register) instruction, copying from a low register to a low register.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

TabBranch, bits [19:16]

Indicates the implemented Table Branch instructions in the T32 instruction set. Defined values are:

TabBranch	Meaning
0b0000	None implemented.
0b0001	Adds the TBB and TBH instructions.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

SynchPrim, bits [15:12]

Used in conjunction with ID_ISAR4.SynchPrim_frac to indicate the implemented Synchronization Primitive instructions. Defined values are:

SynchPrim	Meaning
0b0000	If SynchPrim_frac == 0b0000, no Synchronization Primitives implemented.
0b0001	If SynchPrim_frac == 0b0000, adds the LDREX and STREX instructions.
	If SynchPrim_frac == 0b0011, also adds the CLREX, LDREXB, STREXB, and STREXH instructions.
0b0010	If SynchPrim_frac == 0b0000, as for [0b0001, 0b0011] and also adds the LDREXD and STREXD instructions.

All other combinations of SynchPrim and SynchPrim_frac are reserved.

In Armv8-A, the only permitted value is 0b0010.

SVC, bits [11:8]

Indicates the implemented SVC instructions. Defined values are:

SVC	Meaning
0b0000	Not implemented.
0b0001	Adds the SVC instruction.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

SIMD, bits [7:4]

Indicates the implemented SIMD instructions. Defined values are:

SIMD	Meaning
0b0000	None implemented.
0b0001	Adds the SSAT and USAT instructions, and the Q bit in the PSRs.
0b0011	As for 0b0001, and adds the PKHBT, PKHTB, QADD16, QADD8, QASX, QSUB16, QSUB8, QSAX, SADD16, SADD8, SASX, SEL, SHADD16, SHADD8, SHASX, SHSUB16, SHSUB8, SHSAX, SSAT16, SSUB16, SSUB8, SSAX, SXTAB16, SXTB16, UADD16, UADD8, UASX, UHADD16, UHADD8, UHASX, UHSUB16, UHSUB8, UHSAX, UQADD16, UQADD8, UQASX, UQSUB16, UQSUB8, UQSAX, USAD8, USADA8, USAT16, USUB16, USUB8, USAX, UXTAB16, and UXTB16 instructions. Also adds support for the GE[3:0] bits in the PSRs.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0011.

The SIMD field relates only to implemented instructions that perform SIMD operations on the general-purpose registers. In an implementation that supports floating-point and Advanced SIMD instructions, [MVFR0](#), [MVFR1](#), and [MVFR2](#) give information about the implemented Advanced SIMD instructions.

Saturate, bits [3:0]

Indicates the implemented Saturate instructions. Defined values are:

Saturate	Meaning
0b0000	None implemented. This means no non-Advanced SIMD saturate instructions are implemented.
0b0001	Adds the QADD, QDADD, QDSUB, and QSUB instructions, and the Q bit in the PSRs.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

Otherwise:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
														UNKNOWN																	
														UNKNOWN																	
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Reserved, UNKNOWN.

Accessing the ID_ISAR3_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ID_ISAR3_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0010	0b011

```
if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    else
        UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TID3 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return ID_ISAR3_EL1;
elseif PSTATE.EL == EL2 then
    return ID_ISAR3_EL1;
elseif PSTATE.EL == EL3 then
    return ID_ISAR3_EL1;
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ID_ISAR4_EL1, AArch32 Instruction Set Attribute Register 4

The ID_ISAR4_EL1 characteristics are:

Purpose

Provides information about the instruction sets implemented by the PE in AArch32 state.

Must be interpreted with [ID_ISAR0_EL1](#), [ID_ISAR1_EL1](#), [ID_ISAR2_EL1](#), [ID_ISAR3_EL1](#), and [ID_ISAR5_EL1](#).

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch64 System register ID_ISAR4_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ID_ISAR4\[31:0\]](#).

Attributes

ID_ISAR4_EL1 is a 64-bit register.

Field descriptions

The ID_ISAR4_EL1 bit assignments are:

When AArch32 is supported at any Exception level:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
SWP_frac				PSR_M				SynchPrim_frac				Barrier				SMC				Writeback				WithShifts				Unpriv			
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

SWP_frac, bits [31:28]

Indicates support for the memory system locking the bus for SWP or SWPB instructions. Defined values are:

SWP_frac	Meaning
0b0000	SWP or SWPB instructions not implemented.
0b0001	SWP or SWPB implemented but only in a uniprocessor context. SWP and SWPB do not guarantee whether memory accesses from other Requesters can come between the load memory access and the store memory access of the SWP or SWPB.

All other values are reserved. This field is valid only if [ID_ISAR0](#).Swap is 0b0000.

In Armv8-A, the only permitted value is 0b0000.

PSR_M, bits [27:24]

Indicates the implemented M profile instructions to modify the PSRs. Defined values are:

PSR_M	Meaning
0b0000	None implemented.
0b0001	Adds the M profile forms of the CPS, MRS, and MSR instructions.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0000.

SynchPrim_frac, bits [23:20]

Used in conjunction with [ID_ISAR3.SynchPrim](#) to indicate the implemented Synchronization Primitive instructions. Possible values are:

SynchPrim_frac	Meaning
0b0000	If SynchPrim == 0b0000, no Synchronization Primitives implemented. If SynchPrim == 0b0001, adds the LDREX and STREX instructions. If SynchPrim == 0b0010, also adds the CLREX, LDREXB, LDREXH, STREXB, STREXH, LDREXD, and STREXD instructions.
0b0011	If SynchPrim == 0b0001, adds the LDREX, STREX, CLREX, LDREXB, LDREXH, STREXB, and STREXH instructions.

All other combinations of SynchPrim and SynchPrim_frac are reserved.

In Armv8-A, the only permitted value is 0b0000.

Barrier, bits [19:16]

Indicates the implemented Barrier instructions in the A32 and T32 instruction sets. Defined values are:

Barrier	Meaning
0b0000	None implemented. Barrier operations are provided only as System instructions in the (coproc==0b1111) encoding space.
0b0001	Adds the DMB, DSB, and ISB barrier instructions.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

SMC, bits [15:12]

Indicates the implemented SMC instructions. Defined values are:

SMC	Meaning
0b0000	None implemented.
0b0001	Adds the SMC instruction.

All other values are reserved.

In Armv8-A, the permitted values are 0b0001 and 0b0000.

If EL1 cannot use AArch32, then this field has the value 0b0000.

Writeback, bits [11:8]

Indicates the support for Writeback addressing modes. Defined values are:

Writeback	Meaning
0b0000	Basic support. Only the LDM, STM, PUSH, POP, SRS, and RFE instructions support writeback addressing modes. These instructions support all of their writeback addressing modes.
0b0001	Adds support for all of the writeback addressing modes.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

WithShifts, bits [7:4]

Indicates the support for instructions with shifts. Defined values are:

WithShifts	Meaning
0b0000	Nonzero shifts supported only in MOV and shift instructions.
0b0001	Adds support for shifts of loads and stores over the range LSL 0-3.
0b0011	As for 0b0001, and adds support for other constant shift options, both on load/store and other instructions.
0b0100	As for 0b0011, and adds support for register-controlled shift options.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0100.

Unpriv, bits [3:0]

Indicates the implemented unprivileged instructions. Defined values are:

Unpriv	Meaning
0b0000	None implemented. No T variant instructions are implemented.
0b0001	Adds the LDRBT, LDRT, STRBT, and STRT instructions.
0b0010	As for 0b0001, and adds the LDRHT, LDRSBT, LDRSHT, and STRHT instructions.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0010.

Otherwise:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
UNKNOWN																															
UNKNOWN																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Reserved, UNKNOWN.

Accessing the ID_ISAR4_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ID_ISAR4_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0010	0b100


```
if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    else
        UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TID3 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return ID_ISAR4_EL1;
elseif PSTATE.EL == EL2 then
    return ID_ISAR4_EL1;
elseif PSTATE.EL == EL3 then
    return ID_ISAR4_EL1;
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ID_ISAR5_EL1, AArch32 Instruction Set Attribute Register 5

The ID_ISAR5_EL1 characteristics are:

Purpose

Provides information about the instruction sets implemented by the PE in AArch32 state.

Must be interpreted with [ID_ISAR0_EL1](#), [ID_ISAR1_EL1](#), [ID_ISAR2_EL1](#), [ID_ISAR3_EL1](#), and [ID_ISAR4_EL1](#).

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch64 System register ID_ISAR5_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ID_ISAR5\[31:0\]](#).

Attributes

ID_ISAR5_EL1 is a 64-bit register.

Field descriptions

The ID_ISAR5_EL1 bit assignments are:

When AArch32 is supported at any Exception level:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
VCMA				RDM				RES0				CRC32				SHA2				SHA1				AES				SEVL			
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

VCMA, bits [31:28]

Indicates AArch32 support for complex number addition and multiplication where numbers are stored in vectors. Defined values are:

VCMA	Meaning
0b0000	The VCMLA and VCADD instructions are not implemented in AArch32.
0b0001	The VCMLA and VCADD instructions are implemented in AArch32.

All other values are reserved.

FEAT_FCMA implements the functionality identified by 0b0001.

In Armv8.0, Armv8.1, and Armv8.2, the only permitted value is 0b0000.

From Armv8.3, the only permitted value is 0b0001.

RDM, bits [27:24]

Indicates whether the VQRDMLAH and VQRDMLSH instructions are implemented in AArch32 state. Defined values are:

RDM	Meaning
0b0000	No VQRDMLAH and VQRDMLSH instructions implemented.
0b0001	VQRDMLAH and VQRDMLSH instructions implemented.

All other values are reserved.

FEAT_RDM implements the functionality identified by the value 0b0001.

In Armv8.0, the only permitted value is 0b0000.

From Armv8.1, the only permitted value is 0b0001.

Bits [23:20]

Reserved, RES0.

CRC32, bits [19:16]

Indicates whether the CRC32 instructions are implemented in AArch32 state.

CRC32	Meaning
0b0000	No CRC32 instructions implemented.
0b0001	CRC32B, CRC32H, CRC32W, CRC32CB, CRC32CH, and CRC32CW instructions implemented.

All other values are reserved.

In Armv8.0, the permitted values are 0b0000 and 0b0001.

From Armv8.1, the only permitted value is 0b0001.

SHA2, bits [15:12]

Indicates whether the SHA2 instructions are implemented in AArch32 state.

SHA2	Meaning
0b0000	No SHA2 instructions implemented.
0b0001	SHA256H, SHA256H2, SHA256SU0, and SHA256SU1 implemented.

All other values are reserved.

In Armv8-A, the permitted values are 0b0000 and 0b0001.

SHA1, bits [11:8]

Indicates whether the SHA1 instructions are implemented in AArch32 state.

SHA1	Meaning
0b0000	No SHA1 instructions implemented.
0b0001	SHA1C, SHA1P, SHA1M, SHA1H, SHA1SU0, and SHA1SU1 implemented.

All other values are reserved.

In Armv8-A, the permitted values are 0b0000 and 0b0001.

AES, bits [7:4]

Indicates whether the AES instructions are implemented in AArch32 state.

AES	Meaning
0b0000	No AES instructions implemented.
0b0001	AESE, AESD, AESMC, and AESIMC implemented.
0b0010	As for 0b0001, plus VMULL (polynomial) instructions operating on 64-bit data quantities.

All other values are reserved.

In Armv8-A, the permitted values are 0b0000 and 0b0010.

SEVL, bits [3:0]

Indicates whether the SEVL instruction is implemented in AArch32 state.

SEVL	Meaning
0b0000	SEVL is implemented as a NOP.
0b0001	SEVL is implemented as Send Event Local.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

Otherwise:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																UNKNOWN															
																UNKNOWN															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Reserved, UNKNOWN.

Accessing the ID_ISAR5_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ID_ISAR5_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0010	0b101

```

if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        else
            UNDEFINED;
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && HCR_EL2.TID3 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            return ID_ISAR5_EL1;
    elsif PSTATE.EL == EL2 then
        return ID_ISAR5_EL1;
    elsif PSTATE.EL == EL3 then
        return ID_ISAR5_EL1;

```


ID_ISAR6_EL1, AArch32 Instruction Set Attribute Register 6

The ID_ISAR6_EL1 characteristics are:

Purpose

Provides information about the instruction sets implemented by the PE in AArch32 state.

Must be interpreted with [ID_ISAR0_EL1](#), [ID_ISAR1_EL1](#), [ID_ISAR2_EL1](#), [ID_ISAR3_EL1](#), [ID_ISAR4_EL1](#) and [ID_ISAR5_EL1](#).

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch64 System register ID_ISAR6_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ID_ISAR6\[31:0\]](#).

Note

Prior to the introduction of the features described by this register, this register was unnamed and reserved, RES0 from EL1, EL2, and EL3.

Attributes

ID_ISAR6_EL1 is a 64-bit register.

Field descriptions

The ID_ISAR6_EL1 bit assignments are:

When AArch32 is supported at any Exception level:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0				I8MM				BF16				SPECRES				SB				FHM				DP				JSCVT			
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:28]

Reserved, RES0.

I8MM, bits [27:24]

Indicates support for Advanced SIMD and floating-point Int8 matrix multiplication instructions in AArch32 state. Defined values of this field are:

I8MM	Meaning
0b0000	Int8 matrix multiplication instructions are not implemented.
0b0001	VSMMLA, VSUDOT, VUMMLA, VUSMMLA, and VUSDOT instructions are implemented.

All other values are reserved.

FEAT_AA32I8MM implements the functionality identified by 0b0001.

BF16, bits [23:20]

Indicates support for Advanced SIMD and floating-point BFloat16 instructions in AArch32 state. Defined values are:

BF16	Meaning
0b0000	BFloat16 instructions are not implemented.
0b0001	VCVT, VCVTB, VCVTT, VDOT, VFMAL, and VMMLA instructions with BF16 operand or result types are implemented.

All other values are reserved.

FEAT_AA32BF16 implements the functionality identified by 0b0001.

SPECRES, bits [19:16]

Indicates support for Speculation invalidation instructions in AArch32 state. Defined values are:

SPECRES	Meaning
0b0000	Prediction invalidation instructions are not implemented.
0b0001	CFPRCTX, DVPRCTX, and CPPRCTX instructions are implemented.

All other values are reserved.

FEAT_SPECRES implements the functionality identified by 0b0001.

From Armv8.5, the only permitted value is 0b0001.

SB, bits [15:12]

Indicates support for the SB instruction in AArch32 state. Defined values are:

SB	Meaning
0b0000	SB instruction is not implemented.
0b0001	SB instruction is implemented.

All other values are reserved.

FEAT_SB implements the functionality identified by 0b0001.

From Armv8.5, the only permitted value is 0b0001.

FHM, bits [11:8]

Indicates support for Advanced SIMD and floating-point VFMAL and VFMSL instructions in AArch32 state. Defined values are:

FHM	Meaning
0b0000	VFMAL and VFMSL instructions are not implemented.
0b0001	VFMAL and VFMSL instructions are implemented.

All other values are reserved.

FEAT_FHM implements the functionality identified by 0b0001.

From Armv8.2, the permitted values are 0b0000 and 0b0001.

DP, bits [7:4]

Indicates support for Advanced SIMD and floating-point VFMAL and VFMSL instructions in AArch32 state. Defined values are:

DP	Meaning
0b0000	Dot product instructions are not implemented.
0b0001	UDOT and VSDOT instructions are implemented.

All other values are reserved.

FEAT_DotProd implements the functionality identified by 0b0001.

In Armv8.2, the permitted values are 0b0000 and 0b0001.

From Armv8.4, the only permitted value is 0b0001.

JSCVT, bits [3:0]

Indicates support for the VJCVT instruction in AArch32 state. Defined values are:

JSCVT	Meaning
0b0000	The VJCVT instruction is not implemented.
0b0001	The VJCVT instruction is implemented.

All other values are reserved.

FEAT_JSCVT implements the functionality identified by 0b0001.

In Armv8.0, Armv8.1, and Armv8.2, the only permitted value is 0b0000.

From Armv8.3, if Advanced SIMD or Floating-point is implemented, the only permitted value is 0b0001.

From Armv8.3, if Advanced SIMD or Floating-point is not implemented, the only permitted value is 0b0000.

Otherwise:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
UNKNOWN																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Reserved, UNKNOWN.

Accessing the ID_ISAR6_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ID_ISAR6_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0010	0b111


```

if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        else
            UNDEFINED;
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && (!IsZero(ID_ISAR6_EL1) || boolean IMPLEMENTATION_DEFINED "ID_ISAR6_EL1
trapped by HCR_EL2.TID3") && HCR_EL2.TID3 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            return ID_ISAR6_EL1;
    elsif PSTATE.EL == EL2 then
        return ID_ISAR6_EL1;
    elsif PSTATE.EL == EL3 then
        return ID_ISAR6_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ID_MMFR0_EL1, AArch32 Memory Model Feature Register 0

The ID_MMFR0_EL1 characteristics are:

Purpose

Provides information about the implemented memory model and memory management support in AArch32 state.

Must be interpreted with [ID_MMFR1_EL1](#), [ID_MMFR2_EL1](#), [ID_MMFR3_EL1](#), and [ID_MMFR4_EL1](#).

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch64 System register ID_MMFR0_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ID_MMFR0\[31:0\]](#).

Attributes

ID_MMFR0_EL1 is a 64-bit register.

Field descriptions

The ID_MMFR0_EL1 bit assignments are:

When AArch32 is supported at any Exception level:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
InnerShr				FCSE				AuxReg				TCM				ShareLvl				OuterShr				PMSA				VMSA			
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

InnerShr, bits [31:28]

Innermost Shareability. Indicates the innermost shareability domain implemented. Defined values are:

InnerShr	Meaning
0b0000	Implemented as Non-cacheable.
0b0001	Implemented with hardware coherency support.
0b1111	Shareability ignored.

All other values are reserved.

From Armv8 the permitted values are 0b0000, 0b0001, and 0b1111.

This field is valid only if the implementation supports two levels of shareability, as indicated by ID_MMFR0_EL1.ShareLvl having the value 0b0001.

When ID_MMFR0_EL1.ShareLvl is zero, this field is UNKNOWN.

FCSE, bits [27:24]

Indicates whether the implementation includes the FCSE. Defined values are:

FCSE	Meaning
0b0000	Not supported.
0b0001	Support for FCSE.

All other values are reserved.

From Armv8 the only permitted value is 0b0000.

AuxReg, bits [23:20]

Auxiliary Registers. Indicates support for Auxiliary registers. Defined values are:

AuxReg	Meaning
0b0000	None supported.
0b0001	Support for Auxiliary Control Register only.
0b0010	Support for Auxiliary Fault Status Registers (AIFSR and ADFSR) and Auxiliary Control Register.

All other values are reserved.

From Armv8 the only permitted value is 0b0010.

Note

Accesses to unimplemented Auxiliary registers are UNDEFINED.

TCM, bits [19:16]

Indicates support for TCMs and associated DMAs. Defined values are:

TCM	Meaning
0b0000	Not supported.
0b0001	Support is IMPLEMENTATION DEFINED. Armv7 requires this setting.
0b0010	Support for TCM only, Armv6 implementation.
0b0011	Support for TCM and DMA, Armv6 implementation.

All other values are reserved.

In Armv8-A the only permitted value is 0b0000.

ShareLvl, bits [15:12]

Shareability Levels. Indicates the number of shareability levels implemented. Defined values are:

ShareLvl	Meaning
0b0000	One level of shareability implemented.
0b0001	Two levels of shareability implemented.

All other values are reserved.

From Armv8 the only permitted value is 0b0001.

OuterShr, bits [11:8]

Outermost Shareability. Indicates the outermost shareability domain implemented. Defined values are:

OuterShr	Meaning
0b0000	Implemented as Non-cacheable.
0b0001	Implemented with hardware coherency support.
0b1111	Shareability ignored.

All other values are reserved.

From Armv8 the permitted values are 0b0000, 0b0001, and 0b1111.

PMSA, bits [7:4]

Indicates support for a PMSA. Defined values are:

PMSA	Meaning
0b0000	Not supported.
0b0001	Support for IMPLEMENTATION DEFINED PMSA.
0b0010	Support for PMSAv6, with a Cache Type Register implemented.
0b0011	Support for PMSAv7, with support for memory subsections. Armv7-R profile.

All other values are reserved.

In Armv8-A the only permitted value is 0b0000.

VMSA, bits [3:0]

Indicates support for a VMSA. Defined values are:

VMSA	Meaning
0b0000	Not supported.
0b0001	Support for IMPLEMENTATION DEFINED VMSA.
0b0010	Support for VMSAv6, with Cache and TLB Type Registers implemented.
0b0011	Support for VMSAv7, with support for remapping and the Access flag. Armv7-A profile.
0b0100	As for 0b0011, and adds support for the PXN bit in the Short-descriptor translation table format descriptors.
0b0101	As for 0b0100, and adds support for the Long-descriptor translation table format.

All other values are reserved.

In Armv8-A the only permitted value is 0b0101.

Otherwise:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
UNKNOWN																															
UNKNOWN																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Reserved, UNKNOWN.

Accessing the ID_MMFR0_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ID_MMFR0_EL1

op0	op1	CRn	CRm	op2
-----	-----	-----	-----	-----

0b11	0b000	0b0000	0b0001	0b100
------	-------	--------	--------	-------

```

if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        else
            UNDEFINED;
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && HCR_EL2.TID3 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            return ID_MMFR0_EL1;
    elsif PSTATE.EL == EL2 then
        return ID_MMFR0_EL1;
    elsif PSTATE.EL == EL3 then
        return ID_MMFR0_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ID_MMFR1_EL1, AArch32 Memory Model Feature Register 1

The ID_MMFR1_EL1 characteristics are:

Purpose

Provides information about the implemented memory model and memory management support in AArch32 state.

Must be interpreted with [ID_MMFR0_EL1](#), [ID_MMFR2_EL1](#), [ID_MMFR3_EL1](#), and [ID_MMFR4_EL1](#).

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch64 System register ID_MMFR1_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ID_MMFR1\[31:0\]](#).

Attributes

ID_MMFR1_EL1 is a 64-bit register.

Field descriptions

The ID_MMFR1_EL1 bit assignments are:

When AArch32 is supported at any Exception level:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
BPred				L1TstCln				L1Uni				L1Hvd				L1UniSW				L1HvdSW				L1UniVA				L1HvdVA			
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

BPred, bits [31:28]

Branch Predictor. Indicates branch predictor management requirements. Defined values are:

BPred	Meaning
0b0000	No branch predictor, or no MMU present. Implies a fixed MPU configuration.
0b0001	Branch predictor requires flushing on: <ul style="list-style-type: none"> • Enabling or disabling a stage of address translation. • Writing new data to instruction locations. • Writing new mappings to the translation tables. • Changes to the TTBR0, TTBR1, or TTBCR registers. • Changes to the ContextID or ASID, or to the FCSE ProcessID if this is supported.
0b0010	Branch predictor requires flushing on: <ul style="list-style-type: none"> • Enabling or disabling a stage of address translation. • Writing new data to instruction locations. • Writing new mappings to the translation tables. • Any change to the TTBR0, TTBR1, or TTBCR registers without a change to the corresponding ContextID or ASID, or FCSE ProcessID if this is supported.
0b0011	Branch predictor requires flushing only on writing new data to instruction locations.
0b0100	For execution correctness, branch predictor requires no flushing at any time.

All other values are reserved.

In Armv8-A, the permitted values are 0b0010, 0b0011, and 0b0100. For values other than 0b0000 and 0b0100 the Arm Architecture Reference Manual, or the product documentation, might give more information about the required maintenance.

L1TstCln, bits [27:24]

Level 1 cache Test and Clean. Indicates the supported Level 1 data cache test and clean operations, for Harvard or unified cache implementations. Defined values are:

L1TstCln	Meaning
0b0000	None supported.
0b0001	Supported Level 1 data cache test and clean operations are: <ul style="list-style-type: none"> • Test and clean data cache.
0b0010	As for 0b0001, and adds: <ul style="list-style-type: none"> • Test, clean, and invalidate data cache.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0000.

L1Uni, bits [23:20]

Level 1 Unified cache. Indicates the supported entire Level 1 cache maintenance operations for a unified cache implementation. Defined values are:

L1Uni	Meaning
0b0000	None supported.
0b0001	Supported entire Level 1 cache operations are: <ul style="list-style-type: none"> • Invalidate cache, including branch predictor if appropriate. • Invalidate branch predictor, if appropriate.
0b0010	As for 0b0001, and adds: <ul style="list-style-type: none"> • Clean cache, using a recursive model that uses the cache dirty status bit. • Clean and invalidate cache, using a recursive model that uses the cache dirty status bit.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0000.

L1Hvd, bits [19:16]

Level 1 Harvard cache. Indicates the supported entire Level 1 cache maintenance operations for a Harvard cache implementation. Defined values are:

L1Hvd	Meaning
0b0000	None supported.
0b0001	Supported entire Level 1 cache operations are: <ul style="list-style-type: none"> • Invalidate instruction cache, including branch predictor if appropriate. • Invalidate branch predictor, if appropriate.
0b0010	As for 0b0001, and adds: <ul style="list-style-type: none"> • Invalidate data cache. • Invalidate data cache and instruction cache, including branch predictor if appropriate.
0b0011	As for 0b0010, and adds: <ul style="list-style-type: none"> • Clean data cache, using a recursive model that uses the cache dirty status bit. • Clean and invalidate data cache, using a recursive model that uses the cache dirty status bit.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0000.

L1UniSW, bits [15:12]

Level 1 Unified cache by Set/Way. Indicates the supported Level 1 cache line maintenance operations by set/way, for a unified cache implementation. Defined values are:

L1UniSW	Meaning
0b0000	None supported.
0b0001	Supported Level 1 unified cache line maintenance operations by set/way are: <ul style="list-style-type: none"> • Clean cache line by set/way.
0b0010	As for 0b0001, and adds: <ul style="list-style-type: none"> • Clean and invalidate cache line by set/way.
0b0011	As for 0b0010, and adds: <ul style="list-style-type: none"> • Invalidate cache line by set/way.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0000.

L1HvdSW, bits [11:8]

Level 1 Harvard cache by Set/Way. Indicates the supported Level 1 cache line maintenance operations by set/way, for a Harvard cache implementation. Defined values are:

L1HvdSW	Meaning
0b0000	None supported.
0b0001	Supported Level 1 Harvard cache line maintenance operations by set/way are: <ul style="list-style-type: none"> • Clean data cache line by set/way. • Clean and invalidate data cache line by set/way.
0b0010	As for 0b0001, and adds: <ul style="list-style-type: none"> • Invalidate data cache line by set/way.
0b0011	As for 0b0010, and adds: <ul style="list-style-type: none"> • Invalidate instruction cache line by set/way.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0000.

L1UniVA, bits [7:4]

Level 1 Unified cache by Virtual Address. Indicates the supported Level 1 cache line maintenance operations by VA, for a unified cache implementation. Defined values are:

L1UniVA	Meaning
0b0000	None supported.
0b0001	Supported Level 1 unified cache line maintenance operations by VA are: <ul style="list-style-type: none"> • Clean cache line by VA. • Invalidate cache line by VA. • Clean and invalidate cache line by VA.
0b0010	As for 0b0001, and adds: <ul style="list-style-type: none"> • Invalidate branch predictor by VA, if branch predictor is implemented.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0000.

L1HvdVA, bits [3:0]

Level 1 Harvard cache by Virtual Address. Indicates the supported Level 1 cache line maintenance operations by VA, for a Harvard cache implementation. Defined values are:

L1HvdVA	Meaning
0b0000	None supported.
0b0001	Supported Level 1 Harvard cache line maintenance operations by VA are: <ul style="list-style-type: none"> • Clean data cache line by VA. • Invalidate data cache line by VA. • Clean and invalidate data cache line by VA. • Clean instruction cache line by VA.
0b0010	As for 0b0001, and adds: <ul style="list-style-type: none"> • Invalidate branch predictor by VA, if branch predictor is implemented.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0000.

Otherwise:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32						
														UNKNOWN																							
														UNKNOWN																							
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0						

Bits [63:0]

Reserved, UNKNOWN.

Accessing the ID_MMFR1_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ID_MMFR1_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0001	0b101

```
if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    else
        UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TID3 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return ID_MMFR1_EL1;
elseif PSTATE.EL == EL2 then
    return ID_MMFR1_EL1;
elseif PSTATE.EL == EL3 then
    return ID_MMFR1_EL1;
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ID_MMFR2_EL1, AArch32 Memory Model Feature Register 2

The ID_MMFR2_EL1 characteristics are:

Purpose

Provides information about the implemented memory model and memory management support in AArch32 state.

Must be interpreted with [ID_MMFR0_EL1](#), [ID_MMFR1_EL1](#), [ID_MMFR3_EL1](#), and [ID_MMFR4_EL1](#).

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch64 System register ID_MMFR2_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ID_MMFR2\[31:0\]](#).

Attributes

ID_MMFR2_EL1 is a 64-bit register.

Field descriptions

The ID_MMFR2_EL1 bit assignments are:

When AArch32 is supported at any Exception level:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
HWAAccFlg				WFIS Stall				MemBarr				UniTLB				HvdTLB				L1HvdRng				L1HvdBG				L1HvdFG			
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

HWAAccFlg, bits [31:28]

Hardware Access Flag. In earlier versions of the Arm Architecture, this field indicates support for a Hardware Access flag, as part of the VMSAv7 implementation. Defined values are:

HWAAccFlg	Meaning
0b0000	Not supported.
0b0001	Support for VMSAv7 Access flag, updated in hardware.

All other values are reserved.

From Armv8, the only permitted value is 0b0000.

WFIS Stall, bits [27:24]

Wait For Interrupt Stall. Indicates the support for Wait For Interrupt (WFI) stalling. Defined values are:

WFISall	Meaning
0b0000	Not supported.
0b0001	Support for WFI stalling.

All other values are reserved.

From Armv8, the permitted values are 0b0000 and 0b0001.

MemBarr, bits [23:20]

Memory Barrier. Indicates the supported memory barrier System instructions in the (coproc==0b1111) encoding space:

MemBarr	Meaning
0b0000	None supported.
0b0001	Supported memory barrier System instructions are: <ul style="list-style-type: none"> Data Synchronization Barrier (DSB).
0b0010	As for 0b0001, and adds: <ul style="list-style-type: none"> Instruction Synchronization Barrier (ISB). Data Memory Barrier (DMB).

All other values are reserved.

From Armv8, the only permitted value is 0b0010.

Arm deprecates the use of these operations. ID_ISAR4.Barrier_instrs indicates the level of support for the preferred barrier instructions.

UniTLB, bits [19:16]

Unified TLB. Indicates the supported TLB maintenance operations, for a unified TLB implementation. Defined values are:

UniTLB	Meaning
0b0000	Not supported.
0b0001	Supported unified TLB maintenance operations are: <ul style="list-style-type: none"> Invalidate all entries in the TLB. Invalidate TLB entry by VA.
0b0010	As for 0b0001, and adds: <ul style="list-style-type: none"> Invalidate TLB entries by ASID match.
0b0011	As for 0b0010, and adds: <ul style="list-style-type: none"> Invalidate instruction TLB and data TLB entries by VA All ASID. This is a shared unified TLB operation.
0b0100	As for 0b0011, and adds: <ul style="list-style-type: none"> Invalidate Hyp mode unified TLB entry by VA. Invalidate entire Non-secure PL1&0 unified TLB. Invalidate entire Hyp mode unified TLB.
0b0101	As for 0b0100, and adds the following operations: TLBIMVALIS , TLBIMVAALIS , TLBIMVALHIS , TLBIMVAL , TLBIMVAAL , TLBIMVALH .
0b0110	As for 0b0101, and adds the following operations: TLBIIPAS2IS , TLBIIPAS2LIS , TLBIIPAS2 , TLBIIPAS2L .

All other values are reserved.

In Armv8-A, the only permitted value is 0b0110.

HvdTLB, bits [15:12]

If the Unified TLB field (UniTLB, bits [19:16]) is not 0000, then the meaning of this field is IMPLEMENTATION DEFINED. Arm deprecates the use of this field by software.

L1HvdRng, bits [11:8]

Level 1 Harvard cache Range. Indicates the supported Level 1 cache maintenance range operations, for a Harvard cache implementation. Defined values are:

L1HvdRng	Meaning
0b0000	Not supported.
0b0001	Supported Level 1 Harvard cache maintenance range operations are: <ul style="list-style-type: none"> • Invalidate data cache range by VA. • Invalidate instruction cache range by VA. • Clean data cache range by VA. • Clean and invalidate data cache range by VA.

All other values are reserved.

From Armv8, the only permitted value is 0b0000.

L1HvdBG, bits [7:4]

Level 1 Harvard cache Background fetch. Indicates the supported Level 1 cache background fetch operations, for a Harvard cache implementation. When supported, background fetch operations are non-blocking operations. Defined values are:

L1HvdBG	Meaning
0b0000	Not supported.
0b0001	Supported Level 1 Harvard cache background fetch operations are: <ul style="list-style-type: none"> • Fetch instruction cache range by VA. • Fetch data cache range by VA.

All other values are reserved.

From Armv8, the only permitted value is 0b0000.

L1HvdFG, bits [3:0]

Level 1 Harvard cache Foreground fetch. Indicates the supported Level 1 cache foreground fetch operations, for a Harvard cache implementation. When supported, foreground fetch operations are blocking operations. Defined values are:

L1HvdFG	Meaning
0b0000	Not supported.
0b0001	Supported Level 1 Harvard cache foreground fetch operations are: <ul style="list-style-type: none"> • Fetch instruction cache range by VA. • Fetch data cache range by VA.

All other values are reserved.

From Armv8, the only permitted value is 0b0000.

Otherwise:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
UNKNOWN																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Reserved, UNKNOWN.

Accessing the ID_MMFR2_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ID_MMFR2_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0001	0b110

```

if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        else
            UNDEFINED;
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && HCR_EL2.TID3 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            return ID_MMFR2_EL1;
    elsif PSTATE.EL == EL2 then
        return ID_MMFR2_EL1;
    elsif PSTATE.EL == EL3 then
        return ID_MMFR2_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ID_MMFR3_EL1, AArch32 Memory Model Feature Register 3

The ID_MMFR3_EL1 characteristics are:

Purpose

Provides information about the implemented memory model and memory management support in AArch32 state.

Must be interpreted with [ID_MMFR0_EL1](#), [ID_MMFR1_EL1](#), [ID_MMFR2_EL1](#), and [ID_MMFR4_EL1](#).

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch64 System register ID_MMFR3_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ID_MMFR3\[31:0\]](#).

Attributes

ID_MMFR3_EL1 is a 64-bit register.

Field descriptions

The ID_MMFR3_EL1 bit assignments are:

When AArch32 is supported at any Exception level:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
Supersec				CMemSz				CohWalk				PAN				MaintBcst				BPMaint				CMaintSW				CMaintVA			
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

Supersec, bits [31:28]

Supersections. On a VMSA implementation, indicates whether Supersections are supported. Defined values are:

Supersec	Meaning
0b0000	Supersections supported.
0b1111	Supersections not supported.

All other values are reserved.

In Armv8-A, the permitted values are 0b0000 and 0b1111.

CMemSz, bits [27:24]

Cached Memory Size. Indicates the physical memory size supported by the caches. Defined values are:

CMemSz	Meaning
0b0000	4GB, corresponding to a 32-bit physical address range.
0b0001	64GB, corresponding to a 36-bit physical address range.
0b0010	1TB or more, corresponding to a 40-bit or larger physical address range.

All other values are reserved.

In Armv8-A, the permitted values are 0b0000, 0b0001, and 0b0010.

CohWalk, bits [23:20]

Coherent Walk. Indicates whether Translation table updates require a clean to the Point of Unification. Defined values are:

CohWalk	Meaning
0b0000	Updates to the translation tables require a clean to the Point of Unification to ensure visibility by subsequent translation table walks.
0b0001	Updates to the translation tables do not require a clean to the Point of Unification to ensure visibility by subsequent translation table walks.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

PAN, bits [19:16]

Privileged Access Never. Indicates support for the PAN bit in [CPSR](#), [SPSR](#), and [DPSR](#) in AArch32 state. Defined values are:

PAN	Meaning
0b0000	PAN not supported.
0b0001	PAN supported.
0b0010	PAN supported and ATS1CPRP and ATS1CPWP instructions supported.

All other values are reserved.

FEAT_PAN implements the functionality identified by the value 0b0001.

FEAT_PAN2 implements the functionality added by the value 0b0010.

In Armv8.1, the value 0b0000 is not permitted.

From Armv8.2, the only permitted value is 0b0010.

MaintBcst, bits [15:12]

Maintenance Broadcast. Indicates whether Cache, TLB, and branch predictor operations are broadcast. Defined values are:

MaintBcst	Meaning
0b0000	Cache, TLB, and branch predictor operations only affect local structures.
0b0001	Cache and branch predictor operations affect structures according to shareability and defined behavior of instructions. TLB operations only affect local structures.
0b0010	Cache, TLB, and branch predictor operations affect structures according to shareability and defined behavior of instructions.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0010.

BPMaint, bits [11:8]

Branch Predictor Maintenance. Indicates the supported branch predictor maintenance operations in an implementation with hierarchical cache maintenance operations. Defined values are:

BPMaint	Meaning
0b0000	None supported.
0b0001	Supported branch predictor maintenance operations are: <ul style="list-style-type: none"> • Invalidate all branch predictors.
0b0010	As for 0b0001, and adds: <ul style="list-style-type: none"> • Invalidate branch predictors by VA.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0010.

CMaintSW, bits [7:4]

Cache Maintenance by Set/Way. Indicates the supported cache maintenance operations by set/way, in an implementation with hierarchical caches. Defined values are:

CMaintSW	Meaning
0b0000	None supported.
0b0001	Supported hierarchical cache maintenance instructions by set/way are: <ul style="list-style-type: none"> • Invalidate data cache by set/way. • Clean data cache by set/way. • Clean and invalidate data cache by set/way.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

In a unified cache implementation, the data cache maintenance operations apply to the unified caches.

CMaintVA, bits [3:0]

Cache Maintenance by Virtual Address. Indicates the supported cache maintenance operations by VA, in an implementation with hierarchical caches. Defined values are:

CMaintVA	Meaning
0b0000	None supported.
0b0001	Supported hierarchical cache maintenance operations by VA are: <ul style="list-style-type: none"> • Invalidate data cache by VA. • Clean data cache by VA. • Clean and invalidate data cache by VA. • Invalidate instruction cache by VA. • Invalidate all instruction cache entries.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

In a unified cache implementation, data cache maintenance operations apply to the unified caches, and the instruction cache maintenance instructions are not implemented.

Otherwise:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
UNKNOWN																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Reserved, UNKNOWN.

Accessing the ID_MMFR3_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ID_MMFR3_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0001	0b111

```

if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    else
        UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TID3 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return ID_MMFR3_EL1;
elseif PSTATE.EL == EL2 then
    return ID_MMFR3_EL1;
elseif PSTATE.EL == EL3 then
    return ID_MMFR3_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ID_MMFR4_EL1, AArch32 Memory Model Feature Register 4

The ID_MMFR4_EL1 characteristics are:

Purpose

Provides information about the implemented memory model and memory management support in AArch32 state.

Must be interpreted with [ID_MMFR0_EL1](#), [ID_MMFR1_EL1](#), [ID_MMFR2_EL1](#), and [ID_MMFR3_EL1](#).

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch64 System register ID_MMFR4_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ID_MMFR4\[31:0\]](#).

Attributes

ID_MMFR4_EL1 is a 64-bit register.

Field descriptions

The ID_MMFR4_EL1 bit assignments are:

When AArch32 is supported at any Exception level:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
EVT				CCIDX				LSM				HPDS				CnP				XNX				AC2				SpecSEI			
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

EVT, bits [31:28]

Enhanced Virtualization Traps. If EL2 is implemented, indicates support for the [HCR2](#).{TTLBIS, TOCU, TICAB, TID4} traps. Defined values are:

EVT	Meaning
0b0000	HCR2 .{TTLBIS, TOCU, TICAB, TID4} traps are not supported.
0b0001	HCR2 .{TOCU, TICAB, TID4} traps are supported.
	HCR2 .TTLBIS trap is not supported.
0b0010	HCR2 .{TTLBIS, TOCU, TICAB, TID4} traps are supported.

All other values are reserved.

FEAT_EVT implements the functionality identified by the values 0b0001 and 0b0010.

If EL2 is not implemented supporting AArch32, the only permitted value is 0b0000.

In Armv8.2, the permitted values are 0b0000, 0b0001, and 0b0010.

From Armv8.5, the permitted values are:

- 0b0000 when EL2 is not implemented.
- 0b0010 when EL2 is implemented.

CCIDX, bits [27:24]

Support for use of the revised CCSIDR format and the presence of the CCSIDR2 is indicated. Defined values are:

CCIDX	Meaning
0b0000	32-bit format implemented for all levels of the CCSIDR, and the CCSIDR2 register is not implemented.
0b0001	64-bit format implemented for all levels of the CCSIDR, and the CCSIDR2 register is implemented.

All other values are reserved.

FEAT_CCIDX implements the functionality identified by 0b0001.

From Armv8.3, the permitted values are 0b0000 and 0b0001.

LSM, bits [23:20]

Indicates support for LSMAOE and nTLSMD bits in [HSCTLR](#) and [SCTLR](#). Defined values are:

LSM	Meaning
0b0000	LSMAOE and nTLSMD bits not supported.
0b0001	LSMAOE and nTLSMD bits supported.

All other values are reserved.

FEAT_LSMAOC implements the functionality identified by the value 0b0001.

From Armv8.2, the permitted values are 0b0000 and 0b0001.

HPDS, bits [19:16]

Hierarchical permission disables bits in translation tables. Defined values are:

HPDS	Meaning
0b0000	Disabling of hierarchical controls not supported.
0b0001	Supports disabling of hierarchical controls using the TTBCR2 .HPD0, TTBCR2 .HPD1, and HTCR .HPD bits.
0b0010	As for value 0b0001, and adds possible hardware allocation of bits[62:59] of the translation table descriptors from the final lookup level for IMPLEMENTATION DEFINED use.

All other values are reserved.

FEAT_AA32HPD implements the functionality identified by the value 0b0001.

FEAT_HPDS2 implements the functionality added by the value 0b0010.

Note

The value 0b0000 implies that the encoding for [TTBCR2](#) is UNDEFINED.

CnP, bits [15:12]

Common not Private translations. Defined values are:

CnP	Meaning
0b0000	Common not Private translations not supported.
0b0001	Common not Private translations supported.

All other values are reserved.

FEAT_TTCNP implements the functionality identified by the value 0b0001.

From Armv8.2 the only permitted value is 0b0001.

XNX, bits [11:8]

Support for execute-never control distinction by Exception level at stage 2. Defined values are:

XNX	Meaning
0b0000	Distinction between EL0 and EL1 execute-never control at stage 2 not supported.
0b0001	Distinction between EL0 and EL1 execute-never control at stage 2 supported.

All other values are reserved.

FEAT_XNX implements the functionality identified by the value 0b0001.

When FEAT_XNX is implemented:

- If all of the following conditions are true, it is IMPLEMENTATION DEFINED whether the value of ID_MMFR4_EL1.XNX is 0b0000 or 0b0001:
 - [ID_AA64MMFR1_EL1.XNX](#) == 1.
 - EL2 cannot use AArch32.
 - EL1 can use AArch32.
- If EL2 can use AArch32 then the only permitted value is 0b0001.

AC2, bits [7:4]

Indicates the extension of the [ACTLR](#) and [HACTLR](#) registers using [ACTLR2](#) and [HACTLR2](#). Defined values are:

AC2	Meaning
0b0000	ACTLR2 and HACTLR2 are not implemented.
0b0001	ACTLR2 and HACTLR2 are implemented.

All other values are reserved.

In Armv8.0 and Armv8.1 the permitted values are 0b0000 and 0b0001.

From Armv8.2, the only permitted value is 0b0001.

SpecSEI, bits [3:0]

Describes whether the PE can generate SError interrupt exceptions from speculative reads of memory, including speculative instruction fetches. The defined values of this field are:

SpecSEI	Meaning
0b0000	The PE never generates an SError interrupt due to an External abort on a speculative read.
0b0001	The PE might generate an SError interrupt due to an External abort on a speculative read.

All other values are reserved.

Otherwise:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																UNKNOWN															
																UNKNOWN															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Reserved, UNKNOWN.

Accessing the ID_MMFR4_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ID_MMFR4_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0010	0b110

```

if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        else
            UNDEFINED;
    elseif PSTATE.EL == EL1 then
        if EL2Enabled() && (!IsZero(ID_MMFR4_EL1) || boolean IMPLEMENTATION_DEFINED "ID_MMFR4_EL1
trapped by HCR_EL2.TID3") && HCR_EL2.TID3 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            return ID_MMFR4_EL1;
    elseif PSTATE.EL == EL2 then
        return ID_MMFR4_EL1;
    elseif PSTATE.EL == EL3 then
        return ID_MMFR4_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ID_MMFR5_EL1, AArch32 Memory Model Feature Register 5

The ID_MMFR5_EL1 characteristics are:

Purpose

Provides information about the implemented memory model and memory management support in AArch32 state.

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch64 System register ID_MMFR5_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ID_MMFR5\[31:0\]](#).

Attributes

ID_MMFR5_EL1 is a 64-bit register.

Field descriptions

The ID_MMFR5_EL1 bit assignments are:

When AArch32 is supported at any Exception level:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																RES0															
RES0																ETS															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:4]

Reserved, RES0.

ETS, bits [3:0]

Support for Enhanced Translation Synchronization. Defined values are:

ETS	Meaning
0b0000	Enhanced Translation Synchronization is not supported.
0b0001	Enhanced Translation Synchronization is supported.

All other values are reserved.

FEAT_ETTS implements the functionality identified by the value 0b0001.

From Armv8.0, the permitted values are 0b0000 and 0b0001.

Otherwise:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
														UNKNOWN																	
														UNKNOWN																	
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
														UNKNOWN																	

Bits [63:0]

Reserved, UNKNOWN.

Accessing the ID_MMFR5_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ID_MMFR5_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0011	0b110

```

if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        else
            UNDEFINED;
    elseif PSTATE.EL == EL1 then
        if EL2Enabled() && (!IsZero(ID_MMFR5_EL1) || boolean IMPLEMENTATION_DEFINED "ID_MMFR5_EL1
trapped by HCR_EL2.TID3") && HCR_EL2.TID3 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            return ID_MMFR5_EL1;
    elseif PSTATE.EL == EL2 then
        return ID_MMFR5_EL1;
    elseif PSTATE.EL == EL3 then
        return ID_MMFR5_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ID_PFR0_EL1, AArch32 Processor Feature Register 0

The ID_PFR0_EL1 characteristics are:

Purpose

Gives top-level information about the instruction sets supported by the PE in AArch32 state.

Must be interpreted with [ID_PFR1_EL1](#).

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch64 System register ID_PFR0_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ID_PFR0\[31:0\]](#).

Attributes

ID_PFR0_EL1 is a 64-bit register.

Field descriptions

The ID_PFR0_EL1 bit assignments are:

When AArch32 is supported at any Exception level:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RAS				DIT				AMU				CSV2				State3				State2				State1				State0			
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

RAS, bits [31:28]

RAS Extension version. Defined values are:

RAS	Meaning
0b0000	No RAS Extension.
0b0001	RAS Extension present.
0b0010	FEAT_RASv1p1 present. As 0b0001, and adds support for additional ERXMISC<m> System registers. Error records accessed through System registers conform to RAS System Architecture v1.1, which includes simplifications to ERR<n>STATUS and support for the optional RAS Timestamp Extension.

All other values are reserved.

FEAT_RASv1p1 implements the functionality identified by the value 0b0010.

In Armv8.0 and Armv8.1, the permitted values are 0b0000 and 0b0001.

In Armv8.2, the only permitted value is 0b0001.

From Armv8.4, when FEAT_DoubleFault is not implemented, and [ERRIDR.NUM](#) is zero, the permitted values are IMPLEMENTATION DEFINED 0b0001 or 0b0010. Otherwise, from Armv8.4, the only permitted value is 0b0010.

DIT, bits [27:24]

Data Independent Timing. Defined values are:

DIT	Meaning
0b0000	AArch32 does not guarantee constant execution time of any instructions.
0b0001	AArch32 provides the CPSR.DIT mechanism to guarantee constant execution time of certain instructions.

All other values are reserved.

FEAT_DIT implements the functionality identified by the value 0b0001.

From Armv8.4, the only permitted value is 0b0001.

AMU, bits [23:20]

Indicates support for Activity Monitors Extension. Defined values are:

AMU	Meaning
0b0000	Activity Monitors Extension is not implemented.
0b0001	FEAT_AMUv1 is implemented.
0b0010	FEAT_AMUv1p1 is implemented. As 0b0001 and adds support for virtualization of the activity monitor event counters.

All other values are reserved.

FEAT_AMUv1 implements the functionality identified by the value 0b0001.

FEAT_AMUv1p1 implements the functionality identified by the value 0b0010.

In Armv8.0, the only permitted value is 0b0000.

In Armv8.4, the permitted values are 0b0000 and 0b0001.

From Armv8.6, the permitted values are 0b0000, 0b0001, and 0b0010.

CSV2, bits [19:16]

Speculative use of out of context branch targets. Defined values are:

CSV2	Meaning
0b0000	This Device does not disclose whether branch targets trained in one hardware described context can affect speculative execution in a different hardware described context.
0b0001	Branch targets trained in one hardware described context can only affect speculative execution in a different hardware described context in a hard-to-determine way.

All other values are reserved.

FEAT_CSV2 implements the functionality identified by 0b0001.

From Armv8.5, the only permitted value is 0b0001.

State3, bits [15:12]

T32EE instruction set support. Defined values are:

State3	Meaning
0b0000	Not implemented.
0b0001	T32EE instruction set implemented.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0000.

State2, bits [11:8]

Jazelle extension support. Defined values are:

State2	Meaning
0b0000	Not implemented.
0b0001	Jazelle extension implemented, without clearing of JOSCR.CV on exception entry.
0b0010	Jazelle extension implemented, with clearing of JOSCR.CV on exception entry.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

State1, bits [7:4]

T32 instruction set support. Defined values are:

State1	Meaning
0b0000	T32 instruction set not implemented.
0b0001	T32 encodings before the introduction of Thumb-2 technology implemented: <ul style="list-style-type: none"> • All instructions are 16-bit. • A BL or BLX is a pair of 16-bit instructions. • 32-bit instructions other than BL and BLX cannot be encoded.
0b0011	T32 encodings after the introduction of Thumb-2 technology implemented, for all 16-bit and 32-bit T32 basic instructions.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0011.

State0, bits [3:0]

A32 instruction set support. Defined values are:

State0	Meaning
0b0000	A32 instruction set not implemented.
0b0001	A32 instruction set implemented.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

Otherwise:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
UNKNOWN																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Reserved, UNKNOWN.

Accessing the ID_PFR0_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ID_PFR0_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0001	0b000

```

if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        else
            UNDEFINED;
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && HCR_EL2.TID3 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            return ID_PFR0_EL1;
    elsif PSTATE.EL == EL2 then
        return ID_PFR0_EL1;
    elsif PSTATE.EL == EL3 then
        return ID_PFR0_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ID_PFR1_EL1, AArch32 Processor Feature Register 1

The ID_PFR1_EL1 characteristics are:

Purpose

Gives information about the AArch32 programmers' model.

Must be interpreted with [ID_PFR0_EL1](#).

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch64 System register ID_PFR1_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ID_PFR1\[31:0\]](#).

Attributes

ID_PFR1_EL1 is a 64-bit register.

Field descriptions

The ID_PFR1_EL1 bit assignments are:

When AArch32 is supported at any Exception level:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
GIC				Virt_frac				Sec_frac				GenTimer				Virtualization				MProgMod				Security				ProgMod			
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

GIC, bits [31:28]

System register GIC CPU interface. Defined values are:

GIC	Meaning
0b0000	GIC CPU interface system registers not implemented.
0b0001	System register interface to versions 3.0 and 4.0 of the GIC CPU interface is supported.
0b0011	System register interface to version 4.1 of the GIC CPU interface is supported.

All other values are reserved.

Virt_frac, bits [27:24]

Virtualization fractional field. When the Virtualization field is 0b0000, determines the support for features from the ARMv7 Virtualization Extensions. Defined values are:

Virt_frac	Meaning
0b0000	No features from the ARMv7 Virtualization Extensions are implemented.
0b0001	The following features of the ARMv7 Virtualization Extensions are implemented: <ul style="list-style-type: none"> • The SCR.SIF bit, if EL3 is implemented. • The modifications to the SCR.AW and SCR.FW bits described in the Virtualization Extensions, if EL3 is implemented. • The MSR (banked register) and MRS (banked register) instructions. • The ERET instruction.

All other values are reserved.

In Armv8-A, the permitted values are:

- 0b0000 when EL2 is implemented.
- 0b0001 when EL2 is not implemented.

This field is only valid when the value of ID_PFR1_EL1.Virtualization is 0, otherwise it holds the value 0b0000.

Note

The ID_ISAR registers do not identify whether the instructions added by the ARMv7 Virtualization Extensions are implemented.

Sec_frac, bits [23:20]

Security fractional field. When the Security field is 0b0000, determines the support for features from the ARMv7 Security Extensions. Defined values are:

Sec_frac	Meaning
0b0000	No features from the ARMv7 Security Extensions are implemented.
0b0001	The following features from the ARMv7 Security Extensions are implemented: <ul style="list-style-type: none"> • The VBAR register. • The TTBCR.PD0 and TTBCR.PD1 bits.
0b0010	As for 0b0001, plus the ability to access Secure or Non-secure physical memory is supported.

All other values are reserved.

In Armv8-A, the permitted values are:

- 0b0000 when EL3 is implemented.
- 0b0001 or 0b0010 when EL3 is not implemented.

This field is only valid when the value of ID_PFR1_EL1.Security is 0, otherwise it holds the value 0b0000.

GenTimer, bits [19:16]

Generic Timer support. Defined values are:

GenTimer	Meaning
0b0000	Generic Timer is not implemented.
0b0001	Generic Timer is implemented.
0b0010	Generic Timer is implemented, and also includes support for CNTHCTL .EVNTIS and CNTKCTL .EVNTIS fields, and CNTPTCSS and CNTVCTSS counter views.

All other values are reserved.

FEAT_ECV implements the functionality identified by the value 0b0010.

In Armv8.0, Armv8.1, Armv8.2, Armv8.3, Armv8.4, and Armv8.5, the only permitted value is 0b0001.

From Armv8.6, the only permitted value is 0b0010.

Virtualization, bits [15:12]

Virtualization support. Defined values are:

Virtualization	Meaning
0b0000	EL2, Hyp mode, and the HVC instruction not implemented.
0b0001	EL2, Hyp mode, the HVC instruction, and all the features described by Virt_frac == 0b0001 implemented.

All other values are reserved.

In Armv8-A, the permitted values are:

- 0b0000 when EL2 is not implemented.
- 0b0001 when EL2 is implemented.

In an implementation that includes EL2, if EL2 cannot use AArch32 but EL1 can use AArch32 then this field has the value 0b0001.

If EL1 cannot use AArch32 then this field has the value 0b0000.

Note

The ID_ISARs do not identify whether the HVC instruction is implemented.

MProgMod, bits [11:8]

M profile programmers' model support. Defined values are:

MProgMod	Meaning
0b0000	Not supported.
0b0010	Support for two-stack programmers' model.

All other values are reserved.

In Armv8-A the only permitted value is 0b0000.

Security, bits [7:4]

Security support. Defined values are:

Security	Meaning
0b0000	EL3, Monitor mode, and the SMC instruction not implemented.
0b0001	EL3, Monitor mode, the SMC instruction, and all the features described by Sec_frac == 0b0001 implemented.
0b0010	As for 0b0001, and adds the ability to set the NSACR .RFR bit. Not permitted in Armv8 as the NSACR .RFR bit is RES0.

All other values are reserved.

In Armv8-A, the permitted values are:

- 0b0000 when EL3 is not implemented.
- 0b0001 when EL3 is implemented.

In an implementation that includes EL3, if EL3 cannot use AArch32 but EL1 can use AArch32 then this field has the value 0b0001.

If EL1 cannot use AArch32 then this field has the value 0b0000.

ProgMod, bits [3:0]

Support for the standard programmers' model for Armv4 and later. Model must support User, FIQ, IRQ, Supervisor, Abort, Undefined, and System modes. Defined values are:

ProgMod	Meaning
0b0000	Not supported.
0b0001	Supported.

All other values are reserved.

In Armv8-A, the permitted values are 0b0001 and 0b0000.

If EL1 cannot use AArch32 then this field has the value 0b0000.

Otherwise:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
UNKNOWN																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Reserved, UNKNOWN.

Accessing the ID_PFR1_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ID_PFR1_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0001	0b001

```

if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    else
        UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TID3 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return ID_PFR1_EL1;
elseif PSTATE.EL == EL2 then
    return ID_PFR1_EL1;
elseif PSTATE.EL == EL3 then
    return ID_PFR1_EL1;

```


ID_PFR2_EL1, AArch32 Processor Feature Register 2

The ID_PFR2_EL1 characteristics are:

Purpose

Gives information about the AArch32 programmers' model.

Must be interpreted with [ID_PFR0_EL1](#) and [ID_PFR1_EL1](#).

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch64 System register ID_PFR2_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ID_PFR2\[31:0\]](#).

Attributes

ID_PFR2_EL1 is a 64-bit register.

Field descriptions

The ID_PFR2_EL1 bit assignments are:

When AArch32 is supported at any Exception level:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																RAS frac								SSBS				CSV3			
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:12]

Reserved, RES0.

RAS_frac, bits [11:8]

RAS Extension fractional field. Defined values are:

RAS frac	Meaning
0b0000	If ID_PFR0_EL1 .RAS == 0b0001, RAS Extension implemented.
0b0001	If ID_PFR0_EL1 .RAS == 0b0001, as 0b0000 and adds support for additional ERXMISC<m> System registers. Error records accessed through System registers conform to RAS System Architecture v1.1, which includes simplifications to ERR<n>STATUS and support for the optional RAS Timestamp Extension.

All other values are reserved.

This field is valid only if [ID_PFR0_EL1](#).RAS == 0b0001.

SSBS, bits [7:4]

Speculative Store Bypassing controls in AArch64 state. Defined values are:

SSBS	Meaning
0b0000	AArch32 provides no mechanism to control the use of Speculative Store Bypassing.
0b0001	AArch32 provides the PSTATE.SSBS mechanism to mark regions that are Speculative Store Bypass Safe.

In Armv8.0, the permitted values are 0b0000 and 0b0001.

From Armv8.5, the only permitted value is 0b0001.

All other values are reserved.

CSV3, bits [3:0]

Speculative use of faulting data. Defined values are:

CSV3	Meaning
0b0000	This Device does not disclose whether data loaded under speculation with a permission or domain fault can be used to form an address or generate condition codes or SVE predicate values to be used by instructions newer than the load in the speculative sequence
0b0001	Data loaded under speculation with a permission or domain fault cannot be used to form an address or generate condition codes or SVE predicate values to be used by instructions newer than the load in the speculative sequence

All other values are reserved.

FEAT_CSV3 implements the functionality identified by the value 0b0001.

In Armv8.0, the permitted values are 0b0000 and 0b0001.

From Armv8.5, the only permitted value is 0b0001.

If FEAT_EOPD is implemented, FEAT_CSV3 must be implemented.

Otherwise:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
UNKNOWN																															
UNKNOWN																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Reserved, UNKNOWN.

Accessing the ID_PFR2_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ID_PFR2_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0011	0b100

```

if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        else
            UNDEFINED;
    elseif PSTATE.EL == EL1 then
        if EL2Enabled() && HCR_EL2.TID3 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            return ID_PFR2_EL1;
    elseif PSTATE.EL == EL2 then
        return ID_PFR2_EL1;
    elseif PSTATE.EL == EL3 then
        return ID_PFR2_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

IFSR32_EL2, Instruction Fault Status Register (EL2)

The IFSR32_EL2 characteristics are:

Purpose

Allows access to the AArch32 [IFSR](#) register from AArch64 state only. Its value has no effect on execution in AArch64 state.

Configuration

AArch64 System register IFSR32_EL2 bits [31:0] are architecturally mapped to AArch32 System register [IFSR\[31:0\]](#).

This register is present only when EL1 is capable of using AArch32. Otherwise, direct accesses to IFSR32_EL2 are UNDEFINED.

If EL2 is not implemented but EL3 is implemented, and EL1 is capable of using AArch32, then this register is not RES0.

Attributes

IFSR32_EL2 is a 64-bit register.

Field descriptions

The IFSR32_EL2 bit assignments are:

When TTBCR.EAE == 0:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32			
																RES0																		
RES0																FnV	RES0				ExT	RES0	FS[4]	LPAE	RES0						FS[3:0]			
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			

Bits [63:17]

Reserved, RES0.

FnV, bit [16]

FAR not Valid, for a synchronous External abort other than a synchronous External abort on a translation table walk.

FnV	Meaning
0b0	IFAR is valid.
0b1	IFAR is not valid, and holds an UNKNOWN value.

This field is only valid for a synchronous External abort other than a synchronous External abort on a translation table walk. It is RES0 for all other Prefetch Abort exceptions.

This field resets to an architecturally UNKNOWN value.

Bits [15:13]

Reserved, RES0.

ExT, bit [12]

External abort type. This bit can be used to provide an IMPLEMENTATION DEFINED classification of External aborts.

In an implementation that does not provide any classification of External aborts, this bit is RES0.

For aborts other than External aborts this bit always returns 0.

This field resets to an architecturally UNKNOWN value.

Bit [11]

Reserved, RES0.

FS[4], bit [10]

This field is bit[4] of FS[4:0].

Fault Status bits. Bits [10] and [3:0] are interpreted together.

FS	Meaning	Applies when
0b00001	PC alignment fault.	
0b00010	Debug exception.	
0b00011	Access flag fault, level 1.	
0b00101	Translation fault, level 1.	
0b00110	Access flag fault, level 2.	
0b00111	Translation fault, level 2.	
0b01000	Synchronous External abort, not on translation table walk.	
0b01001	Domain fault, level 1.	
0b01011	Domain fault, level 2.	
0b01100	Synchronous External abort, on translation table walk, level 1.	
0b01101	Permission fault, level 1.	
0b01110	Synchronous External abort, on translation table walk, level 2.	
0b01111	Permission fault, level 2.	
0b10000	TLB conflict abort.	
0b10100	IMPLEMENTATION DEFINED fault (Lockdown fault).	
0b11001	Synchronous parity or ECC error on memory access, not on translation table walk.	When FEAT_RAS is not implemented
0b11100	Synchronous parity or ECC error on translation table walk, level 1.	When FEAT_RAS is not implemented
0b11110	Synchronous parity or ECC error on translation table walk, level 2.	When FEAT_RAS is not implemented

All other values are reserved.

For more information about the lookup level associated with a fault, see 'The level associated with MMU faults on a Short-descriptor translation table lookup'.

The FS field is split as follows:

- FS[4] is IFSR32_EL2[10].
- FS[3:0] is IFSR32_EL2[3:0].

This field resets to an architecturally UNKNOWN value.

LPAE, bit [9]

On taking a Data Abort exception, this bit is set as follows:

LPAA	Meaning
0b0	Using the Short-descriptor translation table formats.
0b1	Using the Long-descriptor translation table formats.

Hardware does not interpret this bit to determine the behavior of the memory system, and therefore software can set this bit to 0 or 1 without affecting operation.

This field resets to an architecturally UNKNOWN value.

Bits [8:4]

Reserved, RES0.

FS[3:0], bits [3:0]

This field is bits[3:0] of FS[4:0].

See FS[4] for the field description.

When TTBCR.EAE == 1:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
RES0																																
RES0																FnV	RES0				ExT	RES0		LPAAE	RES0			STATUS				
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	

Bits [63:17]

Reserved, RES0.

FnV, bit [16]

FAR not Valid, for a synchronous External abort other than a synchronous External abort on a translation table walk.

FnV	Meaning
0b0	IFAR is valid.
0b1	IFAR is not valid, and holds an UNKNOWN value.

This field is only valid for a synchronous External abort other than a synchronous External abort on a translation table walk. It is RES0 for all other Prefetch Abort exceptions.

This field resets to an architecturally UNKNOWN value.

Bits [15:13]

Reserved, RES0.

ExT, bit [12]

External abort type. This bit can be used to provide an IMPLEMENTATION DEFINED classification of External aborts.

In an implementation that does not provide any classification of External aborts, this bit is RES0.

For aborts other than External aborts this bit always returns 0.

This field resets to an architecturally UNKNOWN value.

Bits [11:10]

Reserved, RES0.

LPAE, bit [9]

On taking a Data Abort exception, this bit is set as follows:

LPAE	Meaning
0b0	Using the Short-descriptor translation table formats.
0b1	Using the Long-descriptor translation table formats.

Hardware does not interpret this bit to determine the behavior of the memory system, and therefore software can set this bit to 0 or 1 without affecting operation.

This field resets to an architecturally UNKNOWN value.

Bits [8:6]

Reserved, RES0.

STATUS, bits [5:0]

Fault status bits. Possible values of this field are:

STATUS	Meaning	Applies when
0b000000	Address size fault in translation table base register.	
0b000001	Address size fault, level 1.	
0b000010	Address size fault, level 2.	
0b000011	Address size fault, level 3.	
0b000101	Translation fault, level 1.	
0b000110	Translation fault, level 2.	
0b000111	Translation fault, level 3.	
0b001001	Access flag fault, level 1.	
0b001010	Access flag fault, level 2.	
0b001011	Access flag fault, level 3.	
0b001101	Permission fault, level 1.	
0b001110	Permission fault, level 2.	
0b001111	Permission fault, level 3.	
0b010000	Synchronous External abort, not on translation table walk.	
0b010101	Synchronous External abort on translation table walk, level 1.	
0b010110	Synchronous External abort on translation table walk, level 2.	
0b010111	Synchronous External abort on translation table walk, level 3.	
0b011000	Synchronous parity or ECC error on memory access, not on translation table walk.	When FEAT_RAS is not implemented
0b011101	Synchronous parity or ECC error on memory access on translation table walk, level 1.	When FEAT_RAS is not implemented
0b011110	Synchronous parity or ECC error on memory access on translation table walk, level 2.	When FEAT_RAS is not implemented
0b011111	Synchronous parity or ECC error on memory access on translation table walk, level 3.	When FEAT_RAS is not implemented
0b100001	PC alignment fault.	
0b100010	Debug exception.	
0b110000	TLB conflict abort.	

All other values are reserved.

When the RAS Extension is implemented, 0b011000, 0b011101, 0b011110, and 0b011111, are reserved.

For more information about the lookup level associated with a fault, see 'The level associated with MMU faults on a Long-descriptor translation table lookup'.

This field resets to an architecturally UNKNOWN value.

Accessing the IFSR32_EL2

Accesses to this register use the following encodings:

MRS <Xt>, IFSR32_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0101	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return IFSR32_EL2;
elsif PSTATE.EL == EL3 then
    return IFSR32_EL2;

```

MSR IFSR32_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0101	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    IFSR32_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    IFSR32_EL2 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ISR_EL1, Interrupt Status Register

The ISR_EL1 characteristics are:

Purpose

Shows the pending status of the IRQ, FIQ, or SError interrupt.

When executing at EL2, EL3 or Secure EL1 when [SCR_EL3.EEL2](#) == 0b0, this shows the pending status of the physical IRQ, FIQ, or SError interrupts.

When executing at either Non-secure EL1 or at Secure EL1 when [SCR_EL3.EEL2](#) == 0b1:

- If the [HCR_EL2](#).{IMO,FMO,AMO} bit has a value of 1, the corresponding ISR_EL1.{I,F,A} bit shows the pending status of the virtual IRQ, FIQ, or SError.
- If the [HCR_EL2](#).{IMO,FMO,AMO} bit has a value of 0, the corresponding ISR_EL1.{I,F,A} bit shows the pending status of the physical IRQ, FIQ, or SError.

Configuration

AArch64 System register ISR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [ISR\[31:0\]](#).

Attributes

ISR_EL1 is a 64-bit register.

Field descriptions

The ISR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32			
RES0																																		
RES0																								A	I	F	RES0							
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			

Bits [63:9]

Reserved, RES0.

A, bit [8]

SError interrupt pending bit.

A	Meaning
0b0	No pending SError.
0b1	An SError interrupt is pending.

If the SError interrupt is edge-triggered, this field is cleared to zero when the physical SError interrupt is taken.

I, bit [7]

IRQ pending bit. Indicates whether an IRQ interrupt is pending:

I	Meaning
0b0	No pending IRQ.
0b1	An IRQ interrupt is pending.

F, bit [6]

FIQ pending bit. Indicates whether an FIQ interrupt is pending.

F	Meaning
0b0	No pending FIQ.
0b1	An FIQ interrupt is pending.

Bits [5:0]

Reserved, RES0.

Accessing the ISR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, ISR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b0001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.ISR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return ISR_EL1;
elsif PSTATE.EL == EL2 then
    return ISR_EL1;
elsif PSTATE.EL == EL3 then
    return ISR_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

LORC_EL1, LORegion Control (EL1)

The LORC_EL1 characteristics are:

Purpose

Enables and disables LORegions, and selects the current LORegion descriptor.

Configuration

This register is present only when FEAT_LOR is implemented. Otherwise, direct accesses to LORC_EL1 are UNDEFINED.

If no LORegion descriptors are supported by the PE, then this register is RES0.

Attributes

LORC_EL1 is a 64-bit register.

Field descriptions

The LORC_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32		
RES0																																	
RES0																					DS										RES0		EN
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0		

Bits [63:10]

Reserved, RES0.

DS, bits [9:2]

Descriptor Select. Selects the current LORegion descriptor accessed by [LORSA_EL1](#), [LOREA_EL1](#), and [LORN_EL1](#).

The number of LORegion descriptors in IMPLEMENTATION DEFINED. The maximum number of LORegion descriptors supported is 256. If the number is less than 256, then bits[63:M+2] are RES0, where M is $\text{Log}_2(\text{Number of LORegion descriptors supported by the implementation})$.

If this field points to an LORegion descriptor that is not supported by an implementation, then the registers [LORN_EL1](#), [LOREA_EL1](#), and [LORSA_EL1](#) are RES0.

This field resets to an architecturally UNKNOWN value.

Bit [1]

Reserved, RES0.

EN, bit [0]

Enable. Indicates whether LORegions are enabled.

EN	Meaning
0b0	Disabled. Memory accesses do not match any LORegions.
0b1	Enabled. Memory accesses may match a LORegion.

This bit is permitted to be cached in a TLB.

This field resets to 0.

Accessing the LORC_EL1

Accesses to this register use the following encodings:

MRS <Xt>, LORC_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1010	0b0100	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TLOR == '1' then
        UNDEFINED;
    elsif SCR_EL3.NS == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.TLOR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.LORC_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.TLOR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return LORC_EL1;
elsif PSTATE.EL == EL2 then
    if SCR_EL3.NS == '0' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TLOR == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.TLOR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return LORC_EL1;
elsif PSTATE.EL == EL3 then
    if SCR_EL3.NS == '0' then
        UNDEFINED;
    else
        return LORC_EL1;

```

MSR LORC_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1010	0b0100	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TLOR == '1' then
        UNDEFINED;
    elsif SCR_EL3.NS == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.TLOR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.LORC_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.TLOR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            LORC_EL1 = X[t];
    elsif PSTATE.EL == EL2 then
        if SCR_EL3.NS == '0' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TLOR == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && SCR_EL3.TLOR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            LORC_EL1 = X[t];
    elsif PSTATE.EL == EL3 then
        if SCR_EL3.NS == '0' then
            UNDEFINED;
        else
            LORC_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

LOREA_EL1, LORegion End Address (EL1)

The LOREA_EL1 characteristics are:

Purpose

Holds the physical address of the end of the LORegion described in the current LORegion descriptor selected by [LORC_EL1](#).DS.

Configuration

This register is present only when FEAT_LOR is implemented. Otherwise, direct accesses to LOREA_EL1 are UNDEFINED.

This register is RES0 if any of the following apply:

- No LORegion descriptors are supported by the PE.
- [LORC_EL1](#).DS points to a LORegion that is not supported by the PE.

Attributes

LOREA_EL1 is a 64-bit register.

Field descriptions

The LOREA_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0												EA[51:48]				EA[47:16]															
EA[47:16]																															
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

Any of the fields in this register are permitted to be cached in a TLB.

Bits [63:52]

Reserved, RES0.

EA[51:48], bits [51:48]

When FEAT_LPA is implemented:

Extension to EA[47:16]. See EA[47:16] for more details.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

EA[47:16], bits [47:16]

Bits [47:16] of the end physical address of an LORegion described in the current LORegion descriptor selected by [LORC_EL1](#).DS. Bits[15:0] of this address are defined to be 0xFFFF. For implementations with fewer than 48 bits, the upper bits of this field are RES0.

When FEAT_LPA is implemented, and 52-bit addresses and a 64KB translation granule are in use, EA[51:48] form the upper part of the address value. Otherwise, for implementations with fewer than 52 physical address bits, EA[51:48] are RES0.

This field resets to an architecturally UNKNOWN value.

Bits [15:0]

Reserved, RES0.

Accessing the LOREA_EL1

Accesses to this register use the following encodings:

MRS <Xt>, LOREA_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1010	0b0100	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TLOR == '1' then
        UNDEFINED;
    elsif SCR_EL3.NS == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.TLOR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.LOREA_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.TLOR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return LOREA_EL1;
    elsif PSTATE.EL == EL2 then
        if SCR_EL3.NS == '0' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TLOR == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && SCR_EL3.TLOR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                return LOREA_EL1;
    elsif PSTATE.EL == EL3 then
        if SCR_EL3.NS == '0' then
            UNDEFINED;
        else
            return LOREA_EL1;

```

MSR LOREA_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1010	0b0100	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TLOR == '1' then
        UNDEFINED;
    elsif SCR_EL3.NS == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.TLOR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.LOREA_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.TLOR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            LOREA_EL1 = X[t];
    elsif PSTATE.EL == EL2 then
        if SCR_EL3.NS == '0' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TLOR == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && SCR_EL3.TLOR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                LOREA_EL1 = X[t];
    elsif PSTATE.EL == EL3 then
        if SCR_EL3.NS == '0' then
            UNDEFINED;
        else
            LOREA_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

LORID_EL1, LORegionID (EL1)

The LORID_EL1 characteristics are:

Purpose

Indicates the number of LORegions and LORegion descriptors supported by the PE.

Configuration

This register is present only when FEAT_LOR is implemented. Otherwise, direct accesses to LORID_EL1 are UNDEFINED.

If no LORegion descriptors are implemented, then the registers [LORC_EL1](#), [LORN_EL1](#), [LOREA_EL1](#), and [LORSA_EL1](#) are RES0.

Attributes

LORID_EL1 is a 64-bit register.

Field descriptions

The LORID_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																RES0															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:24]

Reserved, RES0.

LD, bits [23:16]

Number of LORegion descriptors supported by the PE. This is an 8-bit binary number.

Bits [15:8]

Reserved, RES0.

LR, bits [7:0]

Number of LORegions supported by the PE. This is an 8-bit binary number.

Note

If LORID_EL1 indicates that no LORegions are implemented, then LoadLOAcquire and StoreLORelease will behave as LoadAcquire and StoreRelease.

Accessing the LORID_EL1

Accesses to this register use the following encodings:

MRS <Xt>, LORID_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1010	0b0100	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TLOR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.TLOR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.LORID_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.TLOR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return LORID_EL1;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TLOR == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && SCR_EL3.TLOR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                return LORID_EL1;
    elsif PSTATE.EL == EL3 then
        return LORID_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

LORN_EL1, LORegion Number (EL1)

The LORN_EL1 characteristics are:

Purpose

Holds the number of the LORegion described in the current LORegion descriptor selected by [LORC_EL1](#).DS.

Configuration

This register is present only when FEAT_LOR is implemented. Otherwise, direct accesses to LORN_EL1 are UNDEFINED.

This register is RES0 if any of the following apply:

- No LORegion descriptors are supported by the PE.
- [LORC_EL1](#).DS points to a LORegion that is not supported by the PE.

Attributes

LORN_EL1 is a 64-bit register.

Field descriptions

The LORN_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																RES0															
RES0																Num															
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

Any of the fields in this register are permitted to be cached in a TLB.

Bits [63:8]

Reserved, RES0.

Num, bits [7:0]

Number of the LORegion described in the current LORegion descriptor selected by [LORC_EL1](#).DS.

The maximum number of LORegions supported by the PE is 256. If the maximum number is less than 256, then bits[8:N] are RES0, where N is (Log₂(Number of LORegions supported by the PE)).

If this field points to a LORegion that is not supported by the PE, then the current LORegion descriptor does not match any LORegion.

This field resets to an architecturally UNKNOWN value.

Accessing the LORN_EL1

Accesses to this register use the following encodings:

MRS <Xt>, LORN_EL1

op0	op1	CRn	CRm	op2
-----	-----	-----	-----	-----

0b11	0b000	0b1010	0b0100	0b010
------	-------	--------	--------	-------

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TLOR == '1' then
        UNDEFINED;
    elsif SCR_EL3.NS == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.TLOR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.LORN_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.TLOR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return LORN_EL1;
    elsif PSTATE.EL == EL2 then
        if SCR_EL3.NS == '0' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TLOR == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && SCR_EL3.TLOR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                return LORN_EL1;
    elsif PSTATE.EL == EL3 then
        if SCR_EL3.NS == '0' then
            UNDEFINED;
        else
            return LORN_EL1;

```

MSR LORN_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1010	0b0100	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TLOR == '1' then
        UNDEFINED;
    elsif SCR_EL3.NS == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.TLOR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.LORN_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.TLOR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            LORN_EL1 = X[t];
    elsif PSTATE.EL == EL2 then
        if SCR_EL3.NS == '0' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TLOR == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && SCR_EL3.TLOR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            LORN_EL1 = X[t];
    elsif PSTATE.EL == EL3 then
        if SCR_EL3.NS == '0' then
            UNDEFINED;
        else
            LORN_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

LORSA_EL1, LORegion Start Address (EL1)

The LORSA_EL1 characteristics are:

Purpose

Indicates whether the current LORegion descriptor selected by [LORC_EL1](#).DS is enabled, and holds the physical address of the start of the LORegion.

Configuration

This register is present only when FEAT_LOR is implemented. Otherwise, direct accesses to LORSA_EL1 are UNDEFINED.

This register is RES0 if any of the following apply:

- No LORegion descriptors are supported by the PE.
- [LORC_EL1](#).DS points to a LORegion that is not supported by the PE.

Attributes

LORSA_EL1 is a 64-bit register.

Field descriptions

The LORSA_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0												SA[51:48]				SA[47:16]															
SA[47:16]																RES0															Valid
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

Any of the fields in this register are permitted to be cached in a TLB.

Bits [63:52]

Reserved, RES0.

SA[51:48], bits [51:48]

When FEAT_LPA is implemented:

Extension to SA[47:16]. See SA[47:16] for more details.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

SA[47:16], bits [47:16]

Bits [47:16] of the start physical address of the LORegion described in the current LORegion descriptor selected by [LORC_EL1](#).DS. Bits[15:0] of this address are defined to be 0x0000. For implementations with fewer than 48 bits, the upper bits of this field are RES0.

When FEAT_LPA is implemented, and 52-bit addresses and a 64KB translation granule are in use, SA[51:48] form the upper part of the address value. Otherwise, for implementations with fewer than 52 physical address bits, SA[51:48] are RES0.

This field resets to an architecturally UNKNOWN value.

Bits [15:1]

Reserved, RES0.

Valid, bit [0]

Indicates whether the current LORegion Descriptor is enabled.

Valid	Meaning
0b0	Disabled
0b1	Enabled

This field resets to 0.

Accessing the LORSA_EL1

Accesses to this register use the following encodings:

MRS <Xt>, LORSA_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1010	0b0100	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TLOR == '1' then
        UNDEFINED;
    elsif SCR_EL3.NS == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.TLOR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.LORSA_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.TLOR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return LORSA_EL1;
    elsif PSTATE.EL == EL2 then
        if SCR_EL3.NS == '0' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TLOR == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && SCR_EL3.TLOR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                return LORSA_EL1;
    elsif PSTATE.EL == EL3 then
        if SCR_EL3.NS == '0' then
            UNDEFINED;
        else
            return LORSA_EL1;

```

MSR LORSA_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1010	0b0100	0b000


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TLOR == '1' then
        UNDEFINED;
    elsif SCR_EL3.NS == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.TLOR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.LORSA_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.TLOR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            LORSA_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if SCR_EL3.NS == '0' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.TLOR == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.TLOR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            LORSA_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    if SCR_EL3.NS == '0' then
        UNDEFINED;
    else
        LORSA_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MAIR_EL1, Memory Attribute Indirection Register (EL1)

The MAIR_EL1 characteristics are:

Purpose

Provides the memory attribute encodings corresponding to the possible AttrIdx values in a Long-descriptor format translation table entry for stage 1 translations at EL1.

Configuration

AArch64 System register MAIR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [PRRR\[31:0\]](#) when TTBCR.EAE == 0.

AArch64 System register MAIR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [MAIR0\[31:0\]](#) when TTBCR.EAE == 1.

AArch64 System register MAIR_EL1 bits [63:32] are architecturally mapped to AArch32 System register [NMRR\[31:0\]](#) when TTBCR.EAE == 0.

AArch64 System register MAIR_EL1 bits [63:32] are architecturally mapped to AArch32 System register [MAIR1\[31:0\]](#) when TTBCR.EAE == 1.

Attributes

MAIR_EL1 is a 64-bit register.

Field descriptions

The MAIR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Attr7								Attr6								Attr5								Attr4							
Attr3								Attr2								Attr1								Attr0							
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

MAIR_EL1 is permitted to be cached in a TLB.

Attr<n>, bits [8n+7:8n], for n = 0 to 7

The memory attribute encoding for an AttrIdx[2:0] entry in a Long descriptor format translation table entry, where AttrIdx[2:0] gives the value of <n> in Attr<n>.

Attr is encoded as follows:

Attr	Meaning
0b0000dd00	Device memory. See encoding of 'dd' for the type of Device memory.
0b0000ddxx, (xx != 00)	UNPREDICTABLE
0boooooiii, (oooo != 0000 and iiii != 0000)	Normal memory. See encoding of 'oooo' and 'iiii' for the type of Normal Memory.
0b11110000	If FEAT_MTE is implemented, then: Tagged Normal Memory. Inner+Outer Write-Back Non-transient memory, Inner+Outer Read-Allocate, Inner+Outer Write-Allocate. Otherwise, UNPREDICTABLE.
0bxxxx0000, (xxxx != 0000 and xxxx != 1111)	UNPREDICTABLE

'dd' is encoded as follows:

dd	Meaning
0b00	Device-nGnRnE memory
0b01	Device-nGnRE memory
0b10	Device-nGRE memory
0b11	Device-GRE memory

'oooo' is encoded as follows:

'oooo'	Meaning
0b0000	See encoding of Attr
0b00RW, RW not0b00	Normal memory, Outer Write-Through Transient
0b0100	Normal memory, Outer Non-cacheable
0b01RW, RW not0b00	Normal memory, Outer Write-Back Transient
0b10RW	Normal memory, Outer Write-Through Non-transient
0b11RW	Normal memory, Outer Write-Back Non-transient

R = Outer Read-Allocate policy, W = Outer Write-Allocate policy.

'iiii' is encoded as follows:

'iiii'	Meaning
0b0000	See encoding of Attr
0b00RW, RW not0b00	Normal memory, Inner Write-Through Transient
0b0100	Normal memory, Inner Non-cacheable
0b01RW, RW not0b00	Normal memory, Inner Write-Back Transient
0b10RW	Normal memory, Inner Write-Through Non-transient
0b11RW	Normal memory, Inner Write-Back Non-transient

R = Inner Read-Allocate policy, W = Inner Write-Allocate policy.

The R and W bits in 'oooo' and 'iiii' fields have the following meanings:

R or W	Meaning
0b0	No Allocate
0b1	Allocate

This field resets to an architecturally UNKNOWN value.

Accessing the MAIR_EL1

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, access from EL3 using the mnemonic MAIR_EL1 or MAIR_EL12 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, MAIR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1010	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TRVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.MAIR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x140];
    else
        return MAIR_EL1;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return MAIR_EL2;
    else
        return MAIR_EL1;
elsif PSTATE.EL == EL3 then
    return MAIR_EL1;

```

MSR MAIR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1010	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.MAIR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x140] = X[t];
    else
        MAIR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        MAIR_EL2 = X[t];
    else
        MAIR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    MAIR_EL1 = X[t];

```

MRS <Xt>, MAIR_EL12

op0	op1	CRn	CRm	op2
0b11	0b101	0b1010	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        return NVMem[0x140];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return MAIR_EL1;
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        return MAIR_EL1;
    else
        UNDEFINED;

```

MSR MAIR_EL12, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b101	0b1010	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        NVMem[0x140] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        MAIR_EL1 = X[t];
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        MAIR_EL1 = X[t];
    else
        UNDEFINED;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MAIR_EL2, Memory Attribute Indirection Register (EL2)

The MAIR_EL2 characteristics are:

Purpose

Provides the memory attribute encodings corresponding to the possible AttrIdx values in a Long-descriptor format translation table entry for stage 1 translations at EL2.

Configuration

AArch64 System register MAIR_EL2 bits [31:0] are architecturally mapped to AArch32 System register [HMAIR0\[31:0\]](#).

AArch64 System register MAIR_EL2 bits [63:32] are architecturally mapped to AArch32 System register [HMAIR1\[31:0\]](#).

If EL2 is not implemented, this register is RES0 from EL3.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

MAIR_EL2 is a 64-bit register.

Field descriptions

The MAIR_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Attr7								Attr6								Attr5								Attr4							
Attr3								Attr2								Attr1								Attr0							
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

MAIR_EL2 is permitted to be cached in a TLB.

Attr<n>, bits [8n+7:8n], for n = 0 to 7

The memory attribute encoding for an AttrIdx[2:0] entry in a Long descriptor format translation table entry, where AttrIdx[2:0] gives the value of <n> in Attr<n>.

Attr is encoded as follows:

Attr	Meaning
0b0000dd00	Device memory. See encoding of 'dd' for the type of Device memory.
0b0000ddxx, (xx != 00)	UNPREDICTABLE
0b0000iiii, (oooo != 0000 and iiii != 0000)	Normal memory. See encoding of 'oooo' and 'iiii' for the type of Normal Memory.
0b11110000	If FEAT_MTE is implemented, then: Tagged Normal Memory. Inner+Outer Write-Back Non-transient memory, Inner+Outer Read-Allocate, Inner+Outer Write-Allocate. Otherwise, UNPREDICTABLE.
0bxxxx0000, (xxxx != 0000 and xxxx != 1111)	UNPREDICTABLE

'dd' is encoded as follows:

dd	Meaning
0b00	Device-nGnRnE memory
0b01	Device-nGnRE memory
0b10	Device-nGRE memory
0b11	Device-GRE memory

'oooo' is encoded as follows:

'oooo'	Meaning
0b0000	See encoding of Attr
0b00RW, RW not0b00	Normal memory, Outer Write-Through Transient
0b0100	Normal memory, Outer Non-cacheable
0b01RW, RW not0b00	Normal memory, Outer Write-Back Transient
0b10RW	Normal memory, Outer Write-Through Non-transient
0b11RW	Normal memory, Outer Write-Back Non-transient

R = Outer Read-Allocate policy, W = Outer Write-Allocate policy.

'iiii' is encoded as follows:

'iiii'	Meaning
0b0000	See encoding of Attr
0b00RW, RW not0b00	Normal memory, Inner Write-Through Transient
0b0100	Normal memory, Inner Non-cacheable
0b01RW, RW not0b00	Normal memory, Inner Write-Back Transient
0b10RW	Normal memory, Inner Write-Through Non-transient
0b11RW	Normal memory, Inner Write-Back Non-transient

R = Inner Read-Allocate policy, W = Inner Write-Allocate policy.

The R and W bits in 'oooo' and 'iiii' fields have the following meanings:

R or W	Meaning
0b0	No Allocate
0b1	Allocate

This field resets to an architecturally UNKNOWN value.

Accessing the MAIR_EL2

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, access from EL2 using the mnemonic MAIR_EL2 or MAIR_EL1 is not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, MAIR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1010	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return MAIR_EL2;
elsif PSTATE.EL == EL3 then
    return MAIR_EL2;

```

MSR MAIR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1010	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    MAIR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    MAIR_EL2 = X[t];

```

MRS <Xt>, MAIR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1010	0b0010	0b000


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TRVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.MAIR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x140];
    else
        return MAIR_EL1;
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return MAIR_EL2;
    else
        return MAIR_EL1;
elseif PSTATE.EL == EL3 then
    return MAIR_EL1;

```

MSR MAIR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1010	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.MAIR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x140] = X[t];
    else
        MAIR_EL1 = X[t];
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        MAIR_EL2 = X[t];
    else
        MAIR_EL1 = X[t];
elseif PSTATE.EL == EL3 then
    MAIR_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MAIR_EL3, Memory Attribute Indirection Register (EL3)

The MAIR_EL3 characteristics are:

Purpose

Provides the memory attribute encodings corresponding to the possible AttrIndx values in a Long-descriptor format translation table entry for stage 1 translations at EL3.

Configuration

This register is present only when EL3 is implemented. Otherwise, direct accesses to MAIR_EL3 are UNDEFINED.

Attributes

MAIR_EL3 is a 64-bit register.

Field descriptions

The MAIR_EL3 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Attr7								Attr6								Attr5								Attr4							
Attr3								Attr2								Attr1								Attr0							
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

MAIR_EL3 is permitted to be cached in a TLB.

Attr<n>, bits [8n+7:8n], for n = 0 to 7

The memory attribute encoding for an AttrIndx[2:0] entry in a Long descriptor format translation table entry, where AttrIndx[2:0] gives the value of <n> in Attr<n>.

Attr is encoded as follows:

Attr	Meaning
0b0000dd00	Device memory. See encoding of 'dd' for the type of Device memory.
0b0000ddxx, (xx != 00)	UNPREDICTABLE
0boooooiii, (oooo != 0000 and iiii != 0000)	Normal memory. See encoding of 'oooo' and 'iiii' for the type of Normal Memory.
0b11110000	If FEAT_MTE is implemented, then: Tagged Normal Memory. Inner+Outer Write-Back Non-transient memory, Inner+Outer Read-Allocate, Inner+Outer Write-Allocate. Otherwise, UNPREDICTABLE.
0bxxxx0000, (xxxx != 0000 and xxxx != 1111)	UNPREDICTABLE

'dd' is encoded as follows:

dd	Meaning
0b00	Device-nGnRnE memory
0b01	Device-nGnRE memory
0b10	Device-nGRE memory
0b11	Device-GRE memory

'oooo' is encoded as follows:

'oooo'	Meaning
0b0000	See encoding of Attr
0b00RW, RW not0b00	Normal memory, Outer Write-Through Transient
0b0100	Normal memory, Outer Non-cacheable
0b01RW, RW not0b00	Normal memory, Outer Write-Back Transient
0b10RW	Normal memory, Outer Write-Through Non-transient
0b11RW	Normal memory, Outer Write-Back Non-transient

R = Outer Read-Allocate policy, W = Outer Write-Allocate policy.

'iiii' is encoded as follows:

'iiii'	Meaning
0b0000	See encoding of Attr
0b00RW, RW not0b00	Normal memory, Inner Write-Through Transient
0b0100	Normal memory, Inner Non-cacheable
0b01RW, RW not0b00	Normal memory, Inner Write-Back Transient
0b10RW	Normal memory, Inner Write-Through Non-transient
0b11RW	Normal memory, Inner Write-Back Non-transient

R = Inner Read-Allocate policy, W = Inner Write-Allocate policy.

The R and W bits in 'oooo' and 'iiii' fields have the following meanings:

R or W	Meaning
0b0	No Allocate
0b1	Allocate

This field resets to an architecturally UNKNOWN value.

Accessing the MAIR_EL3

Accesses to this register use the following encodings:

MRS <Xt>, MAIR_EL3

op0	op1	CRn	CRm	op2
0b11	0b110	0b1010	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    return MAIR_EL3;

```

MSR MAIR_EL3, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b1010	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    MAIR_EL3 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MDCCINT_EL1, Monitor DCC Interrupt Enable Register

The MDCCINT_EL1 characteristics are:

Purpose

Enables interrupt requests to be signaled based on the DCC status flags.

Configuration

AArch64 System register MDCCINT_EL1 bits [31:0] are architecturally mapped to AArch32 System register [DBGDCCINTI31:0I](#).

Attributes

MDCCINT_EL1 is a 64-bit register.

Field descriptions

The MDCCINT_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0	RX	TX	RES0																												
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:31]

Reserved, RES0.

RX, bit [30]

DCC interrupt request enable control for DTRRX. Enables a common **COMMIRQ** interrupt request to be signaled based on the DCC status flags.

RX	Meaning
0b0	No interrupt request generated by DTRRX.
0b1	Interrupt request will be generated on RXfull == 1.

If legacy **COMMRX** and **COMMTX** signals are implemented, then these are not affected by the value of this bit.

On a Warm reset, this field resets to 0.

TX, bit [29]

DCC interrupt request enable control for DTRTX. Enables a common **COMMIRQ** interrupt request to be signaled based on the DCC status flags.

TX	Meaning
0b0	No interrupt request generated by DTRTX.
0b1	Interrupt request will be generated on TXfull == 0.

If legacy **COMMRX** and **COMMTX** signals are implemented, then these are not affected by the value of this bit.

On a Warm reset, this field resets to 0.

Bits [28:0]

Reserved, RES0.

Accessing the MDCCINT_EL1

Accesses to this register use the following encodings:

MRS <Xt>, MDCCINT_EL1

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDCC == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && MDCR_EL2.TDCC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDCC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return MDCCINT_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDCC == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TDCC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return MDCCINT_EL1;
elsif PSTATE.EL == EL3 then
    return MDCCINT_EL1;

```

MSR MDCCINT_EL1, <Xt>

op0	op1	CRn	CRm	op2
-----	-----	-----	-----	-----

0b10	0b000	0b0000	0b0010	0b000
------	-------	--------	--------	-------

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDCC == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && MDCR_EL2.TDCC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDCC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        MDCCINT_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDCC == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TDCC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        MDCCINT_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    MDCCINT_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MDCCSR_EL0, Monitor DCC Status Register

The MDCCSR_EL0 characteristics are:

Purpose

Read-only register containing control status flags for the DCC.

Configuration

AArch64 System register MDCCSR_EL0 bits [30:29] are architecturally mapped to External register [EDSCR\[30:29\]](#).

AArch64 System register MDCCSR_EL0 bits [30:29] are architecturally mapped to AArch32 System register [DBGDSCRint\[30:29\]](#).

Attributes

MDCCSR_EL0 is a 64-bit register.

Field descriptions

The MDCCSR_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0	RXfull	TXfull	RES0														RAZ			RES0	RAZ	RES0						RAZ			RES0
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:31]

Reserved, RES0.

RXfull, bit [30]

DTRRX full. Read-only view of the equivalent bit in the [EDSCR](#).

TXfull, bit [29]

DTRTX full. Read-only view of the equivalent bit in the [EDSCR](#).

Bits [28:19]

Reserved, RES0.

Bits [18:15]

Reserved, RAZ.

Bits [14:13]

Reserved, RES0.

Bit [12]

Reserved, RAZ.

Bits [11:6]

Reserved, RES0.

Bits [5:2]

Reserved, RAZ.

Bits [1:0]

Reserved, RES0.

Accessing the MDCCSR_EL0

Accesses to this register use the following encodings:

MRS <Xt>, MDCCSR_EL0

op0	op1	CRn	CRm	op2
0b10	0b011	0b0000	0b0001	0b000

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDCC == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif MDCR_EL1.TDCC == '1' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && MDCR_EL2.TDCC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (HCR_EL2.TGE == '1' || MDCR_EL2.<TDE,TDA> != '00') then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDCC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return MDCCSR_EL0;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDCC == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && MDCR_EL2.TDCC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDCC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return MDCCSR_EL0;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDCC == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TDCC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return MDCCSR_EL0;

```

```
elsif PSTATE.EL == EL3 then  
    return MDCCSR_EL0;
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MDCR_EL2, Monitor Debug Configuration Register (EL2)

The MDCR_EL2 characteristics are:

Purpose

Provides EL2 configuration options for self-hosted debug and the Performance Monitors Extension.

Configuration

AArch64 System register MDCR_EL2 bits [31:0] are architecturally mapped to AArch32 System register [HDCR\[31:0\]](#).

If EL2 is not implemented, this register is RES0 from EL3.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

MDCR_EL2 is a 64-bit register.

Field descriptions

The MDCR_EL2 bit assignments are:

636261	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36		
RES0																											
RES0	MTPME	TDCC	HLP	RES0	HCCD	RES0	TTRF	RES0	HPMD	RES0	TPMS	E2PB	TDRA	TDOSA	TDAT	DE	HPME	TPM	TPMCR								
313029	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		

Bits [63:29]

Reserved, RES0.

MTPME, bit [28]

When FEAT MTPMU is implemented and EL3 is not implemented:

Multi-threaded PMU Enable. Enables use of the [PMEVTYPER<n> EL0.MT](#) bits.

MTPME	Meaning
0b0	FEAT_MTPMU is disabled. The Effective value of PMEVTPER<n>_ELO .MT is zero.
0b1	PMEVTPER<n>_ELO .MT bits not affected by this bit.

If FEAT_MTPMU is disabled for any other PE in the system that has the same level 1 Affinity as the PE, it is IMPLEMENTATION DEFINED whether the PE behaves as if this bit is 0.

On a Cold reset, this field resets to 1.

Otherwise:

Reserved, RES0.

TDCC, bit [27]**When FEAT_FGT is implemented:**

Trap DCC. Traps use of the Debug Comms Channel at EL1 and EL0 to EL2.

TDCC	Meaning
0b0	This control does not cause any register accesses to be trapped.
0b1	If EL2 is implemented and enabled in the current Security state, accesses to the DCC registers at EL1 and EL0 generate a Trap exception to EL2, unless the access also generates a higher priority exception. Traps on the DCC data transfer registers are ignored when the PE is in Debug state.

The DCC registers trapped by this control are:

AArch64: [OSDTRRX_EL1](#), [OSDTRTX_EL1](#), [MDCCSR_EL0](#), [MDCCINT_EL1](#), and, when the PE is in Non-debug state, [DBGDTR_EL0](#), [DBGDTRRX_EL0](#), and [DBGDTRTX_EL0](#).

AArch32: [DBGDTRRXext](#), [DBGDTRTXext](#), [DBGDSCRint](#), [DBGDCCINT](#), and, when the PE is in Non-debug state, [DBGDTRRXint](#) and [DBGDTRTXint](#).

The traps are reported with EC syndrome value:

- 0x05 for trapped AArch32 MRC and MCR accesses with coproc == 0b1110.
- 0x06 for trapped AArch32 LDC to [DBGDTRTXint](#) and STC from [DBGDTRRXint](#).
- 0x18 for trapped AArch64 MRS and MSR accesses.

When the PE is in Debug state, MDCR_EL2.TDCC does not trap any accesses to:

AArch64: [DBGDTR_EL0](#), [DBGDTRRX_EL0](#), and [DBGDTRTX_EL0](#).

AArch32: [DBGDTRRXint](#) and [DBGDTRTXint](#).

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HLP, bit [26]**When FEAT_PMUv3p5 is implemented:**

Hypervisor Long event counter enable. Determines when unsigned overflow is recorded by a counter overflow bit.

HLP	Meaning
0b0	Event counter overflow on increment that causes unsigned overflow of PMEVCNTR<n>_EL0 [31:0].
0b1	Event counter overflow on increment that causes unsigned overflow of PMEVCNTR<n>_EL0 [63:0].

If MDCR_EL2.HPMN is less than [PMCR_EL0.N](#) or [PMCR.N](#), this bit affects the operation of event counters in the range [MDCR_EL2.HPMN..[\(PMCR_EL0.N-1\)](#)] or [MDCR_EL2.HPMN..[\(PMCR.N-1\)](#)]. Otherwise this bit has no effect on the operation of the event counters.

Note

The effect of MDCR_EL2.HPMN on the operation of this bit always applies if EL2 is implemented, at all Exception levels including EL2 and EL3, and regardless of whether EL2 is enabled in the current Security state.

For more information see the description of the MDCR_EL2.HPMN field.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bits [25:24]

Reserved, RES0.

HCCD, bit [23]

When FEAT_PMUv3p5 is implemented:

Hypervisor Cycle Counter Disable. Prohibits [PMCCNTR_EL0](#) from counting at EL2.

HCCD	Meaning
0b0	Cycle counting by PMCCNTR_EL0 is not affected by this bit.
0b1	Cycle counting by PMCCNTR_EL0 is prohibited at EL2.

This bit does not affect the CPU_CYCLES event or any other event that counts cycles.

On a Warm reset, this field resets to 0.

Otherwise:

Reserved, RES0.

Bits [22:20]

Reserved, RES0.

TTRF, bit [19]

When FEAT_TRF is implemented:

Traps use of the Trace Filter Control registers at EL1 to EL2, as follows:

- Access to [TRFCR_EL1](#) is trapped to EL2, reported using EC syndrome value 0x18.
- Access to [TRFCR](#) is trapped to EL2, reported using EC syndrome value 0x03.

TTRF	Meaning
0b0	Accesses to TRFCR_EL1 and TRFCR at EL1 are not affected by this control.
0b1	Accesses to TRFCR_EL1 and TRFCR at EL1 generate a trap exception to EL2 when EL2 is enabled in the current Security state.

Otherwise:

Reserved, RES0.

Bit [18]

Reserved, RES0.

HPMD, bit [17]**When FEAT_PMUv3p1 is implemented:**

Guest Performance Monitors Disable. This control prohibits event counting at EL2.

HPMD	Meaning
0b0	Event counting allowed at EL2.
0b1	Event counting prohibited at EL2. If FEAT_Debugv8p2 is not implemented, event counting is prohibited unless enabled by the IMPLEMENTATION DEFINED authentication interface ExternalSecureNoninvasiveDebugEnabled().

This control applies only to:

- The event counters in the range [0..(MDCR_EL2.HPMN-1)].
- If [PMCR_EL0.DP](#) is set to 1, [PMCCNTR_EL0](#).

The other event counters are unaffected, and when [PMCR_EL0.DP](#) is set to 0, [PMCCNTR_EL0](#) is unaffected.

On a Warm reset, this field resets to 0.

Otherwise:

Reserved, RES0.

Bits [16:15]

Reserved, RES0.

TPMS, bit [14]**When FEAT_SPE is implemented:**

Trap Performance Monitor Sampling. When EL2 is enabled in the current Security state, this field controls access to Statistical Profiling control registers from EL1.

TPMS	Meaning
0b0	Do not trap Statistical Profiling controls to EL2.
0b1	Accesses to Statistical Profiling controls at EL1 generate a Trap exception to EL2 when EL2 is enabled in the current Security state.

The Statistical Profiling control registers trapped by this control are: [PMSCR_EL1](#), [PMSEVFR_EL1](#), [PMSFCR_EL1](#), [PMSICR_EL1](#), [PMSIDR_EL1](#), [PMSIRR_EL1](#), and [PMSLATFR_EL1](#).

Otherwise:

Reserved, RES0.

E2PB, bits [13:12]**When FEAT_SPE is implemented:**

EL2 Profiling Buffer. If EL2 is implemented and enabled in the Profiling Buffer owning Security state, this field controls the owning translation regime. If EL2 is implemented and enabled in the current Security state, this field controls access to Profiling Buffer control registers from EL1.

E2PB	Meaning
0b00	If EL2 is implemented and enabled in the Profiling Buffer owning Security state, the Profiling Buffer uses the EL2 or EL2&0 stage 1 translation regime. Otherwise the Profiling Buffer uses the EL1&0 stage 1 translation regime. If EL2 is implemented and enabled in the current Security state, accesses to Profiling Buffer control registers at EL1 generate a Trap exception to EL2.
0b10	Profiling Buffer uses the EL1&0 stage 1 translation regime. If EL2 is implemented and enabled in the current Security state, accesses to Profiling Buffer control registers at EL1 generate a Trap exception to EL2.
0b11	Profiling Buffer uses the EL1&0 stage 1 translation regime. Accesses to Profiling Buffer control registers at EL1 are not trapped to EL2.

All other values are reserved.

The Profiling Buffer control registers trapped by this control are: [PMBLIMITR_EL1](#), [PMBPTR_EL1](#), and [PMBSR_EL1](#).

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

TDRA, bit [11]

Trap Debug ROM Address register access. Traps System register accesses to the Debug ROM registers to EL2 when EL2 is enabled in the current Security state as follows:

- If EL1 is using AArch64 state, accesses to [MDRAR_EL1](#) are trapped to EL2, reported using EC syndrome value 0x18.
- If EL0 or EL1 is using AArch32 state, MRC or MCR accesses to the following registers are trapped to EL2, reported using EC syndrome value 0x05 and MRRC or MCRR accesses are trapped to EL2, reported using EC syndrome value 0x0C:
 - [DBGDRAR](#), [DBGDSAR](#).

TDRA	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	EL0 and EL1 System register accesses to the Debug ROM registers are trapped to EL2 when EL2 is enabled in the current Security state, unless it is trapped by DBGDSCRext .UDCCdis or MDSCR_EL1 .TDCC.

This field is treated as being 1 for all purposes other than a direct read when one or more of the following are true:

- [MDCR_EL2](#).TDE == 1.
- [HCR_EL2](#).TGE == 1.

Note

EL2 does not provide traps on debug register accesses through the optional memory-mapped external debug interfaces.

System register accesses to the debug registers might have side-effects. When a System register access is trapped to EL2, no side-effects occur before the exception is taken to EL2.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

TDOSA, bit [10]

When FEAT_DoubleLock is implemented:

Trap debug OS-related register access. Traps EL1 System register accesses to the powerdown debug registers to EL2, from both Execution states as follows:

- In AArch64 state, accesses to the following registers are trapped to EL2, reported using EC syndrome value 0x18:
 - [OSLAR_EL1](#), [OSLSR_EL1](#), [OSDLR_EL1](#), and [DBGPRCR_EL1](#).
 - Any IMPLEMENTATION DEFINED register with similar functionality that the implementation specifies as trapped by this bit.
- In AArch32 state, accesses to the following registers are trapped to EL2, reported using EC syndrome value 0x05:
 - [DBGOSLSR](#), [DBGOSLAR](#), [DBGOSDLR](#), and [DBGPRCR](#).
 - Any IMPLEMENTATION DEFINED register with similar functionality that the implementation specifies as trapped by this bit.

TDOSA	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	EL1 System register accesses to the powerdown debug registers are trapped to EL2 when EL2 is enabled in the current Security state.

Note

These registers are not accessible at EL0.

This field is treated as being 1 for all purposes other than a direct read when one or more of the following are true:

- [MDCR_EL2](#).TDE == 1.
- [HCR_EL2](#).TGE == 1.

System register accesses to the debug registers might have side-effects. When a System register access is trapped to EL2, no side-effects occur before the exception is taken to EL2.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Trap debug OS-related register access. Traps EL1 System register accesses to the powerdown debug registers to EL2, from both Execution states as follows:

- In AArch64 state, accesses to the following registers are trapped to EL2, reported using EC syndrome value 0x18:
 - [OSLAR_EL1](#), [OSLSR_EL1](#), and [DBGPRCR_EL1](#).
 - Any IMPLEMENTATION DEFINED register with similar functionality that the implementation specifies as trapped by this bit.
- In AArch32 state, accesses to the following registers are trapped to EL2, reported using EC syndrome value 0x05:
 - [DBGOSLSR](#), [DBGOSLAR](#), and [DBGPRCR](#).
 - Any IMPLEMENTATION DEFINED register with similar functionality that the implementation specifies as trapped by this bit.

It is IMPLEMENTATION DEFINED whether accesses to [OSDLR_EL1](#) are trapped.

It is IMPLEMENTATION DEFINED whether accesses to [DBGOSDLR](#) are trapped.

TDOSA	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	EL1 System register accesses to the powerdown debug registers are trapped to EL2 when EL2 is enabled in the current Security state.

Note

These registers are not accessible at EL0.

This field is treated as being 1 for all purposes other than a direct read when one or more of the following are true:

- [MDCR_EL2.TDE](#) == 1.
- [HCR_EL2.TGE](#) == 1.

Note

EL2 does not provide traps on debug register accesses through the optional memory-mapped external debug interfaces.

System register accesses to the debug registers might have side-effects. When a System register access is trapped to EL2, no side-effects occur before the exception is taken to EL2.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

TDA, bit [9]

Trap Debug Access. Traps EL0 and EL1 System register accesses to debug System registers that are not trapped by MDCR_EL2.TDRA or MDCR_EL2.TDOSA, as follows:

- In AArch64 state, accesses to the following registers are trapped to EL2 reported using EC syndrome value 0x18:
 - [MDCCSR_EL0](#), [MDCCINT_EL1](#), [OSDTRRX_EL1](#), [MDSCR_EL1](#), [OSDTRTX_EL1](#), [OSECCR_EL1](#), [DBGBVR<n>_EL1](#), [DBGBCR<n>_EL1](#), [DBGWVR<n>_EL1](#), [DBGWCR<n>_EL1](#), [DBGCLAIMSET_EL1](#), [DBGCLAIMCLR_EL1](#), [DBGAUTHSTATUS_EL1](#).
 - When not in Debug state, [DBGDTR_EL0](#), [DBGDTRRX_EL0](#), [DBGDTRTX_EL0](#).
- In AArch32 state, MRC or MCR accesses to the following registers are trapped to EL2, reported using EC syndrome value 0x05.
 - [DBGDIDR](#), [DBGDSCRint](#), [DBGDCCINT](#), [DBGWFAR](#), [DBGVCR](#), [DBGDSCRext](#), [DBGDTRTXext](#), [DBGDTRRXext](#), [DBGBVR<n>](#), [DBGBCR<n>](#), [DBGBXVR<n>](#), [DBGWCR<n>](#), [DBGWVR<n>](#), [DBGCLAIMSET](#), [DBGCLAIMCLR](#), [DBGAUTHSTATUS](#), [DBGDEVID](#), [DBGDEVID1](#), [DBGDEVID2](#), [DBGOSECCR](#).
 - When not in Debug state, [DBGDTRRXint](#) and [DBGDTRTXint](#).
- In AArch32 state, STC accesses to [DBGDTRRXint](#) and LDC accesses to [DBGDTRTXint](#) are trapped to EL2, reported using EC syndrome value 0x06.

TDA	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	EL0 or EL1 System register accesses to the debug registers are trapped from both Execution states to EL2 when EL2 is enabled in the current Security state, unless the access generates a higher priority exception.

Traps of AArch32 accesses to [DBGDTRRXint](#) and [DBGDTRTXint](#) are ignored in Debug state.

Traps of AArch64 accesses to [DBGDTR_EL0](#), [DBGDTRRX_EL0](#), and [DBGDTRTX_EL0](#) are ignored in Debug state.

This field is treated as being 1 for all purposes other than a direct read when one or more of the following are true:

- [MDCR_EL2.TDE](#) == 1
- [HCR_EL2.TGE](#) == 1

On a Warm reset, this field resets to an architecturally UNKNOWN value.

TDE, bit [8]

Trap Debug Exceptions. Controls routing of Debug exceptions, and defines the debug target Exception level, EL_D.

TDE	Meaning
0b0	The debug target Exception level is EL1.
0b1	If EL2 is enabled for the current Effective value of SCR_EL3.NS , the debug target Exception level is EL2, otherwise the debug target Exception level is EL1. The MDCR_EL2.{TDRA, TDOSA, TDA} fields are treated as being 1 for all purposes other than returning the result of a direct read of the register.

For more information, see 'Routing debug exceptions'.

This field is treated as being 1 for all purposes other than a direct read when [HCR_EL2.TGE](#) == 1.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

HPME, bit [7]

When FEAT_PMUv3 is implemented:

[MDCR_EL2.HPMN..(N-1)] event counters enable.

HPME	Meaning
0b0	Event counters in the range [MDCR_EL2.HPMN..(PMCR_EL0.N-1)] are disabled.
0b1	Event counters in the range [MDCR_EL2.HPMN..(PMCR_EL0.N-1)] are enabled by PMCNTENSET_EL0 .

If MDCR_EL2.HPMN is less than [PMCR_EL0.N](#) or [PMCR.N](#), the event counters in the range [MDCR_EL2.HPMN..([PMCR_EL0.N-1](#))] or [HDCR.HPMN..([PMCR.N-1](#))], are enabled and disabled by this bit. Otherwise this bit has no effect on the operation of the event counters.

Note

The effect of MDCR_EL2.HPMN on the operation of this bit applies regardless of whether EL2 is enabled in the current Security state.

For more information see the description of the HPMN field.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

TPM, bit [6]

When FEAT_PMUv3 is implemented:

Trap Performance Monitors accesses. Traps EL0 and EL1 accesses to all Performance Monitor registers to EL2 when EL2 is enabled in the current Security state, from both Execution states, as follows:

- In AArch64 state, accesses to the following registers are trapped to EL2, reported using EC syndrome value 0x18:
 - [PMCR_EL0](#), [PMCNTENSET_EL0](#), [PMCNTENCLR_EL0](#), [PMOVSCLR_EL0](#), [PMSWINC_EL0](#), [PMSELR_EL0](#), [PMCEID0_EL0](#), [PMCEID1_EL0](#), [PMCCNTR_EL0](#), [PMXEVTYPER_EL0](#), [PMXVCNTR_EL0](#), [PMUSERENR_EL0](#), [PMINTENSET_EL1](#), [PMINTENCLR_EL1](#), [PMOVSSET_EL0](#), [PMEVCNTR<n>_EL0](#), [PMEVTYPER<n>_EL0](#), [PMCCFILTR_EL0](#).
 - If FEAT_PMUv3p4 is implemented, [PMMIR_EL1](#)
- In AArch32 state, MRC or MCR accesses to the following registers are trapped to EL2 and reported using EC syndrome value 0x03, MRRC or MCRR accesses are trapped to EL2 and reported using EC syndrome value 0x04:
 - [PMCR](#), [PMCNTENSET](#), [PMCNTENCLR](#), [PMOVS](#), [PMSWINC](#), [PMSELR](#), [PMCEID0](#), [PMCEID1](#), [PMCCNTR](#), [PMXEVTYPER](#), [PMXVCNTR](#), [PMUSERENR](#), [PMINTENSET](#), [PMINTENCLR](#), [PMOVSSET](#), [PMEVCNTR<n>](#), [PMEVTYPER<n>](#), [PMCCFILTR](#).
 - If FEAT_PMUv3p4 is implemented, [PMMIR](#).
 - If FEAT_PMUv3p1 is implemented, [PMCEID2](#), and [PMCEID3](#).

TPM	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	EL0 and EL1 accesses to all Performance Monitor registers are trapped to EL2 when EL2 is enabled in the current Security state.

Note

EL2 does not provide traps on Performance Monitor register accesses through the optional memory-mapped external debug interface.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

TPMCR, bit [5]**When FEAT_PMUv3 is implemented:**

Trap [PMCR_ELO](#) or [PMCR](#) accesses. Traps EL0 and EL1 accesses to EL2, when EL2 is enabled in the current Security state, as follows:

- In AArch64 state, accesses to [PMCR_ELO](#) are trapped to EL2, reported using EC syndrome value 0x18.
- In AArch32 state, accesses to [PMCR](#) are trapped to EL2, reported using EC syndrome value 0x03.

TPMCR	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	EL0 and EL1 accesses to the PMCR_ELO or PMCR are trapped to EL2 when EL2 is enabled in the current Security state, unless it is trapped by PMUSERENR .EN or PMUSERENR_ELO .EN.

Note

EL2 does not provide traps on Performance Monitor register accesses through the optional memory-mapped external debug interface.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HPMN, bits [4:0]**When FEAT_PMUv3 is implemented:**

Defines the number of event counters that are accessible from EL3, EL2, EL1, and from EL0 if permitted.

If HPMN is less than [PMCR_ELO](#).N, HPMN divides the Performance Monitors into two ranges: [0..(HPMN-1)] and [HPMN..([PMCR_ELO](#).N-1)].

For an event counter in the range [0..(HPMN-1)]:

- The counter is accessible from EL3, EL2, and EL1, and from EL0 if permitted by [PMUSERENR_ELO](#) or [PMUSERENR](#).
- If FEAT_PMUv3p5 is implemented, [PMCR_ELO](#).LP or [PMCR](#).LP determines whether the counter overflow flag is set on unsigned overflow of [PMEVCNTR<n>_ELO](#)[31:0] or [PMEVCNTR<n>_ELO](#)[63:0].
- The counter is enabled by [PMCR_ELO](#).E or [PMCR](#).E and bit <n> of [PMCNTENSET_ELO](#).

Note

If HPMN is equal to [PMCR_ELO](#).N, this applies to all event counters.

If HPMN is less than [PMCR_ELO](#).N, for an event counter in the range [HPMN..([PMCR_ELO](#).N-1)]:

- The counter is accessible from EL2 and EL3.
- If FEAT_SEL2 is disabled or is not implemented, the counter is also accessible from Secure EL1, and from Secure EL0 if permitted by [PMUSERENR_EL0](#).
- If FEAT_PMUv3p5 is implemented, MDCR_EL2.HLP or [HDCR](#).HLP determines whether the counter overflow flag is set on unsigned overflow of [PMEVCNTR<n>_EL0](#)[31:0] or [PMEVCNTR<n>_EL0](#)[63:0].
- The counter is enabled by MDCR_EL2.HPME or [HDCR](#).HPME and bit <n> of [PMCNTENSET_EL0](#).

If this field is set to 0, or to a value larger than [PMCR_EL0](#).N, then the following CONSTRAINED UNPREDICTABLE behaviors apply:

- The value returned by a direct read of MDCR_EL2.HPMN is UNKNOWN.
- Either:
 - An UNKNOWN number of counters are reserved for EL2 and EL3 use. That is, the PE behaves as if MDCR_EL2.HPMN is set to an UNKNOWN non-zero value less than or equal to [PMCR_EL0](#).N.
 - All counters are reserved for EL2 and EL3 use, meaning no counters are accessible from EL1 and EL0.

On a Warm reset, this field resets to the value in [PMCR_EL0](#).N.

Otherwise:

Reserved, RES0.

Accessing the MDCR_EL2

Accesses to this register use the following encodings:

MRS <Xt>, MDCR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0001	0b0001	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return MDCR_EL2;
elsif PSTATE.EL == EL3 then
    return MDCR_EL2;

```

MSR MDCR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0001	0b0001	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        MDCR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    MDCR_EL2 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MDCR_EL3, Monitor Debug Configuration Register (EL3)

The MDCR_EL3 characteristics are:

Purpose

Provides EL3 configuration options for self-hosted debug and the Performance Monitors Extension.

Configuration

AArch64 System register MDCR_EL3 bits [31:0] can be mapped to AArch32 System register [SDCR\[31:0\]](#), but this is not architecturally mandated.

This register is present only when EL3 is implemented. Otherwise, direct accesses to MDCR_EL3 are UNDEFINED.

Attributes

MDCR_EL3 is a 64-bit register.

Field descriptions

The MDCR_EL3 bit assignments are:

[illegible]

Bits [63:29]

Reserved, RES0.

MTPME, bit [28]

When FEAT_MTPMU is implemented:

Multi-threaded PMU Enable. Enables use of the [PMEVTYPER<n>_EL0.MT](#) bits.

MTPME	Meaning
0b0	FEAT_MTPMU is disabled. The Effective value of PMEVTYPEPER<n>_ELO .MT is zero.
0b1	PMEVTYPEPER<n>_ELO .MT bits not affected by this bit.

If FEAT_MTPMU is disabled for any other PE in the system that has the same level 1 Affinity as the PE, it is IMPLEMENTATION DEFINED whether the PE behaves as if this bit is 0.

On a Cold reset, this field resets to 1.

Otherwise:

Reserved, RES0.

TDCC, bit [27]**When FEAT_FGT is implemented:**

Trap DCC. Traps use of the Debug Comms Channel at EL2, EL1, and EL0 to EL3.

TDCC	Meaning
0b0	This control does not cause any register accesses to be trapped.
0b1	Accesses to the DCC registers at EL2, EL1, and EL0 generate a Trap exception to EL3, unless the access also generates a higher priority exception. Traps on the DCC data transfer registers are ignored when the PE is in Debug state.

The DCC registers trapped by this control are:

AArch64: [OSDTRRX_EL1](#), [OSDTRTX_EL1](#), [MDCCSR_EL0](#), [MDCCINT_EL1](#), and, when the PE is in Non-debug state, [DBGDTR_EL0](#), [DBGDTRRX_EL0](#), and [DBGDTRTX_EL0](#).

AArch32: [DBGDTRRXint](#), [DBGDTRTXint](#), [DBGDSCRint](#), [DBGDCCINT](#), and, when the PE is in Non-debug state, [DBGDTRRXint](#) and [DBGDTRTXint](#).

The traps are reported with EC syndrome value:

- 0x05 for trapped AArch32 MRC and MCR accesses with coproc == 0b1110.
- 0x06 for trapped AArch32 LDC to [DBGDTRTXint](#) and STC from [DBGDTRRXint](#).
- 0x18 for trapped AArch64 MRS and MSR accesses.

When the PE is in Debug state, MDCR_EL3.TDCC does not trap any accesses to:

AArch64: [DBGDTR_EL0](#), [DBGDTRRX_EL0](#), and [DBGDTRTX_EL0](#).

AArch32: [DBGDTRRXint](#) and [DBGDTRTXint](#).

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bits [26:24]

Reserved, RES0.

SCCD, bit [23]**When FEAT_PMUv3p5 is implemented:**

Secure Cycle Counter Disable. Prohibits [PMCCNTR_EL0](#) from counting in Secure state.

SCCD	Meaning
0b0	Cycle counting by PMCCNTR_EL0 is not affected by this bit.
0b1	Cycle counting by PMCCNTR_EL0 is prohibited in Secure state.

This bit does not affect the CPU_CYCLES event or any other event that counts cycles.

On a Warm reset, this field resets to 0.

Otherwise:

Reserved, RES0.

Bit [22]

Reserved, RES0.

EPMAD, bit [21]

When FEAT_Debugv8p4 is implemented and FEAT_PMUv3 is implemented:

External Performance Monitors Non-secure Access Disable. Controls Non-secure access to Performance Monitor registers by an external debugger.

EPMAD	Meaning
0b0	Non-secure access to Performance Monitor registers from external debugger is permitted.
0b1	Non-secure access to Performance Monitor registers from external debugger is not permitted.

If the Performance Monitors Extension does not support external debug interface accesses this bit is RES0.

Otherwise, if EL3 is not implemented and the Effective value of [SCR_EL3.NS](#) is 0b0, then the Effective value of this bit is 0b1.

On a Warm reset, this field resets to 0.

When FEAT_PMUv3 is implemented:

External Performance Monitors Access Disable. Controls access to Performance Monitor registers by an external debugger.

EPMAD	Meaning
0b0	Access to Performance Monitor registers from external debugger is permitted.
0b1	Access to Performance Monitor registers from external debugger is not permitted, unless overridden by the IMPLEMENTATION DEFINED authentication interface.

If the Performance Monitors Extension does not support external debug interface accesses this bit is RES0.

Otherwise, if EL3 is not implemented and the Effective value of [SCR_EL3.NS](#) is 0b0, then the Effective value of this bit is 0b1.

On a Warm reset, this field resets to 0.

Otherwise:

Reserved, RES0.

EDAD, bit [20]

When FEAT_Debugv8p4 is implemented:

External Debug Non-secure Access Disable. Controls Non-secure access to breakpoint, watchpoint, and [OSLAR_EL1](#) registers by an external debugger.

EDAD	Meaning
0b0	Non-secure access to debug registers from external debugger is permitted.
0b1	Non-secure access to breakpoint and watchpoint registers, and OSLAR_EL1 from external debugger is not permitted.

If EL3 is not implemented and the Effective value of [SCR_EL3.NS](#) is 0b0, then the Effective value of this field is 0b1.

On a Warm reset, this field resets to 0.

When FEAT_Debugv8p2 is implemented:

External Debug Access Disable. Controls access to breakpoint, watchpoint, and [OSLAR_EL1](#) registers by an external debugger.

EDAD	Meaning
0b0	Access to debug registers, and to OSLAR_EL1 from external debugger is permitted.
0b1	Access to breakpoint and watchpoint registers, and to OSLAR_EL1 from external debugger is not permitted, unless overridden by the IMPLEMENTATION DEFINED authentication interface.

If EL3 is not implemented and the Effective value of [SCR_EL3.NS](#) is 0b0, then the Effective value of this field is 0b1.

On a Warm reset, this field resets to 0.

Otherwise:

External Debug Access disable. Controls access to breakpoint, watchpoint, and optionally [OSLAR_EL1](#) registers by an external debugger.

EDAD	Meaning
0b0	Access to debug registers from external debugger is permitted.
0b1	Access to breakpoint and watchpoint registers from an external debugger is not permitted, unless overridden by the IMPLEMENTATION DEFINED authentication interface. It is IMPLEMENTATION DEFINED whether access to the OSLAR_EL1 register from an external debugger is permitted or not permitted.

If EL3 is not implemented and the Effective value of [SCR_EL3.NS](#) is 0b0, then the Effective value of this field is 0b1.

On a Warm reset, this field resets to 0.

TTRF, bit [19]**When FEAT_TRF is implemented:**

Trap Trace Filter controls. Traps use of the Trace Filter control registers at EL2 and EL1 to EL3.

The Trace Filter registers trapped by this control are:

- [TRFCR_EL2](#), TRFCR_EL12, [TRFCR_EL1](#), reported using EC syndrome value 0x18.
- [HTRFCR](#) and [TRFCR](#), reported using EC syndrome value 0x03.

TTRF	Meaning
0b0	Accesses to Trace Filter registers at EL2 and EL1 are not affected by this bit.
0b1	Accesses to Trace Filter registers at EL2 and EL1 generate a Trap exception to EL3, unless the access generates a higher priority exception.

Otherwise:

Reserved, RES0.

STE, bit [18]**When FEAT_TRF is implemented:**

Secure Trace enable. Enables tracing in Secure state.

STE	Meaning
0b0	Trace prohibited in Secure state unless overridden by the IMPLEMENTATION DEFINED authentication interface.
0b1	Trace in Secure state is not affected by this bit.

This bit also controls the level of authentication required by an external debugger to enable external tracing. See 'Register controls to enable self-hosted trace'.

If EL3 is not implemented the Effective value of [SCR_EL3.NS](#) is 0b0, the Effective value of this bit is 0b1.

On a Warm reset, this field resets to 0.

Otherwise:

Reserved, RES0.

SPME, bit [17]

When [FEAT_PMUv3](#) is implemented and [FEAT_Debugv8p2](#) is implemented:

Secure Performance Monitors Enable. Controls event counting in Secure state.

SPME	Meaning
0b0	Event counting prohibited in Secure state.
0b1	Event counting in Secure state not affected by this bit.

If EL3 is not implemented and the Effective value of [SCR_EL3.NS](#) is 0b0, then the Effective value of this bit is 0b1.

On a Warm reset, this field resets to 0.

When [FEAT_PMUv3](#) is implemented:

Secure Performance Monitors Enable. Controls event counting in Secure state.

SPME	Meaning
0b0	Event counting prohibited in Secure state, unless <code>ExternalSecureNoninvasiveDebugEnabled()</code> is TRUE.
0b1	Event counting in Secure state not affected by this bit.

If EL3 is not implemented and the Effective value of [SCR_EL3.NS](#) is 0b0, then the Effective value of this bit is 0b1.

On a Warm reset, this field resets to 0.

Otherwise:

Reserved, RES0.

SDD, bit [16]

AArch64 Secure Self-hosted invasive debug disable. Disables Software debug exceptions in Secure state, other than Breakpoint Instruction exceptions.

SDD	Meaning
0b0	Debug exceptions in Secure state are not affected by this bit.
0b1	Debug exceptions, other than Breakpoint Instruction exceptions, are disabled from all Exception levels in Secure state.

The SDD bit is ignored unless both of the following are true:

- The PE is in Secure state.
- The Effective value of [SCR_EL3.RW](#) is 0b1.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

SPD32, bits [15:14]**When EL1 is capable of using AArch32:**

AArch32 Secure self-hosted privileged debug. Enables or disables debug exceptions from Secure EL1 using AArch32, other than Breakpoint Instruction exceptions.

SPD32	Meaning
0b00	Legacy mode. Debug exceptions from Secure EL1 are enabled by the IMPLEMENTATION DEFINED authentication interface.
0b10	Secure privileged debug disabled. Debug exceptions from Secure EL1 are disabled.
0b11	Secure privileged debug enabled. Debug exceptions from Secure EL1 are enabled.

Other values are reserved, and have the CONSTRAINED UNPREDICTABLE behavior that they must have the same behavior as 0b00. Software must not rely on this property as the behavior of reserved values might change in a future revision of the architecture.

This field has no effect on Breakpoint Instruction exceptions. These are always enabled.

This field is ignored if the PE is either:

- In Non-secure state.
- In Secure state and Secure EL1 is using AArch64.

If Secure EL1 is using AArch32 then:

- If debug exceptions from Secure EL1 are enabled, then debug exceptions from Secure EL0 are also enabled.
- Otherwise, debug exceptions from Secure EL0 are enabled only if the value of [SDER32_EL3.SUIDEN](#) is 0b1.

If EL3 is not implemented and the Effective value of [SCR_EL3.NS](#) is 0b0, then the Effective value of this field is 0b11.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

NSPB, bits [13:12]**When FEAT_SPE is implemented:**

Non-secure Profiling Buffer. This field controls the owning translation regime and accesses to Statistical Profiling and Profiling Buffer control registers.

NSPB	Meaning
0b00	Profiling Buffer uses Secure Virtual Addresses. Statistical Profiling enabled in Secure state and disabled in Non-secure state. Accesses to Statistical Profiling and Profiling Buffer control registers at EL2 and EL1 in both security states generate Trap exceptions to EL3.
0b01	Profiling Buffer uses Secure Virtual Addresses. Statistical Profiling enabled in Secure state and disabled in Non-secure state. Accesses to Statistical Profiling and Profiling Buffer control registers at EL2 and EL1 in Non-secure state generate Trap exceptions to EL3.
0b10	Profiling Buffer uses Non-secure Virtual Addresses. Statistical Profiling enabled in Non-secure state and disabled in Secure state. Accesses to Statistical Profiling and Profiling Buffer control registers at EL2 and EL1 in both security states generate Trap exceptions to EL3.
0b11	Profiling Buffer uses Non-secure Virtual Addresses. Statistical Profiling enabled in Non-secure state and disabled in Secure state. Accesses to Statistical Profiling and Profiling Buffer control registers at EL2 and EL1 in Secure state generate Trap exceptions to EL3.

The Statistical Profiling and Profiling Buffer control registers trapped by this control are: [PMBLIMITR_EL1](#), [PMBPTR_EL1](#), [PMBSR_EL1](#), [PMSCR_EL1](#), [PMSCR_EL2](#), [PMSEVFR_EL1](#), [PMSFCR_EL1](#), [PMSICR_EL1](#), [PMSIDR_EL1](#), [PMSIRR_EL1](#), and [PMSLATFR_EL1](#).

If EL3 is not implemented and the Effective value of [SCR_EL3.NS](#) is 0b1, the Effective value of this field is 0b11.

If EL3 is not implemented and the Effective value of [SCR_EL3.NS](#) is 0b0, the Effective value of this field is 0b01.

On a Warm reset, this field resets to an UNKNOWN value.

Otherwise:

Reserved, RES0.

Bit [11]

Reserved, RES0.

TDOSA, bit [10]

When FEAT_DoubleLock is implemented:

Trap debug OS-related register access. Traps EL2 and EL1 System register accesses to the powerdown debug registers to EL3.

Accesses to the registers are trapped as follows:

- Accesses from AArch64 state, [OSLAR_EL1](#), [OSLSR_EL1](#), [OSDLR_EL1](#), [DBGPRCR_EL1](#) and any IMPLEMENTATION DEFINED register with similar functionality that the implementation specifies as trapped by this bit, are trapped to EL3 and reported using EC syndrome value 0x18.
- Accesses using MCR or MRC to [DBGOSLAR](#), [DBGOSLSR](#), [DBGOSDLR](#), and [DBGPRCR](#), are trapped to EL3 and reported using EC syndrome value 0x05.
- Accesses to any IMPLEMENTATION DEFINED register with similar functionality that the implementation specifies as trapped by this bit.

TDOSA	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	EL2 and EL1 System register accesses to the powerdown debug registers are trapped to EL3, unless it is trapped by HDCR.TDOSA or MDCR_EL2.TDOSA .

Note

The powerdown debug registers are not accessible at EL0.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Trap debug OS-related register access. Traps EL2 and EL1 System register accesses to the powerdown debug registers to EL3.

The following registers are affected by this trap:

- AArch64: [OSLAR_EL1](#), [OSLSR_EL1](#), and [DBGPRCR_EL1](#).
- AArch32: [DBGOSLAR](#), [DBGOSLSR](#), and [DBGPRCR](#).
- AArch64 and AArch32: Any IMPLEMENTATION DEFINED register with similar functionality that the implementation specifies as trapped by this bit.
- It is IMPLEMENTATION DEFINED whether accesses to [OSDLR_EL1](#) and [DBGOSDLR](#) are trapped.

TDOSA	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	EL2 and EL1 System register accesses to the powerdown debug registers are trapped to EL3, unless it is trapped by HDCR.TDOSA or MDCR_EL2.TDOSA .

Note

The powerdown debug registers are not accessible at EL0.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

TDA, bit [9]

Trap Debug Access. Traps EL2, EL1, and EL0 System register accesses to those debug System registers that cannot be trapped using the MDCR_EL3.TDOSA field.

Accesses to the debug registers are trapped as follows:

- In AArch64 state, the following registers are trapped to EL3 and reported using EC syndrome value 0x18:
 - [DBGBVR<n>_EL1](#), [DBGBCR<n>_EL1](#), [DBGWVR<n>_EL1](#), [DBGWCR<n>_EL1](#), [DBGCLAIMSET_EL1](#), [DBGCLAIMCLR_EL1](#), [DBGAUTHSTATUS_EL1](#), [DBGVCR32_EL2](#).
 - AArch64: [MDCR_EL2](#), [MDRAR_EL1](#), [MDCCSR_EL0](#), [MDCCINT_EL1](#), [MDSCR_EL1](#), [OSDTRRX_EL1](#), [OSDTRTX_EL1](#), [OSECCR_EL1](#).
- In AArch32 state, [SDER](#) is trapped to EL3 and reported using EC syndrome value 0x03.
- In AArch32 state, accesses using MCR or MRC to the following registers are reported using EC syndrome value 0x05, accesses using MCRR or MRRC are reported using EC syndrome value 0x0C:
 - [HDCR](#), [DBGDRAR](#), [DBGDSAR](#), [BGDIDR](#), [DBGDCCINT](#), [DBGWEAR](#), [DBGVCR](#), [DBGBVR<n>](#), [DBGBCR<n>](#), [DBGBXVR<n>](#), [DBGWCR<n>](#), [DBGWVR<n>](#).
 - [DBGCLAIMSET](#), [DBGCLAIMCLR](#), [DBGAUTHSTATUS](#), [DBGDEVID](#), [DBGDEVID1](#), [DBGDEVID2](#), [DBGOSECCR](#).
- In AArch32 state, STC accesses to [DBGDTRRXint](#) and LDC accesses to [DBGDTRTXint](#) are reported using EC syndrome value 0x06.
- When not in Debug state, the following registers are also trapped to EL3:
 - AArch64 accesses to [DBGDTR_EL0](#), [DBGDTRRX_EL0](#), and [DBGDTRTX_EL0](#), reported using EC syndrome value 0x18.
 - AArch32 accesses using MCR or MRC to [DBGDTRRXint](#) and [DBGDTRTXint](#), reported using EC syndrome value 0x05.

TDA	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	EL0, EL1, and EL2 accesses to the debug registers, other than the registers that can be trapped by MDCR_EL3.TDOSA, are trapped to EL3, from both Security states and both Execution states, unless it is trapped by DBGDSCRExt.UDCCdis , MDSCR_EL1.TDCC , HDCR.TDA or MDCR_EL2.TDA .

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Bits [8:7]

Reserved, RES0.

TPM, bit [6]

When FEAT_PMUv3 is implemented:

Trap Performance Monitor register accesses. Accesses to all Performance Monitor registers from EL0, EL1 and EL2 to EL3, from both Security states and both Execution states are trapped as follows:

- In AArch64 state, accesses to the following registers are trapped to EL3 and are reported using EC syndrome value 0x18:
 - [PMCR_EL0](#), [PMCNTENSET_EL0](#), [PMCNTENCLR_EL0](#), [PMOVSLR_EL0](#), [PMSWINC_EL0](#), [PMSELR_EL0](#), [PMCEID0_EL0](#), [PMCEID1_EL0](#), [PMCCNTR_EL0](#), [PMXEVTYPER_EL0](#), [PMXVCNTR_EL0](#), [PMUSERENR_EL0](#), [PMINTENSET_EL1](#), [PMINTENCLR_EL1](#), [PMOVSSET_EL0](#), [PMEVCNTR<n>_EL0](#), [PMEVTYPER<n>_EL0](#), [PMCCFILTR_EL0](#).
 - If FEAT_PMUv3p4 is implemented, [PMMIR_EL1](#).
- In AArch32 state, accesses using MCR or MRC to the following registers are reported using EC syndrome value 0x03, accesses using MCRR or MRRC are reported using EC syndrome value 0x04:
 - [PMCR](#), [PMCNTENSET](#), [PMCNTENCLR](#), [PMOVSR](#), [PMSWINC](#), [PMSELR](#), [PMCEID0](#), [PMCEID1](#), [PMCCNTR](#), [PMXEVTYPER](#), [PMXVCNTR](#), [PMUSERENR](#), [PMINTENSET](#), [PMINTENCLR](#), [PMOVSSET](#), [PMEVCNTR<n>](#), [PMEVTYPER<n>](#), [PMCCFILTR](#).
 - If FEAT_PMUv3p1 is implemented, [PMCEID2](#), and [PMCEID3](#).

- If FEAT_PMUv3p4 is implemented, [PMMIR](#).

TPM	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	EL2, EL1, and EL0 System register accesses to all Performance Monitor registers are trapped to EL3, unless it is trapped by HDCR.TPM or MDCR_EL2.TPM .

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bits [5:0]

Reserved, RES0.

Accessing the MDCR_EL3

Accesses to this register use the following encodings:

MRS <Xt>, MDCR_EL3

op0	op1	CRn	CRm	op2
0b11	0b110	0b0001	0b0011	0b001

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    return MDCR_EL3;
```

MSR MDCR_EL3, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b0001	0b0011	0b001

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    MDCR_EL3 = X[t];
```

MDRAR_EL1, Monitor Debug ROM Address Register

The MDRAR_EL1 characteristics are:

Purpose

Defines the base physical address of a 4KB-aligned memory-mapped debug component, usually a ROM table that locates and describes the memory-mapped debug components in the system. Armv8 deprecates any use of this register.

Configuration

AArch64 System register MDRAR_EL1 bits [63:0] are architecturally mapped to AArch32 System register [DBGDRAR\[63:0\]](#).

Attributes

MDRAR_EL1 is a 64-bit register.

Field descriptions

The MDRAR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32		
RES0												ROMADDR[51:48]				ROMADDR[47:12]																	
ROMADDR[47:12]																		RES0														Valid	
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0		

Bits [63:52]

Reserved, RES0.

ROMADDR[51:48], bits [51:48]

When FEAT_LPA is implemented:

Extension to ROMADDR[47:12]. See ROMADDR[47:12] for more details.

If MDRAR_EL1.Valid == 0b00, then this field is UNKNOWN.

Otherwise:

Reserved, RES0.

ROMADDR[47:12], bits [47:12]

Bits[47:12] of the ROM table physical address.

When FEAT_LPA is implemented, ROMADDR[51:48] forms the upper part of the address value. Otherwise, ROMADDR[51:48] is RES0.

If the physical address size in bits (PAsize) is less than 52, then the register bits corresponding to ROMADDR[51:PAsize] are RES0.

Bits [11:0] of the ROM table physical address are zero.

Arm strongly recommends that bits ROMADDR[(PAsize-1):32] are zero in any system that supports AArch32 at the highest implemented Exception level.

In an implementation that includes EL3, ROMADDR is an address in Non-secure memory. It is IMPLEMENTATION DEFINED whether the ROM table is also accessible in Secure memory.

If MDRAR_EL1.Valid == 0b00, then this field is UNKNOWN.

Bits [11:2]

Reserved, RES0.

Valid, bits [1:0]

This field indicates whether the ROM Table address is valid.

Valid	Meaning
0b00	ROM Table address is not valid. Software must ignore ROMADDR.
0b11	ROM Table address is valid.

Other values are reserved.

Accessing the MDRAR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, MDRAR_EL1

op0	op1	CRn	CRm	op2
0b10	0b000	0b0001	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && MDCR_EL2.<TDE,TDRA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return MDRAR_EL1;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                return MDRAR_EL1;
    elsif PSTATE.EL == EL3 then
        return MDRAR_EL1;

```


MDSCR_EL1, Monitor Debug System Control Register

The MDSCR_EL1 characteristics are:

Purpose

Main control register for the debug implementation.

Configuration

AArch64 System register MDSCR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [DBGDSCRext\[31:0\]](#).

Attributes

MDSCR_EL1 is a 64-bit register.

Field descriptions

The MDSCR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32										
RES0																																									
TFO		RXfull		TXfull		RES0		RX0		TX0		RES0		INTdis		TDARE		RES0		SC2		RAZ/ WI		MDE		HDE		KDE		TDCC		RES0			ERR		RES0			SS	
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0										

Bits [63:32]

Reserved, RES0.

TFO, bit [31]

When FEAT_TRF is implemented:

Trace Filter override. Used for save/restore of [EDSCR](#).TFO.

When [OSLSR_EL1](#).OSLK == 0, software must treat this bit as UNK/SBZP.

When [OSLSR_EL1](#).OSLK == 1, this bit holds the value of [EDSCR](#).TFO. Reads and writes of this bit are indirect accesses to [EDSCR](#).TFO.

Accessing this field has the following behavior:

- When [OSLSR_EL1](#).OSLK == 1, access to this field is **RW**.
- When [OSLSR_EL1](#).OSLK == 0, access to this field is **RO**.

Otherwise:

Reserved, RES0.

RXfull, bit [30]

Used for save/restore of [EDSCR](#).RXfull.

When [OSLSR_EL1](#).OSLK == 0, software must treat this bit as UNK/SBZP.

When [OSLSR_EL1.OSLK](#) == 1, this bit holds the value of [EDSCR.RXfull](#). Reads and writes of this bit are indirect accesses to [EDSCR.RXfull](#).

The architected behavior of this field determines the value it returns after a reset.

Accessing this field has the following behavior:

- When [OSLSR_EL1.OSLK](#) == 1, access to this field is **RW**.
- When [OSLSR_EL1.OSLK](#) == 0, access to this field is **RO**.

TXfull, bit [29]

Used for save/restore of [EDSCR.TXfull](#).

When [OSLSR_EL1.OSLK](#) == 0, software must treat this bit as UNK/SBZP.

When [OSLSR_EL1.OSLK](#) == 1, this bit holds the value of [EDSCR.TXfull](#). Reads and writes of this bit are indirect accesses to [EDSCR.TXfull](#).

The architected behavior of this field determines the value it returns after a reset.

Accessing this field has the following behavior:

- When [OSLSR_EL1.OSLK](#) == 1, access to this field is **RW**.
- When [OSLSR_EL1.OSLK](#) == 0, access to this field is **RO**.

Bit [28]

Reserved, RES0.

RXO, bit [27]

Used for save/restore of [EDSCR.RXO](#).

When [OSLSR_EL1.OSLK](#) == 0, software must treat this bit as UNK/SBZP.

When [OSLSR_EL1.OSLK](#) == 1, this bit holds the value of [EDSCR.RXO](#). Reads and writes of this bit are indirect accesses to [EDSCR.RXO](#).

The architected behavior of this field determines the value it returns after a reset.

Accessing this field has the following behavior:

- When [OSLSR_EL1.OSLK](#) == 1, access to this field is **RW**.
- When [OSLSR_EL1.OSLK](#) == 0, access to this field is **RO**.

TXU, bit [26]

Used for save/restore of [EDSCR.TXU](#).

When [OSLSR_EL1.OSLK](#) == 0, software must treat this bit as UNK/SBZP.

When [OSLSR_EL1.OSLK](#) == 1, this bit holds the value of [EDSCR.TXU](#). Reads and writes of this bit are indirect accesses to [EDSCR.TXU](#).

The architected behavior of this field determines the value it returns after a reset.

Accessing this field has the following behavior:

- When [OSLSR_EL1.OSLK](#) == 1, access to this field is **RW**.
- When [OSLSR_EL1.OSLK](#) == 0, access to this field is **RO**.

Bits [25:24]

Reserved, RES0.

INTdis, bits [23:22]

Used for save/restore of [EDSCR](#).INTdis.

When [OSLSR_EL1](#).OSLK == 0, and software must treat this bit as UNK/SBZP.

When [OSLSR_EL1](#).OSLK == 1, this field holds the value of [EDSCR](#).INTdis. Reads and writes of this field are indirect accesses to [EDSCR](#).INTdis.

The architected behavior of this field determines the value it returns after a reset.

Accessing this field has the following behavior:

- When [OSLSR_EL1](#).OSLK == 1, access to this field is **RW**.
- When [OSLSR_EL1](#).OSLK == 0, access to this field is **RO**.

TDA, bit [21]

Used for save/restore of [EDSCR](#).TDA.

When [OSLSR_EL1](#).OSLK == 0, software must treat this bit as UNK/SBZP.

When [OSLSR_EL1](#).OSLK == 1, this bit holds the value of [EDSCR](#).TDA. Reads and writes of this bit are indirect accesses to [EDSCR](#).TDA.

The architected behavior of this field determines the value it returns after a reset.

Accessing this field has the following behavior:

- When [OSLSR_EL1](#).OSLK == 1, access to this field is **RW**.
- When [OSLSR_EL1](#).OSLK == 0, access to this field is **RO**.

Bit [20]

Reserved, RES0.

SC2, bit [19]

When FEAT_PCSRv8 is implemented, FEAT_VHE is implemented and FEAT_PCSRv8p2 is not implemented:

Used for save/restore of [EDSCR](#).SC2.

When [OSLSR_EL1](#).OSLK == 0, software must treat this bit as UNK/SBZP.

When [OSLSR_EL1](#).OSLK == 1, this bit holds the value of [EDSCR](#).SC2. Reads and writes of this bit are indirect accesses to [EDSCR](#).SC2.

Accessing this field has the following behavior:

- When [OSLSR_EL1](#).OSLK == 1, access to this field is **RW**.
- When [OSLSR_EL1](#).OSLK == 0, access to this field is **RO**.

Otherwise:

Reserved, RES0.

Bits [18:16]

Reserved, RAZ/WI.

Hardware must implement this field as RAZ/WI. Software must not rely on the register reading as zero, and must use a read-modify-write sequence to write to the register.

MDE, bit [15]

Monitor debug events. Enable Breakpoint, Watchpoint, and Vector Catch exceptions.

MDE	Meaning
0b0	Breakpoint, Watchpoint, and Vector Catch exceptions disabled.
0b1	Breakpoint, Watchpoint, and Vector Catch exceptions enabled.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

HDE, bit [14]

Used for save/restore of [EDSCR.HDE](#).

When [OSLSR_EL1.OSLK](#) == 0, software must treat this bit as UNK/SBZP.

When [OSLSR_EL1.OSLK](#) == 1, this bit holds the value of [EDSCR.HDE](#). Reads and writes of this bit are indirect accesses to [EDSCR.HDE](#).

The architected behavior of this field determines the value it returns after a reset.

Accessing this field has the following behavior:

- When [OSLSR_EL1.OSLK](#) == 1, access to this field is **RW**.
- When [OSLSR_EL1.OSLK](#) == 0, access to this field is **RO**.

KDE, bit [13]

Local (kernel) debug enable. If EL_D is using AArch64, enable debug exceptions within EL_D . Permitted values are:

KDE	Meaning
0b0	Debug exceptions, other than Breakpoint Instruction exceptions, disabled within EL_D .
0b1	All debug exceptions enabled within EL_D .

RES0 if EL_D is using AArch32.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

TDCC, bit [12]

Traps EL0 accesses to the Debug Communication Channel (DCC) registers to EL1, or to EL2 when it is implemented and enabled for the current Security state and [HCR_EL2.TGE](#) is 1, from both Execution states, as follows:

- In AArch64 state, MRS or MSR accesses to the following DCC registers are trapped, reported using EC syndrome value 0x18:
 - [MDCCSR_EL0](#).
 - If not in Debug state, [DBGDTR_EL0](#), [DBGDTRTX_EL0](#), and [DBGDTRRX_EL0](#).
- In AArch32 state, MRC or MCR accesses to the following registers are trapped, reported using EC syndrome value 0x05.
 - [DBGDSCRint](#), [DBGDIDR](#), [DBGDSAR](#), [DBGDRAR](#).
 - If not in Debug state, [DBGDTRRXint](#), and [DBGDTRTXint](#).
- In AArch32 state, LDC access to [DBGDTRRXint](#) and STC access to [DBGDTRTXint](#) are trapped, reported using EC syndrome value 0x06.
- In AArch32 state, MRRC accesses to [DBGDSAR](#) and [DBGDRAR](#) are trapped, reported using EC syndrome value 0x0C.

TDCC	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	EL0 using AArch64: EL0 accesses to the AArch64 DCC registers are trapped. EL0 using AArch32: EL0 accesses to the AArch32 DCC registers are trapped.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Bits [11:7]

Reserved, RES0.

ERR, bit [6]

Used for save/restore of [EDSCR.ERR](#).

When [OSLSR_EL1.OSLK](#) == 0, software must treat this bit as UNK/SBZP.

When [OSLSR_EL1.OSLK](#) == 1, this bit holds the value of [EDSCR.ERR](#). Reads and writes of this bit are indirect accesses to [EDSCR.ERR](#).

The architected behavior of this field determines the value it returns after a reset.

Accessing this field has the following behavior:

- When [OSLSR_EL1.OSLK](#) == 1, access to this field is **RW**.
- When [OSLSR_EL1.OSLK](#) == 0, access to this field is **RO**.

Bits [5:1]

Reserved, RES0.

SS, bit [0]

Software step control bit. If EL_D is using AArch64, enable Software step. Permitted values are:

SS	Meaning
0b0	Software step disabled
0b1	Software step enabled.

RES0 if EL_D is using AArch32.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the MDSCR_EL1

Individual fields within this register might have restricted accessibility when [OSLSR_EL1.OSLK](#) == 0 (the OS lock is unlocked). See the field descriptions for more detail.

Accesses to this register use the following encodings:

MRS <Xt>, MDSCR_EL1

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0010	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.MDSCR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '1x1' then
        return NVMem[0x158];
    else
        return MDSCR_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return MDSCR_EL1;
elsif PSTATE.EL == EL3 then
    return MDSCR_EL1;

```

MSR MDSCR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0010	0b010


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDBGWTR_EL2.MDSCR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '1x1' then
        NVMem[0x158] = X[t];
    else
        MDSCR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        MDSCR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    MDSCR_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MIDR_EL1, Main ID Register

The MIDR_EL1 characteristics are:

Purpose

Provides identification information for the PE, including an implementer code for the device and a device ID number.

Configuration

AArch64 System register MIDR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [MIDR\[31:0\]](#).

AArch64 System register MIDR_EL1 bits [31:0] are architecturally mapped to External register [MIDR_EL1\[31:0\]](#).

Attributes

MIDR_EL1 is a 64-bit register.

Field descriptions

The MIDR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
Implementer								Variant				Architecture				PartNum												Revision			
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

Implementer, bits [31:24]

The Implementer code. This field must hold an implementer code that has been assigned by Arm. Assigned codes include the following:

Hex representation	Implementer
0x00	Reserved for software use
0xC0	Ampere Computing
0x41	Arm Limited
0x42	Broadcom Corporation
0x43	Cavium Inc.
0x44	Digital Equipment Corporation
0x46	Fujitsu Ltd.
0x49	Infineon Technologies AG
0x4D	Motorola or Freescale Semiconductor Inc.
0x4E	NVIDIA Corporation
0x50	Applied Micro Circuits Corporation
0x51	Qualcomm Inc.
0x56	Marvell International Ltd.
0x69	Intel Corporation

Arm can assign codes that are not published in this manual. All values not assigned by Arm are reserved and must not be used.

Variant, bits [23:20]

An IMPLEMENTATION DEFINED variant number. Typically, this field is used to distinguish between different product variants, or major revisions of a product.

Architecture, bits [19:16]

Architecture version. For A-profile, the defined values are:

Architecture	Meaning
0b0001	Armv4.
0b0010	Armv4T.
0b0011	Armv5 (obsolete).
0b0100	Armv5T.
0b0101	Armv5TE.
0b0110	Armv5TEJ.
0b0111	Armv6.
0b1111	Architectural features are individually identified in the ID_* registers, see 'ID registers'.

All other values are reserved.

PartNum, bits [15:4]

An IMPLEMENTATION DEFINED primary part number for the device.

On processors implemented by Arm, if the top four bits of the primary part number are 0x0 or 0x7, the variant and architecture are encoded differently.

Revision, bits [3:0]

An IMPLEMENTATION DEFINED revision number for the device.

Accessing the MIDR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, MIDR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0000	0b000

```

if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    else
        UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.MIDR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() then
        return VPIDR_EL2;
    else
        return MIDR_EL1;
elseif PSTATE.EL == EL2 then
    return MIDR_EL1;
elseif PSTATE.EL == EL3 then
    return MIDR_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MPAM0_EL1, MPAM0 Register (EL1)

The MPAM0_EL1 characteristics are:

Purpose

Holds information to generate MPAM labels for memory requests when executing at EL0. When EL2 is present and enabled, the MPAM virtualization option is present, [MPAMHCR_EL2.GSTAPP_PLK](#) == 1 and [HCR_EL2.TGE](#) == 0, [MPAM1_EL1](#) is used instead of MPAM0_EL1 to generate MPAM information to label memory requests.

If EL2 is present and enabled, and [HCR_EL2.E2H](#) == 0 or [HCR_EL2.TGE](#) == 0, the MPAM virtualization option is present and [MPAMHCR_EL2.EL0_VPMEN](#) == 1, then MPAM PARTIDs in MPAM0_EL1 are virtual and mapped into physical PARTIDs for the current Security state.

Configuration

This register is present only when FEAT_MPAM is implemented. Otherwise, direct accesses to MPAM0_EL1 are UNDEFINED.

Attributes

MPAM0_EL1 is a 64-bit register.

Field descriptions

The MPAM0_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																PMG_D								PMG_I							
PARTID_D																PARTID_I															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:48]

Reserved, RES0.

PMG_D, bits [47:40]

Performance monitoring group property for PARTID_D.

This field resets to an architecturally UNKNOWN value.

PMG_I, bits [39:32]

Performance monitoring group property for PARTID_I.

This field resets to an architecturally UNKNOWN value.

PARTID_D, bits [31:16]

Partition ID for data accesses, including load and store accesses, made from EL0.

This field resets to an architecturally UNKNOWN value.

PARTID_I, bits [15:0]

Partition ID for instruction accesses made from EL0.

This field resets to an architecturally UNKNOWN value.

Accessing the MPAM0_EL1

None of the fields in this register are permitted to be cached in a TLB.

Accesses to this register use the following encodings:

MRS <Xt>, MPAM0_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1010	0b0101	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif EL2Enabled() && MPAM2_EL2.TRAPMPAM0EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return MPAM0_EL1;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return MPAM0_EL1;
elsif PSTATE.EL == EL3 then
    return MPAM0_EL1;

```

MSR MPAM0_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1010	0b0101	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif EL2Enabled() && MPAM2_EL2.TRAPMPAM0EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        MPAM0_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        MPAM0_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    MPAM0_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MPAM1_EL1, MPAM1 Register (EL1)

The MPAM1_EL1 characteristics are:

Purpose

Holds information to generate MPAM labels for memory requests when executing at EL1.

When EL2 is present and enabled, the MPAM virtualization option is present, [MPAMHCR_EL2.GSTAPP_PLK](#) == 1 and [HCR_EL2.TGE](#) == 0, MPAM1_EL1 is used instead of [MPAM0_EL1](#) to generate MPAM labels for memory requests when executing at EL0.

MPAM1_EL1 is an alias for [MPAM2_EL2](#) when executing at EL2 with [HCR_EL2.E2H](#) == 1.

MPAM1_EL12 is an alias for MPAM1_EL1 when executing at EL2 or EL3 with [HCR_EL2.E2H](#) == 1.

If EL2 is present and enabled, the MPAM virtualization option is present and [MPAMHCR_EL2.EL1_VPMEN](#) == 1, MPAM PARTIDs in MPAM1_EL1 are virtual and mapped into physical PARTIDs for the current Security state. This mapping of MPAM1_EL1 virtual PARTIDs to physical PARTIDs when EL1_VPMEN is 1 also applies when MPAM1_EL1 is used at EL0 due to [MPAMHCR_EL2.GSTAPP_PLK](#).

Configuration

AArch64 System register MPAM1_EL1 bit [63] is architecturally mapped to AArch64 System register [MPAM3_EL3\[63\]](#) when EL3 is implemented.

AArch64 System register MPAM1_EL1 bit [63] is architecturally mapped to AArch64 System register [MPAM2_EL2\[63\]](#) when EL3 is not implemented and EL2 is implemented.

This register is present only when FEAT_MPAM is implemented. Otherwise, direct accesses to MPAM1_EL1 are UNDEFINED.

Attributes

MPAM1_EL1 is a 64-bit register.

Field descriptions

The MPAM1_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
MPAMEN	RES0	FORCED_NS	RES0										PMG_D							PMG_I											
PARTID_D															PARTID_I																
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

MPAMEN, bit [63]

MPAM Enable. MPAM is enabled when MPAMEN == 1. When disabled, all PARTIDs and PMGs are output as their default value in the corresponding ID space.

MPAMEN	Meaning
0b0	The default PARTID and default PMG are output in MPAM information.
0b1	MPAM information is output based on the MPAMn_ELx register for ELn according the MPAM configuration.

If neither EL3 nor EL2 is implemented, this field is read/write.

If EL3 is implemented, this field is read-only and reads the current value of the read/write bit [MPAM3_EL3.MPAMEN](#).

If EL3 is not implemented and EL2 is implemented, this field is read-only and reads the current value of the read/write bit [MPAM2_EL2.MPAMEN](#).

This field resets to 0.

Accessing this field has the following behavior:

- When EL3 is not implemented and EL2 is not implemented, access to this field is **RW**.
- Otherwise, access to this field is **RO**.

Bits [62:61]

Reserved, RES0.

FORCED_NS, bit [60]

When FEAT_MPAMv0p1 is implemented:

In the Secure state, FORCED_NS indicates the state of [MPAM3_EL3.FORCE_NS](#).

FORCED_NS	Meaning
0b0	In the Non-secure state, always reads as 0. In the Secure state, indicates that MPAM3_EL3.FORCE_NS == 0.
0b1	In the Secure state, indicates that MPAM3_EL3.FORCE_NS == 1.

Always reads as 0 in the Non-secure state.

Writes are ignored.

Access to this field is **RO**.

Otherwise:

Reserved, RES0.

Bits [59:48]

Reserved, RES0.

PMG_D, bits [47:40]

Performance monitoring group property for PARTID_D.

This field resets to an architecturally UNKNOWN value.

PMG_I, bits [39:32]

Performance monitoring group property for PARTID_I.

This field resets to an architecturally UNKNOWN value.

PARTID_D, bits [31:16]

Partition ID for data accesses, including load and store accesses, made from EL1.

This field resets to an architecturally UNKNOWN value.

PARTID_I, bits [15:0]

Partition ID for instruction accesses made from EL1.

This field resets to an architecturally UNKNOWN value.

Accessing the MPAM1_EL1

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, accesses from EL3 using the mnemonic MPAM1_EL1 or MPAM1_EL12 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

None of the fields in this register are permitted to be cached in a TLB.

Accesses to this register use the following encodings:

MRS <Xt>, MPAM1_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1010	0b0101	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif EL2Enabled() && MPAM2_EL2.TRAPMPAM1EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x900];
    else
        return MPAM1_EL1;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HCR_EL2.E2H == '1' then
        return MPAM2_EL2;
    else
        return MPAM1_EL1;
elsif PSTATE.EL == EL3 then
    return MPAM1_EL1;

```

MSR MPAM1_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1010	0b0101	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        elsif EL2Enabled() && MPAM2_EL2.TRAPMPAM1EL1 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
            NVMem[0x900] = X[t];
        else
            MPAM1_EL1 = X[t];
    elsif PSTATE.EL == EL2 then
        if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            elsif HCR_EL2.E2H == '1' then
                MPAM2_EL2 = X[t];
            else
                MPAM1_EL1 = X[t];
    elsif PSTATE.EL == EL3 then
        MPAM1_EL1 = X[t];

```

MRS <Xt>, MPAM1_EL12

op0	op1	CRn	CRm	op2
0b11	0b101	0b1010	0b0101	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        return NVMem[0x900];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return MPAM1_EL1;
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        return MPAM1_EL1;
    else
        UNDEFINED;

```

MSR MPAM1_EL12, <Xt>

op0	op1	CRn	CRm	op2
-----	-----	-----	-----	-----

0b11	0b101	0b1010	0b0101	0b000
------	-------	--------	--------	-------

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        NVMem[0x900] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            UNDEFINED;
    elsif PSTATE.EL == EL2 then
        if HCR_EL2.E2H == '1' then
            if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.SystemAccessTrap(EL3, 0x18);
            else
                MPAM1_EL1 = X[t];
        else
            UNDEFINED;
    elsif PSTATE.EL == EL3 then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
            MPAM1_EL1 = X[t];
        else
            UNDEFINED;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MPAM2_EL2, MPAM2 Register (EL2)

The MPAM2_EL2 characteristics are:

Purpose

Holds information to generate MPAM labels for memory requests when executing at EL2.

Configuration

AArch64 System register MPAM2_EL2 bit [63] is architecturally mapped to AArch64 System register [MPAM3_EL3\[63\]](#) when EL3 is implemented.

AArch64 System register MPAM2_EL2 bit [63] is architecturally mapped to AArch64 System register [MPAM1_EL1\[63\]](#).

This register is present only when FEAT_MPAM is implemented. Otherwise, direct accesses to MPAM2_EL2 are UNDEFINED.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

MPAM2_EL2 is a 64-bit register.

Field descriptions

The MPAM2_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
MPAMEN	RES0	TIDR	RES0	TRAPMPAMOEL1	TRAPMPAM1EL1	PMG_D	PMG_I																								
PARTID_D																PARTID_I															
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

MPAMEN, bit [63]

MPAM Enable. MPAM is enabled when MPAMEN == 1. When disabled, all PARTIDs and PMGs are output as their default value in the corresponding ID space.

MPAMEN	Meaning
0b0	The default PARTID and default PMG are output in MPAM information from all Exception levels.
0b1	MPAM information is output based on the MPAMn_ELx register for ELn according the MPAM configuration.

If EL3 is not implemented, this field is read/write.

If EL3 is implemented, this field is read-only and reads the current value of the read/write [MPAM3_EL3](#).MPAMEN bit.

This field resets to 0.

Accessing this field has the following behavior:

- When EL3 is not implemented, access to this field is **RW**.
- Otherwise, access to this field is **RO**.

Bits [62:59]

Reserved, RES0.

TIDR, bit [58]

When (FEAT_MPAMv0p1 is implemented or FEAT_MPAMv1p1 is implemented) and MPAMIDR_EL1.HAS_TIDR == 1:

TIDR traps accesses to [MPAMIDR_EL1](#) from EL1 to EL2.

TIDR	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Trap accesses to MPAMIDR_EL1 from EL1 to EL2.

[MPAMHCR_EL2](#).TRAP_MPAMIDR_EL1 == 1 also traps [MPAMIDR_EL1](#) accesses from EL1 to EL2. If either TIDR or TRAP_MPAMIDR_EL1 are 1, accesses are trapped.

Otherwise:

Reserved, RES0.

Bits [57:50]

Reserved, RES0.

TRAPMPAM0EL1, bit [49]

TRAPMPAM0EL1: Trap accesses from EL1 to the [MPAM0_EL1](#) register trap to EL2.

TRAPMPAM0EL1	Meaning
0b0	Accesses to MPAM0_EL1 from EL1 are not trapped.
0b1	Accesses to MPAM0_EL1 from EL1 are trapped to EL2.

When EL3 is not implemented, this field resets to 1.

When EL3 is implemented, this field resets to an architecturally UNKNOWN value.

TRAPMPAM1EL1, bit [48]

TRAPMPAM1EL1: Trap accesses from EL1 to the [MPAM1_EL1](#) register trap to EL2.

TRAPMPAM1EL1	Meaning
0b0	Accesses to MPAM1_EL1 from EL1 are not trapped.
0b1	Accesses to MPAM1_EL1 from EL1 are trapped to EL2.

When EL3 is not implemented, this field resets to 1.

When EL3 is implemented, this field resets to an architecturally UNKNOWN value.

PMG_D, bits [47:40]

Performance monitoring group for data accesses.

This field resets to an architecturally UNKNOWN value.

PMG_I, bits [39:32]

Performance monitoring group for instruction accesses.

This field resets to an architecturally UNKNOWN value.

PARTID_D, bits [31:16]

Partition ID for data accesses, including load and store accesses, made from EL2.

This field resets to an architecturally UNKNOWN value.

PARTID_I, bits [15:0]

Partition ID for instruction accesses made from EL2.

This field resets to an architecturally UNKNOWN value.

Accessing the MPAM2_EL2

None of the fields in this register are permitted to be cached in a TLB.

Accesses to this register use the following encodings:

MRS <Xt>, MPAM2_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1010	0b0101	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return MPAM2_EL2;
elsif PSTATE.EL == EL3 then
    return MPAM2_EL2;

```

MSR MPAM2_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1010	0b0101	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            end
        else
            AArch64.SystemAccessTrap(EL2, 0x18);
        end
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        end
    else
        MPAM2_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    MPAM2_EL2 = X[t];

```

MRS <Xt>, MPAM1_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1010	0b0101	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        end
    elsif EL2Enabled() && MPAM2_EL2.TRAPMPAM1EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x900];
    else
        return MPAM1_EL1;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        end
    elsif HCR_EL2.E2H == '1' then
        return MPAM2_EL2;
    else
        return MPAM1_EL1;
elsif PSTATE.EL == EL3 then
    return MPAM1_EL1;

```

MSR MPAM1_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1010	0b0101	0b000


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif EL2Enabled() && MPAM2_EL2.TRAPMPAM1EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x900] = X[t];
    else
        MPAM1_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HCR_EL2.E2H == '1' then
        MPAM2_EL2 = X[t];
    else
        MPAM1_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    MPAM1_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MPAM3_EL3, MPAM3 Register (EL3)

The MPAM3_EL3 characteristics are:

Purpose

Holds information to generate MPAM labels for memory requests when executing at EL3.

Configuration

AArch64 System register MPAM3_EL3 bit [63] is architecturally mapped to AArch64 System register [MPAM2_EL2\[63\]](#) when EL2 is implemented.

AArch64 System register MPAM3_EL3 bit [63] is architecturally mapped to AArch64 System register [MPAM1_EL1\[63\]](#).

This register is present only when FEAT_MPAM is implemented. Otherwise, direct accesses to MPAM3_EL3 are UNDEFINED.

Attributes

MPAM3_EL3 is a 64-bit register.

Field descriptions

The MPAM3_EL3 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
MPAMEN	TRAPLOWER	SDEFLT	FORCE_NS	RES0												PMG_D						PMG_I									
PARTID_D																PARTID_I															
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

MPAMEN, bit [63]

MPAM Enable. MPAM is enabled when MPAMEN == 1. When disabled, all PARTIDs and PMGs are output as their default value in the corresponding ID space.

Values of this field are:

MPAMEN	Meaning
0b0	The default PARTID and default PMG are output in MPAM information when executing at any ELn.
0b1	MPAM information is output based on the MPAMn_ELx register for ELn according the MPAM configuration.

This field is always read/write in MPAM3_EL3.

This field resets to 0.

TRAPLOWER, bit [62]

Trap direct accesses to any MPAM system registers that are not UNDEFINED from all ELn lower than EL3.

TRAPLOWER	Meaning
0b0	Do not force trapping of direct accesses of MPAM system registers to EL3.
0b1	Force all direct accesses of MPAM system registers to trap to EL3.

On a Cold reset, this field resets to 1.

SDEFLT, bit [61]

When (FEAT_MPAMv0p1 is implemented or FEAT_MPAMv1p1 is implemented) and MPAMIDR_EL1.HAS_SDEFLT == 1:

SDEFLT overrides the PARTID with the default PARTID when executing in the Secure state.

SDEFLT	Meaning
0b0	The PARTID is determined normally in the Secure state.
0b1	The PARTID is always PARTID 0 when executing in the Secure state.

This field resets to an UNKNOWN value.

Otherwise:

Reserved, RES0.

FORCE_NS, bit [60]

When FEAT_MPAMv0p1 is implemented and MPAMIDR_EL1.HAS_FORCE_NS == 1:

FORCE_NS forces MPAM_NS to always be 1 in the Secure state.

FORCE_NS	Meaning
0b0	MPAM_NS is 0 when executing in the Secure state.
0b1	MPAM_NS is 1 when executing in the Secure state.

An implementation is permitted to have this field as RAO if the implementation does not support generating MPAM_NS as 0.

This field resets to an UNKNOWN value.

Otherwise:

Reserved, RES0.

Bits [59:48]

Reserved, RES0.

PMG_D, bits [47:40]

Performance monitoring group for data accesses.

This field resets to an architecturally UNKNOWN value.

PMG_I, bits [39:32]

Performance monitoring group for instruction accesses.

PARTID_D, bits [31:16]

Partition ID for data accesses, including load and store accesses, made from EL3.

This field resets to an architecturally UNKNOWN value.

PARTID_I, bits [15:0]

Partition ID for instruction accesses made from EL3.

This field resets to an architecturally UNKNOWN value.

Accessing the MPAM3_EL3

None of the fields in this register are permitted to be cached in a TLB.

Accesses to this register use the following encodings:

MRS <Xt>, MPAM3_EL3

op0	op1	CRn	CRm	op2
0b11	0b110	0b1010	0b0101	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    return MPAM3_EL3;
```

MSR MPAM3_EL3, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b1010	0b0101	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    MPAM3_EL3 = X[t];
```

MPAMHCR_EL2, MPAM Hypervisor Control Register (EL2)

The MPAMHCR_EL2 characteristics are:

Purpose

Controls the PARTID virtualization features of MPAM. It controls the mapping of virtual PARTIDs into physical PARTIDs in [MPAM0_EL1](#) when EL0_VPMEN == 1 and in [MPAM1_EL1](#) when EL1_VPMEN == 1.

Configuration

This register is present only when FEAT_MPAM is implemented and MPAMIDR_EL1.HAS_HCR == 1. Otherwise, direct accesses to MPAMHCR_EL2 are UNDEFINED.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

MPAMHCR_EL2 is a 64-bit register.

Field descriptions

The MPAMHCR_EL2 bit assignments are:

63	62616059585756555453525150494847464544434241	40	393837363534	33	32
RES0					
TRAP_MPAMIDR_EL1	RES0	GSTAPP_PLK	RES0	EL1_VPMEN	ELO_VPMEN
31	3029282726252423222120191817161514131211109	8	765432	1	0

Bits [63:32]

Reserved, RES0.

TRAP_MPAMIDR_EL1, bit [31]

Trap accesses from EL1 to [MPAMIDR_EL1](#) to EL2.

TRAP_MPAMIDR_EL1	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Direct accesses to MPAMIDR_EL1 from EL1 are trapped to EL2.

When EL3 is not implemented, this field resets to 1.

When EL3 is implemented, this field resets to an architecturally UNKNOWN value.

Bits [30:9]

Reserved, RES0.

GSTAPP_PLK, bit [8]

Make the PARTIDs at EL0 the same as the PARTIDs at EL1. When executing at EL0, EL2 is enabled, [HCR_EL2.TGE](#) == 0 and GSTAPP_PLK = 1, [MPAM1_EL1](#) is used instead of [MPAM0_EL1](#) to generate MPAM labels for memory requests.

GSTAPP_PLK	Meaning
0b0	MPAM0_EL1 is used to generate MPAM labels when executing at EL0.
0b1	MPAM1_EL1 is used to generate MPAM labels when executing at EL0 with EL2 enabled and HCR_EL2.TGE == 0. Otherwise MPAM0_EL1 is used.

This field resets to an architecturally UNKNOWN value.

Bits [7:2]

Reserved, RES0.

EL1_VPMEN, bit [1]

Enable the virtual PARTID mapping of the PARTID fields in MPAM1_EL1 when executing at EL1. This bit also enables virtual PARTID mapping when [MPAM1_EL1](#) is used to generate MPAM labels for memory requests at EL0 due to GSTAPP_PLK == 1.

EL1_VPMEN	Meaning
0b0	MPAM1_EL1 .PARTID_I and MPAM1_EL1 .PARTID_D are physical PARTIDs that are used to label memory system requests.
0b1	MPAM1_EL1 .PARTID_I and MPAM1_EL1 .PARTID_D are virtual PARTIDs that are used to index the PhyPARTID fields of MPAMVPM0_EL2 to MPAMVPM7_EL2 registers to map the virtual PARTID into a physical PARTID to label memory system requests.

This field resets to an architecturally UNKNOWN value.

EL0_VPMEN, bit [0]

Enable the virtual PARTID mapping of the PARTID fields of [MPAM0_EL1](#) unless [HCR_EL2.E2H](#) == 1 and [HCR_EL2.TGE](#) == 1.

When [HCR_EL2.E2H](#) == 1 and [HCR_EL2.TGE](#) == 1, EL0_VPMEN is ignored and MPAM0_EL1 PARTID fields are not mapped.

When [MPAMHCR_EL2](#).GSTAPP_PLK == 1 and [HCR_EL2.TGE](#) == 0, [MPAM1_EL1](#) is used as the source of PARTIDs and the virtual PARTID mapping of [MPAM1_EL1](#) PARTIDs is controlled by [MPAMHCR_EL2](#).EL1_VPMEN.

EL0_VPMEN	Meaning
0b0	MPAM0_EL1 .PARTID_I and MPAM0_EL1 .PARTID_D are physical PARTIDs that are used to label memory system requests.
0b1	MPAM0_EL1 .PARTID_I and MPAM0_EL1 .PARTID_D are virtual PARTIDs that are used to index the PhyPARTID fields of MPAMVPM0_EL2 to MPAMVPM7_EL2 registers to map the virtual PARTID into a physical PARTID to label memory system requests.

This field resets to an architecturally UNKNOWN value.

Accessing the MPAMHCR_EL2

Accesses to this register use the following encodings:

MRS <Xt>, MPAMHCR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1010	0b0100	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return NVMem[0x930];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return MPAMHCR_EL2;
elsif PSTATE.EL == EL3 then
    return MPAMHCR_EL2;

```

MSR MPAMHCR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1010	0b0100	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        NVMem[0x930] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        MPAMHCR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    MPAMHCR_EL2 = X[t];

```

MPAMIDR_EL1, MPAM ID Register (EL1)

The MPAMIDR_EL1 characteristics are:

Purpose

Indicates the presence and maximum PARTID and PMG values supported in the implementation. It also indicates whether the implementation supports MPAM virtualization.

Configuration

This register is present only when FEAT_MPAM is implemented. Otherwise, direct accesses to MPAMIDR_EL1 are UNDEFINED.

Attributes

MPAMIDR_EL1 is a 64-bit register.

Field descriptions

The MPAMIDR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34
RES0	HAS_SDEFLT	HAS_FORCE_NS	RES0	HAS_TIDR	RES0										PMG_MAX										PARTID_MAX				
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

MPAMIDR_EL1 indicates the MPAM implementation parameters of the PE.

Bits [63:62]

Reserved, RES0.

HAS_SDEFLT, bit [61]

HAS_SDEFLT indicates support for [MPAM3_EL3](#).SDEFLT bit. Defined values are:

HAS_SDEFLT	Meaning
0b0	The SDEFLT bit is not implemented in MPAM3_EL3 .
0b1	The SDEFLT bit is implemented in MPAM3_EL3 .

When [MPAM3_EL3](#).SDEFLT == 1, accesses from the Secure execution state use the default PARTID, PARTID == 0.

HAS_FORCE_NS, bit [60]

HAS_FORCE_NS indicates support for [MPAM3_EL3](#).FORCE_NS bit. Defined values are:

HAS_FORCE_NS	Meaning
0b0	The FORCE_NS bit is not implemented in MPAM3_EL3 .
0b1	The FORCE_NS bit is implemented in MPAM3_EL3 .

When [MPAM3_EL3](#).FORCE_NS == 1, accesses from the Secure execution state have MPAM_NS == 1.

Bit [59]

Reserved, RES0.

HAS_TIDR, bit [58]

HAS_TIDR indicates support for [MPAM2_EL2.TIDR](#) bit. Defined values are:

HAS_TIDR	Meaning
0b0	The TIDR bit is not implemented in MPAM2_EL2 .
0b1	The TIDR bit is implemented in MPAM2_EL2 .

Bits [57:40]

Reserved, RES0.

PMG_MAX, bits [39:32]

The largest value of PMG that the implementation can generate. The PMG_I and PMG_D fields of every MPAMn_ELx must implement at least enough bits to represent PMG_MAX.

Bits [31:21]

Reserved, RES0.

VPMR_MAX, bits [20:18]

When **MPAMIDR_EL1.HAS_HCR == 1**:

Indicates the maximum register index n for the MPAMVPM<n>_EL2 registers.

Otherwise:

Reserved, RAZ.

HAS_HCR, bit [17]

HAS_HCR indicates that the PE implementation supports MPAM virtualization, including [MPAMHCR_EL2](#), [MPAMVPMV_EL2](#) and MPAMVPM<n>_EL2 with n in the range 0 to VPMR_MAX. Must be 0 if EL2 is not implemented in either security state.

HAS_HCR	Meaning
0b0	MPAM virtualization is not supported.
0b1	MPAM virtualization is supported.

Bit [16]

Reserved, RES0.

PARTID_MAX, bits [15:0]

The largest value of PARTID that the implementation can generate. The PARTID_I and PARTID_D fields of every MPAMn_ELx must implement at least enough bits to represent PARTID_MAX.

Accessing the MPAMIDR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, MPAMIDR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1010	0b0100	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif EL2Enabled() && MPAMIDR_EL1.HAS_HCR == '1' && MPAMHCR_EL2.TRAP_MPAMIDR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MPAMIDR_EL1.HAS_TIDR == '1' && MPAM2_EL2.TIDR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return MPAMIDR_EL1;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return MPAMIDR_EL1;
elsif PSTATE.EL == EL3 then
    return MPAMIDR_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MPAMVPM0_EL2, MPAM Virtual PARTID Mapping Register 0

The MPAMVPM0_EL2 characteristics are:

Purpose

MPAMVPM0_EL2 provides mappings from virtual PARTIDs 0 - 3 to physical PARTIDs.

[MPAMIDR_EL1](#).VPMR_MAX field gives the index of the highest implemented MPAMVPM<n>_EL2 register. VPMR_MAX can be as large as 7 (8 registers) or 32 virtual PARTIDs. If [MPAMIDR_EL1](#).VPMR_MAX == 0, there is only a single MPAMVPM<n>_EL2 register, [MPAMVPM0_EL2](#).

Virtual PARTID mapping is enabled by [MPAMHCR_EL2](#).EL1_VPMEN for PARTIDs in [MPAM1_EL1](#) and by [MPAMHCR_EL2](#).EL0_VPMEN for PARTIDs in [MPAM0_EL1](#).

A virtual-to-physical PARTID mapping entry, PhyPARTID<n>, is only valid when the [MPAMVPMV_EL2](#).VPM_V bit in bit position n is set to 1.

Configuration

This register is present only when FEAT_MPAM is implemented and MPAMIDR_EL1.HAS_HCR == 1. Otherwise, direct accesses to MPAMVPM0_EL2 are UNDEFINED.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

MPAMVPM0_EL2 is a 64-bit register.

Field descriptions

The MPAMVPM0_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
PhyPARTID3																PhyPARTID2															
PhyPARTID1																PhyPARTID0															
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

PhyPARTID3, bits [63:48]

Virtual PARTID Mapping Entry for virtual PARTID 3. PhyPARTID3 gives the mapping of virtual PARTID 3 to a physical PARTID.

This field resets to an architecturally UNKNOWN value.

PhyPARTID2, bits [47:32]

Virtual PARTID Mapping Entry for virtual PARTID 2. PhyPARTID2 gives the mapping of virtual PARTID 2 to a physical PARTID.

This field resets to an architecturally UNKNOWN value.

PhyPARTID1, bits [31:16]

Virtual PARTID Mapping Entry for virtual PARTID 1. PhyPARTID1 gives the mapping of virtual PARTID 1 to a physical PARTID.

This field resets to an architecturally UNKNOWN value.

PhyPARTID0, bits [15:0]

Virtual PARTID Mapping Entry for virtual PARTID 0. PhyPARTID0 gives the mapping of virtual PARTID 0 to a physical PARTID.

This field resets to an architecturally UNKNOWN value.

Accessing the MPAMVPM0_EL2

Accesses to this register use the following encodings:

MRS <Xt>, MPAMVPM0_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1010	0b0110	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return NVMem[0x940];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return MPAMVPM0_EL2;
elsif PSTATE.EL == EL3 then
    return MPAMVPM0_EL2;

```

MSR MPAMVPM0_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1010	0b0110	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        NVMem[0x940] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                AArch64.SystemAccessTrap(EL2, 0x18);
        else
            UNDEFINED;
    elsif PSTATE.EL == EL2 then
        if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            MPAMVPM0_EL2 = X[t];
    elsif PSTATE.EL == EL3 then
        MPAMVPM0_EL2 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MPAMVPM1_EL2, MPAM Virtual PARTID Mapping Register 1

The MPAMVPM1_EL2 characteristics are:

Purpose

MPAMVPM1_EL2 provides mappings from virtual PARTIDs 4 - 7 to physical PARTIDs.

[MPAMIDR_EL1](#).VPMR_MAX field gives the index of the highest implemented [MPAMVPM0_EL2](#) to [MPAMVPM7_EL2](#) registers. VPMR_MAX can be as large as 7 (8 registers) or 32 virtual PARTIDs. If [MPAMIDR_EL1](#).VPMR_MAX == 0, there is only a single MPAMVPM<n>_EL2 register, [MPAMVPM0_EL2](#).

Virtual PARTID mapping is enabled by [MPAMHCR_EL2](#).EL1_VPMEN for PARTIDs in [MPAM1_EL1](#) and by [MPAMHCR_EL2](#).EL0_VPMEN for PARTIDs in [MPAM0_EL1](#).

A virtual-to-physical PARTID mapping entry, PhyPARTID<n>, is only valid when the [MPAMVPMV_EL2](#).VPM_V bit in bit position n is set to 1.

Configuration

This register is present only when FEAT_MPAM is implemented, [MPAMIDR_EL1](#).HAS_HCR == 1 and [MPAMIDR_EL1](#).VPMR_MAX > 0. Otherwise, direct accesses to MPAMVPM1_EL2 are UNDEFINED.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

MPAMVPM1_EL2 is a 64-bit register.

Field descriptions

The MPAMVPM1_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
PhyPARTID7																PhyPARTID6															
PhyPARTID5																PhyPARTID4															
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

PhyPARTID7, bits [63:48]

Virtual PARTID Mapping Entry for virtual PARTID 7. PhyPARTID7 gives the mapping of virtual PARTID 7 to a physical PARTID.

This field resets to an architecturally UNKNOWN value.

PhyPARTID6, bits [47:32]

Virtual PARTID Mapping Entry for virtual PARTID 6. PhyPARTID6 gives the mapping of virtual PARTID 6 to a physical PARTID.

This field resets to an architecturally UNKNOWN value.

PhyPARTID5, bits [31:16]

Virtual PARTID Mapping Entry for virtual PARTID 5. PhyPARTID5 gives the mapping of virtual PARTID 5 to a physical PARTID.

This field resets to an architecturally UNKNOWN value.

PhyPARTID4, bits [15:0]

Virtual PARTID Mapping Entry for virtual PARTID 4. PhyPARTID4 gives the mapping of virtual PARTID 4 to a physical PARTID.

This field resets to an architecturally UNKNOWN value.

Accessing the MPAMVPM1_EL2

Accesses to this register use the following encodings:

MRS <Xt>, MPAMVPM1_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1010	0b0110	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return NVMem[0x948];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return MPAMVPM1_EL2;
elsif PSTATE.EL == EL3 then
    return MPAMVPM1_EL2;

```

MSR MPAMVPM1_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1010	0b0110	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        NVMem[0x948] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                AArch64.SystemAccessTrap(EL2, 0x18);
        else
            UNDEFINED;
    elsif PSTATE.EL == EL2 then
        if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            MPAMVPM1_EL2 = X[t];
    elsif PSTATE.EL == EL3 then
        MPAMVPM1_EL2 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MPAMVPM2_EL2, MPAM Virtual PARTID Mapping Register 2

The MPAMVPM2_EL2 characteristics are:

Purpose

MPAMVPM2_EL2 provides mappings from virtual PARTIDs 8 - 11 to physical PARTIDs.

[MPAMIDR_EL1](#).VPMR_MAX field gives the index of the highest implemented [MPAMVPM0_EL2](#) to [MPAMVPM7_EL2](#) registers. VPMR_MAX can be as large as 7 (8 registers) or 32 virtual PARTIDs. If [MPAMIDR_EL1](#).VPMR_MAX == 0, there is only a single MPAMVPM<n>_EL2 register, [MPAMVPM0_EL2](#).

Virtual PARTID mapping is enabled by [MPAMHCR_EL2](#).EL1_VPMEN for PARTIDs in [MPAM1_EL1](#) and by [MPAMHCR_EL2](#).EL0_VPMEN for PARTIDs in [MPAM0_EL1](#).

A virtual-to-physical PARTID mapping entry, PhyPARTID<n>, is only valid when the [MPAMVPMV_EL2](#).VPM_V bit in bit position n is set to 1.

Configuration

This register is present only when FEAT_MPAM is implemented, MPAMIDR_EL1.HAS_HCR == 1 and MPAMIDR_EL1.VPMR_MAX > 1. Otherwise, direct accesses to MPAMVPM2_EL2 are UNDEFINED.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

MPAMVPM2_EL2 is a 64-bit register.

Field descriptions

The MPAMVPM2_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
PhyPARTID11																PhyPARTID10															
PhyPARTID9																PhyPARTID8															
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

PhyPARTID11, bits [63:48]

Virtual PARTID Mapping Entry for virtual PARTID 11. PhyPARTID11 gives the mapping of virtual PARTID 11 to a physical PARTID.

This field resets to an architecturally UNKNOWN value.

PhyPARTID10, bits [47:32]

Virtual PARTID Mapping Entry for virtual PARTID 10. PhyPARTID10 gives the mapping of virtual PARTID 10 to a physical PARTID.

This field resets to an architecturally UNKNOWN value.

PhyPARTID9, bits [31:16]

Virtual PARTID Mapping Entry for virtual PARTID 9. PhyPARTID9 gives the mapping of virtual PARTID 9 to a physical PARTID.

This field resets to an architecturally UNKNOWN value.

PhyPARTID8, bits [15:0]

Virtual PARTID Mapping Entry for virtual PARTID 8. PhyPARTID8 gives the mapping of virtual PARTID 8 to a physical PARTID.

This field resets to an architecturally UNKNOWN value.

Accessing the MPAMVPM2_EL2

Accesses to this register use the following encodings:

MRS <Xt>, MPAMVPM2_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1010	0b0110	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return NVMem[0x950];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return MPAMVPM2_EL2;
elsif PSTATE.EL == EL3 then
    return MPAMVPM2_EL2;

```

MSR MPAMVPM2_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1010	0b0110	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        NVMem[0x950] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                AArch64.SystemAccessTrap(EL2, 0x18);
        else
            UNDEFINED;
    elsif PSTATE.EL == EL2 then
        if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            MPAMVPM2_EL2 = X[t];
    elsif PSTATE.EL == EL3 then
        MPAMVPM2_EL2 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MPAMVPM3_EL2, MPAM Virtual PARTID Mapping Register 3

The MPAMVPM3_EL2 characteristics are:

Purpose

MPAMVPM3_EL2 provides mappings from virtual PARTIDs 12 - 15 to physical PARTIDs.

[MPAMIDR_EL1.VPMR_MAX](#) field gives the index of the highest implemented MPAMVPM<n>_EL2 registers. VPMR_MAX can be as large as 7 (8 registers) or 32 virtual PARTIDs. If [MPAMIDR_EL1.VPMR_MAX](#) == 0, there is only a single MPAMVPM<n>_EL2 register, [MPAMVPM0_EL2](#).

Virtual PARTID mapping is enabled by [MPAMHCR_EL2.EL1_VPMEN](#) for PARTIDs in [MPAM1_EL1](#) and by [MPAMHCR_EL2.EL0_VPMEN](#) for PARTIDs in [MPAM0_EL1](#).

A virtual-to-physical PARTID mapping entry, PhyPARTID<n>, is only valid when the [MPAMVPMV_EL2.VPM_V](#) bit in bit position n is set to 1.

Configuration

This register is present only when FEAT_MPAM is implemented, MPAMIDR_EL1.HAS_HCR == 1 and MPAMIDR_EL1.VPMR_MAX > 2. Otherwise, direct accesses to MPAMVPM3_EL2 are UNDEFINED.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

MPAMVPM3_EL2 is a 64-bit register.

Field descriptions

The MPAMVPM3_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
PhyPARTID15																PhyPARTID14															
PhyPARTID13																PhyPARTID12															
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

PhyPARTID15, bits [63:48]

Virtual PARTID Mapping Entry for virtual PARTID 15. PhyPARTID15 gives the mapping of virtual PARTID 15 to a physical PARTID.

This field resets to an architecturally UNKNOWN value.

PhyPARTID14, bits [47:32]

Virtual PARTID Mapping Entry for virtual PARTID 14. PhyPARTID14 gives the mapping of virtual PARTID 14 to a physical PARTID.

This field resets to an architecturally UNKNOWN value.

PhyPARTID13, bits [31:16]

Virtual PARTID Mapping Entry for virtual PARTID 13. PhyPARTID13 gives the mapping of virtual PARTID 13 to a physical PARTID.

This field resets to an architecturally UNKNOWN value.

PhyPARTID12, bits [15:0]

Virtual PARTID Mapping Entry for virtual PARTID 12. PhyPARTID12 gives the mapping of virtual PARTID 12 to a physical PARTID.

This field resets to an architecturally UNKNOWN value.

Accessing the MPAMVPM3_EL2

Accesses to this register use the following encodings:

MRS <Xt>, MPAMVPM3_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1010	0b0110	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return NVMem[0x958];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return MPAMVPM3_EL2;
elsif PSTATE.EL == EL3 then
    return MPAMVPM3_EL2;

```

MSR MPAMVPM3_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1010	0b0110	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        NVMem[0x958] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                AArch64.SystemAccessTrap(EL2, 0x18);
        else
            UNDEFINED;
    elsif PSTATE.EL == EL2 then
        if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            MPAMVPM3_EL2 = X[t];
    elsif PSTATE.EL == EL3 then
        MPAMVPM3_EL2 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MPAMVPM4_EL2, MPAM Virtual PARTID Mapping Register 4

The MPAMVPM4_EL2 characteristics are:

Purpose

MPAMVPM4_EL2 provides mappings from virtual PARTIDs 16 - 19 to physical PARTIDs.

[MPAMIDR_EL1.VPMR_MAX](#) field gives the index of the highest implemented MPAMVPM<n>_EL2 registers. VPMR_MAX can be as large as 7 (8 registers) or 32 virtual PARTIDs. If [MPAMIDR_EL1.VPMR_MAX](#) == 0, there is only a single MPAMVPM<n>_EL2 register, [MPAMVPM0_EL2](#).

Virtual PARTID mapping is enabled by [MPAMHCR_EL2.EL1_VPMEN](#) for PARTIDs in [MPAM1_EL1](#) and by [MPAMHCR_EL2.EL0_VPMEN](#) for PARTIDs in [MPAM0_EL1](#).

A virtual-to-physical PARTID mapping entry, PhyPARTID<n>, is only valid when the [MPAMVPMV_EL2.VPM_V](#) bit in bit position n is set to 1.

Configuration

This register is present only when FEAT_MPAM is implemented, MPAMIDR_EL1.HAS_HCR == 1 and MPAMIDR_EL1.VPMR_MAX > 3. Otherwise, direct accesses to MPAMVPM4_EL2 are UNDEFINED.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

MPAMVPM4_EL2 is a 64-bit register.

Field descriptions

The MPAMVPM4_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
PhyPARTID19																PhyPARTID18															
PhyPARTID17																PhyPARTID16															
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

PhyPARTID19, bits [63:48]

Virtual PARTID Mapping Entry for virtual PARTID 19. PhyPARTID19 gives the mapping of virtual PARTID 19 to a physical PARTID.

This field resets to an architecturally UNKNOWN value.

PhyPARTID18, bits [47:32]

Virtual PARTID Mapping Entry for virtual PARTID 18. PhyPARTID18 gives the mapping of virtual PARTID 18 to a physical PARTID.

This field resets to an architecturally UNKNOWN value.

PhyPARTID17, bits [31:16]

Virtual PARTID Mapping Entry for virtual PARTID 17. PhyPARTID17 gives the mapping of virtual PARTID 17 to a physical PARTID.

This field resets to an architecturally UNKNOWN value.

PhyPARTID16, bits [15:0]

Virtual PARTID Mapping Entry for virtual PARTID 16. PhyPARTID16 gives the mapping of virtual PARTID 16 to a physical PARTID.

This field resets to an architecturally UNKNOWN value.

Accessing the MPAMVPM4_EL2

Accesses to this register use the following encodings:

MRS <Xt>, MPAMVPM4_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1010	0b0110	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return NVMem[0x960];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return MPAMVPM4_EL2;
elsif PSTATE.EL == EL3 then
    return MPAMVPM4_EL2;

```

MSR MPAMVPM4_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1010	0b0110	0b100


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        NVMem[0x960] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                AArch64.SystemAccessTrap(EL2, 0x18);
        else
            UNDEFINED;
    elsif PSTATE.EL == EL2 then
        if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            MPAMVPM4_EL2 = X[t];
    elsif PSTATE.EL == EL3 then
        MPAMVPM4_EL2 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MPAMVPM5_EL2, MPAM Virtual PARTID Mapping Register 5

The MPAMVPM5_EL2 characteristics are:

Purpose

MPAMVPM5_EL2 provides mappings from virtual PARTIDs 20 - 23 to physical PARTIDs.

[MPAMIDR_EL1.VPMR_MAX](#) field gives the index of the highest implemented MPAMVPM<n>_EL2 registers. VPMR_MAX can be as large as 7 (8 registers) or 32 virtual PARTIDs. If [MPAMIDR_EL1.VPMR_MAX](#) == 0, there is only a single MPAMVPM<n>_EL2 register, [MPAMVPM0_EL2](#).

Virtual PARTID mapping is enabled by [MPAMHCR_EL2.EL1_VPMEN](#) for PARTIDs in [MPAM1_EL1](#) and by [MPAMHCR_EL2.EL0_VPMEN](#) for PARTIDs in [MPAM0_EL1](#).

A virtual-to-physical PARTID mapping entry, PhyPARTID<n>, is only valid when the [MPAMVPMV_EL2.VPM_V](#) bit in bit position n is set to 1.

Configuration

This register is present only when FEAT_MPAM is implemented, MPAMIDR_EL1.HAS_HCR == 1 and MPAMIDR_EL1.VPMR_MAX > 4. Otherwise, direct accesses to MPAMVPM5_EL2 are UNDEFINED.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

MPAMVPM5_EL2 is a 64-bit register.

Field descriptions

The MPAMVPM5_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
PhyPARTID23																PhyPARTID22															
PhyPARTID21																PhyPARTID20															
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

PhyPARTID23, bits [63:48]

Virtual PARTID Mapping Entry for virtual PARTID 23. PhyPARTID23 gives the mapping of virtual PARTID 23 to a physical PARTID.

This field resets to an architecturally UNKNOWN value.

PhyPARTID22, bits [47:32]

Virtual PARTID Mapping Entry for virtual PARTID 22. PhyPARTID22 gives the mapping of virtual PARTID 22 to a physical PARTID.

This field resets to an architecturally UNKNOWN value.

PhyPARTID21, bits [31:16]

Virtual PARTID Mapping Entry for virtual PARTID 21. PhyPARTID21 gives the mapping of virtual PARTID 21 to a physical PARTID.

This field resets to an architecturally UNKNOWN value.

PhyPARTID20, bits [15:0]

Virtual PARTID Mapping Entry for virtual PARTID 20. PhyPARTID20 gives the mapping of virtual PARTID 20 to a physical PARTID.

This field resets to an architecturally UNKNOWN value.

Accessing the MPAMVPM5_EL2

Accesses to this register use the following encodings:

MRS <Xt>, MPAMVPM5_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1010	0b0110	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return NVMem[0x968];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return MPAMVPM5_EL2;
elsif PSTATE.EL == EL3 then
    return MPAMVPM5_EL2;

```

MSR MPAMVPM5_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1010	0b0110	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        NVMem[0x968] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                AArch64.SystemAccessTrap(EL2, 0x18);
        else
            UNDEFINED;
    elsif PSTATE.EL == EL2 then
        if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            MPAMVPM5_EL2 = X[t];
    elsif PSTATE.EL == EL3 then
        MPAMVPM5_EL2 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MPAMVPM6_EL2, MPAM Virtual PARTID Mapping Register 6

The MPAMVPM6_EL2 characteristics are:

Purpose

MPAMVPM6_EL2 provides mappings from virtual PARTIDs 24 - 27 to physical PARTIDs.

[MPAMIDR_EL1.VPMR_MAX](#) field gives the index of the highest implemented MPAMVPM<n>_EL2 registers. VPMR_MAX can be as large as 7 (8 registers) or 32 virtual PARTIDs. If [MPAMIDR_EL1.VPMR_MAX](#) == 0, there is only a single MPAMVPM<n>_EL2 register, [MPAMVPM0_EL2](#).

Virtual PARTID mapping is enabled by [MPAMHCR_EL2.EL1_VPMEN](#) for PARTIDs in [MPAM1_EL1](#) and by [MPAMHCR_EL2.EL0_VPMEN](#) for PARTIDs in [MPAM0_EL1](#).

A virtual-to-physical PARTID mapping entry, PhyPARTID<n>, is only valid when the [MPAMVPMV_EL2.VPM_V](#) bit in bit position n is set to 1.

Configuration

This register is present only when FEAT_MPAM is implemented, MPAMIDR_EL1.HAS_HCR == 1 and MPAMIDR_EL1.VPMR_MAX > 5. Otherwise, direct accesses to MPAMVPM6_EL2 are UNDEFINED.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

MPAMVPM6_EL2 is a 64-bit register.

Field descriptions

The MPAMVPM6_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
PhyPARTID27																PhyPARTID26															
PhyPARTID25																PhyPARTID24															
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

PhyPARTID27, bits [63:48]

Virtual PARTID Mapping Entry for virtual PARTID 27. PhyPARTID27 gives the mapping of virtual PARTID 27 to a physical PARTID.

This field resets to an architecturally UNKNOWN value.

PhyPARTID26, bits [47:32]

Virtual PARTID Mapping Entry for virtual PARTID 26. PhyPARTID26 gives the mapping of virtual PARTID 26 to a physical PARTID.

This field resets to an architecturally UNKNOWN value.

PhyPARTID25, bits [31:16]

Virtual PARTID Mapping Entry for virtual PARTID 25. PhyPARTID25 gives the mapping of virtual PARTID 25 to a physical PARTID.

This field resets to an architecturally UNKNOWN value.

PhyPARTID24, bits [15:0]

Virtual PARTID Mapping Entry for virtual PARTID 24. PhyPARTID24 gives the mapping of virtual PARTID 24 to a physical PARTID.

This field resets to an architecturally UNKNOWN value.

Accessing the MPAMVPM6_EL2

Accesses to this register use the following encodings:

MRS <Xt>, MPAMVPM6_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1010	0b0110	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return NVMem[0x970];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return MPAMVPM6_EL2;
elsif PSTATE.EL == EL3 then
    return MPAMVPM6_EL2;

```

MSR MPAMVPM6_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1010	0b0110	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        NVMem[0x970] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                AArch64.SystemAccessTrap(EL2, 0x18);
        else
            UNDEFINED;
    elsif PSTATE.EL == EL2 then
        if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            MPAMVPM6_EL2 = X[t];
    elsif PSTATE.EL == EL3 then
        MPAMVPM6_EL2 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MPAMVPM7_EL2, MPAM Virtual PARTID Mapping Register 7

The MPAMVPM7_EL2 characteristics are:

Purpose

MPAMVPM7_EL2 provides mappings from virtual PARTIDs 28 - 31 to physical PARTIDs.

[MPAMIDR_EL1.VPMR_MAX](#) field gives the index of the highest implemented MPAMVPM<n>_EL2 registers. VPMR_MAX can be as large as 7 (8 registers) or 32 virtual PARTIDs. If [MPAMIDR_EL1.VPMR_MAX](#) == 0, there is only a single MPAMVPM<n>_EL2 register, [MPAMVPM0_EL2](#).

Virtual PARTID mapping is enabled by [MPAMHCR_EL2.EL1_VPMEN](#) for PARTIDs in [MPAM1_EL1](#) and by [MPAMHCR_EL2.EL0_VPMEN](#) for [MPAM0_EL1](#).

A virtual-to-physical PARTID mapping entry, PhyPARTID<n>, is only valid when the [MPAMVPMV_EL2.VPM_V](#) bit in bit position n is set to 1.

Configuration

This register is present only when FEAT_MPAM is implemented, MPAMIDR_EL1.HAS_HCR == 1 and MPAMIDR_EL1.VPMR_MAX == 7. Otherwise, direct accesses to MPAMVPM7_EL2 are UNDEFINED.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

MPAMVPM7_EL2 is a 64-bit register.

Field descriptions

The MPAMVPM7_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
PhyPARTID31																PhyPARTID30															
PhyPARTID29																PhyPARTID28															
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

PhyPARTID31, bits [63:48]

Virtual PARTID Mapping Entry for virtual PARTID 31. PhyPARTID31 gives the mapping of virtual PARTID 31 to a physical PARTID.

This field resets to an architecturally UNKNOWN value.

PhyPARTID30, bits [47:32]

Virtual PARTID Mapping Entry for virtual PARTID 30. PhyPARTID30 gives the mapping of virtual PARTID 30 to a physical PARTID.

This field resets to an architecturally UNKNOWN value.

PhyPARTID29, bits [31:16]

Virtual PARTID Mapping Entry for virtual PARTID 29. PhyPARTID29 gives the mapping of virtual PARTID 29 to a physical PARTID.

This field resets to an architecturally UNKNOWN value.

PhyPARTID28, bits [15:0]

Virtual PARTID Mapping Entry for virtual PARTID 28. PhyPARTID28 gives the mapping of virtual PARTID 28 to a physical PARTID.

This field resets to an architecturally UNKNOWN value.

Accessing the MPAMVPM7_EL2

Accesses to this register use the following encodings:

MRS <Xt>, MPAMVPM7_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1010	0b0110	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return NVMem[0x978];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return MPAMVPM7_EL2;
elsif PSTATE.EL == EL3 then
    return MPAMVPM7_EL2;

```

MSR MPAMVPM7_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1010	0b0110	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        NVMem[0x978] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                AArch64.SystemAccessTrap(EL2, 0x18);
        else
            UNDEFINED;
    elsif PSTATE.EL == EL2 then
        if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            MPAMVPM7_EL2 = X[t];
    elsif PSTATE.EL == EL3 then
        MPAMVPM7_EL2 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MPAMVPMV_EL2, MPAM Virtual Partition Mapping Valid Register

The MPAMVPMV_EL2 characteristics are:

Purpose

Valid bits for virtual PARTID mapping entries. Each bit *m* corresponds to virtual PARTID mapping entry *m* in the MPAMVPM<*n*>_EL2 registers where *n* = *m* >> 2.

Configuration

This register is present only when FEAT_MPAM is implemented and MPAMIDR_EL1.HAS_HCR == 1. Otherwise, direct accesses to MPAMVPMV_EL2 are UNDEFINED.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

MPAMVPMV_EL2 is a 64-bit register.

Field descriptions

The MPAMVPMV_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
VPM_V<m>, bit [m], for m = 0 to 31																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

VPM_V<*m*>, bit [*m*], for *m* = 0 to 31

Contains valid bit for virtual PARTID mapping entry corresponding to virtual PARTID<*m*>.

This field resets to an architecturally UNKNOWN value.

Accessing the MPAMVPMV_EL2

Accesses to this register use the following encodings:

MRS <Xt>, MPAMVPMV_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1010	0b0100	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return NVMem[0x938];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                AArch64.SystemAccessTrap(EL2, 0x18);
        else
            UNDEFINED;
    elsif PSTATE.EL == EL2 then
        if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return MPAMVPMV_EL2;
    elsif PSTATE.EL == EL3 then
        return MPAMVPMV_EL2;

```

MSR MPAMVPMV_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1010	0b0100	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        NVMem[0x938] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
    elsif PSTATE.EL == EL2 then
        if HaveEL(EL3) && MPAM3_EL3.TRAPLOWER == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            MPAMVPMV_EL2 = X[t];
    elsif PSTATE.EL == EL3 then
        MPAMVPMV_EL2 = X[t];

```

MPIDR_EL1, Multiprocessor Affinity Register

The MPIDR_EL1 characteristics are:

Purpose

In a multiprocessor system, provides an additional PE identification mechanism for scheduling purposes.

Configuration

AArch64 System register MPIDR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [MPIDR\[31:0\]](#).

In a uniprocessor system Arm recommends that each Aff<n> field of this register returns a value of 0.

Attributes

MPIDR_EL1 is a 64-bit register.

Field descriptions

The MPIDR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32				
RES0																								Aff3											
RES1		U	RES0					MT	Aff2								Aff1								Aff0										
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0				

Bits [63:40]

Reserved, RES0.

Aff3, bits [39:32]

Affinity level 3. See the description of Aff0 for more information.

Aff3 is not supported in AArch32 state.

Bit [31]

Reserved, RES1.

U, bit [30]

Indicates a Uniprocessor system, as distinct from PE 0 in a multiprocessor system. The possible values of this bit are:

U	Meaning
0b0	Processor is part of a multiprocessor system.
0b1	Processor is part of a uniprocessor system.

Bits [29:25]

Reserved, RES0.

MT, bit [24]

Indicates whether the lowest level of affinity consists of logical PEs that are implemented using a multithreading type approach. See the description of Aff0 for more information about affinity levels. The possible values of this bit are:

MT	Meaning
0b0	Performance of PEs at the lowest affinity level, or PEs with MPIDR_EL1.MT set to 1, different affinity level 0 values, and the same values for affinity level 1 and higher, is largely independent.
0b1	Performance of PEs at the lowest affinity level, or PEs with MPIDR_EL1.MT set to 1, different affinity level 0 values, and the same values for affinity level 1 and higher, is very interdependent.

Aff2, bits [23:16]

Affinity level 2. See the description of Aff0 for more information.

Aff1, bits [15:8]

Affinity level 1. See the description of Aff0 for more information.

Aff0, bits [7:0]

Affinity level 0. This is the affinity level that is most significant for determining PE behavior. Higher affinity levels are increasingly less significant in determining PE behavior. The assigned value of the MPIDR.{Aff2, Aff1, Aff0} or [MPIDR_EL1](#).{Aff3, Aff2, Aff1, Aff0} set of fields of each PE must be unique within the system as a whole.

Accessing the MPIDR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, MPIDR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0000	0b101

```

if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        else
            UNDEFINED;
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.MPIDR_EL1 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() then
            return VMPIDR_EL2;
        else
            return MPIDR_EL1;
    elsif PSTATE.EL == EL2 then
        return MPIDR_EL1;
    elsif PSTATE.EL == EL3 then
        return MPIDR_EL1;

```

MVFR0_EL1, AArch32 Media and VFP Feature Register 0

The MVFR0_EL1 characteristics are:

Purpose

Describes the features provided by the AArch32 Advanced SIMD and Floating-point implementation.

Must be interpreted with [MVFR1_EL1](#) and [MVFR2_EL1](#).

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch64 System register MVFR0_EL1 bits [31:0] are architecturally mapped to AArch32 System register [MVFR0\[31:0\]](#).

In an implementation where at least one Exception level supports execution in AArch32 state, but there is no support for Advanced SIMD and floating-point operation, this register is RAZ.

Attributes

MVFR0_EL1 is a 64-bit register.

Field descriptions

The MVFR0_EL1 bit assignments are:

When AArch32 is supported at any Exception level:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
FPRound				FPShVec				FPSqrt				FPDivide				FPTrap				FPDP				FPSP				SIMDReg			
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

FPRound, bits [31:28]

Floating-Point Rounding modes. Indicates whether the floating-point implementation provides support for rounding modes. Defined values are:

FPRound	Meaning
0b0000	Not implemented, or only Round to Nearest mode supported, except that Round towards Zero mode is supported for VCVT instructions that always use that rounding mode regardless of the FPSCR setting.
0b0001	All rounding modes supported.

All other values are reserved.

In Armv8-A the permitted values are 0b0000 and 0b0001.

FPSHVec, bits [27:24]

Short Vectors. Indicates whether the floating-point implementation provides support for the use of short vectors. Defined values are:

FPSHVec	Meaning
0b0000	Short vectors not supported.
0b0001	Short vector operation supported.

All other values are reserved.

In Armv8-A the only permitted value is 0b0000.

FPSqrt, bits [23:20]

Square Root. Indicates whether the floating-point implementation provides support for the ARMv6 VFP square root operations. Defined values are:

FPSqrt	Meaning
0b0000	Not supported in hardware.
0b0001	Supported.

All other values are reserved.

In Armv8-A the permitted values are 0b0000 and 0b0001.

The VSQRT.F32 instruction also requires the single-precision floating-point attribute, bits [7:4], and the VSQRT.F64 instruction also requires the double-precision floating-point attribute, bits [11:8].

FPDivide, bits [19:16]

Indicates whether the floating-point implementation provides support for VFP divide operations. Defined values are:

FPDivide	Meaning
0b0000	Not supported in hardware.
0b0001	Supported.

All other values are reserved.

In Armv8-A the permitted values are 0b0000 and 0b0001.

The VDIV.F32 instruction also requires the single-precision floating-point attribute, bits [7:4], and the VDIV.F64 instruction also requires the double-precision floating-point attribute, bits [11:8].

FPTrap, bits [15:12]

Floating Point Exception Trapping. Indicates whether the floating-point implementation provides support for exception trapping. Defined values are:

FPTrap	Meaning
0b0000	Not supported.
0b0001	Supported.

All other values are reserved.

A value of 0b0001 indicates that, when the corresponding trap is enabled, a floating-point exception generates an exception.

FPDP, bits [11:8]

Double Precision. Indicates whether the floating-point implementation provides support for double-precision operations. Defined values are:

FPDP	Meaning
0b0000	Not supported in hardware.
0b0001	Supported, VFPv2.
0b0010	Supported, VFPv3, VFPv4, or Armv8. VFPv3 and Armv8 add an instruction to load a double-precision floating-point constant, and conversions between double-precision and fixed-point values.

All other values are reserved.

In Armv8-A the permitted values are 0b0000 and 0b0010.

A value of 0b0001 or 0b0010 indicates support for all VFP double-precision instructions in the supported version of VFP, except that, in addition to this field being nonzero:

- VSQRT.F64 is only available if the Square root field is 0b0001.
- VDIV.F64 is only available if the Divide field is 0b0001.
- Conversion between double-precision and single-precision is only available if the single-precision field is nonzero.

FPSP, bits [7:4]

Single Precision. Indicates whether the floating-point implementation provides support for single-precision operations. Defined values are:

FPSP	Meaning
0b0000	Not supported in hardware.
0b0001	Supported, VFPv2.
0b0010	Supported, VFPv3 or VFPv4. VFPv3 adds an instruction to load a single-precision floating-point constant, and conversions between single-precision and fixed-point values.

All other values are reserved.

In Armv8-A the permitted values are 0b0000 and 0b0010.

A value of 0b0001 or 0b0010 indicates support for all VFP single-precision instructions in the supported version of VFP, except that, in addition to this field being nonzero:

- VSQRT.F32 is only available if the Square root field is 0b0001.
- VDIV.F32 is only available if the Divide field is 0b0001.
- Conversion between double-precision and single-precision is only available if the double-precision field is nonzero.

SIMDReg, bits [3:0]

Advanced SIMD registers. Indicates whether the Advanced SIMD and floating-point implementation provides support for the Advanced SIMD and floating-point register bank. Defined values are:

SIMDReg	Meaning
0b0000	The implementation has no Advanced SIMD and floating-point support.
0b0001	The implementation includes floating-point support with 16 x 64-bit registers.
0b0010	The implementation includes Advanced SIMD and floating-point support with 32 x 64-bit registers.

All other values are reserved.

In Armv8-A the permitted values are 0b0000 and 0b0010.

Otherwise:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
UNKNOWN																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Reserved, UNKNOWN.

Accessing the MVFR0_EL1

Accesses to this register use the following encodings:

MRS <Xt>, MVFR0_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0011	0b000

```

if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    else
        UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TID3 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return MVFR0_EL1;
elseif PSTATE.EL == EL2 then
    return MVFR0_EL1;
elseif PSTATE.EL == EL3 then
    return MVFR0_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MVFR1_EL1, AArch32 Media and VFP Feature Register 1

The MVFR1_EL1 characteristics are:

Purpose

Describes the features provided by the AArch32 Advanced SIMD and Floating-point implementation.

Must be interpreted with [MVFR0_EL1](#) and [MVFR2_EL1](#).

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch64 System register MVFR1_EL1 bits [31:0] are architecturally mapped to AArch32 System register [MVFR1\[31:0\]](#).

In an implementation where at least one Exception level supports execution in AArch32 state, but there is no support for Advanced SIMD and floating-point operation, this register is RAZ.

Attributes

MVFR1_EL1 is a 64-bit register.

Field descriptions

The MVFR1_EL1 bit assignments are:

When AArch32 is supported at any Exception level:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
SIMDFMAC				FPHP				SIMDHP				SIMDSP				SIMDInt				SIMDLS				FPDNaN				FPFtZ			
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

SIMDFMAC, bits [31:28]

Advanced SIMD Fused Multiply-Accumulate. Indicates whether the Advanced SIMD implementation provides fused multiply accumulate instructions. Defined values are:

SIMDFMAC	Meaning
0b0000	Not implemented.
0b0001	Implemented.

All other values are reserved.

In Armv8-A, the permitted values are 0b0000 and 0b0001.

The Advanced SIMD and floating-point implementations must provide the same level of support for these instructions.

FPHP, bits [27:24]

Floating Point Half Precision. Indicates the level of half-precision floating-point support. Defined values are:

FPHP	Meaning
0b0000	Not supported.
0b0001	Floating-point half-precision conversion instructions are supported for conversion between single-precision and half-precision.
0b0010	As for 0b0001, and adds instructions for conversion between double-precision and half-precision.
0b0011	As for 0b0010, and adds support for half-precision floating-point arithmetic.

All other values are reserved.

In Armv8-A, the permitted values are:

- 0b0000 in an implementation without floating-point support.
- 0b0010 in an implementation with floating-point support that does not include the FEAT_FP16 extension.
- 0b0011 in an implementation with floating-point support that includes the FEAT_FP16 extension.

The level of support indicated by this field must be equivalent to the level of support indicated by the SIMDHP field, meaning the permitted values are:

Half Precision instructions supported	FPHP	SIMDHP
No support	0b0000	0b0000
Conversions only	0b0010	0b0001
Conversions and arithmetic	0b0011	0b0010

SIMDHP, bits [23:20]

Advanced SIMD Half Precision. Indicates the level of half-precision floating-point support. Defined values are:

SIMDHP	Meaning
0b0000	Not supported.
0b0001	SIMD half-precision conversion instructions are supported for conversion between single-precision and half-precision.
0b0010	As for 0b0001, and adds support for half-precision floating-point arithmetic.

All other values are reserved.

In Armv8-A, the permitted values are:

- 0b0000 in an implementation without SIMD floating-point support.
- 0b0010 in an implementation with SIMD floating-point support that does not include the FEAT_FP16 extension.
- 0b0011 in an implementation with SIMD floating-point support that includes the FEAT_FP16 extension.

The level of support indicated by this field must be equivalent to the level of support indicated by the FPHP field, meaning the permitted values are:

Half Precision instructions supported	FPHP	SIMDHP
No support	0b0000	0b0000
Conversions only	0b0010	0b0001
Conversions and arithmetic	0b0011	0b0010

SIMDSP, bits [19:16]

Advanced SIMD Single Precision. Indicates whether the Advanced SIMD and floating-point implementation provides single-precision floating-point instructions. Defined values are:

SIMDSP	Meaning
0b0000	Not implemented.
0b0001	Implemented. This value is permitted only if the SIMDInt field is 0b0001.

All other values are reserved.

In Armv8-A, the permitted values are 0b0000 and 0b0001.

SIMDInt, bits [15:12]

Advanced SIMD Integer. Indicates whether the Advanced SIMD and floating-point implementation provides integer instructions. Defined values are:

SIMDInt	Meaning
0b0000	Not implemented.
0b0001	Implemented.

All other values are reserved.

In Armv8-A, the permitted values are 0b0000 and 0b0001.

SIMDLS, bits [11:8]

Advanced SIMD Load/Store. Indicates whether the Advanced SIMD and floating-point implementation provides load/store instructions. Defined values are:

SIMDLS	Meaning
0b0000	Not implemented.
0b0001	Implemented.

All other values are reserved.

In Armv8-A, the permitted values are 0b0000 and 0b0001.

FPDNaN, bits [7:4]

Default NaN mode. Indicates whether the floating-point implementation provides support only for the Default NaN mode. Defined values are:

FPDNaN	Meaning
0b0000	Not implemented, or hardware supports only the Default NaN mode.
0b0001	Hardware supports propagation of NaN values.

All other values are reserved.

In Armv8-A, the permitted values are 0b0000 and 0b0001.

FPFtZ, bits [3:0]

Flush to Zero mode. Indicates whether the floating-point implementation provides support only for the Flush-to-Zero mode of operation. Defined values are:

FPFtZ	Meaning
0b0000	Not implemented, or hardware supports only the Flush-to-Zero mode of operation.
0b0001	Hardware supports full denormalized number arithmetic.

All other values are reserved.

In Armv8-A, the permitted values are 0b0000 and 0b0001.

Otherwise:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
UNKNOWN																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Reserved, UNKNOWN.

Accessing the MVFR1_EL1

Accesses to this register use the following encodings:

MRS <Xt>, MVFR1_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0011	0b001

```

if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    else
        UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TID3 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return MVFR1_EL1;
elseif PSTATE.EL == EL2 then
    return MVFR1_EL1;
elseif PSTATE.EL == EL3 then
    return MVFR1_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MVFR2_EL1, AArch32 Media and VFP Feature Register 2

The MVFR2_EL1 characteristics are:

Purpose

Describes the features provided by the AArch32 Advanced SIMD and Floating-point implementation.

Must be interpreted with [MVFR0_EL1](#) and [MVFR1_EL1](#).

For general information about the interpretation of the ID registers, see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch64 System register MVFR2_EL1 bits [31:0] are architecturally mapped to AArch32 System register [MVFR2\[31:0\]](#).

In an implementation where at least one Exception level supports execution in AArch32 state, but there is no support for Advanced SIMD and floating-point operation, this register is RAZ.

Attributes

MVFR2_EL1 is a 64-bit register.

Field descriptions

The MVFR2_EL1 bit assignments are:

When AArch32 is supported at any Exception level:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																RES0															
RES0																FPMisc							SIMDMisc								
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:8]

Reserved, RES0.

FPMisc, bits [7:4]

Indicates whether the floating-point implementation provides support for miscellaneous VFP features.

FPMisc	Meaning
0b0000	Not implemented, or no support for miscellaneous features.
0b0001	Support for Floating-point selection.
0b0010	As 0b0001, and Floating-point Conversion to Integer with Directed Rounding modes.
0b0011	As 0b0010, and Floating-point Round to Integer Floating-point.
0b0100	As 0b0011, and Floating-point MaxNum and MinNum.

All other values are reserved.

In Armv8-A, the permitted values are 0b0000 and 0b0100.

SIMDMisc, bits [3:0]

Indicates whether the Advanced SIMD implementation provides support for miscellaneous Advanced SIMD features.

SIMDMisc	Meaning
0b0000	Not implemented, or no support for miscellaneous features.
0b0001	Floating-point Conversion to Integer with Directed Rounding modes.
0b0010	As 0b0001, and Floating-point Round to Integer Floating-point.
0b0011	As 0b0010, and Floating-point MaxNum and MinNum.

All other values are reserved.

In Armv8-A, the permitted values are 0b0000 and 0b0011.

Otherwise:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																UNKNOWN															
																UNKNOWN															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Reserved, UNKNOWN.

Accessing the MVFR2_EL1

Accesses to this register use the following encodings:

MRS <Xt>, MVFR2_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0011	0b010

```

if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    else
        UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TID3 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return MVFR2_EL1;
elseif PSTATE.EL == EL2 then
    return MVFR2_EL1;
elseif PSTATE.EL == EL3 then
    return MVFR2_EL1;

```


NZCV, Condition Flags

The NZCV characteristics are:

Purpose

Allows access to the condition flags.

Configuration

There are no configuration notes.

Attributes

NZCV is a 64-bit register.

Field descriptions

The NZCV bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																RES0															
N	Z	C	V	RES0																											
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

N, bit [31]

Negative condition flag. Set to 1 if the result of the last flag-setting instruction was negative.

Z, bit [30]

Zero condition flag. Set to 1 if the result of the last flag-setting instruction was zero, and to 0 otherwise. A result of zero often indicates an equal result from a comparison.

C, bit [29]

Carry condition flag. Set to 1 if the last flag-setting instruction resulted in a carry condition, for example an unsigned overflow on an addition.

V, bit [28]

Overflow condition flag. Set to 1 if the last flag-setting instruction resulted in an overflow condition, for example a signed overflow on an addition.

Bits [27:0]

Reserved, RES0.

Accessing the NZCV

Accesses to this register use the following encodings:

MRS <Xt>, NZCV

op0	op1	CRn	CRm	op2
0b11	0b011	0b0100	0b0010	0b000

```

if PSTATE.EL == EL0 then
    return Zeros(32):PSTATE.<N,Z,C,V>:Zeros(28);
elsif PSTATE.EL == EL1 then
    return Zeros(32):PSTATE.<N,Z,C,V>:Zeros(28);
elsif PSTATE.EL == EL2 then
    return Zeros(32):PSTATE.<N,Z,C,V>:Zeros(28);
elsif PSTATE.EL == EL3 then
    return Zeros(32):PSTATE.<N,Z,C,V>:Zeros(28);

```

MSR NZCV, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b0100	0b0010	0b000

```

if PSTATE.EL == EL0 then
    PSTATE.<N,Z,C,V> = X[t]<31:28>;
elsif PSTATE.EL == EL1 then
    PSTATE.<N,Z,C,V> = X[t]<31:28>;
elsif PSTATE.EL == EL2 then
    PSTATE.<N,Z,C,V> = X[t]<31:28>;
elsif PSTATE.EL == EL3 then
    PSTATE.<N,Z,C,V> = X[t]<31:28>;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

OSDLR_EL1, OS Double Lock Register

The OSDLR_EL1 characteristics are:

Purpose

Used to control the OS Double Lock.

Configuration

AArch64 System register OSDLR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [DBGOSDLR\[31:0\]](#).

Attributes

OSDLR_EL1 is a 64-bit register.

Field descriptions

The OSDLR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0																															DLK
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:1]

Reserved, RES0.

DLK, bit [0]

When FEAT_DoubleLock is implemented:

OS Double Lock control bit.

DLK	Meaning
0b0	OS Double Lock unlocked.
0b1	OS Double Lock locked, if DBGPRCR_EL1 .CORENPDRQ (Core no powerdown request) bit is set to 0 and the PE is in Non-debug state.

On a Warm reset, this field resets to 0.

Otherwise:

Reserved, RAZ/WI.

Accessing the OSDLR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, OSDLR_EL1

op0	op1	CRn	CRm	op2
-----	-----	-----	-----	-----

0b10	0b000	0b0001	0b0011	0b100
------	-------	--------	--------	-------

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDOSA == '1' && (IsFeatureImplemented("FEAT_DoubleLock") ||
boolean IMPLEMENTATION_DEFINED "Trapped by MDCR_EL3.TDOSA") then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
IsFeatureImplemented("FEAT_DoubleLock") && HDFGRTR_EL2.OSDLR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.<TDE,TDOSA> != '00' && (IsFeatureImplemented("FEAT_DoubleLock")
|| boolean IMPLEMENTATION_DEFINED "Trapped by MDCR_EL2.TDOSA") then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDOSA == '1' && (IsFeatureImplemented("FEAT_DoubleLock") ||
boolean IMPLEMENTATION_DEFINED "Trapped by MDCR_EL3.TDOSA") then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return OSDLR_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDOSA == '1' && (IsFeatureImplemented("FEAT_DoubleLock") ||
boolean IMPLEMENTATION_DEFINED "Trapped by MDCR_EL3.TDOSA") then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TDOSA == '1' && (IsFeatureImplemented("FEAT_DoubleLock") ||
boolean IMPLEMENTATION_DEFINED "Trapped by MDCR_EL3.TDOSA") then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return OSDLR_EL1;
elsif PSTATE.EL == EL3 then
    return OSDLR_EL1;

```

MSR OSDLR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b000	0b0001	0b0011	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDOSA == '1' && (IsFeatureImplemented("FEAT_DoubleLock") ||
boolean IMPLEMENTATION_DEFINED "Trapped by MDCR_EL3.TDOSA") then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
IsFeatureImplemented("FEAT_DoubleLock") && HDFGWTR_EL2.OSDLR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.<TDE,TDOSA> != '00' && (IsFeatureImplemented("FEAT_DoubleLock")
|| boolean IMPLEMENTATION_DEFINED "Trapped by MDCR_EL2.TDOSA") then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDOSA == '1' && (IsFeatureImplemented("FEAT_DoubleLock") ||
boolean IMPLEMENTATION_DEFINED "Trapped by MDCR_EL3.TDOSA") then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            OSDLR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDOSA == '1' && (IsFeatureImplemented("FEAT_DoubleLock") ||
boolean IMPLEMENTATION_DEFINED "Trapped by MDCR_EL3.TDOSA") then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TDOSA == '1' && (IsFeatureImplemented("FEAT_DoubleLock") ||
boolean IMPLEMENTATION_DEFINED "Trapped by MDCR_EL3.TDOSA") then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            OSDLR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    OSDLR_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

OSDTRRX_EL1, OS Lock Data Transfer Register, Receive

The OSDTRRX_EL1 characteristics are:

Purpose

Used for save/restore of [DBGDTRRX_EL0](#). It is a component of the Debug Communications Channel.

Configuration

AArch64 System register OSDTRRX_EL1 bits [31:0] are architecturally mapped to AArch32 System register [DBGDTRRXExt\[31:0\]](#).

Attributes

OSDTRRX_EL1 is a 64-bit register.

Field descriptions

The OSDTRRX_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
Update DTRRX without side-effect																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

Bits [31:0]

Update DTRRX without side-effect.

Writes to this register update the value in DTRRX and do not change RXfull.

Reads of this register return the last value written to DTRRX and do not change RXfull.

For the full behavior of the Debug Communications Channel, see 'The Debug Communication Channel and Instruction Transfer Register'.

Accessing the OSDTRRX_EL1

Arm deprecates reads and writes of OSDTRRX_EL1 when the OS Lock is unlocked.

Accesses to this register use the following encodings:

MRS <Xt>, OSDTRRX_EL1

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0000	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDCC == '1' then
        UNDEFINED;
    elseif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elseif EL2Enabled() && MDCR_EL2.TDCC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif HaveEL(EL3) && MDCR_EL3.TDCC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return OSDTRRX_EL1;
elseif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDCC == '1' then
        UNDEFINED;
    elseif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elseif HaveEL(EL3) && MDCR_EL3.TDCC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return OSDTRRX_EL1;
elseif PSTATE.EL == EL3 then
    return OSDTRRX_EL1;

```

MSR OSDTRRX_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0000	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDCC == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && MDCR_EL2.TDCC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDCC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        OSDTRRX_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDCC == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TDCC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        OSDTRRX_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    OSDTRRX_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

OSDTRTX_EL1, OS Lock Data Transfer Register, Transmit

The OSDTRTX_EL1 characteristics are:

Purpose

Used for save/restore of [DBGDTRTX_EL0](#). It is a component of the Debug Communications Channel.

Configuration

AArch64 System register OSDTRTX_EL1 bits [31:0] are architecturally mapped to AArch32 System register [DBGDTRTXext\[31:0\]](#).

Attributes

OSDTRTX_EL1 is a 64-bit register.

Field descriptions

The OSDTRTX_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
Return DTRTX without side-effect																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

Bits [31:0]

Return DTRTX without side-effect.

Reads of this register return the value in DTRTX and do not change TXfull.

Writes of this register update the value in DTRTX and do not change TXfull.

For the full behavior of the Debug Communications Channel, see 'The Debug Communication Channel and Instruction Transfer Register'.

Accessing the OSDTRTX_EL1

Arm deprecates reads and writes of OSDTRTX_EL1 when the OS Lock is unlocked.

Accesses to this register use the following encodings:

MRS <Xt>, OSDTRTX_EL1

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0011	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDCC == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && MDCR_EL2.TDCC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDCC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return OSDTRTX_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDCC == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TDCC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return OSDTRTX_EL1;
elsif PSTATE.EL == EL3 then
    return OSDTRTX_EL1;

```

MSR OSDTRTX_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0011	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDCC == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && MDCR_EL2.TDCC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDCC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        OSDTRTX_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDCC == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TDCC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        OSDTRTX_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    OSDTRTX_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

OSECCR_EL1, OS Lock Exception Catch Control Register

The OSECCR_EL1 characteristics are:

Purpose

Provides a mechanism for an operating system to access the contents of [EDECCR](#) that are otherwise invisible to software, so it can save/restore the contents of [EDECCR](#) over powerdown on behalf of the external debugger.

Configuration

AArch64 System register OSECCR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [DBGOSECCR\[31:0\]](#).

AArch64 System register OSECCR_EL1 bits [31:0] are architecturally mapped to External register [EDECCR\[31:0\]](#).

If [OSLSR_EL1.OSLK](#) == 0, then OSECCR_EL1 returns an UNKNOWN value on reads and ignores writes.

Attributes

OSECCR_EL1 is a 64-bit register.

Field descriptions

The OSECCR_EL1 bit assignments are:

When OSLSR_EL1.OSLK == 1:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
EDECCR																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

EDECCR, bits [31:0]

Used for save/restore to [EDECCR](#) over powerdown.

Reads or writes to this field are indirect accesses to [EDECCR](#).

Accessing the OSECCR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, OSECCR_EL1

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0110	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elseif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.OSECCR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return OSECCR_EL1;
elseif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elseif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return OSECCR_EL1;
elseif PSTATE.EL == EL3 then
    return OSECCR_EL1;

```

MSR OSECCR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0110	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDBGWTR_EL2.OSECCR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            OSECCR_EL1 = X[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                OSECCR_EL1 = X[t];
    elsif PSTATE.EL == EL3 then
        OSECCR_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

OSLAR_EL1, OS Lock Access Register

The OSLAR_EL1 characteristics are:

Purpose

Used to lock or unlock the OS Lock.

Configuration

AArch64 System register OSLAR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [DBGOSLAR\[31:0\]](#).
AArch64 System register OSLAR_EL1 bits [31:0] are architecturally mapped to External register [OSLAR_EL1\[31:0\]](#).

Attributes

OSLAR_EL1 is a 64-bit register.

Field descriptions

The OSLAR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0																															OSLK
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:1]

Reserved, RES0.

OSLK, bit [0]

On writes to OSLAR_EL1, bit[0] is copied to the OS Lock.
Use [OSLSR_EL1](#).OSLK to check the current status of the lock.

Accessing the OSLAR_EL1

Accesses to this register use the following encodings:

MSR OSLAR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b000	0b0001	0b0000	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDOSA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDBGWTR_EL2.OSLAR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.<TDE,TDOSA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TDOSA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            OSLAR_EL1 = X[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDOSA == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && MDCR_EL3.TDOSA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                OSLAR_EL1 = X[t];
    elsif PSTATE.EL == EL3 then
        OSLAR_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

OSLSR_EL1, OS Lock Status Register

The OLSR_EL1 characteristics are:

Purpose

Provides the status of the OS Lock.

Configuration

AArch64 System register OSLSR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [DBGOSLSR\[31:0\]](#).

Attributes

OSLSR_EL1 is a 64-bit register.

Field descriptions

The OLSR_EL1 bit assignments are:

63 62 61 60 59 58 57 56 55 54 53 52 51 50 49 48 47 46 45 44 43 42 41 40 39 38 37 36 35 34 33 32

RES0

RES0 OSLM[1] nTT OSLK OSLM[0]

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

Bits [63:4]

Reserved, RES0.

OSLM[1], bit [3]

This field is bit[1] of OSLM[1:0].

OS lock model implemented. Identifies the form of OS save and restore mechanism implemented.

OSLM	Meaning
0b00	OS Lock not implemented.
0b10	OS Lock implemented.

All other values are reserved. In an Armv8 implementation the value 0b00 is not permitted.

The OSLM field is split as follows:

- OSLM[1] is OLSR_EL1[3].
- OSLM[0] is OLSR_EL1[0].

nTT, bit [2]

Not 32-bit access. This bit is always RAZ. It indicates that a 32-bit access is needed to write the key to the OS Lock Access Register.

OSLK, bit [1]

OS Lock Status.

OSLK	Meaning
0b0	OS Lock unlocked.
0b1	OS Lock locked.

The OS Lock is locked and unlocked by writing to the OS Lock Access Register.

On a Cold reset, this field resets to 1.

On a Warm reset, the value of this field is unchanged.

OSLM[0], bit [0]

This field is bit[0] of OSLM[1:0].

See OSLM[1] for the field description.

Accessing the OSLSR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, OSLSR_EL1

op0	op1	CRn	CRm	op2
0b10	0b000	0b0001	0b0001	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDOSA == '1' then
        UNDEFINED;
    elseif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.OSLSR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.<TDE,TDOSA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif HaveEL(EL3) && MDCR_EL3.TDOSA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return OSLSR_EL1;
elseif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDOSA == '1' then
        UNDEFINED;
    elseif HaveEL(EL3) && MDCR_EL3.TDOSA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return OSLSR_EL1;
elseif PSTATE.EL == EL3 then
    return OSLSR_EL1;

```

PAN, Privileged Access Never

The PAN characteristics are:

Purpose

Allows access to the Privileged Access Never bit.

Configuration

This register is present only when FEAT_PAN is implemented. Otherwise, direct accesses to PAN are UNDEFINED.

Attributes

PAN is a 64-bit register.

Field descriptions

The PAN bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
																RES0																
RES0										PAN	RES0																					
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	

Bits [63:23]

Reserved, RES0.

PAN, bit [22]

Privileged Access Never.

PAN	Meaning
0b0	Privileged reads and write are not disabled by this mechanism.
0b1	Disables privileged read and write accesses to addresses accessible at EL0 for an enabled stage 1 translation regime that defines the EL0 permissions.

The value of this bit is usually preserved on taking an exception, except in the following situations:

- When the target of the exception is EL1, and the value of the [SCTLR_EL1.SPAN](#) bit is 0, this bit is set to 1.
- When the target of the exception is EL2, [HCR_EL2](#).{E2H, TGE} is {1, 1}, and the value of the [SCTLR_EL2.SPAN](#) bit is 0, this bit is set to 1.

Bits [21:0]

Reserved, RES0.

Accessing the PAN

Accesses to this register use the following encodings:

MRS <Xt>, PAN

op0	op1	CRn	CRm	op2
0b11	0b000	0b0100	0b0010	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    return Zeros(41):PSTATE.PAN:Zeros(22);
elsif PSTATE.EL == EL2 then
    return Zeros(41):PSTATE.PAN:Zeros(22);
elsif PSTATE.EL == EL3 then
    return Zeros(41):PSTATE.PAN:Zeros(22);

```

MSR PAN, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0100	0b0010	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    PSTATE.PAN = X[t]<22>;
elsif PSTATE.EL == EL2 then
    PSTATE.PAN = X[t]<22>;
elsif PSTATE.EL == EL3 then
    PSTATE.PAN = X[t]<22>;

```

MSR PAN, #<imm>

op0	op1	CRn	op2
0b00	0b000	0b0100	0b100

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PAR_EL1, Physical Address Register

The PAR_EL1 characteristics are:

Purpose

Returns the output address (OA) from an Address translation instruction that executed successfully, or fault information if the instruction did not execute successfully.

Configuration

AArch64 System register PAR_EL1 bits [63:0] are architecturally mapped to AArch32 System register [PAR\[63:0\]](#).

Attributes

PAR_EL1 is a 64-bit register.

Field descriptions

The PAR_EL1 bit assignments are:

When PAR_EL1.F == 0:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
ATTR								RES0				PA[51:48]				PA[47:12]															
PA[47:12]														RES1		IMPLEMENTATION DEFINED				NS		SH		RES0						F	
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

This section describes the register value returned by the successful execution of an Address translation instruction. Software might subsequently write a different value to the register, and that write does not affect the operation of the PE.

On a successful conversion, the PAR_EL1 can return a value that indicates the resulting attributes, rather than the values that appear in the translation table descriptors. More precisely:

- The PAR_EL1.{ATTR, SH} fields are permitted to report the resulting attributes, as determined by any permitted implementation choices and any applicable configuration bits, instead of reporting the values that appear in the translation table descriptors.
- See the PAR_EL1.NS bit description for constraints on the value it returns.

ATTR, bits [63:56]

Memory attributes for the returned output address. This field uses the same encoding as the Attr<n> fields in [MAIR_EL1](#), [MAIR_EL2](#), and [MAIR_EL3](#).

The value returned in this field can be the resulting attribute, as determined by any permitted implementation choices and any applicable configuration bits, instead of the value that appears in the translation table descriptor.

This field resets to an architecturally UNKNOWN value.

Bits [55:52]

Reserved, RES0.

PA[51:48], bits [51:48]**When FEAT_LPA is implemented:**

Extension to PA[47:12]. See PA[47:12] for more details.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

PA[47:12], bits [47:12]

Output address. The output address (OA) corresponding to the supplied input address. This field returns address bits[47:12].

When FEAT_LPA is implemented, and 52-bit addresses and a 64KB translation granule are in use, the PA[51:48] bits form the upper part of the address value. Otherwise the PA[51:48] bits are RES0.

For implementations with fewer than 48 physical address bits, the corresponding upper bits in this field are RES0.

This field resets to an architecturally UNKNOWN value.

Bit [11]

Reserved, RES1.

IMPLEMENTATION DEFINED, bit [10]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

NS, bit [9]

Non-secure. The NS attribute for a translation table entry from a Secure translation regime.

For a result from a Secure translation regime, when [SCR_EL3.EEL2](#) is 1, this bit reflects the Security state of the intermediate physical address space of the translation for the instructions:

- In AArch64 state: [AT S1E1R](#), [AT S1E1W](#), [AT S1E1RP](#), [AT S1E1WP](#), [AT S1E0R](#), and [AT S1E0W](#).
- In AArch32 state: [ATS1CPR](#), [ATS1CPW](#), [ATS1CPRP](#), [ATS1CPWP](#), [ATS1CUR](#), and [ATS1CUW](#).

Otherwise, this bit reflects the Security state of the physical address space of the translation. This means it reflects the effect of the NSTable bits of earlier levels of the translation table walk if those NSTable bits have an effect on the translation.

For a result from a Non-secure translation regime, this bit is UNKNOWN.

This field resets to an architecturally UNKNOWN value.

SH, bits [8:7]

Shareability attribute, for the returned output address. Permitted values are:

SH	Meaning
0b00	Non-shareable.
0b10	Outer Shareable.
0b11	Inner Shareable.

The value 0b01 is reserved.

Note

This field returns the value 0b10 for:

- Any type of Device memory.
- Normal memory with both Inner Non-cacheable and Outer Non-cacheable attributes.

The value returned in this field can be the resulting attribute, as determined by any permitted implementation choices and any applicable configuration bits, instead of the value that appears in the translation table descriptor.

This field resets to an architecturally UNKNOWN value.

Bits [6:1]

Reserved, RES0.

F, bit [0]

Indicates whether the instruction performed a successful address translation.

F	Meaning
0b0	Address translation completed successfully.

This field resets to an architecturally UNKNOWN value.

When PAR_EL1.F == 1:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32								
IMPLEMENTATION DEFINED								IMPLEMENTATION DEFINED								IMPLEMENTATION DEFINED								RES0															
RES0																RES1		RES0		S	PTW		RES0		FST						F								
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								

This section describes the register value returned by a fault on the execution of an Address translation instruction. Software might subsequently write a different value to the register, and that write does not affect the operation of the PE.

IMPLEMENTATION DEFINED, bits [63:56]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

IMPLEMENTATION DEFINED, bits [55:52]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

IMPLEMENTATION DEFINED, bits [51:48]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

Bits [47:12]

Reserved, RES0.

Bit [11]

Reserved, RES1.

Bit [10]

Reserved, RES0.

S, bit [9]

Indicates the translation stage at which the translation aborted:

S	Meaning
0b0	Translation aborted because of a fault in the stage 1 translation.
0b1	Translation aborted because of a fault in the stage 2 translation.

This field resets to an architecturally UNKNOWN value.

PTW, bit [8]

If this bit is set to 1, it indicates the translation aborted because of a stage 2 fault during a stage 1 translation table walk.

This field resets to an architecturally UNKNOWN value.

Bit [7]

Reserved, RES0.

FST, bits [6:1]

Fault status code, as shown in the Data Abort ESR encoding.

FST	Meaning	Applies when
0b000000	Address size fault, level 0 of translation or translation table base register.	
0b000001	Address size fault, level 1.	
0b000010	Address size fault, level 2.	
0b000011	Address size fault, level 3.	
0b000100	Translation fault, level 0.	
0b000101	Translation fault, level 1.	
0b000110	Translation fault, level 2.	
0b000111	Translation fault, level 3.	
0b001001	Access flag fault, level 1.	
0b001010	Access flag fault, level 2.	
0b001011	Access flag fault, level 3.	
0b001101	Permission fault, level 1.	
0b001110	Permission fault, level 2.	
0b001111	Permission fault, level 3.	
0b010100	Synchronous External abort on translation table walk or hardware update of translation table, level 0.	
0b010101	Synchronous External abort on translation table walk or hardware update of translation table, level 1.	
0b010110	Synchronous External abort on translation table walk or hardware update of translation table, level 2.	
0b010111	Synchronous External abort on translation table walk or hardware update of translation table, level 3.	
0b011100	Synchronous parity or ECC error on memory access on translation table walk or hardware update of translation table, level 0.	When FEAT_RAS is not implemented
0b011101	Synchronous parity or ECC error on memory access on translation table walk or hardware update of translation table, level 1.	When FEAT_RAS is not implemented
0b011110	Synchronous parity or ECC error on memory access on translation table walk or hardware update of translation table, level 2.	When FEAT_RAS is not implemented
0b011111	Synchronous parity or ECC error on memory access on translation table walk or hardware update of translation table, level 3.	When FEAT_RAS is not implemented
0b110000	TLB conflict abort.	
0b110001	Unsupported atomic hardware update fault.	When FEAT_HAFDBS is implemented
0b111101	Section Domain fault, from an AArch32 stage 1 EL1&0 translation regime using Short-descriptor translation table format.	When EL1 is capable of using AArch32
0b111110	Page Domain fault, from an AArch32 stage 1 EL1&0 translation regime using Short-descriptor translation table format.	When EL1 is capable of using AArch32

This field resets to an architecturally UNKNOWN value.

F, bit [0]

Indicates whether the instruction performed a successful address translation.

F	Meaning
0b1	Address translation aborted.

This field resets to an architecturally UNKNOWN value.

Accessing the PAR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, PAR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0111	0b0100	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.PAR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return PAR_EL1;
elsif PSTATE.EL == EL2 then
    return PAR_EL1;
elsif PSTATE.EL == EL3 then
    return PAR_EL1;

```

MSR PAR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0111	0b0100	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.PAR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        PAR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    PAR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    PAR_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMBIDR_EL1, Profiling Buffer ID Register

The PMBIDR_EL1 characteristics are:

Purpose

Provides information to software as to whether the buffer can be programmed at the current Exception level.

Configuration

This register is present only when FEAT_SPE is implemented. Otherwise, direct accesses to PMBIDR_EL1 are UNDEFINED.

Attributes

PMBIDR_EL1 is a 64-bit register.

Field descriptions

The PMBIDR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																RES0															
RES0																F		P		Align											
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:6]

Reserved, RES0.

F, bit [5]

Flag updates. Defines whether the address translation performed by the Profiling Buffer manages the Access Flag and dirty state.

F	Meaning
0b0	Hardware management of the Access Flag and dirty state for accesses made by the Statistical Profiling Extension is always disabled for all translation stages.
0b1	Hardware management for the Access Flag and dirty state for accesses made by the Statistical Profiling Extension is controlled in the same way as explicit memory accesses in the owning translation regime.

If hardware management of the Access Flag is disabled for a stage of translation, an access to Page or Block with the Access flag bit not set in the descriptor will generate an Access Flag fault.

If hardware management of the dirty state is disabled for a stage of translation, an access to a Page or Block will ignore the Dirty Bit Modifier in the descriptor might generate a Permission fault, depending on the values of the access permission bits in the descriptor.

P, bit [4]

Programming not allowed. The Profiling Buffer is owned by a higher Exception level or the other Security state.

P	Meaning
0b0	Profiling Buffer is owned by the current or a lower Exception level in the current Security state.
0b1	Profiling Buffer is owned by a higher Exception level or the other Security state.

The value read from this field depends on the current Exception level and the Effective values of [MDCR_EL3.NSPB](#) and [MDCR_EL2.E2PB](#):

- If EL3 is implemented, and either [MDCR_EL3.NSPB](#) == 0b00 or [MDCR_EL3.NSPB](#) == 0b01, this bit reads as one from:
 - Non-secure EL1.
 - Non-secure EL2.
 - If Secure EL2 is implemented and enabled, and [MDCR_EL2.E2PB](#) == 0b00, Secure EL1.
- If EL3 is implemented, and either [MDCR_EL3.NSPB](#) == 0b10 or [MDCR_EL3.NSPB](#) == 0b11, this bit reads as one from:
 - Secure EL1.
 - If Secure EL2 is implemented, Secure EL2.
 - If EL2 is implemented and [MDCR_EL2.E2PB](#) == 0b00, Non-secure EL1.
- If EL3 is not implemented, EL2 is implemented, and [MDCR_EL2.E2PB](#) == 0b00, this bit reads as one from EL1.
- Otherwise, this bit reads as zero.

Align, bits [3:0]

Defines the minimum alignment constraint for [PMBPTR_EL1](#). If this field is non-zero, then the PE must pad every record up to a multiple of this size.

Align	Meaning
0b0000	Byte
0b0001	Halfword.
0b0010	Word.
0b0011	Doubleword.
0b0100	16 Bytes.
0b0101	32 Bytes.
0b0110	64 Bytes.
0b0111	128 Bytes.
0b1000	256 Bytes.
0b1001	512 Bytes.
0b1010	1KB.
0b1011	2KB.

For more information, see 'Restrictions on the current write pointer'.

Accessing the PMBIDR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, PMBIDR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1001	0b1010	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    return PMBIDR_EL1;
elsif PSTATE.EL == EL2 then
    return PMBIDR_EL1;
elsif PSTATE.EL == EL3 then
    return PMBIDR_EL1;

```


PMBLIMITR_EL1, Profiling Buffer Limit Address Register

The PMBLIMITR_EL1 characteristics are:

Purpose

Defines the upper limit for the profiling buffer, and enables the profiling buffer

Configuration

This register is present only when FEAT_SPE is implemented. Otherwise, direct accesses to PMBLIMITR_EL1 are UNDEFINED.

Attributes

PMBLIMITR_EL1 is a 64-bit register.

Field descriptions

The PMBLIMITR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
																LIMIT																
LIMIT												RES0										FM		E								
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	

LIMIT, bits [63:12]

Limit address. PMBLIMITR_EL1.LIMIT:Zeros(12) is the address of the first byte in memory after the last byte in the profiling buffer. If the smallest implemented translation granule is not 4KB, then bits[N-1:12] are RES0, where N is the IMPLEMENTATION DEFINED value, Log2(smallest implemented translation granule).

This field resets to an architecturally UNKNOWN value.

Bits [11:3]

Reserved, RES0.

FM, bits [2:1]

Fill mode.

FM	Meaning
0b00	Fill mode. Stop collection and raise maintenance interrupt on buffer fill.

All other values are reserved.

This field resets to an architecturally UNKNOWN value.

E, bit [0]

Profiling Buffer enable

E	Meaning
0b0	All output is discarded.
0b1	Profiling buffer enabled.

On a Warm reset, this field resets to 0.

Accessing the PMBLIMITR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, PMBLIMITR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1001	0b1010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.PMBLIMITR_EL1 ==
'1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.E2PB == 'x0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '1x1' then
        return NVMem[0x800];
    else
        return PMBLIMITR_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return PMBLIMITR_EL1;
elsif PSTATE.EL == EL3 then
    return PMBLIMITR_EL1;

```

MSR PMBLIMITR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1001	0b1010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDBGWTR_EL2.PMBLIMITR_EL1 ==
'1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.E2PB == 'x0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '1x1' then
        NVMem[0x800] = X[t];
    else
        PMBLIMITR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        PMBLIMITR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    PMBLIMITR_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMBPTR_EL1, Profiling Buffer Write Pointer Register

The PMBPTR_EL1 characteristics are:

Purpose

Defines the current write pointer for the profiling buffer.

Configuration

This register is present only when FEAT_SPE is implemented. Otherwise, direct accesses to PMBPTR_EL1 are UNDEFINED.

Attributes

PMBPTR_EL1 is a 64-bit register.

Field descriptions

The PMBPTR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																PTR															
																PTR															
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

PTR, bits [63:0]

Current write address. Defines the virtual address of the next entry to be written to the buffer.

The architecture places restrictions on the values software can write to the pointer. For more information see 'Restrictions on the current write pointer'.

Note

As a result, an implementation might treat some of bits[M:0], where M is defined by [PMBIDR_EL1](#).Align, as RES0.

On a management interrupt, PMBPTR_EL1 is frozen.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the PMBPTR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, PMBPTR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1001	0b1010	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.PMBPTR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.E2PB == 'x0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '1x1' then
        return NVMem[0x810];
    else
        return PMBPTR_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return PMBPTR_EL1;
elsif PSTATE.EL == EL3 then
    return PMBPTR_EL1;

```

MSR PMBPTR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1001	0b1010	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDBGWTR_EL2.PMBPTR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.E2PB == 'x0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '1x1' then
            NVMem[0x810] = X[t];
        else
            PMBPTR_EL1 = X[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
            UNDEFINED;
        elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMBPTR_EL1 = X[t];
    elsif PSTATE.EL == EL3 then
        PMBPTR_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMBSR_EL1, Profiling Buffer Status/syndrome Register

The PMBSR_EL1 characteristics are:

Purpose

Provides syndrome information to software when the buffer is disabled because the management interrupt has been raised.

Configuration

This register is present only when FEAT_SPE is implemented. Otherwise, direct accesses to PMBSR_EL1 are UNDEFINED.

Attributes

PMBSR_EL1 is a 64-bit register.

Field descriptions

The PMBSR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																RES0															
EC				RES0								DL	EA	S	COLL	MSS															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

EC, bits [31:26]

Exception class

Top-level description of the cause of the buffer management event

EC	Meaning	MSS
0b000000	Other buffer management event. All buffer management events other than those described by other defined Exception class codes.	MSS encoding for other buffer management events
0b011111	Buffer management event for an IMPLEMENTATION DEFINED reason.	MSS encoding for a buffer management event for an IMPLEMENTATION DEFINED reason
0b100100	Stage 1 Data Abort on write to Profiling Buffer.	MSS encoding for stage 1 or stage 2 Data Aborts on write to buffer
0b100101	Stage 2 Data Abort on write to Profiling Buffer.	MSS encoding for stage 1 or stage 2 Data Aborts on write to buffer

All other values are reserved. Reserved values might be defined in a future version of the architecture.

Writing a reserved value to this field will make the value of this field UNKNOWN. Values that are not supported act as reserved values when writing to this register.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Bits [25:20]

Reserved, RES0.

DL, bit [19]

Partial record lost.

Following a buffer management event other than an asynchronous External abort, indicates whether the last record written to the Profiling Buffer is complete.

DL	Meaning
0b0	PMBPTR_EL1 points to the first byte after the last complete record written to the Profiling Buffer.
0b1	Part of a record was lost because of a buffer management event or synchronous External abort. PMBPTR_EL1 might not point to the first byte after the last complete record written to the buffer, and so restarting collection might result in a data record stream that software cannot parse. All records prior to the last record have been written to the buffer.

When the buffer management event was because of an asynchronous external abort, this bit is set to 1 and software must not assume that any valid data has been written to the Profiling Buffer.

This bit is RES0 if the PE never sets this bit as a result of a buffer management event caused by an asynchronous External abort.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

EA, bit [18]

External abort.

EA	Meaning
0b0	An external abort has not been asserted.
0b1	An external abort has been asserted and detected by the Statistical Profiling Extension.

This bit is RES0 if the PE never sets this bit as the result of an External abort.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

S, bit [17]

Service

S	Meaning
0b0	PMBIRQ is not asserted.
0b1	PMBIRQ is asserted. All profiling data has either been written to the buffer or discarded.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

COLL, bit [16]

Collision detected.

COLL	Meaning
0b0	No collision events detected.
0b1	At least one collision event was recorded.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

MSS, bits [15:0]

Management Event Specific Syndrome.

Contains syndrome specific to the management event.

The syndrome contents for each management event are described in the following sections.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

MSS encoding for stage 1 or stage 2 Data Aborts on write to buffer

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0										FSC					

Bits [15:6]

Reserved, RES0.

FSC, bits [5:0]

Fault status code

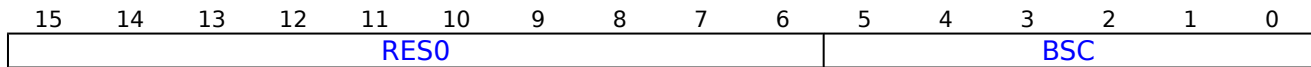
FSC	Meaning	Applies when
0b000000	Address size fault, level 0 of translation or translation table base register.	
0b000001	Address size fault, level 1.	
0b000010	Address size fault, level 2.	
0b000011	Address size fault, level 3.	
0b000100	Translation fault, level 0.	
0b000101	Translation fault, level 1.	
0b000110	Translation fault, level 2.	
0b000111	Translation fault, level 3.	
0b001001	Access flag fault, level 1.	
0b001010	Access flag fault, level 2.	
0b001011	Access flag fault, level 3.	
0b001101	Permission fault, level 1.	
0b001110	Permission fault, level 2.	
0b001111	Permission fault, level 3.	
0b010000	Synchronous External abort, not on translation table walk or hardware update of translation table.	
0b010001	Asynchronous External abort.	
0b010100	Synchronous External abort on translation table walk or hardware update of translation table, level 0.	
0b010101	Synchronous External abort on translation table walk or hardware update of translation table, level 1.	
0b010110	Synchronous External abort on translation table walk or hardware update of translation table, level 2.	
0b010111	Synchronous External abort on translation table walk or hardware update of translation table, level 3.	
0b100001	Alignment fault.	
0b110000	TLB conflict abort.	
0b110001	Unsupported atomic hardware update fault.	When FEAT_HAFDBS is implemented

All other values are reserved.

It is IMPLEMENTATION DEFINED whether each of the Access Flag fault, asynchronous External abort and synchronous External abort, Alignment fault, and TLB Conflict abort values can be generated by the PE. For more information see 'Faults and Watchpoints'.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

MSS encoding for other buffer management events



Bits [15:6]

Reserved, RES0.

BSC, bits [5:0]

Buffer status code

BSC	Meaning
0b000000	Buffer not filled
0b000001	Buffer filled

All other values are reserved. Reserved values might be defined in a future version of the architecture.

Writing a reserved value to this field will make the value of this field UNKNOWN. Values that are not supported act as reserved values when writing to this register.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

MSS encoding for a buffer management event for an IMPLEMENTATION DEFINED reason



IMPLEMENTATION DEFINED, bits [15:0]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

Accessing the PMBSR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, PMBSR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1001	0b1010	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        UNDEFINED;
    elseif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        UNDEFINED;
    elseif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.PMBSR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.E2PB == 'x0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '1x1' then
        return NVMem[0x820];
    else
        return PMBSR_EL1;
elseif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        UNDEFINED;
    elseif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        UNDEFINED;
    elseif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return PMBSR_EL1;
elseif PSTATE.EL == EL3 then
    return PMBSR_EL1;

```

MSR PMBSR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1001	0b1010	0b011


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDBGWTR_EL2.PMBSR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.E2PB == 'x0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '1x1' then
            NVMem[0x820] = X[t];
        else
            PMBSR_EL1 = X[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
            UNDEFINED;
        elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMBSR_EL1 = X[t];
    elsif PSTATE.EL == EL3 then
        PMBSR_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMCCFILTR_EL0, Performance Monitors Cycle Count Filter Register

The PMCCFILTR_EL0 characteristics are:

Purpose

Determines the modes in which the Cycle Counter, [PMCCNTR_EL0](#), increments.

Configuration

AArch64 System register PMCCFILTR_EL0 bits [31:0] are architecturally mapped to AArch32 System register [PMCCFILTR\[31:0\]](#).

AArch64 System register PMCCFILTR_EL0 bits [31:0] are architecturally mapped to External register [PMCCFILTR_EL0\[31:0\]](#).

This register is present only when FEAT_PMUv3 is implemented. Otherwise, direct accesses to PMCCFILTR_EL0 are UNDEFINED.

Attributes

PMCCFILTR_EL0 is a 64-bit register.

Field descriptions

The PMCCFILTR_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
P	U	NSK	NSU	NSH	M	RES0	SH	RES0																							
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

P, bit [31]

Privileged filtering bit. Controls counting in EL1.

If EL3 is implemented, then counting in Non-secure EL1 is further controlled by the PMCCFILTR_EL0.NSK bit.

P	Meaning
0b0	Count cycles in EL1.
0b1	Do not count cycles in EL1.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

U, bit [30]

User filtering bit. Controls counting in EL0.

If EL3 is implemented, then counting in Non-secure EL0 is further controlled by the PMCCFILTR_EL0.NSU bit.

U	Meaning
0b0	Count cycles in EL0.
0b1	Do not count cycles in EL0.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

NSK, bit [29]

When EL3 is implemented:

Non-secure EL1 (kernel) modes filtering bit. Controls counting in Non-secure EL1.

If the value of this bit is equal to the value of the PMCCFILTR_EL0.P bit, cycles in Non-secure EL1 are counted.

Otherwise, cycles in Non-secure EL1 are not counted.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

NSU, bit [28]

When EL3 is implemented:

Non-secure EL0 (Unprivileged) filtering bit. Controls counting in Non-secure EL0.

If the value of this bit is equal to the value of the PMCCFILTR_EL0.U bit, cycles in Non-secure EL0 are counted.

Otherwise, cycles in Non-secure EL0 are not counted.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

NSH, bit [27]

When EL2 is implemented:

EL2 (Hypervisor) filtering bit. Controls counting in EL2.

If Secure EL2 is implemented, and EL3 is implemented, counting in Secure EL2 is further controlled by the PMCCFILTR_EL0.SH bit.

NSH	Meaning
0b0	Do not count cycles in EL2.
0b1	Count cycles in EL2.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

M, bit [26]

When EL3 is implemented:

Secure EL3 filtering bit.

If the value of this bit is equal to the value of the PMCCFILTR_EL0.P bit, cycles in Secure EL3 are counted.
Otherwise, cycles in Secure EL3 are not counted.

Most applications can ignore this field and set its value to 0.

Note

This field is not visible in the AArch32 [PMCCFILTR](#) System register.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bit [25]

Reserved, RES0.

SH, bit [24]

When FEAT_SEL2 is implemented and EL3 is implemented:

Secure EL2 filtering.

If the value of this bit is not equal to the value of the PMCCFILTR_EL0.NSH bit, cycles in Secure EL2 are counted.
Otherwise, cycles in Secure EL2 are not counted.

If Secure EL2 is not implemented or is disabled, this field is RES0.

Note

This field is not visible in the AArch32 [PMCCFILTR](#) System register.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bits [23:0]

Reserved, RES0.

Accessing the PMCCFILTR_EL0

PMCCFILTR_EL0 can also be accessed by using [PMXEVTYPER_EL0](#) with [PMSELR_EL0](#).SEL set to 0b11111.
Accesses to this register use the following encodings:

MRS <Xt>, PMCCFILTR_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b1111	0b111

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HDFGRTR_EL2.PMCCFILTR_EL0 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return PMCCFILTR_EL0;
    elsif PSTATE.EL == EL1 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.PMCCFILTR_EL0 ==
'1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return PMCCFILTR_EL0;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return PMCCFILTR_EL0;
    elsif PSTATE.EL == EL3 then
        return PMCCFILTR_EL0;

```

MSR PMCCFILTR_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b1111	0b111

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HDFGWTR_EL2.PMCCFILTR_EL0 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                PMCCFILTR_EL0 = X[t];
    elsif PSTATE.EL == EL1 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGWTR_EL2.PMCCFILTR_EL0 ==
'1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                PMCCFILTR_EL0 = X[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                PMCCFILTR_EL0 = X[t];
    elsif PSTATE.EL == EL3 then
        PMCCFILTR_EL0 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMCCNTR_EL0, Performance Monitors Cycle Count Register

The PMCCNTR_EL0 characteristics are:

Purpose

Holds the value of the processor Cycle Counter, CCNT, that counts processor clock cycles. See 'Time as measured by the Performance Monitors cycle counter' for more information.

[PMCCFILTR_EL0](#) determines the modes and states in which the PMCCNTR_EL0 can increment.

Configuration

AArch64 System register PMCCNTR_EL0 bits [63:0] are architecturally mapped to AArch32 System register [PMCCNTR\[63:0\]](#).

AArch64 System register PMCCNTR_EL0 bits [63:0] are architecturally mapped to External register [PMCCNTR_EL0\[63:0\]](#).

This register is present only when FEAT_PMUv3 is implemented. Otherwise, direct accesses to PMCCNTR_EL0 are UNDEFINED.

All counters are subject to any changes in clock frequency, including clock stopping caused by the WFI and WFE instructions. This means that it is CONSTRAINED UNPREDICTABLE whether or not PMCCNTR_EL0 continues to increment when clocks are stopped by WFI and WFE instructions.

Attributes

PMCCNTR_EL0 is a 64-bit register.

Field descriptions

The PMCCNTR_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																CCNT															
																CCNT															
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

CCNT, bits [63:0]

Cycle count. Depending on the values of [PMCR_EL0](#).{LC,D}, this field increments in one of the following ways:

- Every processor clock cycle.
- Every 64th processor clock cycle.

Writing 1 to [PMCR_EL0](#).C sets this field to 0.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the PMCCNTR_EL0

Accesses to this register use the following encodings:

MRS <Xt>, PMCCNTR_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1001	0b1101	0b000

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif PMUSERENR_EL0.<CR,EN> == '00' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HDFGRTR_EL2.PMCCNTR_EL0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return PMCCNTR_EL0;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.PMCCNTR_EL0 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return PMCCNTR_EL0;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return PMCCNTR_EL0;
elsif PSTATE.EL == EL3 then
    return PMCCNTR_EL0;

```

MSR PMCCNTR_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1001	0b1101	0b000


```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HDFGWTR_EL2.PMCCNTR_EL0 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMCCNTR_EL0 = X[t];
    elsif PSTATE.EL == EL1 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGWTR_EL2.PMCCNTR_EL0 == '1'
then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMCCNTR_EL0 = X[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMCCNTR_EL0 = X[t];
    elsif PSTATE.EL == EL3 then
        PMCCNTR_EL0 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMCEID0_EL0, Performance Monitors Common Event Identification register 0

The PMCEID0 EL0 characteristics are:

Purpose

Defines which common architectural events and common microarchitectural events are implemented, or counted, using PMU events in the ranges 0x0000 to 0x001F and 0x4000 to 0x401F.

When the value of a bit in the register is 1 the corresponding common event is implemented and counted.

Note

Arm recommends that, if a common event is never counted, the value of the corresponding register bit is 0.

For more information about the common events and the use of the PMCEID<n>_EL0 registers see 'The PMU event number space and common events'.

Configuration

AArch64 System register PMCEID0_EL0 bits [31:0] are architecturally mapped to AArch32 System register [PMCEID0\[31:0\]](#).

AArch64 System register PMCEID0_EL0 bits [63:32] are architecturally mapped to AArch32 System register [PMCEID2\[31:0\]](#).

AArch64 System register PMCEID0_EL0 bits [31:0] are architecturally mapped to External register [PMCEID0\[31:0\]](#).

AArch64 System register PMCEID0 EL0 bits [63:32] are architecturally mapped to External register [PMCEID2\[31:0\]](#).

This register is present only when FEAT_PMuV3 is implemented. Otherwise, direct accesses to PMCEID0_EL0 are UNDEFINED.

Attributes

PMCEID0_EL0 is a 64-bit register.

Field descriptions

The PMCEID0 EL0 bit assignments are:

IDhi<n>, bit [n+32], for n = 0 to 31

When FEAT_PMUv3p1 is implemented:

IDhi[n] corresponds to common event (0x4000 + n).

For each bit:

IDhi<n>	Meaning
0b0	The common event is not implemented, or not counted.
0b1	The common event is implemented.

A bit that corresponds to a reserved event number is reserved. The value might be used in a future revision of the architecture to identify an additional common event.

Note

Such an event might be added retrospectively to an earlier version of the PMU architecture, provided the event does not require any additional PMU features and has an event number that can be represented in the PMCEID<n>_EL0 registers of that earlier version of the PMU architecture.

Otherwise:

Reserved, RES0.

ID<n>, bit [n], for n = 0 to 31

ID[n] corresponds to common event n.

For each bit:

ID<n>	Meaning
0b0	The common event is not implemented, or not counted.
0b1	The common event is implemented.

A bit that corresponds to a reserved event number is reserved. The value might be used in a future revision of the architecture to identify an additional common event.

Note

Such an event might be added retrospectively to an earlier version of the PMU architecture, provided the event does not require any additional PMU features and has an event number that can be represented in the PMCEID<n>_EL0 registers of that earlier version of the PMU architecture.

Accessing the PMCEID0_EL0

Accesses to this register use the following encodings:

MRS <Xt>, PMCEID0_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1001	0b1100	0b110

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return PMCEID0_EL0;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return PMCEID0_EL0;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return PMCEID0_EL0;
elsif PSTATE.EL == EL3 then
    return PMCEID0_EL0;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMCEID1_EL0, Performance Monitors Common Event Identification register 1

The PMCEID1 EL0 characteristics are:

Purpose

Defines which common architectural events and common microarchitectural events are implemented, or counted, using PMU events in the ranges 0x0020 to 0x003F and 0x4020 to 0x403F.

When the value of a bit in the register is 1 the corresponding common event is implemented and counted.

Note

Arm recommends that, if a common event is never counted, the value of the corresponding register bit is 0.

For more information about the common events and the use of the PMCEID<n>_EL0 registers see 'The PMU event number space and common events'.

Configuration

AArch64 System register PMCEID1_EL0 bits [31:0] are architecturally mapped to AArch32 System register [PMCEID1\[31:0\]](#).

AArch64 System register PMCEID1_EL0 bits [63:32] are architecturally mapped to AArch32 System register [PMCEID3\[31:0\]](#).

AArch64 System register PMCEID1_EL0 bits [31:0] are architecturally mapped to External register [PMCEID1\[31:0\]](#).

AArch64 System register PMCEID1 EL0 bits [63:32] are architecturally mapped to External register [PMCEID3\[31:0\]](#).

This register is present only when FEAT_PMuV3 is implemented. Otherwise, direct accesses to PMCEID1_EL0 are UNDEFINED.

Attributes

PMCEID1_EL0 is a 64-bit register.

Field descriptions

The PMCEID1 EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	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
																																IDhi<n>, bit [n+32], for n = 0 to 31																															
ID31	ID30	ID29	ID28	ID27	ID26	ID25	ID24	ID23	ID22	ID21	ID20	ID19	ID18	ID17	ID16	ID15	ID14	ID13	ID12	ID11	ID10	ID9	ID8	ID7	ID6	ID5	ID4	ID3	ID2	ID1	ID0																																
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																																

IDhi<n>, bit [n+32], for n = 0 to 31

When FEAT_PMUv3p1 is implemented:

IDhi[n] corresponds to common event (0x4020 + n).

For each bit:

IDhi<n>	Meaning
0b0	The common event is not implemented, or not counted.
0b1	The common event is implemented.

A bit that corresponds to a reserved event number is reserved. The value might be used in a future revision of the architecture to identify an additional common event.

Note

Such an event might be added retrospectively to an earlier version of the PMU architecture, provided the event does not require any additional PMU features and has an event number that can be represented in the PMCEID<n>_EL0 registers of that earlier version of the PMU architecture.

Otherwise:

Reserved, RES0.

ID<n>, bit [n], for n = 0 to 31

ID[n] corresponds to common event (0x0020 + n).

For each bit:

ID<n>	Meaning
0b0	The common event is not implemented, or not counted.
0b1	The common event is implemented.

A bit that corresponds to a reserved event number is reserved. The value might be used in a future revision of the architecture to identify an additional common event.

Note

Such an event might be added retrospectively to an earlier version of the PMU architecture, provided the event does not require any additional PMU features and has an event number that can be represented in the PMCEID<n>_EL0 registers of that earlier version of the PMU architecture.

Accessing the PMCEID1_EL0

Accesses to this register use the following encodings:

MRS <Xt>, PMCEID1_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1001	0b1100	0b111

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return PMCEID1_EL0;
    elsif PSTATE.EL == EL1 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return PMCEID1_EL0;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return PMCEID1_EL0;
    elsif PSTATE.EL == EL3 then
        return PMCEID1_EL0;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMCNTENCLR_EL0, Performance Monitors Count Enable Clear register

The PMCNTENCLR_EL0 characteristics are:

Purpose

Disables the Cycle Count Register, [PMCCNTR_EL0](#), and any implemented event counters [PMEVCNTR<n>](#). Reading this register shows which counters are enabled.

Configuration

AArch64 System register PMCNTENCLR_EL0 bits [31:0] are architecturally mapped to AArch32 System register [PMCNTENCLR\[31:0\]](#).

AArch64 System register PMCNTENCLR_EL0 bits [31:0] are architecturally mapped to External register [PMCNTENCLR_EL0\[31:0\]](#).

This register is present only when FEAT_PMUv3 is implemented. Otherwise, direct accesses to PMCNTENCLR_EL0 are UNDEFINED.

Attributes

PMCNTENCLR_EL0 is a 64-bit register.

Field descriptions

The PMCNTENCLR_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
C	P<n>, bit [n]																														
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

C, bit [31]

[PMCCNTR_EL0](#) disable bit. Disables the cycle counter register. Possible values are:

C	Meaning
0b0	When read, means the cycle counter is disabled. When written, has no effect.
0b1	When read, means the cycle counter is enabled. When written, disables the cycle counter.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

P<n>, bit [n], for n = 0 to 30

Event counter disable bit for [PMEVCNTR<n>_EL0](#).

If N is less than 31, then bits [30:N] are RAZ/WI. When EL2 is implemented and enabled in the current Security state, in EL1 and EL0, N is the value in [MDCR_EL2](#).HPMN. Otherwise, N is the value in [PMCR_EL0](#).N.

P<n>	Meaning
0b0	When read, means that PMEVCNTR<n>_EL0 is disabled. When written, has no effect.
0b1	When read, means that PMEVCNTR<n>_EL0 is enabled. When written, disables PMEVCNTR<n>_EL0 .

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the PMCNTENCLR_EL0

Accesses to this register use the following encodings:

MRS <Xt>, PMCNTENCLR_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1001	0b1100	0b010

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HDFGRTR_EL2.PMCNTEN == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return PMCNTENCLR_EL0;
    elsif PSTATE.EL == EL1 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.PMCNTEN == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return PMCNTENCLR_EL0;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return PMCNTENCLR_EL0;
    elsif PSTATE.EL == EL3 then
        return PMCNTENCLR_EL0;

```

MSR PMCNTENCLR_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1001	0b1100	0b010

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HDFGWTR_EL2.PMCNTEN == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMCNTENCLR_EL0 = X[t];
    elsif PSTATE.EL == EL1 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGWTR_EL2.PMCNTEN == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMCNTENCLR_EL0 = X[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMCNTENCLR_EL0 = X[t];
    elsif PSTATE.EL == EL3 then
        PMCNTENCLR_EL0 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMCNTENSET_EL0, Performance Monitors Count Enable Set register

The PMCNTENSET_EL0 characteristics are:

Purpose

Enables the Cycle Count Register, [PMCCNTR_EL0](#), and any implemented event counters [PMEVCNTR<n>](#). Reading this register shows which counters are enabled.

Configuration

AArch64 System register PMCNTENSET_EL0 bits [31:0] are architecturally mapped to AArch32 System register [PMCNTENSET\[31:0\]](#).

AArch64 System register PMCNTENSET_EL0 bits [31:0] are architecturally mapped to External register [PMCNTENSET_EL0\[31:0\]](#).

This register is present only when FEAT_PMUv3 is implemented. Otherwise, direct accesses to PMCNTENSET_EL0 are UNDEFINED.

Attributes

PMCNTENSET_EL0 is a 64-bit register.

Field descriptions

The PMCNTENSET_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
C	P<n>, bit [n]																														
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

C, bit [31]

[PMCCNTR_EL0](#) enable bit. Enables the cycle counter register. Possible values are:

C	Meaning
0b0	When read, means the cycle counter is disabled. When written, has no effect.
0b1	When read, means the cycle counter is enabled. When written, enables the cycle counter.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

P<n>, bit [n], for n = 0 to 30

Event counter enable bit for [PMEVCNTR<n>_EL0](#).

If N is less than 31, then bits [30:N] are RAZ/WI. When EL2 is implemented and enabled in the current Security state, in EL1 and EL0, N is the value in [MDCR_EL2](#).HPMN. Otherwise, N is the value in [PMCR_EL0](#).N.

P<n>	Meaning
0b0	When read, means that PMEVCNTR<n>_EL0 is disabled. When written, has no effect.
0b1	When read, means that PMEVCNTR<n>_EL0 event counter is enabled. When written, enables PMEVCNTR<n>_EL0 .

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the PMCNTENSET_EL0

Accesses to this register use the following encodings:

MRS <Xt>, PMCNTENSET_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1001	0b1100	0b001

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HDFGRTR_EL2.PMCNTEN == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return PMCNTENSET_EL0;
    elsif PSTATE.EL == EL1 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.PMCNTEN == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return PMCNTENSET_EL0;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return PMCNTENSET_EL0;
    elsif PSTATE.EL == EL3 then
        return PMCNTENSET_EL0;

```

MSR PMCNTENSET_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1001	0b1100	0b001

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HDFGWTR_EL2.PMCNTEN == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMCNTENSET_EL0 = X[t];
    elsif PSTATE.EL == EL1 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGWTR_EL2.PMCNTEN == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMCNTENSET_EL0 = X[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMCNTENSET_EL0 = X[t];
    elsif PSTATE.EL == EL3 then
        PMCNTENSET_EL0 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMCR_EL0, Performance Monitors Control Register

The PMCR_EL0 characteristics are:

Purpose

Provides details of the Performance Monitors implementation, including the number of counters implemented, and configures and controls the counters.

Configuration

AArch64 System register PMCR_EL0 bits [31:0] are architecturally mapped to AArch32 System register [PMCR\[31:0\]](#).

AArch64 System register PMCR_EL0 bits [7:0] are architecturally mapped to External register [PMCR_EL0\[7:0\]](#).

This register is present only when FEAT_PMUv3 is implemented. Otherwise, direct accesses to PMCR_EL0 are UNDEFINED.

Attributes

PMCR_EL0 is a 64-bit register.

Field descriptions

The PMCR_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
IMP								IDCODE								N				RES0		LP	LC	DP	X	D	C	P	E		
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

IMP, bits [31:24]

Implementer code.

If this field is zero, then PMCR_EL0.IDCODE is RES0 and software must use [MIDR_EL1](#) to identify the PE.

Otherwise, this field and PMCR_EL0.IDCODE identify the PMU implementation to software. The implementer codes are allocated by Arm. A non-zero value has the same interpretation as [MIDR_EL1](#).Implementer.

Use of this field is deprecated.

This field reads as an IMPLEMENTATION DEFINED value.

Access to this field is **RO**.

IDCODE, bits [23:16]

When PMCR_EL0.IMP != 0x00:

Identification code. Use of this field is deprecated. This field has an IMPLEMENTATION DEFINED value.

Each implementer must maintain a list of identification codes that are specific to the implementer. A specific implementation is identified by the combination of the implementer code and the identification code.

Access to this field is **RO**.

Otherwise:

Reserved, RES0.

N, bits [15:11]

Indicates the number of event counters implemented. This value is in the range of 0b000000-0b11111. If the value is 0b000000 then only [PMCCNTR_EL0](#) is implemented. If the value is 0b11111 [PMCCNTR_EL0](#) and 31 event counters are implemented.

When EL2 is implemented and enabled for the current Security state, reads of this field from EL1 and EL0 return the value of [MDCR_EL2](#).HPMN.

Access to this field is **RO**.

Bits [10:8]

Reserved, RES0.

LP, bit [7]

When FEAT_PMUv3p5 is implemented:

Long event counter enable. Determines when unsigned overflow is recorded by a counter overflow bit.

LP	Meaning
0b0	Event counter overflow on increment that causes unsigned overflow of PMEVCNTR<n>_EL0 [31:0].
0b1	Event counter overflow on increment that causes unsigned overflow of PMEVCNTR<n>_EL0 [63:0].

If EL2 is implemented and [MDCR_EL2](#).HPMN or [HDCR](#).HPMN is less than PMCR_EL0.N, this bit does not affect the operation of event counters in the range [[HDCR](#).HPMN..(PMCR_EL0.N-1)] or [[MDCR_EL2](#).HPMN..(PMCR_EL0.N-1)].

Note

The effect of [MDCR_EL2](#).HPMN or [HDCR](#).HPMN on the operation of this bit always applies if EL2 is implemented, at all Exception levels including EL2 and EL3, and regardless of whether EL2 is enabled in the current Security state. For more information, see the description of [MDCR_EL2](#).HPMN or [HDCR](#).HPMN.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

LC, bit [6]

When AArch32 is supported at any Exception level:

Long cycle counter enable. Determines when unsigned overflow is recorded by the cycle counter overflow bit.

LC	Meaning
0b0	Cycle counter overflow on increment that causes unsigned overflow of PMCCNTR_EL0 [31:0].
0b1	Cycle counter overflow on increment that causes unsigned overflow of PMCCNTR_EL0 [63:0].

Arm deprecates use of [PMCR_EL0.LC](#) = 0.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES1.

DP, bit [5]

When EL3 is implemented or (FEAT_PMuV3p1 is implemented and EL2 is implemented):

Disable cycle counter when event counting is prohibited.

DP	Meaning
0b0	Cycle counting by PMCCNTR_EL0 is not affected by this bit.
0b1	When event counting for counters in the range [0..(MDCR_EL2 .HPMN-1)] is prohibited, cycle counting by PMCCNTR_EL0 is disabled.

For more information see 'Prohibiting event counting'.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

X, bit [4]

When the implementation includes a PMU event export bus:

Enable export of events in an IMPLEMENTATION DEFINED PMU event export bus.

X	Meaning
0b0	Do not export events.
0b1	Export events where not prohibited.

This field enables the exporting of events over an IMPLEMENTATION DEFINED PMU event export bus to another device, for example to an OPTIONAL PE trace unit.

No events are exported when counting is prohibited.

This field does not affect the generation of Performance Monitors overflow interrupt requests or signaling to a cross-trigger interface (CTI) that can be implemented as signals exported from the PE.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RAZ/WI.

D, bit [3]

When AArch32 is supported at any Exception level:

Clock divider.

D	Meaning
0b0	When enabled, PMCCNTR_EL0 counts every clock cycle.
0b1	When enabled, PMCCNTR_EL0 counts once every 64 clock cycles.

If [PMCR_EL0.LC](#) == 1, this bit is ignored and the cycle counter counts every clock cycle.

Arm deprecates use of `PMCR_EL0.D = 1`.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

C, bit [2]

Cycle counter reset. The effects of writing to this bit are:

C	Meaning
0b0	No action.
0b1	Reset PMCCNTR_EL0 to zero.

This bit is always RAZ.

Note

Resetting [PMCCNTR_EL0](#) does not change the cycle counter overflow bit.

The value of `PMCR_EL0.LC` is ignored, and bits [63:0] of all affected event counters are reset.

Access to this field is **WO**.

P, bit [1]

Event counter reset. The effects of writing to this bit are:

P	Meaning
0b0	No action.
0b1	Reset all event counters accessible in the current Exception level, not including PMCCNTR_EL0 , to zero.

This bit is always RAZ.

In EL0 and EL1:

- If EL2 is implemented and enabled in the current Security state, and [MDCR_EL2](#).HPMN is less than `PMCR_EL0.N`, a write of 1 to this bit does not reset event counters in the range `[MDCR_EL2.HPMN..(PMCR_EL0.N-1)]`.
- If EL2 is not implemented, EL2 is disabled in the current Security state, or [MDCR_EL2](#).HPMN equals `PMCR_EL0.N`, a write of 1 to this bit resets all the event counters.

In EL2 and EL3, a write of 1 to this bit resets all the event counters.

Note

Resetting the event counters does not change the event counter overflow bits.

If FEAT_PMUv3p5 is implemented, the values of [MDCR_EL2](#).HLP and `PMCR_EL0.LP` are ignored, and bits [63:0] of all affected event counters are reset.

Access to this field is **WO**.

E, bit [0]

Enable.

E	Meaning
0b0	All event counters in the range [0..(PMN-1)] and PMCCNTR_EL0 , are disabled.
0b1	All event counters in the range [0..(PMN-1)] and PMCCNTR_EL0 , are enabled by PMCNTENSET_EL0 .

If EL2 is implemented, then:

- If EL2 is using AArch32, PMN is [HDCR](#).HPMN.
- If EL2 is using AArch64, PMN is [MDCR_EL2](#).HPMN.
- If PMN is less than PMCR_EL0.N, this bit does not affect the operation of event counters in the range [PMN..(PMCR_EL0.N-1)].

If EL2 is not implemented, PMN is PMCR_EL0.N.

Note

The effect of [MDCR_EL2](#).HPMN or [HDCR](#).HPMN on the operation of this bit always applies if EL2 is implemented, at all Exception levels including EL2 and EL3, and regardless of whether EL2 is enabled in the current Security state. For more information, see the description of [MDCR_EL2](#).HPMN or [HDCR](#).HPMN.

On a Warm reset, this field resets to 0.

Accessing the PMCR_EL0

Accesses to this register use the following encodings:

MRS <Xt>, PMCR_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1001	0b1100	0b000

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.TPMCR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return PMCR_EL0;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.TPMCR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return PMCR_EL0;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return PMCR_EL0;
elsif PSTATE.EL == EL3 then
    return PMCR_EL0;

```

MSR PMCR_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1001	0b1100	0b000

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HDFGWTR_EL2.PMCR_EL0 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPMCR == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMCR_EL0 = X[t];
    elsif PSTATE.EL == EL1 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGWTR_EL2.PMCR_EL0 == '1'
then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPMCR == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMCR_EL0 = X[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMCR_EL0 = X[t];
    elsif PSTATE.EL == EL3 then
        PMCR_EL0 = X[t];

```

PMEVCNTR<n>_EL0, Performance Monitors Event Count Registers, n = 0 - 30

The PMEVCNTR<n>_EL0 characteristics are:

Purpose

Holds event counter n, which counts events, where n is 0 to 30.

Configuration

AArch64 System register PMEVCNTR<n>_EL0 bits [31:0] are architecturally mapped to AArch32 System register [PMEVCNTR<n>\[31:0\]](#).

AArch64 System register PMEVCNTR<n>_EL0 bits [31:0] are architecturally mapped to External register [PMEVCNTR<n>_EL0\[31:0\]](#).

This register is present only when FEAT_PMUv3 is implemented. Otherwise, direct accesses to PMEVCNTR<n>_EL0 are UNDEFINED.

Attributes

PMEVCNTR<n>_EL0 is a 64-bit register.

Field descriptions

The PMEVCNTR<n>_EL0 bit assignments are:

When FEAT_PMUv3p5 is implemented:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Event counter n																															
Event counter n																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Event counter n. Value of event counter n, where n is the number of this register and is a number from 0 to 30.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
Event counter n																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

Bits [31:0]

Event counter n. Value of event counter n, where n is the number of this register and is a number from 0 to 30.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the PMEVCNTR<n>_EL0

PMEVCNTR<n>_EL0 can also be accessed by using [PMXEVCNTR_EL0](#) with [PMSELR_EL0](#).SEL set to the value of <n>.

If FEAT_FGT is implemented and <n> is greater than or equal to the number of accessible counters, then the behavior of permitted reads and writes of [PMEVCNTR<n>_EL0](#) is as follows:

- If <n> is an unimplemented event counter, the access is UNDEFINED.
- Otherwise, the access is trapped to EL2.

If FEAT_FGT is not implemented and <n> is greater than or equal to the number of accessible counters, then reads and writes of [PMEVCNTR<n>_EL0](#) are CONSTRAINED UNPREDICTABLE, and the following behaviors are permitted:

- Accesses to the register are UNDEFINED.
- Accesses to the register behave as RAZ/WI.
- Accesses to the register execute as a NOP.
- If EL2 is implemented and enabled in the current Security state, and <n> is less than the number of implemented event counters, accesses from EL1 or permitted accesses from EL0 are trapped to EL2.

Note

In EL0, an access is permitted if it is enabled by [PMUSERENR_EL0](#).{ER,EN}.

If EL2 is implemented and enabled in the current Security state, in EL1 and EL0, [MDCR_EL2](#).HPMN identifies the number of accessible event counters. Otherwise, the number of accessible event counters is the number of implemented event counters. See [MDCR_EL2](#).HPMN for more details.

Accesses to this register use the following encodings:

MRS <Xt>, PMEVCNTR<n>_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b10:n[4:3]	n[2:0]

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif PMUSERENR_EL0.<ER,EN> == '00' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HDFGRTR_EL2.PMEVCNTRn_EL0 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return PMEVCNTR_EL0[UInt(CRm<1:0>:op2<2:0>)];
    elsif PSTATE.EL == EL1 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.PMEVCNTRn_EL0 ==
'1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return PMEVCNTR_EL0[UInt(CRm<1:0>:op2<2:0>)];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return PMEVCNTR_EL0[UInt(CRm<1:0>:op2<2:0>)];
    elsif PSTATE.EL == EL3 then
        return PMEVCNTR_EL0[UInt(CRm<1:0>:op2<2:0>)];

```

MSR PMEVCNTR<n>_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b10:n[4:3]	n[2:0]

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HDFGWTR_EL2.PMEVCNTRn_EL0 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMEVCNTR_EL0[UInt(CRm<1:0>:op2<2:0>)] = X[t];
    elsif PSTATE.EL == EL1 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGWTR_EL2.PMEVCNTRn_EL0 ==
'1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMEVCNTR_EL0[UInt(CRm<1:0>:op2<2:0>)] = X[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMEVCNTR_EL0[UInt(CRm<1:0>:op2<2:0>)] = X[t];
    elsif PSTATE.EL == EL3 then
        PMEVCNTR_EL0[UInt(CRm<1:0>:op2<2:0>)] = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMEVTYPER<n>_EL0, Performance Monitors Event Type Registers, n = 0 - 30

The PMEVTYPER<n>_EL0 characteristics are:

Purpose

Configures event counter n, where n is 0 to 30.

Configuration

AArch64 System register PMEVTYPER<n>_EL0 bits [31:0] are architecturally mapped to AArch32 System register [PMEVTYPER<n>\[31:0\]](#).

AArch64 System register PMEVTYPER<n>_EL0 bits [31:0] are architecturally mapped to External register [PMEVTYPER<n>_EL0\[31:0\]](#).

This register is present only when FEAT_PMUv3 is implemented. Otherwise, direct accesses to PMEVTYPER<n>_EL0 are UNDEFINED.

Attributes

PMEVTYPER<n>_EL0 is a 64-bit register.

Field descriptions

The PMEVTYPER<n>_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
P	U	NSK	NSU	NSH	M	MT	SH	RES0								evtCount[15:10]						evtCount[9:0]									
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

P, bit [31]

Privileged filtering bit. Controls counting in EL1.

If EL3 is implemented, then counting in Non-secure EL1 is further controlled by the PMEVTYPER<n>_EL0.NSK bit.

P	Meaning
0b0	Count events in EL1.
0b1	Do not count events in EL1.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

U, bit [30]

User filtering bit. Controls counting in EL0.

If EL3 is implemented, then counting in Non-secure EL0 is further controlled by the PMEVTYPER<n>_EL0.NSU bit.

U	Meaning
0b0	Count events in EL0.
0b1	Do not count events in EL0.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

NSK, bit [29]

When EL3 is implemented:

Non-secure EL1 (kernel) modes filtering bit. Controls counting in Non-secure EL1.

If the value of this bit is equal to the value of the PMEVTYPER<n>_EL0.P bit, events in Non-secure EL1 are counted.

Otherwise, events in Non-secure EL1 are not counted.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

NSU, bit [28]

When EL3 is implemented:

Non-secure EL0 (Unprivileged) filtering bit. Controls counting in Non-secure EL0.

If the value of this bit is equal to the value of the PMEVTYPER<n>_EL0.U bit, events in Non-secure EL0 are counted.

Otherwise, events in Non-secure EL0 are not counted.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

NSH, bit [27]

When EL2 is implemented:

EL2 (Hypervisor) filtering bit. Controls counting in EL2.

If Secure EL2 is implemented, and EL3 is implemented, counting in Secure EL2 is further controlled by the PMEVTYPER<n>_EL0.SH bit.

NSH	Meaning
0b0	Do not count events in EL2.
0b1	Count events in EL2.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

M, bit [26]

When EL3 is implemented:

Secure EL3 filtering bit.

If the value of this bit is equal to the value of the PMEVTYPER<n>_EL0.P bit, events in Secure EL3 are counted.

Otherwise, events in Secure EL3 are not counted.

Most applications can ignore this field and set its value to 0b0.

Note

This field is not visible in the AArch32 [PMEVTYPER<n>](#) System register.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

MT, bit [25]

When (FEAT_MTPMU is implemented and enabled) or an IMPLEMENTATION DEFINED multi-threaded PMU Extension is implemented:

Multithreading.

MT	Meaning
0b0	Count events only on controlling PE.
0b1	Count events from any PE with the same affinity at level 1 and above as this PE.

Note

- When the lowest level of affinity consists of logical PEs that are implemented using a multi-threading type approach, an implementation is described as multi-threaded. That is, the performance of PEs at the lowest affinity level is highly interdependent.
 - Events from a different thread of a multithreaded implementation are not Attributable to the thread counting the event.
-

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

SH, bit [24]

When FEAT_SEL2 is implemented and EL3 is implemented:

Secure EL2 filtering.

If the value of this bit is not equal to the value of the PMEVTYPER<n>_EL0.NSH bit, events in Secure EL2 are counted.

Otherwise, events in Secure EL2 are not counted.

Note

This field is not visible in the AArch32 [PMEVTYPER<n>](#) System register.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bits [23:16]

Reserved, RES0.

evtCount[15:10], bits [15:10]**When FEAT_PMUv3p1 is implemented:**

Extension to evtCount[9:0]. See evtCount[9:0] for more details.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

evtCount[9:0], bits [9:0]

Event to count. The event number of the event that is counted by event counter [PMEVCNTR<n>_EL0](#).

Software must program this field with an event that is supported by the PE being programmed.

The ranges of event numbers allocated to each type of event are shown in 'Allocation of the PMU event number space'.

If evtCount is programmed to an event that is reserved or not supported by the PE, the behavior depends on the value written:

- For the range 0x0000 to 0x003F, no events are counted, and the value returned by a direct or external read of the evtCount field is the value written to the field.
- If 16-bit evtCount is implemented, for the range 0x4000 to 0x403F, no events are counted, and the value returned by a direct or external read of the evtCount field is the value written to the field.
- For IMPLEMENTATION DEFINED events, it is UNPREDICTABLE what event, if any, is counted, and the value returned by a direct or external read of the evtCount field is UNKNOWN.

Note

UNPREDICTABLE means the event must not expose privileged information.

Arm recommends that the behavior across a family of implementations is defined such that if a given implementation does not include an event from a set of common IMPLEMENTATION DEFINED events, then no event is counted and the value read back on evtCount is the value written.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the PMEVTYPER<n>_EL0

PMEVTYPER<n>_EL0 can also be accessed by using [PMXEVTYPER_EL0](#) with [PMSELR_EL0](#).SEL set to n.

If FEAT_FGT is implemented and <n> is greater than or equal to the number of accessible counters, then the behavior of permitted reads and writes of [PMEVTYPER<n>_EL0](#) is as follows:

- If <n> is an unimplemented event counter, the access is UNDEFINED.
- Otherwise, the access is trapped to EL2.

If FEAT_FGT is not implemented and <n> is greater than or equal to the number of accessible counters, then reads and writes of [PMEVTYPER<n>_EL0](#) are CONSTRAINED UNPREDICTABLE, and the following behaviors are permitted:

- Accesses to the register are UNDEFINED.
- Accesses to the register behave as RAZ/WI.
- Accesses to the register execute as a NOP.
- If EL2 is implemented and enabled in the current Security state, and <n> is less than the number of implemented event counters, accesses from EL1 or permitted accesses from EL0 are trapped to EL2.

Note

In EL0, an access is permitted if it is enabled by [PMUSERENR_EL0.EN](#).

If EL2 is implemented and enabled in the current Security state, in EL1 and EL0, [MDCR_EL2.HPMN](#) identifies the number of accessible event counters. Otherwise, the number of accessible event counters is the number of implemented event counters. See [MDCR_EL2.HPMN](#) for more details.

Accesses to this register use the following encodings:

MRS <Xt>, PMEVTYPEPER<n>_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b11:n[4:3]	n[2:0]

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HDFGRTR_EL2.PMEVTYPEPERn_EL0 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return PMEVTYPEPER_EL0[UInt(CRm<1:0>:op2<2:0>)];
    elsif PSTATE.EL == EL1 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.PMEVTYPEPERn_EL0 ==
'1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return PMEVTYPEPER_EL0[UInt(CRm<1:0>:op2<2:0>)];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return PMEVTYPEPER_EL0[UInt(CRm<1:0>:op2<2:0>)];
    elsif PSTATE.EL == EL3 then
        return PMEVTYPEPER_EL0[UInt(CRm<1:0>:op2<2:0>)];

```

MSR PMEVTYPER<n>_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b11:n[4:3]	n[2:0]

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HDFGWTR_EL2.PMEVTYPERn_EL0 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMEVTYPER_EL0[UInt(CRm<1:0>:op2<2:0>)] = X[t];
    elsif PSTATE.EL == EL1 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGWTR_EL2.PMEVTYPERn_EL0 ==
'1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMEVTYPER_EL0[UInt(CRm<1:0>:op2<2:0>)] = X[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMEVTYPER_EL0[UInt(CRm<1:0>:op2<2:0>)] = X[t];
    elsif PSTATE.EL == EL3 then
        PMEVTYPER_EL0[UInt(CRm<1:0>:op2<2:0>)] = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMINTENCLR_EL1, Performance Monitors Interrupt Enable Clear register

The PMINTENCLR_EL1 characteristics are:

Purpose

Disables the generation of interrupt requests on overflows from the Cycle Count Register, [PMCCNTR_EL0](#), and the event counters [PMEVCNTR<n>_EL0](#). Reading the register shows which overflow interrupt requests are enabled.

Configuration

AArch64 System register PMINTENCLR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [PMINTENCLR\[31:0\]](#).

AArch64 System register PMINTENCLR_EL1 bits [31:0] are architecturally mapped to External register [PMINTENCLR_EL1\[31:0\]](#).

This register is present only when FEAT_PMUv3 is implemented. Otherwise, direct accesses to PMINTENCLR_EL1 are UNDEFINED.

Attributes

PMINTENCLR_EL1 is a 64-bit register.

Field descriptions

The PMINTENCLR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
C	P<n>, bit [n]																														
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

C, bit [31]

[PMCCNTR_EL0](#) overflow interrupt request disable bit. Possible values are:

C	Meaning
0b0	When read, means the cycle counter overflow interrupt request is disabled. When written, has no effect.
0b1	When read, means the cycle counter overflow interrupt request is enabled. When written, disables the cycle count overflow interrupt request.

P<n>, bit [n], for n = 0 to 30

Event counter overflow interrupt request disable bit for [PMEVCNTR<n>_EL0](#).

If N is less than 31, then bits [30:N] are RAZ/WI. When EL2 is implemented and enabled in the current Security state, in EL1, N is the value in [MDCR_EL2](#).HPMN. Otherwise, N is the value in [PMCR_EL0](#).N.

P<n>	Meaning
0b0	When read, means that the PMEVCNTR<n>_EL0 event counter interrupt request is disabled. When written, has no effect.
0b1	When read, means that the PMEVCNTR<n>_EL0 event counter interrupt request is enabled. When written, disables the PMEVCNTR<n>_EL0 interrupt request.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the PMINTENCLR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, PMINTENCLR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1001	0b1110	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.PMINTEN == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return PMINTENCLR_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return PMINTENCLR_EL1;
elsif PSTATE.EL == EL3 then
    return PMINTENCLR_EL1;

```

MSR PMINTENCLR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1001	0b1110	0b010


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDBGWTR_EL2.PMINTEN == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMINTENCLR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMINTENCLR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    PMINTENCLR_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMINTENSET_EL1, Performance Monitors Interrupt Enable Set register

The PMINTENSET_EL1 characteristics are:

Purpose

Enables the generation of interrupt requests on overflows from the Cycle Count Register, [PMCCNTR_EL0](#), and the event counters [PMEVCNTR<n>_EL0](#). Reading the register shows which overflow interrupt requests are enabled.

Configuration

AArch64 System register PMINTENSET_EL1 bits [31:0] are architecturally mapped to AArch32 System register [PMINTENSET\[31:0\]](#).

AArch64 System register PMINTENSET_EL1 bits [31:0] are architecturally mapped to External register [PMINTENSET_EL1\[31:0\]](#).

This register is present only when FEAT_PMUv3 is implemented. Otherwise, direct accesses to PMINTENSET_EL1 are UNDEFINED.

Attributes

PMINTENSET_EL1 is a 64-bit register.

Field descriptions

The PMINTENSET_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
C	P<n>, bit [n]																														
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

C, bit [31]

[PMCCNTR_EL0](#) overflow interrupt request enable bit. Possible values are:

C	Meaning
0b0	When read, means the cycle counter overflow interrupt request is disabled. When written, has no effect.
0b1	When read, means the cycle counter overflow interrupt request is enabled. When written, enables the cycle count overflow interrupt request.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

P<n>, bit [n], for n = 0 to 30

Event counter overflow interrupt request enable bit for [PMEVCNTR<n>_EL0](#).

If N is less than 31, then bits [30:N] are RAZ/WI. When EL2 is implemented and enabled in the current Security state, in EL1, N is the value in [MDCR_EL2](#).HPMN. Otherwise, N is the value in [PMCR_EL0](#).N.

P<n>	Meaning
0b0	When read, means that the PMEVCNTR<n>_EL0 event counter interrupt request is disabled. When written, has no effect.
0b1	When read, means that the PMEVCNTR<n>_EL0 event counter interrupt request is enabled. When written, enables the PMEVCNTR<n>_EL0 interrupt request.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the PMINTENSET_EL1

Accesses to this register use the following encodings:

MRS <Xt>, PMINTENSET_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1001	0b1110	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.PMINTEN == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return PMINTENSET_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return PMINTENSET_EL1;
elsif PSTATE.EL == EL3 then
    return PMINTENSET_EL1;

```

MSR PMINTENSET_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1001	0b1110	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDBGWTR_EL2.PMINTEN == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMINTENSET_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMINTENSET_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    PMINTENSET_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMMIR_EL1, Performance Monitors Machine Identification Register

The PMMIR_EL1 characteristics are:

Purpose

Describes Performance Monitors parameters specific to the implementation to software.

Configuration

This register is present only when FEAT_PMUv3p4 is implemented. Otherwise, direct accesses to PMMIR_EL1 are UNDEFINED.

Attributes

PMMIR_EL1 is a 64-bit register.

Field descriptions

The PMMIR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																SLOTS															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:8]

Reserved, RES0.

SLOTS, bits [7:0]

Operation width. The largest value by which the STALL_SLOT event might increment by in a single cycle. If the STALL_SLOT event is not implemented, this field might read as zero.

Accessing the PMMIR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, PMMIR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1001	0b1110	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.PMMIR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return PMMIR_EL1;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                return PMMIR_EL1;
    elsif PSTATE.EL == EL3 then
        return PMMIR_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMOVSLR_EL0, Performance Monitors Overflow Flag Status Clear Register

The PMOVSLR_EL0 characteristics are:

Purpose

Contains the state of the overflow bit for the Cycle Count Register, [PMCCNTR_EL0](#), and each of the implemented event counters [PMEVCNTR<n>](#). Writing to this register clears these bits.

Configuration

AArch64 System register PMOVSLR_EL0 bits [31:0] are architecturally mapped to AArch32 System register [PMOVSRI\[31:0\]](#).

AArch64 System register PMOVSLR_EL0 bits [31:0] are architecturally mapped to External register [PMOVSLR_EL0\[31:0\]](#).

This register is present only when FEAT_PMUv3 is implemented. Otherwise, direct accesses to PMOVSLR_EL0 are UNDEFINED.

Attributes

PMOVSLR_EL0 is a 64-bit register.

Field descriptions

The PMOVSLR_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
C	P<n>, bit [n]																														
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

C, bit [31]

Cycle counter overflow clear bit.

C	Meaning
0b0	When read, means the cycle counter has not overflowed since this bit was last cleared. When written, has no effect.
0b1	When read, means the cycle counter has overflowed since this bit was last cleared. When written, clears the cycle counter overflow bit to 0.

[PMCR_EL0](#).LC controls whether an overflow is detected from unsigned overflow of [PMCCNTR_EL0](#)[31:0] or unsigned overflow of [PMCCNTR_EL0](#)[63:0].

On a Warm reset, this field resets to an architecturally UNKNOWN value.

P<n>, bit [n], for n = 0 to 30

Event counter overflow clear bit for [PMEVCNTR<n>_EL0](#).

If N is less than 31, then bits [30:N] are RAZ/WI. When EL2 is implemented and enabled in the current Security state, in EL1 and EL0, N is the value in [MDCR_EL2.HPMN](#). Otherwise, N is the value in [PMCR_EL0.N](#).

P<n>	Meaning
0b0	When read, means that PMEVCNTR<n>_EL0 has not overflowed since this bit was last cleared. When written, has no effect.
0b1	When read, means that PMEVCNTR<n>_EL0 has overflowed since this bit was last cleared. When written, clears the PMEVCNTR<n>_EL0 overflow bit to 0.

If FEAT_PMUv3p5 is implemented, [MDCR_EL2.HLP](#) and [PMCR_EL0.LP](#) control whether an overflow is detected from unsigned overflow of [PMEVCNTR<n>_EL0](#)[31:0] or unsigned overflow of [PMEVCNTR<n>_EL0](#)[63:0].

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the PMOVSLR_EL0

Accesses to this register use the following encodings:

MRS <Xt>, PMOVSLR_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1001	0b1100	0b011


```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HDFGRTR_EL2.PMOVS == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return PMOVSLR_EL0;
    elsif PSTATE.EL == EL1 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.PMOVS == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return PMOVSLR_EL0;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return PMOVSLR_EL0;
    elsif PSTATE.EL == EL3 then
        return PMOVSLR_EL0;

```

MSR PMOVSLR_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1001	0b1100	0b011

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HDFGWTR_EL2.PMOVS == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMOVSLR_EL0 = X[t];
    elsif PSTATE.EL == EL1 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGWTR_EL2.PMOVS == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMOVSLR_EL0 = X[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMOVSLR_EL0 = X[t];
    elsif PSTATE.EL == EL3 then
        PMOVSLR_EL0 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMOVSSET_EL0, Performance Monitors Overflow Flag Status Set register

The PMOVSSET_EL0 characteristics are:

Purpose

Sets the state of the overflow bit for the Cycle Count Register, [PMCCNTR_EL0](#), and each of the implemented event counters [PMEVCNTR<n>](#).

Configuration

AArch64 System register PMOVSSET_EL0 bits [31:0] are architecturally mapped to AArch32 System register [PMOVSSETI\[31:0\]](#).

AArch64 System register PMOVSSET_EL0 bits [31:0] are architecturally mapped to External register [PMOVSSET_EL0\[31:0\]](#).

This register is present only when FEAT_PMUv3 is implemented. Otherwise, direct accesses to PMOVSSET_EL0 are UNDEFINED.

Attributes

PMOVSSET_EL0 is a 64-bit register.

Field descriptions

The PMOVSSET_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
C	P<n>, bit [n]																														
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

C, bit [31]

Cycle counter overflow set bit.

C	Meaning
0b0	When read, means the cycle counter has not overflowed since this bit was last cleared. When written, has no effect.
0b1	When read, means the cycle counter has overflowed since this bit was last cleared. When written, sets the cycle counter overflow bit to 1.

[PMCR_EL0](#).LC controls whether an overflow is detected from unsigned overflow of [PMCCNTR_EL0](#)[31:0] or unsigned overflow of [PMCCNTR_EL0](#)[63:0].

On a Warm reset, this field resets to an architecturally UNKNOWN value.

P<n>, bit [n], for n = 0 to 30

Event counter overflow set bit for [PMEVCNTR<n>_EL0](#).

If N is less than 31, then bits [30:N] are RAZ/WI. When EL2 is implemented and enabled in the current Security state, in EL1 and EL0, N is the value in [MDCR_EL2.HPMN](#). Otherwise, N is the value in [PMCR_EL0.N](#).

P<n>	Meaning
0b0	When read, means that PMEVCNTR<n>_EL0 has not overflowed since this bit was last cleared. When written, has no effect.
0b1	When read, means that PMEVCNTR<n>_EL0 has overflowed since this bit was last cleared. When written, sets the PMEVCNTR<n>_EL0 overflow bit to 1.

If FEAT_PMUv3p5 is implemented, [MDCR_EL2.HLP](#) and [PMCR_EL0.LP](#) control whether an overflow is detected from unsigned overflow of [PMEVCNTR<n>_EL0](#)[31:0] or unsigned overflow of [PMEVCNTR<n>_EL0](#)[63:0].

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the PMOVSSET_EL0

Accesses to this register use the following encodings:

MRS <Xt>, PMOVSSET_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1001	0b1110	0b011

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HDFGRTR_EL2.PMOVS == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return PMOVSSET_EL0;
    elsif PSTATE.EL == EL1 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.PMOVS == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return PMOVSSET_EL0;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return PMOVSSET_EL0;
    elsif PSTATE.EL == EL3 then
        return PMOVSSET_EL0;

```

MSR PMOVSSET_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1001	0b1110	0b011

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HDFGWTR_EL2.PMOVS == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMOVSSET_EL0 = X[t];
    elsif PSTATE.EL == EL1 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGWTR_EL2.PMOVS == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMOVSSET_EL0 = X[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMOVSSET_EL0 = X[t];
    elsif PSTATE.EL == EL3 then
        PMOVSSET_EL0 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMSCR_EL1, Statistical Profiling Control Register (EL1)

The PMSCR_EL1 characteristics are:

Purpose

Provides EL1 controls for Statistical Profiling

Configuration

This register is present only when FEAT_SPE is implemented. Otherwise, direct accesses to PMSCR_EL1 are UNDEFINED.

Attributes

PMSCR_EL1 is a 64-bit register.

Field descriptions

The PMSCR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0																								PCT	TS	PA	CX	RES0	E1SPE	E0SPE	
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:8]

Reserved, RES0.

PCT, bits [7:6]

When EL2 is implemented:

Physical Timestamp. If timestamp sampling is enabled and the Profiling Buffer is owned by EL1, requests which timestamp counter value is collected.

If FEAT_ECV is implemented, this is a two bit field as shown. Otherwise, bit[7] is RES0.

PCT	Meaning	Applies when
0b00	Virtual counter, CNTVCT_EL0 , is collected.	
0b01	Physical counter, CNTPCT_EL0 , is collected.	
0b11	Physical counter, CNTPCT_EL0 , minus CNTPOFF_EL2 is collected.	When FEAT_ECV is implemented

If the Profiling Buffer owning Exception level is EL2, this field is ignored.

If the Profiling Buffer owning Exception level is EL1, this field is combined with [PMSCR_EL2](#).PCT to determine which timestamp counter value is collected. For more information, see 'Controlling the data that is collected'.

When EL2 is implemented and enabled in the current Security state, the physical counter uses a fixed physical offset of zero if either of the following are true:

- [CNTHCTL_EL2](#).ECV is 0.
- [SCR_EL3](#).ECVEn is 0.
- [HCR_EL2](#).{E2H, TGE} is {1, 1}.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Physical Timestamp. Reserved. This field reads as 0b01 and ignores writes. Software should treat this field as UNK/SBZP.

When EL2 is not implemented, the Effective values of [CNTVOFF_EL2](#) and [CNTPOFF_EL2](#) are zero, meaning the virtual counter and physical counter have the same value.

TS, bit [5]

Timestamp enable.

TS	Meaning
0b0	Timestamp sampling disabled.
0b1	Timestamp sampling enabled.

This bit is ignored by the PE if EL2 is implemented and the Profiling Buffer is owned by EL2. For more information, see 'Controlling the data that is collected'.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

PA, bit [4]

Physical Address sample enable.

PA	Meaning
0b0	Physical addresses are not collected.
0b1	Physical addresses are collected.

If EL2 is implemented:

- If the Profiling Buffer is owned by EL1, this bit is combined with [PMSCR_EL2.PA](#) to determine which address is collected. For more information, see 'Controlling the data that is collected'.
- If the Profiling Buffer is owned by EL2, this bit is ignored by the PE.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

CX, bit [3]

[CONTEXTIDR_EL1](#) sample enable.

CX	Meaning
0b0	CONTEXTIDR_EL1 is not collected.
0b1	CONTEXTIDR_EL1 is collected.

If EL2 is implemented and enabled in the current Security state when an operation is sampled:

- If the PE is at EL2, this bit is ignored by the PE.
- If [HCR_EL2.TGE](#) == 1, this bit is ignored by the PE.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Bit [2]

Reserved, RES0.

E1SPE, bit [1]

EL1 Statistical Profiling Enable.

E1SPE	Meaning
0b0	Sampling disabled at EL1.
0b1	Sampling enabled at EL1.

If EL2 is implemented and enabled in the current Security state, this bit is ignored by the PE when [HCR_EL2.TGE](#) == 1.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

E0SPE, bit [0]

EL0 Statistical Profiling Enable. Controls sampling at EL0 when [HCR_EL2.TGE](#) == 0 or if EL2 is disabled or not implemented.

E0SPE	Meaning
0b0	Sampling disabled at EL0.
0b1	Sampling enabled at EL0.

If EL2 is implemented and enabled in the current Security state, this bit is ignored by the PE when [HCR_EL2.TGE](#) == 1.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the PMSCR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, PMSCR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1001	0b1001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.PMSCR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.TPMS == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
            return NVMem[0x828];
        else
            return PMSCR_EL1;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
            UNDEFINED;
        elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HCR_EL2.E2H == '1' then
            return PMSCR_EL2;
        else
            return PMSCR_EL1;
    elsif PSTATE.EL == EL3 then
        return PMSCR_EL1;

```

MSR PMSCR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1001	0b1001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGWTR_EL2.PMSCR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.TPMS == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
            NVMem[0x828] = X[t];
        else
            PMSCR_EL1 = X[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
            UNDEFINED;
        elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HCR_EL2.E2H == '1' then
            PMSCR_EL2 = X[t];
        else
            PMSCR_EL1 = X[t];
    elsif PSTATE.EL == EL3 then
        PMSCR_EL1 = X[t];

```

MRS <Xt>, PMSCR_EL12

op0	op1	CRn	CRm	op2
0b11	0b101	0b1001	0b1001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        return NVMem[0x828];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3
trap priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
            UNDEFINED;
        elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return PMSCR_EL1;
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        return PMSCR_EL1;
    else
        UNDEFINED;

```

MSR PMSCR_EL12, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b101	0b1001	0b1001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        NVMem[0x828] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3
trap priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
            UNDEFINED;
        elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMSCR_EL1 = X[t];
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        PMSCR_EL1 = X[t];
    else
        UNDEFINED;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMSCR_EL2, Statistical Profiling Control Register (EL2)

The PMSCR_EL2 characteristics are:

Purpose

Provides EL2 controls for Statistical Profiling

Configuration

This register is present only when FEAT_SPE is implemented. Otherwise, direct accesses to PMSCR_EL2 are UNDEFINED.

Attributes

PMSCR_EL2 is a 64-bit register.

Field descriptions

The PMSCR_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0																								PCT	TS	PA	CX	RES0	E2SPE	E0HSPE	
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:8]

Reserved, RES0.

PCT, bits [7:6]

Physical Timestamp. If timestamp sampling is enabled, determines which counter is collected. The behavior depends on the Profiling Buffer owning Exception level.

If FEAT_ECV is implemented, this is a two bit field as shown. Otherwise, bit[7] is RES0.

PCT	Meaning	Applies when
0b00	Virtual counter, CNTVCT_EL0 , is collected.	
0b01	If the Profiling Buffer owning Exception level is EL2: Physical counter, CNTPCT_EL0 , is collected.	
	If the Profiling Buffer owning Exception level is EL1: Timestamp value is selected by PMSCR_EL1.PCT .	
0b11	If the Profiling Buffer owning Exception level is EL2: Physical counter, CNTPCT_EL0 , minus CNTPOFF_EL2 is collected.	When FEAT_ECV is implemented
	If the Profiling Buffer owning Exception level is EL1: If PMSCR_EL1.PCT == 0b00, the virtual counter, CNTVCT_EL0 is collected. Otherwise, the physical counter, CNTPCT_EL0 , minus CNTPOFF_EL2 is collected.	

When EL2 is implemented and enabled in the current Security state, the physical counter uses a fixed physical offset of zero if either of the following are true:

- [CNTHCTL_EL2](#).ECV is 0.
- [SCR_EL3](#).ECVEn is 0.
- [HCR_EL2](#).{E2H, TGE} is {1, 1}.

If EL2 is not implemented or EL2 is disabled in the current Security state, the PE behaves as if this field is set to 0b01, other than for a direct read of the register.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

TS, bit [5]

Timestamp Enable.

TS	Meaning
0b0	Timestamp sampling disabled.
0b1	Timestamp sampling enabled.

This bit is ignored by the PE when any of the following are true:

- The Profiling Buffer owning Exception level is EL1.
- In Secure state, and either FEAT_SEL2 is not implemented or Secure EL2 is disabled.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

PA, bit [4]

Physical Address Sample Enable.

PA	Meaning
0b0	Physical addresses are not collected.
0b1	Physical addresses are collected.

If the Profiling Buffer owning Exception level is EL1, and EL2 is enabled in the current Security state, this bit is combined with [PMSCR_EL1](#).PA to determine which address is collected.

If EL2 is not implemented or EL2 is disabled in the current Security state, the PE ignores the value of this bit and behaves as if this bit is set to 1, other than for a direct read of the register.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

CX, bit [3]

[CONTEXTIDR_EL2](#) Sample Enable.

CX	Meaning
0b0	CONTEXTIDR_EL2 is not collected.
0b1	CONTEXTIDR_EL2 is collected.

If EL2 is not implemented or EL2 is disabled in the current Security state, the PE ignores the value of this bit.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Bit [2]

Reserved, RES0.

E2SPE, bit [1]

EL2 Statistical Profiling Enable.

E2SPE	Meaning
0b0	Sampling disabled at EL2.
0b1	Sampling enabled at EL2.

This bit is RES0 if [MDCR_EL2.E2PB](#) != 0b00.

If EL2 is disabled in the current Security state, this bit is ignored by the PE.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

E0HSPE, bit [0]

EL0 Statistical Profiling Enable.

E0HSPE	Meaning
0b0	Sampling disabled at EL0.
0b1	Sampling enabled at EL0.

If [MDCR_EL2.E2PB](#) != 0b00, this bit is RES0.

If EL2 is implemented and enabled in the current Security state, this bit is ignored by the PE when [HCR_EL2.TGE](#) == 0.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the PMSCR_EL2

Accesses to this register use the following encodings:

MRS <Xt>, PMSCR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1001	0b1001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return PMSCR_EL2;
elsif PSTATE.EL == EL3 then
    return PMSCR_EL2;

```

MSR PMSCR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1001	0b1001	0b000


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        PMSCR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    PMSCR_EL2 = X[t];

```

MRS <Xt>, PMSCR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1001	0b1001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.PMSCR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.TPMS == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
            return NVMem[0x828];
        else
            return PMSCR_EL1;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
            UNDEFINED;
        elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HCR_EL2.E2H == '1' then
            return PMSCR_EL2;
        else
            return PMSCR_EL1;
    elsif PSTATE.EL == EL3 then
        return PMSCR_EL1;

```

MSR PMSCR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1001	0b1001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDBGWTR_EL2.PMSCR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.TPMS == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
            NVMem[0x828] = X[t];
        else
            PMSCR_EL1 = X[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
            UNDEFINED;
        elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HCR_EL2.E2H == '1' then
            PMSCR_EL2 = X[t];
        else
            PMSCR_EL1 = X[t];
    elsif PSTATE.EL == EL3 then
        PMSCR_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMSELR_EL0, Performance Monitors Event Counter Selection Register

The PMSELR_EL0 characteristics are:

Purpose

Selects the current event counter [PMEVCNTR<n>_EL0](#) or the cycle counter, CCNT.

PMSELR_EL0 is used in conjunction with [PMXEVTYPER_EL0](#) to determine the event that increments a selected event counter, and the modes and states in which the selected counter increments.

It is also used in conjunction with [PMXVCNTR_EL0](#), to determine the value of a selected event counter.

Configuration

AArch64 System register PMSELR_EL0 bits [31:0] are architecturally mapped to AArch32 System register [PMSELR\[31:0\]](#).

This register is present only when FEAT_PMUv3 is implemented. Otherwise, direct accesses to PMSELR_EL0 are UNDEFINED.

Attributes

PMSELR_EL0 is a 64-bit register.

Field descriptions

The PMSELR_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0																															
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
SEL																															

Bits [63:5]

Reserved, RES0.

SEL, bits [4:0]

Selects event counter, [PMEVCNTR<n>_EL0](#), where n is the value held in this field. This value identifies which event counter is accessed when a subsequent access to [PMXEVTYPER_EL0](#) or [PMXVCNTR_EL0](#) occurs.

This field can take any value from 0 (0b00000) to (PMCR.N)-1, or 31 (0b11111).

When PMSELR_EL0.SEL is 0b11111, it selects the cycle counter and:

- A read of the [PMXEVTYPER_EL0](#) returns the value of [PMCCFILTR_EL0](#).
- A write of the [PMXEVTYPER_EL0](#) writes to [PMCCFILTR_EL0](#).
- A read or write of [PMXVCNTR_EL0](#) has CONSTRAINED UNPREDICTABLE effects. See [PMXVCNTR_EL0](#) for more details.

For details of the results of accesses to the event counters, see [PMXEVTYPER_EL0](#) and [PMXVCNTR_EL0](#).

For information about the number of counters accessible at each Exception level, see [MDCR_EL2](#).HPMN.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the PMSELR_EL0

Accesses to this register use the following encodings:

MRS <Xt>, PMSELR_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1001	0b1100	0b101

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif PMUSERENR_EL0.<ER,EN> == '00' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HDFGRTR_EL2.PMSELR_EL0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return PMSELR_EL0;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.PMSELR_EL0 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return PMSELR_EL0;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return PMSELR_EL0;
elsif PSTATE.EL == EL3 then
    return PMSELR_EL0;

```

MSR PMSELR_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1001	0b1100	0b101

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif PMUSERENR_EL0.<ER,EN> == '00' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HDFGWTR_EL2.PMSELR_EL0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        PMSELR_EL0 = X[t];
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGWTR_EL2.PMSELR_EL0 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        PMSELR_EL0 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        PMSELR_EL0 = X[t];
elsif PSTATE.EL == EL3 then
    PMSELR_EL0 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMSEVFR_EL1, Sampling Event Filter Register

The PMSEVFR_EL1 characteristics are:

Purpose

Controls sample filtering by events. The overall filter is the logical AND of these filters. For example, if E[3] and E[5] are both set to 1, only samples that have both event 3 (Level 1 unified or data cache refill) and event 5 set (TLB walk) are recorded

Configuration

This register is present only when FEAT_SPE is implemented. Otherwise, direct accesses to PMSEVFR_EL1 are UNDEFINED.

Attributes

PMSEVFR_EL1 is a 64-bit register.

Field descriptions

The PMSEVFR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	
E[63]	E[62]	E[61]	E[60]	E[59]	E[58]	E[57]	E[56]	E[55]	E[54]	E[53]	E[52]	E[51]	E[50]	E[49]	E[48]						
E[31]	E[30]	E[29]	E[28]	E[27]	E[26]	E[25]	E[24]	RAZ/WI						E[18]	E[17]	RAZ/WI	E[15]	E[14]	E[13]	E[12]	E[11]
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	

E[63], bit [63]

E[63] is the event filter for event 63. If event 63 is not implemented, or filtering on event 63 is not supported, the corresponding bit is RAZ/WI.

E[63]	Meaning
0b0	Event 63 is ignored.
0b1	Do not record samples that have event 63 == 0.

An IMPLEMENTATION DEFINED event might be recorded as a multi-bit field. In this case, if the corresponding bits of PMSEVFR_EL1 define an IMPLEMENTATION DEFINED filter for the event.

This field is ignored by the PE when [PMSEFCR_EL1](#).FE == 0

On a Warm reset, this field resets to an architecturally UNKNOWN value.

E[62], bit [62]

E[62] is the event filter for event 62. If event 62 is not implemented, or filtering on event 62 is not supported, the corresponding bit is RAZ/WI.

E[62]	Meaning
0b0	Event 62 is ignored.
0b1	Do not record samples that have event 62 == 0.

An IMPLEMENTATION DEFINED event might be recorded as a multi-bit field. In this case, if the corresponding bits of PMSEVFR_EL1 define an IMPLEMENTATION DEFINED filter for the event.

This field is ignored by the PE when [PMSEFCR_EL1](#).FE == 0

On a Warm reset, this field resets to an architecturally UNKNOWN value.

E[61], bit [61]

E[61] is the event filter for event 61. If event 61 is not implemented, or filtering on event 61 is not supported, the corresponding bit is RAZ/WI.

E[61]	Meaning
0b0	Event 61 is ignored.
0b1	Do not record samples that have event 61 == 0.

An IMPLEMENTATION DEFINED event might be recorded as a multi-bit field. In this case, if the corresponding bits of PMSEVFR_EL1 define an IMPLEMENTATION DEFINED filter for the event.

This field is ignored by the PE when [PMSFCR_EL1.FE](#) == 0

On a Warm reset, this field resets to an architecturally UNKNOWN value.

E[60], bit [60]

E[60] is the event filter for event 60. If event 60 is not implemented, or filtering on event 60 is not supported, the corresponding bit is RAZ/WI.

E[60]	Meaning
0b0	Event 60 is ignored.
0b1	Do not record samples that have event 60 == 0.

An IMPLEMENTATION DEFINED event might be recorded as a multi-bit field. In this case, if the corresponding bits of PMSEVFR_EL1 define an IMPLEMENTATION DEFINED filter for the event.

This field is ignored by the PE when [PMSFCR_EL1.FE](#) == 0

On a Warm reset, this field resets to an architecturally UNKNOWN value.

E[59], bit [59]

E[59] is the event filter for event 59. If event 59 is not implemented, or filtering on event 59 is not supported, the corresponding bit is RAZ/WI.

E[59]	Meaning
0b0	Event 59 is ignored.
0b1	Do not record samples that have event 59 == 0.

An IMPLEMENTATION DEFINED event might be recorded as a multi-bit field. In this case, if the corresponding bits of PMSEVFR_EL1 define an IMPLEMENTATION DEFINED filter for the event.

This field is ignored by the PE when [PMSFCR_EL1.FE](#) == 0

On a Warm reset, this field resets to an architecturally UNKNOWN value.

E[58], bit [58]

E[58] is the event filter for event 58. If event 58 is not implemented, or filtering on event 58 is not supported, the corresponding bit is RAZ/WI.

E[58]	Meaning
0b0	Event 58 is ignored.
0b1	Do not record samples that have event 58 == 0.

An IMPLEMENTATION DEFINED event might be recorded as a multi-bit field. In this case, if the corresponding bits of PMSEVFR_EL1 define an IMPLEMENTATION DEFINED filter for the event.

This field is ignored by the PE when [PMSFCR_EL1.FE](#) == 0

On a Warm reset, this field resets to an architecturally UNKNOWN value.

E[57], bit [57]

E[57] is the event filter for event 57. If event 57 is not implemented, or filtering on event 57 is not supported, the corresponding bit is RAZ/WI.

E[57]	Meaning
0b0	Event 57 is ignored.
0b1	Do not record samples that have event 57 == 0.

An IMPLEMENTATION DEFINED event might be recorded as a multi-bit field. In this case, if the corresponding bits of PMSEVFR_EL1 define an IMPLEMENTATION DEFINED filter for the event.

This field is ignored by the PE when [PMSECR_EL1.FE](#) == 0

On a Warm reset, this field resets to an architecturally UNKNOWN value.

E[56], bit [56]

E[56] is the event filter for event 56. If event 56 is not implemented, or filtering on event 56 is not supported, the corresponding bit is RAZ/WI.

E[56]	Meaning
0b0	Event 56 is ignored.
0b1	Do not record samples that have event 56 == 0.

An IMPLEMENTATION DEFINED event might be recorded as a multi-bit field. In this case, if the corresponding bits of PMSEVFR_EL1 define an IMPLEMENTATION DEFINED filter for the event.

This field is ignored by the PE when [PMSECR_EL1.FE](#) == 0

On a Warm reset, this field resets to an architecturally UNKNOWN value.

E[55], bit [55]

E[55] is the event filter for event 55. If event 55 is not implemented, or filtering on event 55 is not supported, the corresponding bit is RAZ/WI.

E[55]	Meaning
0b0	Event 55 is ignored.
0b1	Do not record samples that have event 55 == 0.

An IMPLEMENTATION DEFINED event might be recorded as a multi-bit field. In this case, if the corresponding bits of PMSEVFR_EL1 define an IMPLEMENTATION DEFINED filter for the event.

This field is ignored by the PE when [PMSECR_EL1.FE](#) == 0

On a Warm reset, this field resets to an architecturally UNKNOWN value.

E[54], bit [54]

E[54] is the event filter for event 54. If event 54 is not implemented, or filtering on event 54 is not supported, the corresponding bit is RAZ/WI.

E[54]	Meaning
0b0	Event 54 is ignored.
0b1	Do not record samples that have event 54 == 0.

An IMPLEMENTATION DEFINED event might be recorded as a multi-bit field. In this case, if the corresponding bits of PMSEVFR_EL1 define an IMPLEMENTATION DEFINED filter for the event.

This field is ignored by the PE when [PMSECR_EL1.FE](#) == 0

On a Warm reset, this field resets to an architecturally UNKNOWN value.

E[53], bit [53]

E[53] is the event filter for event 53. If event 53 is not implemented, or filtering on event 53 is not supported, the corresponding bit is RAZ/WI.

E[53]	Meaning
0b0	Event 53 is ignored.
0b1	Do not record samples that have event 53 == 0.

An IMPLEMENTATION DEFINED event might be recorded as a multi-bit field. In this case, if the corresponding bits of PMSEVFR_EL1 define an IMPLEMENTATION DEFINED filter for the event.

This field is ignored by the PE when [PMSECR_EL1.FE](#) == 0

On a Warm reset, this field resets to an architecturally UNKNOWN value.

E[52], bit [52]

E[52] is the event filter for event 52. If event 52 is not implemented, or filtering on event 52 is not supported, the corresponding bit is RAZ/WI.

E[52]	Meaning
0b0	Event 52 is ignored.
0b1	Do not record samples that have event 52 == 0.

An IMPLEMENTATION DEFINED event might be recorded as a multi-bit field. In this case, if the corresponding bits of PMSEVFR_EL1 define an IMPLEMENTATION DEFINED filter for the event.

This field is ignored by the PE when [PMSECR_EL1.FE](#) == 0

On a Warm reset, this field resets to an architecturally UNKNOWN value.

E[51], bit [51]

E[51] is the event filter for event 51. If event 51 is not implemented, or filtering on event 51 is not supported, the corresponding bit is RAZ/WI.

E[51]	Meaning
0b0	Event 51 is ignored.
0b1	Do not record samples that have event 51 == 0.

An IMPLEMENTATION DEFINED event might be recorded as a multi-bit field. In this case, if the corresponding bits of PMSEVFR_EL1 define an IMPLEMENTATION DEFINED filter for the event.

This field is ignored by the PE when [PMSECR_EL1.FE](#) == 0

On a Warm reset, this field resets to an architecturally UNKNOWN value.

E[50], bit [50]

E[50] is the event filter for event 50. If event 50 is not implemented, or filtering on event 50 is not supported, the corresponding bit is RAZ/WI.

E[50]	Meaning
0b0	Event 50 is ignored.
0b1	Do not record samples that have event 50 == 0.

An IMPLEMENTATION DEFINED event might be recorded as a multi-bit field. In this case, if the corresponding bits of PMSEVFR_EL1 define an IMPLEMENTATION DEFINED filter for the event.

This field is ignored by the PE when [PMSECR_EL1.FE](#) == 0

On a Warm reset, this field resets to an architecturally UNKNOWN value.

E[49], bit [49]

E[49] is the event filter for event 49. If event 49 is not implemented, or filtering on event 49 is not supported, the corresponding bit is RAZ/WI.

E[49]	Meaning
0b0	Event 49 is ignored.
0b1	Do not record samples that have event 49 == 0.

An IMPLEMENTATION DEFINED event might be recorded as a multi-bit field. In this case, if the corresponding bits of PMSEVFR_EL1 define an IMPLEMENTATION DEFINED filter for the event.

This field is ignored by the PE when [PMSECR_EL1.FE](#) == 0

On a Warm reset, this field resets to an architecturally UNKNOWN value.

E[48], bit [48]

E[48] is the event filter for event 48. If event 48 is not implemented, or filtering on event 48 is not supported, the corresponding bit is RAZ/WI.

E[48]	Meaning
0b0	Event 48 is ignored.
0b1	Do not record samples that have event 48 == 0.

An IMPLEMENTATION DEFINED event might be recorded as a multi-bit field. In this case, if the corresponding bits of PMSEVFR_EL1 define an IMPLEMENTATION DEFINED filter for the event.

This field is ignored by the PE when [PMSECR_EL1.FE](#) == 0

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Bits [47:32]

Reserved, RAZ/WI.

E[31], bit [31]

E[31] is the event filter for event 31. If event 31 is not implemented, or filtering on event 31 is not supported, the corresponding bit is RAZ/WI.

E[31]	Meaning
0b0	Event 31 is ignored.
0b1	Do not record samples that have event 31 == 0.

An IMPLEMENTATION DEFINED event might be recorded as a multi-bit field. In this case, if the corresponding bits of PMSEVFR_EL1 define an IMPLEMENTATION DEFINED filter for the event.

This field is ignored by the PE when [PMSECR_EL1.FE](#) == 0

On a Warm reset, this field resets to an architecturally UNKNOWN value.

E[30], bit [30]

E[30] is the event filter for event 30. If event 30 is not implemented, or filtering on event 30 is not supported, the corresponding bit is RAZ/WI.

E[30]	Meaning
0b0	Event 30 is ignored.
0b1	Do not record samples that have event 30 == 0.

An IMPLEMENTATION DEFINED event might be recorded as a multi-bit field. In this case, if the corresponding bits of PMSEVFR_EL1 define an IMPLEMENTATION DEFINED filter for the event.

This field is ignored by the PE when [PMSECR_EL1.FE](#) == 0

On a Warm reset, this field resets to an architecturally UNKNOWN value.

E[29], bit [29]

E[29] is the event filter for event 29. If event 29 is not implemented, or filtering on event 29 is not supported, the corresponding bit is RAZ/WI.

E[29]	Meaning
0b0	Event 29 is ignored.
0b1	Do not record samples that have event 29 == 0.

An IMPLEMENTATION DEFINED event might be recorded as a multi-bit field. In this case, if the corresponding bits of PMSEVFR_EL1 define an IMPLEMENTATION DEFINED filter for the event.

This field is ignored by the PE when [PMSFCR_EL1.FE](#) == 0

On a Warm reset, this field resets to an architecturally UNKNOWN value.

E[28], bit [28]

E[28] is the event filter for event 28. If event 28 is not implemented, or filtering on event 28 is not supported, the corresponding bit is RAZ/WI.

E[28]	Meaning
0b0	Event 28 is ignored.
0b1	Do not record samples that have event 28 == 0.

An IMPLEMENTATION DEFINED event might be recorded as a multi-bit field. In this case, if the corresponding bits of PMSEVFR_EL1 define an IMPLEMENTATION DEFINED filter for the event.

This field is ignored by the PE when [PMSFCR_EL1.FE](#) == 0

On a Warm reset, this field resets to an architecturally UNKNOWN value.

E[27], bit [27]

E[27] is the event filter for event 27. If event 27 is not implemented, or filtering on event 27 is not supported, the corresponding bit is RAZ/WI.

E[27]	Meaning
0b0	Event 27 is ignored.
0b1	Do not record samples that have event 27 == 0.

An IMPLEMENTATION DEFINED event might be recorded as a multi-bit field. In this case, if the corresponding bits of PMSEVFR_EL1 define an IMPLEMENTATION DEFINED filter for the event.

This field is ignored by the PE when [PMSFCR_EL1.FE](#) == 0

On a Warm reset, this field resets to an architecturally UNKNOWN value.

E[26], bit [26]

E[26] is the event filter for event 26. If event 26 is not implemented, or filtering on event 26 is not supported, the corresponding bit is RAZ/WI.

E[26]	Meaning
0b0	Event 26 is ignored.
0b1	Do not record samples that have event 26 == 0.

An IMPLEMENTATION DEFINED event might be recorded as a multi-bit field. In this case, if the corresponding bits of PMSEVFR_EL1 define an IMPLEMENTATION DEFINED filter for the event.

This field is ignored by the PE when [PMSFCR_EL1.FE](#) == 0

On a Warm reset, this field resets to an architecturally UNKNOWN value.

E[25], bit [25]

E[25] is the event filter for event 25. If event 25 is not implemented, or filtering on event 25 is not supported, the corresponding bit is RAZ/WI.

E[25]	Meaning
0b0	Event 25 is ignored.
0b1	Do not record samples that have event 25 == 0.

An IMPLEMENTATION DEFINED event might be recorded as a multi-bit field. In this case, if the corresponding bits of PMSEVFR_EL1 define an IMPLEMENTATION DEFINED filter for the event.

This field is ignored by the PE when [PMSEFCR_EL1.FE](#) == 0

On a Warm reset, this field resets to an architecturally UNKNOWN value.

E[24], bit [24]

E[24] is the event filter for event 24. If event 24 is not implemented, or filtering on event 24 is not supported, the corresponding bit is RAZ/WI.

E[24]	Meaning
0b0	Event 24 is ignored.
0b1	Do not record samples that have event 24 == 0.

An IMPLEMENTATION DEFINED event might be recorded as a multi-bit field. In this case, if the corresponding bits of PMSEVFR_EL1 define an IMPLEMENTATION DEFINED filter for the event.

This field is ignored by the PE when [PMSEFCR_EL1.FE](#) == 0

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Bits [23:19]

Reserved, RAZ/WI.

E[18], bit [18]

When FEAT_SPEv1p1 is implemented and FEAT_SVE is implemented:

Empty predicate.

E[18]	Meaning
0b0	Empty predicate event is ignored.
0b1	Do not record samples that have the Empty predicate event == 0.

This bit is ignored by the PE when [PMSFCR_EL1.FE](#) == 0.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RAZ/WI.

E[17], bit [17]

When FEAT_SPEv1p1 is implemented and FEAT_SVE is implemented:

Partial predicate.

E[17]	Meaning
0b0	Partial predicate event is ignored.
0b1	Do not record samples that have the Partial predicate event == 0.

This bit is ignored by the PE when [PMSFCR_EL1.FE](#) == 0.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RAZ/WI.

Bit [16]

Reserved, RAZ/WI.

E[15], bit [15]

E[15] is the event filter for event 15. If event 15 is not implemented, or filtering on event 15 is not supported, the corresponding bit is RAZ/WI.

E[15]	Meaning
0b0	Event 15 is ignored.
0b1	Do not record samples that have event 15 == 0.

An IMPLEMENTATION DEFINED event might be recorded as a multi-bit field. In this case, if the corresponding bits of PMSEVFR_EL1 define an IMPLEMENTATION DEFINED filter for the event.

This field is ignored by the PE when [PMSFCR_EL1.FE](#) == 0

On a Warm reset, this field resets to an architecturally UNKNOWN value.

E[14], bit [14]

E[14] is the event filter for event 14. If event 14 is not implemented, or filtering on event 14 is not supported, the corresponding bit is RAZ/WI.

E[14]	Meaning
0b0	Event 14 is ignored.
0b1	Do not record samples that have event 14 == 0.

An IMPLEMENTATION DEFINED event might be recorded as a multi-bit field. In this case, if the corresponding bits of PMSEVFR_EL1 define an IMPLEMENTATION DEFINED filter for the event.

This field is ignored by the PE when [PMSFCR_EL1.FE](#) == 0

On a Warm reset, this field resets to an architecturally UNKNOWN value.

E[13], bit [13]

E[13] is the event filter for event 13. If event 13 is not implemented, or filtering on event 13 is not supported, the corresponding bit is RAZ/WI.

E[13]	Meaning
0b0	Event 13 is ignored.
0b1	Do not record samples that have event 13 == 0.

An IMPLEMENTATION DEFINED event might be recorded as a multi-bit field. In this case, if the corresponding bits of PMSEVFR_EL1 define an IMPLEMENTATION DEFINED filter for the event.

This field is ignored by the PE when [PMSFCR_EL1.FE](#) == 0

On a Warm reset, this field resets to an architecturally UNKNOWN value.

E[12], bit [12]

E[12] is the event filter for event 12. If event 12 is not implemented, or filtering on event 12 is not supported, the corresponding bit is RAZ/WI.

E[12]	Meaning
0b0	Event 12 is ignored.
0b1	Do not record samples that have event 12 == 0.

An IMPLEMENTATION DEFINED event might be recorded as a multi-bit field. In this case, if the corresponding bits of PMSEVFR_EL1 define an IMPLEMENTATION DEFINED filter for the event.

This field is ignored by the PE when [PMSFCR_EL1.FE](#) == 0

On a Warm reset, this field resets to an architecturally UNKNOWN value.

E[11], bit [11]

When FEAT_SPEv1p1 is implemented:

Alignment.

E[11]	Meaning
0b0	Alignment event is ignored.
0b1	Do not record samples that have the Alignment event == 0.

This bit is ignored by the PE when [PMSFCR_EL1.FE](#) == 0.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RAZ/WI.

Bits [10:8]

Reserved, RAZ/WI.

E[7], bit [7]

Mispredicted.

E[7]	Meaning
0b0	Mispredicted event is ignored.
0b1	Do not record samples that have the Mispredicted event == 0.

This bit is ignored by the PE when [PMSFCR_EL1.FE](#) == 0.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Bit [6]

Reserved, RAZ/WI.

E[5], bit [5]

TLB walk.

E[5]	Meaning
0b0	TLB walk event is ignored.
0b1	Do not record samples that have the TLB walk event == 0.

This bit is ignored by the PE when [PMSFCR_EL1.FE](#) == 0.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Bit [4]

Reserved, RAZ/WI.

E[3], bit [3]

Level 1 data or unified cache refill.

E[3]	Meaning
0b0	Level 1 data or unified cache refill event is ignored.
0b1	Do not record samples that have the Level 1 data or unified cache refill event == 0.

This bit is ignored by the PE when [PMSFCR_EL1.FE](#) == 0.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Bit [2]

Reserved, RAZ/WI.

E[1], bit [1]

When the PE supports sampling of speculative instructions:

Architecturally retired.

When the PE supports sampling of speculative instructions:

E[1]	Meaning
0b0	Architecturally retired event is ignored.
0b1	Do not record samples that have the Architecturally retired event == 0.

This bit is ignored by the PE when [PMSFCR_EL1.FE](#) == 0.

If the PE does not support the sampling of speculative instructions, or always discards the sample record for speculative instructions, this bit reads as an UNKNOWN value and the PE ignores its value.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, UNKNOWN.

Bit [0]

Reserved, RAZ/WI.

Accessing the PMSEVFR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, PMSEVFR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1001	0b1001	0b101


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.PMSEVFR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.TPMS == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '1x1' then
            return NVMem[0x830];
        else
            return PMSEVFR_EL1;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
            UNDEFINED;
        elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return PMSEVFR_EL1;
    elsif PSTATE.EL == EL3 then
        return PMSEVFR_EL1;

```

MSR PMSEVFR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1001	0b1001	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGWTR_EL2.PMSEVFR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.TPMS == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '1x1' then
            NVMem[0x830] = X[t];
        else
            PMSEVFR_EL1 = X[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
            UNDEFINED;
        elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMSEVFR_EL1 = X[t];
    elsif PSTATE.EL == EL3 then
        PMSEVFR_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMSFCR_EL1, Sampling Filter Control Register

The PMSFCR_EL1 characteristics are:

Purpose

Controls sample filtering. The filter is the logical AND of the FL, FT and FE bits. For example, if FE == 1 and FT == 1 only samples including the selected operation types and the selected events will be recorded

Configuration

This register is present only when FEAT_SPE is implemented. Otherwise, direct accesses to PMSFCR_EL1 are UNDEFINED.

Attributes

PMSFCR_EL1 is a 64-bit register.

Field descriptions

The PMSFCR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																RES0															
RES0														ST	LD	B	RES0												FL	FT	FE
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:19]

Reserved, RES0.

ST, bit [18]

Store filter enable

ST	Meaning
0b0	Do not record store operations
0b1	Record all store operations, including vector stores and all atomic operations

This bit is ignored by the PE when PMSFCR_EL1.FT == 0.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

LD, bit [17]

Load filter enable

LD	Meaning
0b0	Do not record load operations
0b1	Record all load operations, including vector loads and atomic operations that return data

This bit is ignored by the PE when PMSFCR_EL1.FT == 0.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

B, bit [16]

Branch filter enable

B	Meaning
0b0	Do not record branch and exception return operations
0b1	Record all branch and exception return operations

This bit is ignored by the PE when PMSFCR_EL1.FT == 0.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Bits [15:3]

Reserved, RES0.

FL, bit [2]

Filter by latency

FL	Meaning
0b0	Latency filtering disabled
0b1	Latency filtering enabled. Samples with a total latency less than PMSLATFR_EL1.MINLAT will not be recorded

If this field is set to 1 and PMSLATFR_EL1.MINLAT is set to zero, it is CONstrained UNPREDICTABLE whether no samples are recorded or the PE behaves as if PMSFCR_EL1.FL is set to 0

On a Warm reset, this field resets to an architecturally UNKNOWN value.

FT, bit [1]

Filter by operation type. The filter is the logical OR of the ST, LD and B bits. For example, if LD and ST are both set, both load and store operations are recorded

FT	Meaning
0b0	Type filtering disabled
0b1	Type filtering enabled. Samples not one of the selected operation types will not be recorded

If this field is set to 1 and the PMSFCR_EL1.{ST, LD, B} bits are all set to zero, it is CONstrained UNPREDICTABLE whether no samples are recorded or the PE behaves as if PMSFCR_EL1.FT is set to 0

On a Warm reset, this field resets to an architecturally UNKNOWN value.

FE, bit [0]

Filter by event.

FE	Meaning
0b0	Event filtering disabled.
0b1	Event filtering enabled. Samples not including the events selected by PMSEVFR_EL1 will not be recorded.

If PMSFCR_EL1.FE == 0b1 and PMSEVFR_EL1 is zero, it is CONstrained UNPREDICTABLE whether no samples are recorded or the PE behaves as if PMSFCR_EL1.FE == 0b0.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the PMSFCR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, PMSFCR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1001	0b1001	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.PMSFCR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.TPMS == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return PMSFCR_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return PMSFCR_EL1;
elsif PSTATE.EL == EL3 then
    return PMSFCR_EL1;

```

MSR PMSFCR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1001	0b1001	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGWTR_EL2.PMSFCR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.TPMS == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        PMSFCR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        PMSFCR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    PMSFCR_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMSICR_EL1, Sampling Interval Counter Register

The PMSICR_EL1 characteristics are:

Purpose

Software must write zero to PMSICR_EL1 before enabling sample profiling for a sampling session. Software must then treat PMSICR_EL1 as an opaque, 64-bit, read/write register used for context switches only.

Configuration

This register is present only when FEAT_SPE is implemented. Otherwise, direct accesses to PMSICR_EL1 are UNDEFINED.

Attributes

The value of PMSICR_EL1 does not change whilst profiling is disabled.

Field descriptions

The PMSICR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
ECOUNT								RES0																							
COUNT																															
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

ECOUNT, bits [63:56]

When PMSIDR_EL1.ERnd == 1:

Secondary sample interval counter.

This field provides the secondary counter used after the primary counter reaches zero. Whilst the secondary counter is nonzero and profiling is enabled, the secondary counter decrements by 1 for each member of the sample population. The primary counter also continues to decrement since it is also nonzero. When the secondary counter reaches zero, a member of the sampling population is selected for sampling.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bits [55:32]

Reserved, RES0.

COUNT, bits [31:0]

Primary sample interval counter

Provides the primary counter used for sampling.

The primary counter is reloaded when the value of this register is zero and the PE moves from a state or Exception level where profiling is disabled to a state or Exception level where profiling is enabled

Whilst the primary counter is nonzero and sampling is enabled, the primary counter decrements by 1 for each member of the sample population

When the counter reaches zero, the behavior depends on the values of PMSIDR_EL1.ERnd and PMSIRR_EL1.RND

- If [PMSIRR_EL1.RND](#) == 0 or [PMSIDR_EL1.ERnd](#) == 0:
 - A member of the sampling population is selected for sampling
 - The primary counter is reloaded
- If [PMSIRR_EL1.RND](#) == 1 and [PMSIDR_EL1.ERnd](#) == 1:
 - The secondary counter is set to a random or pseudorandom value in the range 0x00 to 0xFF
 - The primary counter is reloaded

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the PMSICR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, PMSICR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1001	0b1001	0b010


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.PMSICR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.TPMS == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '1x1' then
        return NVMem[0x838];
    else
        return PMSICR_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return PMSICR_EL1;
elsif PSTATE.EL == EL3 then
    return PMSICR_EL1;

```

MSR PMSICR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1001	0b1001	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGWTR_EL2.PMSICR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.TPMS == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '1x1' then
            NVMem[0x838] = X[t];
        else
            PMSICR_EL1 = X[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
            UNDEFINED;
        elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMSICR_EL1 = X[t];
    elsif PSTATE.EL == EL3 then
        PMSICR_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMSIDR_EL1, Sampling Profiling ID Register

The PMSIDR_EL1 characteristics are:

Purpose

Describes the Statistical Profiling implementation to software

Configuration

This register is present only when FEAT_SPE is implemented. Otherwise, direct accesses to PMSIDR_EL1 are UNDEFINED.

Attributes

PMSIDR_EL1 is a 64-bit register.

Field descriptions

The PMSIDR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32			
RES0																																		
RES0																CountSize				MaxSize				Interval				RES0	ERnd	LDS	ArchInst	FL	FT	FE
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			

Bits [63:20]

Reserved, RES0.

CountSize, bits [19:16]

Defines the size of the counters

CountSize	Meaning
0b0010	12-bit saturating counters

All other values are reserved. Reserved values might be defined in a future version of the architecture.

MaxSize, bits [15:12]

Defines the largest size for a single record, rounded up to a power-of-two. If this is the same as the minimum alignment (PMBIDR_EL1.Align), then each record is exactly this size

MaxSize	Meaning
0b0100	16 bytes
0b0101	32 bytes
0b0110	64 bytes
0b0111	128 bytes
0b1000	256 bytes
0b1001	512 bytes
0b1010	1024 bytes
0b1011	2KB

All other values are reserved. Reserved values might be defined in a future version of the architecture.

Interval, bits [11:8]

Recommended minimum sampling interval. This provides guidance from the implementer to the smallest minimum sampling interval, N.

Interval	Meaning
0b0000	256
0b0010	512
0b0011	768
0b0100	1,024
0b0101	1,536
0b0110	2,048
0b0111	3,072
0b1000	4,096

All other values are reserved. Reserved values might be defined in a future version of the architecture.

Bits [7:6]

Reserved, RES0.

ERnd, bit [5]

Defines how the random number generator is used in determining the interval between samples, when enabled by PMSIRR_EL1.RND.

ERnd	Meaning
0b0	The random number is added at the start of the interval, and the sample is taken and a new interval started when the combined interval expires.
0b1	The random number is added and the new interval started after the interval programmed in PMSIRR_EL1.INTERVAL expires, and the sample is taken when the random interval expires.

LDS, bit [4]

Data source indicator for sampled load instructions

LDS	Meaning
0b0	Loaded data source not implemented
0b1	Loaded data source implemented

ArchInst, bit [3]

Architectural instruction profiling

ArchInst	Meaning
0b0	Micro-op sampling implemented
0b1	Architecture instruction sampling implemented

FL, bit [2]

Filtering by latency. This bit is RAO.

FT, bit [1]

Filtering by operation type. This bit is RAO.

FE, bit [0]

Filtering by events. This bit is RAO.

Accessing the PMSIDR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, PMSIDR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1001	0b1001	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.PMSIDR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.TPMS == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return PMSIDR_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return PMSIDR_EL1;
elsif PSTATE.EL == EL3 then
    return PMSIDR_EL1;

```

PMSIRR_EL1, Sampling Interval Reload Register

The PMSIRR_EL1 characteristics are:

Purpose

Defines the interval between samples

Configuration

This register is present only when FEAT_SPE is implemented. Otherwise, direct accesses to PMSIRR_EL1 are UNDEFINED.

Attributes

PMSIRR_EL1 is a 64-bit register.

Field descriptions

The PMSIRR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																RES0															
INTERVAL																RES0										RND					
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

INTERVAL, bits [31:8]

Bits [31:8] of the PMSICR_EL1 interval counter reload value. Software must set this to a non-zero value. If software sets this to zero, an UNKNOWN sampling interval is used. Software should set this to a value greater than the minimum indicated by PMSIDR_EL1.Interval

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Bits [7:1]

Reserved, RES0.

RND, bit [0]

Controls randomization of the sampling interval

RND	Meaning
0b0	Disable randomization of sampling interval
0b1	Add (pseudo-)random jitter to sampling interval

The random number generator is not architected.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the PMSIRR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, PMSIRR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1001	0b1001	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.PMSIRR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.TPMS == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '1x1' then
        return NVMem[0x840];
    else
        return PMSIRR_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return PMSIRR_EL1;
elsif PSTATE.EL == EL3 then
    return PMSIRR_EL1;

```

MSR PMSIRR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1001	0b1001	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGWTR_EL2.PMSIRR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.TPMS == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '1x1' then
            NVMem[0x840] = X[t];
        else
            PMSIRR_EL1 = X[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
            UNDEFINED;
        elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMSIRR_EL1 = X[t];
    elsif PSTATE.EL == EL3 then
        PMSIRR_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMSLATFR_EL1, Sampling Latency Filter Register

The PMSLATFR_EL1 characteristics are:

Purpose

Controls sample filtering by latency

Configuration

This register is present only when FEAT_SPE is implemented. Otherwise, direct accesses to PMSLATFR_EL1 are UNDEFINED.

Attributes

PMSLATFR_EL1 is a 64-bit register.

Field descriptions

The PMSLATFR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																MINLAT															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:12]

Reserved, RES0.

MINLAT, bits [11:0]

Minimum latency. When PMSFCR_EL1.FL == 1, defines the minimum total latency for filtered operations. Samples with a total latency less than MINLAT will not be recorded

This field is ignored by the PE when PMSFCR_EL1.FL == 0.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the PMSLATFR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, PMSLATFR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1001	0b1001	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.PMSLATFR_EL1 ==
'1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.TPMS == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '1x1' then
            return NVMem[0x848];
        else
            return PMSLATFR_EL1;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
            UNDEFINED;
        elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return PMSLATFR_EL1;
    elsif PSTATE.EL == EL3 then
        return PMSLATFR_EL1;

```

MSR PMSLATFR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1001	0b1001	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGWTR_EL2.PMSLATFR_EL1 ==
'1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.TPMS == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '1x1' then
            NVMem[0x848] = X[t];
        else
            PMSLATFR_EL1 = X[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
            UNDEFINED;
        elsif HaveEL(EL3) && SCR_EL3.NS == '0' && MDCR_EL3.NSPB != '01' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.NS == '1' && MDCR_EL3.NSPB != '11' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMSLATFR_EL1 = X[t];
    elsif PSTATE.EL == EL3 then
        PMSLATFR_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMSWINC_EL0, Performance Monitors Software Increment register

The PMSWINC_EL0 characteristics are:

Purpose

Increments a counter that is configured to count the Software increment event, event 0x00. For more information, see 'SW_INCR'.

Configuration

AArch64 System register PMSWINC_EL0 bits [31:0] are architecturally mapped to AArch32 System register [PMSWINC\[31:0\]](#).

AArch64 System register PMSWINC_EL0 bits [31:0] are architecturally mapped to External register [PMSWINC_EL0\[31:0\]](#).

This register is present only when FEAT_PMUv3 is implemented. Otherwise, direct accesses to PMSWINC_EL0 are UNDEFINED.

Attributes

PMSWINC_EL0 is a 64-bit register.

Field descriptions

The PMSWINC_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0	P<n>, bit [n]																														
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:31]

Reserved, RES0.

P<n>, bit [n], for n = 0 to 30

Event counter software increment bit for [PMEVCNTR<n>_EL0](#).

If N is less than 31, then bits [30:N] are WI. When EL2 is implemented and enabled in the current Security state, in EL1 and EL0, N is the value in [MDCR_EL2](#).HPMN. Otherwise, N is the value in [PMCR_EL0](#).N.

P<n>	Meaning
0b0	No action. The write to this bit is ignored.
0b1	If PMEVCNTR<n>_EL0 is enabled and configured to count the software increment event, increments PMEVCNTR<n>_EL0 by 1. If PMEVCNTR<n>_EL0 is disabled, or not configured to count the software increment event, the write to this bit is ignored.

Accessing the PMSWINC_EL0

Accesses to this register use the following encodings:

MSR PMSWINC_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1001	0b1100	0b100

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif PMUSERENR_EL0.<SW,EN> == '00' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HDFGWTR_EL2.PMSWINC_EL0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        PMSWINC_EL0 = X[t];
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGWTR_EL2.PMSWINC_EL0 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        PMSWINC_EL0 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        PMSWINC_EL0 = X[t];
elsif PSTATE.EL == EL3 then
    PMSWINC_EL0 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

Purpose

Configuration

Attributes

Field descriptions

Diagram illustrating the IEEE 754-2008 double-precision floating-point format (64 bits):

- Sign (S): 1 bit (bit 63)
- Exponent (E): 11 bits (bits 62 to 52)
- Fraction (F): 52 bits (bits 51 to 0)
 - RES0: 15 bits (bits 51 to 37)
 - ER: 5 bits (bits 36 to 32)
 - CR: 5 bits (bits 31 to 27)
 - SWEN: 7 bits (bits 26 to 20)

ER	Meaning
0b0	<p>EL0 using AArch64: EL0 reads of the PMXEVCNTR_EL0 and PMEVCNTR<n>_EL0, and EL0 read/write accesses to the PMSELR_EL0, are trapped if PMUSERENR_EL0.EN is also 0.</p> <p>EL0 using AArch32: EL0 reads of the PMXEVCNTR and PMEVCNTR<n>, and EL0 read/write accesses to the PMSELR, are trapped if PMUSERENR_EL0.EN is also 0.</p>
0b1	<p>Overrides PMUSERENR_EL0.EN and enables:</p> <ul style="list-style-type: none"> • RO access to PMXEVCNTR_EL0 and PMEVCNTR<n>_EL0 at EL0. • RW access to PMSELR_EL0 at EL0. • RW access to PMSELR at EL0.

Page 1325

CR, bit [2]

Cycle counter Read. Traps EL0 access to cycle counter reads to EL1, or to EL2 when it is implemented and enabled for the current Security state and [HCR_EL2.TGE](#) is 1.

In AArch64 state, trapped accesses are reported using EC syndrome value 0x18.

In AArch32 state, trapped MRC accesses are reported using EC syndrome value 0x03, trapped MRRC accesses are reported using EC syndrome value 0x04.

CR	Meaning
0b0	EL0 using AArch64: EL0 read accesses to the PMCCNTR_EL0 are trapped if PMUSERENR_EL0.EN is also 0. EL0 using AArch32: EL0 read accesses to the PMCCNTR are trapped if PMUSERENR_EL0.EN is also 0.
0b1	Overrides PMUSERENR_EL0.EN and enables access to: <ul style="list-style-type: none"> • PMCCNTR_EL0 at EL0. • PMCCNTR at EL0.

SW, bit [1]

Traps Software Increment writes to EL1, or to EL2 when it is implemented and enabled for the current Security state and [HCR_EL2.TGE](#) is 1.

In AArch64 state, trapped accesses are reported using EC syndrome value 0x18.

In AArch32 state, trapped accesses are reported using EC syndrome value 0x03.

SW	Meaning
0b0	EL0 using AArch64: EL0 writes to the PMSWINC_EL0 are trapped if PMUSERENR_EL0.EN is also 0. EL0 using AArch32: EL0 writes to the PMSWINC are trapped if PMUSERENR_EL0.EN is also 0.
0b1	Overrides PMUSERENR_EL0.EN and enables access to: <ul style="list-style-type: none"> • PMSWINC_EL0 at EL0. • PMSWINC at EL0.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

EN, bit [0]

Traps EL0 accesses to the Performance Monitor registers to EL1, or to EL2 when it is implemented and enabled for the current Security state and [HCR_EL2.TGE](#) is 1, from both Execution states as follows:

- In AArch64 state, MRS or MSR accesses to the following registers are reported using EC syndrome value 0x18:
 - [PMCR_EL0](#), [PMOVSCLR_EL0](#), [PMSELR_EL0](#), [PMCEID0_EL0](#), [PMCEID1_EL0](#), [PMCCNTR_EL0](#), [PMXEVTYPER_EL0](#), [PMXVCNTR_EL0](#), [PMCNTENSET_EL0](#), [PMCNTENSET_EL0](#), [PMOVSSET_EL0](#), [PMEVCNTR<n>_EL0](#), [PMEVTYPER<n>_EL0](#), [PMCCFILTR_EL0](#).
 - [PMSWINC_EL0](#), MSR accesses only.
 - If FEAT_PMUv3p4 is implemented, [PMMIR_EL1](#).
- In AArch32 state, MRC or MCR accesses to the following registers are reported using EC syndrome value 0x03:
 - [PMCR](#), [PMOVS](#), [PMSELR](#), [PMCEID0](#), [PMCEID1](#), [PMCCNTR](#), [PMXEVTYPER](#), [PMXVCNTR](#), [PMCNTENSET](#), [PMCNTENCLR](#), [PMOVSSET](#), [PMEVCNTR<n>](#), [PMEVTYPER<n>](#), [PMCCFILTR](#).
 - [PMSWINC](#), MCR accesses only.
 - If FEAT_PMUv3p4 is implemented, [PMMIR](#).
 - If FEAT_PMUv3p1 is implemented, in AArch32 state, [PMCEID2](#), and [PMCEID3](#).
- In AArch32 state, MRRC or MCRR accesses to [PMCCNTR](#) are reported using EC syndrome value 0x04.

EN	Meaning
0b0	While at EL0, accesses to the specified registers at EL0 are trapped, unless overridden by one of PMUSERENR_EL0.{ER, CR, SW}.
0b1	While at EL0, software can access all of the specified registers.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the PMUSERENR_EL0

Accesses to this register use the following encodings:

MRS <Xt>, PMUSERENR_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1001	0b1110	0b000

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HDFGRTR_EL2.PMUSERENR_EL0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return PMUSERENR_EL0;
    elsif PSTATE.EL == EL1 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.PMUSERENR_EL0 ==
'1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                return PMUSERENR_EL0;
        elsif PSTATE.EL == EL2 then
            if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
                UNDEFINED;
            elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.SystemAccessTrap(EL3, 0x18);
                else
                    return PMUSERENR_EL0;
        elsif PSTATE.EL == EL3 then
            return PMUSERENR_EL0;

```


MSR PMUSERENR_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1001	0b1110	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGWTR_EL2.PMUSERENR_EL0 ==
'1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        PMUSERENR_EL0 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        PMUSERENR_EL0 = X[t];
elsif PSTATE.EL == EL3 then
    PMUSERENR_EL0 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMXEVCNTR_EL0, Performance Monitors Selected Event Count Register

The PMXEVCNTR_EL0 characteristics are:

Purpose

Reads or writes the value of the selected event counter, [PMEVCNTR<n>_EL0](#). [PMSELR_EL0](#).SEL determines which event counter is selected.

Configuration

AArch64 System register PMXEVCNTR_EL0 bits [31:0] are architecturally mapped to AArch32 System register [PMXEVCNTR\[31:0\]](#).

This register is present only when FEAT_PMUv3 is implemented. Otherwise, direct accesses to PMXEVCNTR_EL0 are UNDEFINED.

Attributes

PMXEVCNTR_EL0 is a 64-bit register.

Field descriptions

The PMXEVCNTR_EL0 bit assignments are:

When FEAT_PMUv3p5 is implemented:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
PMEVCNTR<n>																															
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
PMEVCNTR<n>																															

PMEVCNTR<n>, bits [63:0]

Value of the selected event counter, [PMEVCNTR<n>_EL0](#), where n is the value stored in [PMSELR_EL0](#).SEL.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																PMEVCNTR<n>															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

PMEVCNTR<n>, bits [31:0]

Value of the selected event counter, [PMEVCNTR<n>_EL0](#), where n is the value stored in [PMSELR_EL0](#).SEL.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the PMXEVCNTR_EL0

If FEAT_FGT is implemented and [PMSELR_EL0.SEL](#) is greater than or equal to the number of accessible counters, then the behavior of permitted reads and writes of [PMXEVCNTR_EL0](#) is as follows:

- If [PMSELR_EL0.SEL](#) selects an unimplemented event counter, the access is UNDEFINED.
- Otherwise, the access is trapped to EL2.

If FEAT_FGT is not implemented and [PMSELR_EL0.SEL](#) is greater than or equal to the number of accessible counters, then reads and writes of [PMXEVCNTR_EL0](#) are CONSTRAINED UNPREDICTABLE, and the following behaviors are permitted:

- Accesses to the register are UNDEFINED.
- Accesses to the register behave as RAZ/WI.
- Accesses to the register execute as a NOP
- Accesses to the register behave as if [PMSELR_EL0.SEL](#) has an UNKNOWN value less than the number of counters accessible at the current Exception level and Security state.
- If EL2 is implemented and enabled in the current Security state, and [PMSELR_EL0.SEL](#) is less than the number of implemented event counters, accesses from EL1 or permitted accesses from EL0 are trapped to EL2.

Note

In EL0, an access is permitted if it is enabled by [PMUSERENR_EL0](#).{ER,EN}.

If EL2 is implemented and enabled in the current Security state, in EL1 and EL0, [MDCR_EL2](#).HPMN identifies the number of accessible event counters. Otherwise, the number of accessible event counters is the number of implemented event counters. See [MDCR_EL2](#).HPMN for more details.

Accesses to this register use the following encodings:

MRS <Xt>, PMXEVCNTR_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1001	0b1101	0b010

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif PMUSERENR_EL0.<ER,EN> == '00' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HDFGRTR_EL2.PMEVCNTRn_EL0 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return PMXEVCNTR_EL0;
    elsif PSTATE.EL == EL1 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.PMEVCNTRn_EL0 ==
'1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return PMXEVCNTR_EL0;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return PMXEVCNTR_EL0;
    elsif PSTATE.EL == EL3 then
        return PMXEVCNTR_EL0;

```

MSR PMXEVCNTR_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1001	0b1101	0b010

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HDFGWTR_EL2.PMEVCNTRn_EL0 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMXEVCNTR_EL0 = X[t];
    elsif PSTATE.EL == EL1 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGWTR_EL2.PMEVCNTRn_EL0 ==
'1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMXEVCNTR_EL0 = X[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMXEVCNTR_EL0 = X[t];
    elsif PSTATE.EL == EL3 then
        PMXEVCNTR_EL0 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMXEVTYPER_EL0, Performance Monitors Selected Event Type Register

The PMXEVTYPER_EL0 characteristics are:

Purpose

When [PMSELR_EL0.SEL](#) selects an event counter, this accesses a [PMEVTYPER<n>_EL0](#) register. When [PMSELR_EL0.SEL](#) selects the cycle counter, this accesses [PMCCFILTR_EL0](#).

Configuration

AArch64 System register PMXEVTYPER_EL0 bits [31:0] are architecturally mapped to AArch32 System register [PMXEVTYPER\[31:0\]](#).

This register is present only when FEAT_PMUv3 is implemented. Otherwise, direct accesses to PMXEVTYPER_EL0 are UNDEFINED.

Attributes

PMXEVTYPER_EL0 is a 64-bit register.

Field descriptions

The PMXEVTYPER_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
Event type register or PMCCFILTR_EL0																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

Bits [31:0]

When [PMSELR_EL0.SEL](#) == 31, this register accesses [PMCCFILTR_EL0](#).

Otherwise, this register accesses [PMEVTYPER<n>_EL0](#) where n is the value in [PMSELR_EL0.SEL](#).

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the PMXEVTYPER_EL0

If FEAT_FGT is implemented, and [PMSELR_EL0.SEL](#) is not 31 and is greater than or equal to the number of accessible counters, then the behavior of permitted reads and writes of [PMXEVTYPER_EL0](#) is as follows:

- If [PMSELR_EL0.SEL](#) selects an unimplemented event counter, the access is UNDEFINED.
- Otherwise, the access is trapped to EL2.

If FEAT_FGT is not implemented, and [PMSELR_EL0.SEL](#) is not 31 and is greater than or equal to the number of accessible counters, then reads and writes of [PMXEVTYPER_EL0](#) are CONSTRAINED UNPREDICTABLE, and the following behaviors are permitted:

- Accesses to the register are UNDEFINED.
- Accesses to the register behave as RAZ/WI.

- Accesses to the register execute as a NOP
- Accesses to the register behave as if [PMSELR_EL0](#).SEL has an UNKNOWN value less than the number of event counters accessible at the current Exception level and Security state.
- Accesses to the register behave as if [PMSELR_EL0](#).SEL is 31.
- If EL2 is implemented and enabled in the current Security state, [PMSELR_EL0](#) is less than the number of implemented event counters, accesses from EL1 or permitted accesses from EL0 are trapped to EL2.

Note

In EL0, an access is permitted if it is enabled by [PMUSERENR_EL0](#).EN.

If EL2 is implemented and enabled in the current Security state, in EL1 and EL0, [MDCR_EL2](#).HPMN identifies the number of accessible event counters. Otherwise, the number of accessible event counters is the number of implemented event counters. See [MDCR_EL2](#).HPMN for more details.

Accesses to this register use the following encodings:

MRS <Xt>, PMXEVTYPER_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1001	0b1101	0b001

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HDFGRTR_EL2.PMEVTYPERn_EL0 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return PMXEVTYPER_EL0;
    elsif PSTATE.EL == EL1 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.PMEVTYPERn_EL0 ==
'1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return PMXEVTYPER_EL0;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return PMXEVTYPER_EL0;
    elsif PSTATE.EL == EL3 then
        return PMXEVTYPER_EL0;

```

MSR PMXEVTYPER_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1001	0b1101	0b001


```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HDFGWTR_EL2.PMEVTYPERn_EL0 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMXEVTYPER_EL0 = X[t];
    elsif PSTATE.EL == EL1 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDFGWTR_EL2.PMEVTYPERn_EL0 ==
'1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMXEVTYPER_EL0 = X[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMXEVTYPER_EL0 = X[t];
    elsif PSTATE.EL == EL3 then
        PMXEVTYPER_EL0 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

REVIDR_EL1, Revision ID Register

The REVIDR_EL1 characteristics are:

Purpose

Provides implementation-specific minor revision information.

Configuration

AArch64 System register REVIDR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [REVIDR\[31:0\]](#).

If REVIDR_EL1 has the same value as [MIDR_EL1](#), then its contents have no significance.

Attributes

REVIDR_EL1 is a 64-bit register.

Field descriptions

The REVIDR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
IMPLEMENTATION DEFINED																															
IMPLEMENTATION DEFINED																															
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

IMPLEMENTATION DEFINED, bits [63:0]

IMPLEMENTATION DEFINED.

Accessing the REVIDR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, REVIDR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0000	0b110

```

if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        else
            UNDEFINED;
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && HCR_EL2.TID1 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.REVIDR_EL1 == '1'
        then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            return REVIDR_EL1;
    elsif PSTATE.EL == EL2 then
        return REVIDR_EL1;
    elsif PSTATE.EL == EL3 then
        return REVIDR_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

RGSR_EL1, Random Allocation Tag Seed Register.

The RGSR_EL1 characteristics are:

Purpose

Random Allocation Tag Seed Register.

Configuration

This register is present only when FEAT_MTE is implemented and ID_AA64PFR1_EL1.MTE != 0b0001. Otherwise, direct accesses to RGSR_EL1 are UNDEFINED.

When [GCR_EL1](#).RRND==0b1, updates to RGSR_EL1 are implementation-specific.

Attributes

RGSR_EL1 is a 64-bit register.

Field descriptions

The RGSR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																RES0															
RES0								SEED														RES0				TAG					
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:24]

Reserved, RES0.

SEED, bits [23:8]

Seed register used for generating values returned by RandomAllocationTag().

This field resets to an architecturally UNKNOWN value.

Bits [7:4]

Reserved, RES0.

TAG, bits [3:0]

Tag generated by the most recent IRG instruction.

This field resets to an architecturally UNKNOWN value.

Accessing the RGSR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, RGSR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0001	0b0000	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.ATA == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.ATA == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.ATA == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return RGSR_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.ATA == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.ATA == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return RGSR_EL1;
elsif PSTATE.EL == EL3 then
    return RGSR_EL1;

```

MSR RGSR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0001	0b0000	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.ATA == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.ATA == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.ATA == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        RGSR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.ATA == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.ATA == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        RGSR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    RGSR_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

RMR_EL1, Reset Management Register (EL1)

The RMR_EL1 characteristics are:

Purpose

When this register is implemented:

- A write to the register at EL1 can request a Warm reset.
- If EL1 can use all Execution states, this register specifies the Execution state that the PE boots into on a Warm reset.

Configuration

AArch64 System register RMR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [RMR\[31:0\]](#) when the highest implemented Exception level is EL1.

This register is present only when the highest implemented Exception level is EL1. Otherwise, direct accesses to RMR_EL1 are UNDEFINED.

When EL1 is the highest implemented Exception level:

- If EL1 can use all Execution states then this register must be implemented.
- If EL1 cannot use AArch32 then it is IMPLEMENTATION DEFINED whether the register is implemented.

Attributes

RMR_EL1 is a 64-bit register.

Field descriptions

The RMR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32				
																RES0																			
																RES0																RR		AA64	
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0				

Bits [63:2]

Reserved, RES0.

RR, bit [1]

Reset Request. Setting this bit to 1 requests a Warm reset.

This field resets to 0.

AA64, bit [0]

When EL1 is capable of using AArch32:

When EL1 can use AArch32, determines which Execution state the PE boots into after a Warm reset:

AA64	Meaning
0b0	AArch32.
0b1	AArch64.

On coming out of the Warm reset, execution starts at the IMPLEMENTATION DEFINED reset vector address of the specified Execution state.

If EL1 can only use AArch64 state, this bit is RAO/WI.

When implemented as a RW field, this field resets to 1 on a Cold reset.

Otherwise:

Reserved, RAO/WI.

Accessing the RMR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, RMR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b0000	0b010

```
if PSTATE.EL == EL1 && IsHighestEL(EL1) then
    return RMR_EL1;
else
    UNDEFINED;
```

MSR RMR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b0000	0b010

```
if PSTATE.EL == EL1 && IsHighestEL(EL1) then
    RMR_EL1 = X[t];
else
    UNDEFINED;
```


RMR_EL2, Reset Management Register (EL2)

The RMR_EL2 characteristics are:

Purpose

When this register is implemented:

- A write to the register at EL2 can request a Warm reset.
- If EL2 can use all Execution states, this register specifies the Execution state that the PE boots into on a Warm reset.

Configuration

AArch64 System register RMR_EL2 bits [31:0] are architecturally mapped to AArch32 System register [HRMR\[31:0\]](#) when the highest implemented Exception level is EL2.

This register is present only when the highest implemented Exception level is EL2. Otherwise, direct accesses to RMR_EL2 are UNDEFINED.

When EL2 is the highest implemented Exception level:

- If EL2 can use all Execution states then this register must be implemented.
- If EL2 cannot use AArch32 then it is IMPLEMENTATION DEFINED whether the register is implemented.

Attributes

RMR_EL2 is a 64-bit register.

Field descriptions

The RMR_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
RES0																																
RES0																															RR	AA64
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	

Bits [63:2]

Reserved, RES0.

RR, bit [1]

Reset Request. Setting this bit to 1 requests a Warm reset.

This field resets to 0.

AA64, bit [0]

When EL2 is capable of using AArch32:

When EL2 can use AArch32, determines which Execution state the PE boots into after a Warm reset:

AA64	Meaning
0b0	AArch32.
0b1	AArch64.

On coming out of the Warm reset, execution starts at the IMPLEMENTATION DEFINED reset vector address of the specified Execution state.

If EL2 can only use AArch64 state, this bit is RAO/WI.

When implemented as a RW field, this field resets to 1 on a Cold reset.

Otherwise:

Reserved, RAO/WI.

Accessing the RMR_EL2

Accesses to this register use the following encodings:

MRS <Xt>, RMR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1100	0b0000	0b010

```
if PSTATE.EL == EL1 && EL2Enabled() && IsHighestEL(EL2) && HCR_EL2.NV == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elsif PSTATE.EL == EL2 && IsHighestEL(EL2) then
    return RMR_EL2;
else
    UNDEFINED;
```

MSR RMR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1100	0b0000	0b010

```
if PSTATE.EL == EL1 && EL2Enabled() && IsHighestEL(EL2) && HCR_EL2.NV == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elsif PSTATE.EL == EL2 && IsHighestEL(EL2) then
    RMR_EL2 = X[t];
else
    UNDEFINED;
```

RMR_EL3, Reset Management Register (EL3)

The RMR_EL3 characteristics are:

Purpose

If EL3 is the implemented and this register is implemented:

- A write to the register at EL3 can request a Warm reset.
- If EL3 can use all Execution states, this register specifies the Execution state that the PE boots into on a Warm reset.

Configuration

AArch64 System register RMR_EL3 bits [31:0] are architecturally mapped to AArch32 System register [RMR\[31:0\]](#) when EL3 is implemented.

This register is present only when EL3 is implemented. Otherwise, direct accesses to RMR_EL3 are UNDEFINED.

When EL3 is implemented:

- If EL3 can use all Execution states then this register must be implemented.
- If EL3 cannot use AArch32, then it is IMPLEMENTATION DEFINED whether the register is implemented.

Otherwise, direct accesses to RMR_EL3 are UNDEFINED.

Attributes

RMR_EL3 is a 64-bit register.

Field descriptions

The RMR_EL3 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
RES0																																
RES0																															RR	AA64
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	

Bits [63:2]

Reserved, RES0.

RR, bit [1]

Reset Request. Setting this bit to 1 requests a Warm reset.

This field resets to 0.

AA64, bit [0]

When EL3 is capable of using AArch32:

When EL3 can use AArch32, determines which Execution state the PE boots into after a Warm reset:

AA64	Meaning
0b0	AArch32.
0b1	AArch64.

On coming out of the Warm reset, execution starts at the IMPLEMENTATION DEFINED reset vector address of the specified Execution state.

If EL3 can only use AArch64 state, this bit is RAO/WI.

When implemented as a RW field, this field resets to 1 on a Cold reset.

Otherwise:

Reserved, RAO/WI.

Accessing the RMR_EL3

Accesses to this register use the following encodings:

MRS <Xt>, RMR_EL3

op0	op1	CRn	CRm	op2
0b11	0b110	0b1100	0b0000	0b010

```
if PSTATE.EL == EL3 && IsHighestEL(EL3) then
    return RMR_EL3;
else
    UNDEFINED;
```

MSR RMR_EL3, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b1100	0b0000	0b010

```
if PSTATE.EL == EL3 && IsHighestEL(EL3) then
    RMR_EL3 = X[t];
else
    UNDEFINED;
```

RNDR, Random Number

The RNDR characteristics are:

Purpose

Random Number. Returns a 64-bit random number which is reseeded from the True Random Number source at an IMPLEMENTATION DEFINED rate.

If the hardware returns a genuine random number, PSTATE.NZCV is set to 0b0000.

If the instruction cannot return a genuine random number in a reasonable period of time, PSTATE.NZCV is set to 0b0100 and the data value returned is 0.

RNDR is a read-only register.

Configuration

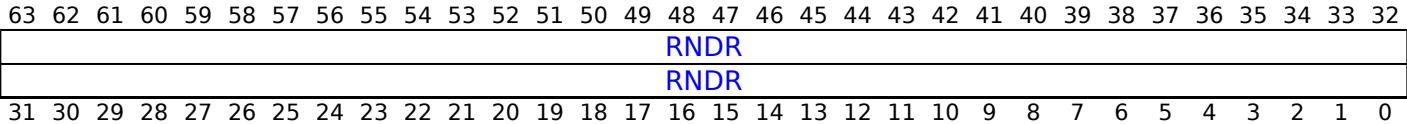
This register is present only when FEAT_RNG is implemented. Otherwise, direct accesses to RNDR are UNDEFINED.

Attributes

RNDR is a 64-bit register.

Field descriptions

The RNDR bit assignments are:



RNDR, bits [63:0]

Random Number. Returns a 64-bit Random Number which is reseeded from the True Random Number source at an IMPLEMENTATION DEFINED rate.

This field resets to an architecturally UNKNOWN value.

Accessing the RNDR

Accesses to this register use the following encodings:

MRS <Xt>, RNDR

op0	op1	CRn	CRm	op2
0b11	0b011	0b0010	0b0100	0b000

```
if PSTATE.EL == EL0 then
    return RNDR;
elsif PSTATE.EL == EL1 then
    return RNDR;
elsif PSTATE.EL == EL2 then
    return RNDR;
elsif PSTATE.EL == EL3 then
    return RNDR;
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

RNDRRS, Reseeded Random Number

The RNDRRS characteristics are:

Purpose

Reseeded Random Number. Returns a 64-bit random number which is reseeded from the True Random Number source immediately before the read of the random number.

If the hardware returns a genuine random number, PSTATE.NZCV is set to 0b0000.

If the instruction cannot return a genuine random number in a reasonable period of time, PSTATE.NZCV is set to 0b0100 and the data value returned is 0.

RNDRRS is a read-only register.

Configuration

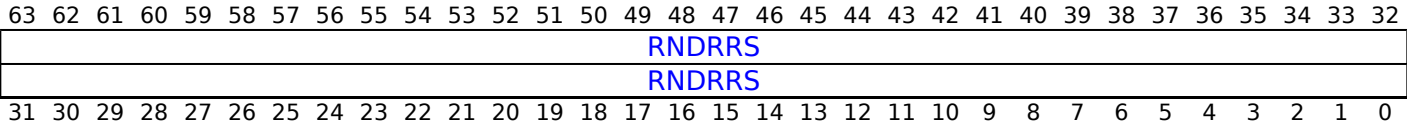
This register is present only when FEAT_RNG is implemented. Otherwise, direct accesses to RNDRRS are UNDEFINED.

Attributes

RNDRRS is a 64-bit register.

Field descriptions

The RNDRRS bit assignments are:



RNDRRS, bits [63:0]

Reseeded Random Number. Returns a 64-bit Random Number which is reseeded from the True Random Number source immediately before this read.

This field resets to an architecturally UNKNOWN value.

Accessing the RNDRRS

Accesses to this register use the following encodings:

MRS <Xt>, RNDRRS

op0	op1	CRn	CRm	op2
0b11	0b011	0b0010	0b0100	0b001

```
if PSTATE.EL == EL0 then
    return RNDRRS;
elsif PSTATE.EL == EL1 then
    return RNDRRS;
elsif PSTATE.EL == EL2 then
    return RNDRRS;
elsif PSTATE.EL == EL3 then
    return RNDRRS;
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

RVBAR_EL1, Reset Vector Base Address Register (if EL2 and EL3 not implemented)

The RVBAR_EL1 characteristics are:

Purpose

If EL1 is the highest Exception level implemented, contains the IMPLEMENTATION DEFINED address that execution starts from after reset when executing in AArch64 state.

Configuration

This register is present only when the highest implemented Exception level is EL1. Otherwise, direct accesses to RVBAR_EL1 are UNDEFINED.

Attributes

RVBAR_EL1 is a 64-bit register.

Field descriptions

The RVBAR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Reset Address																															
Reset Address																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Reset Address. The IMPLEMENTATION DEFINED address that execution starts from after reset when executing in 64-bit state. Bits[1:0] of this register are 00, as this address must be aligned, and the address must be within the physical address size supported by the PE.

Accessing the RVBAR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, RVBAR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b0000	0b001

```
if PSTATE.EL == EL1 && IsHighestEL(EL1) then
    return RVBAR_EL1;
else
    UNDEFINED;
```

RVBAR_EL2, Reset Vector Base Address Register (if EL3 not implemented)

The RVBAR_EL2 characteristics are:

Purpose

If EL2 is the highest Exception level implemented, contains the IMPLEMENTATION DEFINED address that execution starts from after reset when executing in AArch64 state.

Configuration

This register is present only when the highest implemented Exception level is EL2. Otherwise, direct accesses to RVBAR_EL2 are UNDEFINED.

Attributes

RVBAR_EL2 is a 64-bit register.

Field descriptions

The RVBAR_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Reset Address																															
Reset Address																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Reset Address. The IMPLEMENTATION DEFINED address that execution starts from after reset when executing in 64-bit state. Bits[1:0] of this register are 00, as this address must be aligned, and the address must be within the physical address size supported by the PE.

Accessing the RVBAR_EL2

Accesses to this register use the following encodings:

MRS <Xt>, RVBAR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1100	0b0000	0b001

```
if PSTATE.EL == EL1 && EL2Enabled() && IsHighestEL(EL2) && HCR_EL2.NV == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elseif PSTATE.EL == EL2 && IsHighestEL(EL2) then
    return RVBAR_EL2;
else
    UNDEFINED;
```


RVBAR_EL3, Reset Vector Base Address Register (if EL3 implemented)

The RVBAR_EL3 characteristics are:

Purpose

If EL3 is the highest Exception level implemented, contains the IMPLEMENTATION DEFINED address that execution starts from after reset when executing in AArch64 state.

Configuration

This register is present only when EL3 is implemented. Otherwise, direct accesses to RVBAR_EL3 are UNDEFINED.

Only implemented if the highest Exception level implemented is EL3.

Attributes

RVBAR_EL3 is a 64-bit register.

Field descriptions

The RVBAR_EL3 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
														Reset Address																	
														Reset Address																	
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Reset Address. The IMPLEMENTATION DEFINED address that execution starts from after reset when executing in 64-bit state. Bits[1:0] of this register are 00, as this address must be aligned, and the address must be within the physical address size supported by the PE.

Accessing the RVBAR_EL3

Accesses to this register use the following encodings:

MRS <Xt>, RVBAR_EL3

op0	op1	CRn	CRm	op2
0b11	0b110	0b1100	0b0000	0b001

```
if PSTATE.EL == EL3 && IsHighestEL(EL3) then
    return RVBAR_EL3;
else
    UNDEFINED;
```

S1_<op1>_<Cn>_<Cm>_<op2>, IMPLEMENTATION DEFINED maintenance instructions

The S1_<op1>_<Cn>_<Cm>_<op2> characteristics are:

Purpose

This area of the System instruction encoding space is reserved for IMPLEMENTATION DEFINED System instructions.

Configuration

There are no configuration notes.

Attributes

S1_<op1>_<Cn>_<Cm>_<op2> is a 64-bit System instruction.

Field descriptions

The S1_<op1>_<Cn>_<Cm>_<op2> input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
IMPLEMENTATION DEFINED																															
IMPLEMENTATION DEFINED																															
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

IMPLEMENTATION DEFINED, bits [63:0]

IMPLEMENTATION DEFINED.

Executing the S1_<op1>_<Cn>_<Cm>_<op2> instruction

Accesses to this instruction use the following encodings:

SYS #<op1>, <Cn>, <Cm>, #<op2>{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	op1[2:0]	0b1x11	Cm[3:0]	op2[2:0]

```
if PSTATE.EL == EL1 then
  if EL2Enabled() && HCR_EL2.TIDCP == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
  else
    IMPLEMENTATION_DEFINED "";
else
  IMPLEMENTATION_DEFINED "";
```

SYSL <Xt>, #<op1>, <Cn>, <Cm>, #<op2>

op0	op1	CRn	CRm	op2
0b01	op1[2:0]	0b1x11	Cm[3:0]	op2[2:0]

```
if PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TIDCP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        IMPLEMENTATION_DEFINED "";
else
    IMPLEMENTATION_DEFINED "";
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

S3_<op1>_<Cn>_<Cm>_<op2>, IMPLEMENTATION DEFINED registers

The S3_<op1>_<Cn>_<Cm>_<op2> characteristics are:

Purpose

This area of the instruction set space is reserved for IMPLEMENTATION DEFINED registers.

Configuration

There are no configuration notes.

Attributes

S3_<op1>_<Cn>_<Cm>_<op2> is a 64-bit register.

Field descriptions

The S3_<op1>_<Cn>_<Cm>_<op2> bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
IMPLEMENTATION DEFINED																															
IMPLEMENTATION DEFINED																															
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

IMPLEMENTATION DEFINED, bits [63:0]

IMPLEMENTATION DEFINED.

Accessing the S3_<op1>_<Cn>_<Cm>_<op2>

Accesses to this register use the following encodings:

MRS <Xt>, S3_<op1>_C<Cn>_C<Cm>_<op2>

op0	op1	CRn	CRm	op2
0b11	op1[2:0]	0b1x11	Cm[3:0]	op2[2:0]

```
if PSTATE.EL == EL1 then
  if EL2Enabled() && HCR_EL2.TIDCP == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
  else
    IMPLEMENTATION_DEFINED "";
else
  IMPLEMENTATION_DEFINED "";
```

MSR S3_<op1>_C<Cn>_C<Cm>_<op2>, <Xt>

op0	op1	CRn	CRm	op2
0b11	op1[2:0]	0b1x11	Cm[3:0]	op2[2:0]

```
if PSTATE.EL == EL1 then
  if EL2Enabled() && HCR_EL2.TIDCP == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
  else
    IMPLEMENTATION_DEFINED "";
else
  IMPLEMENTATION_DEFINED "";
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

SCR_EL3, Secure Configuration Register

The SCR_EL3 characteristics are:

Purpose

Defines the configuration of the current Security state. It specifies:

- The Security state of EL0, EL1, and EL2. The Security state is either Secure or Non-secure.
- The Execution state at lower Exception levels.
- Whether IRQ, FIQ, SError interrupts, and External abort exceptions are taken to EL3.
- Whether various operations are trapped to EL3.

Configuration

AArch64 System register SCR_EL3 bits [31:0] can be mapped to AArch32 System register [SCR\[31:0\]](#), but this is not architecturally mandated.

This register is present only when EL3 is implemented. Otherwise, direct accesses to SCR_EL3 are UNDEFINED.

Attributes

SCR_EL3 is a 64-bit register.

Field descriptions

The SCR_EL3 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39																	
												RES0																													
TW	ED	EL	TW	ED	En	EC	VEn	FG	TEn	ATA	En	SC	XT	RES0	FI	EN	N	ME	A	E	ASE	E	EL2	API	AP	K	TERR	TL	OR	TW	ET	WI	STR	W	SIF	H	C	E	S	M	D
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																	

Bits [63:36]

Reserved, RES0.

AMVOFFEN, bit [35]

When FEAT_AMUv1p1 is implemented:

Activity Monitors Virtual Offsets Enable.

AMVOFFEN	Meaning
0b0	Accesses to AMEVCNTVOFF0<n>_EL2 and AMEVCNTVOFF1<n>_EL2 at EL2 are trapped to EL3.
0b1	Indirect reads of the virtual offset registers are zero. Accesses to AMEVCNTVOFF0<n>_EL2 and AMEVCNTVOFF1<n>_EL2 are not affected by this field.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bit [34]

Reserved, RES0.

TWEDEL, bits [33:30]**When FEAT_TWED is implemented:**

TWE Delay. A 4-bit unsigned number that, when SCR_EL3.TWEDEn is 1, encodes the minimum delay in taking a trap of WFE caused by SCR_EL3.TWE as $2^{(TWEDEL + 8)}$ cycles.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

TWEDEn, bit [29]**When FEAT_TWED is implemented:**

TWE Delay Enable. Enables a configurable delayed trap of the WFE instruction caused by SCR_EL3.TWE.

TWEDEn	Meaning
0b0	The delay for taking a WFE trap is IMPLEMENTATION DEFINED.
0b1	The delay for taking a WFE trap is at least the number of cycles defined in SCR_EL3.TWEDEL.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

ECVEn, bit [28]**When FEAT_ECV is implemented:**

ECV Enable. Enables access to the [CNTPOFF_EL2](#) register.

ECVEn	Meaning
0b0	EL2 accesses to CNTPOFF_EL2 are trapped to EL3, and the value of CNTPOFF_EL2 is treated as 0 for all purposes other than direct reads or writes to the register from EL3.
0b1	EL2 accesses to CNTPOFF_EL2 are not trapped to EL3 by this mechanism.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

FGTEEn, bit [27]**When FEAT_FGT is implemented:**

Enables access to the Fine-Grained Traps registers: [HAFGRTR_EL2](#), [HDFGRTR_EL2](#), [HDFGWTR_EL2](#), [HFGTRTR_EL2](#), [HFGITR_EL2](#) and [HFGWTR_EL2](#).

FGTEn	Meaning
0b0	EL2 Accesses to HAFGRTR_EL2 , HDFGRTR_EL2 , HDFGWTR_EL2 , HFGRTR_EL2 , HFGITR_EL2 and HFGWTR_EL2 registers are trapped to EL3, and those registers behave as if all bits are set to 0.
0b1	EL2 Accesses to HAFGRTR_EL2 , HDFGRTR_EL2 , HDFGWTR_EL2 , HFGRTR_EL2 , HFGITR_EL2 and HFGWTR_EL2 registers are not trapped to EL3 by this mechanism.

Traps caused by accesses to the fine-grained trap registers are reported using an ESR_ELx.EC value of 0x18 and its associated ISS.

Otherwise:

Reserved, RES0.

ATA, bit [26]

When FEAT_MTE is implemented:

Allocation Tag Access. Controls access at EL2, EL1 and EL0 to Allocation Tags.

When access is prevented:

- Instructions which Load or Store data are Unchecked.
- Instructions which Load or Store Allocation Tags treat the Allocation Tag as RAZ/WI.
- Instructions which insert Logical Address Tags into addresses treat the Allocation Tag used to generate the Logical Address Tag as 0.
- Cache maintenance instructions which invalidate Allocation Tags from caches behave as the equivalent Clean and Invalidate operation on Allocation Tags.
- MRS and MSR instructions at EL1 and EL2 using [GCR_EL1](#), [RGSr_EL1](#), [TFSR_EL1](#), [TFSR_EL2](#) or [TFSRE0_EL1](#) that are not UNDEFINED or trapped to a lower Exception level are trapped to EL3.
- MRS and MSR instructions at EL2 using [TFSR_EL12](#) that are not UNDEFINED are trapped to EL3.

ATA	Meaning
0b0	Access is prevented.
0b1	Access is not prevented.

This field is permitted to be cached in a TLB.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

EnSCXT, bit [25]

When FEAT_CSV2 is implemented:

Enable access to the [SCXTNUM_EL2](#), [SCXTNUM_EL1](#), and [SCXTNUM_EL0](#) registers. The defined values are:

EnSCXT	Meaning
0b0	EL2, EL1 and EL0 access to SCXTNUM_EL0 , EL2 and EL1 access to SCXTNUM_EL1 , EL2 access to SCXTNUM_EL2 registers are disabled by this mechanism, causing an exception to EL3, and the values of these registers to be treated as 0.
0b1	This control does not cause accesses to SCXTNUM_EL0 , SCXTNUM_EL1 , SCXTNUM_EL2 to be trapped.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bits [24:22]

Reserved, RES0.

FIEN, bit [21]

When FEAT_RASv1p1 is implemented:

Fault Injection enable. Trap accesses to the registers [ERXPFPCDN_EL1](#), [ERXPFPCCTL_EL1](#), and [ERXPFPCGF_EL1](#) from EL1 and EL2 to EL3, reported using an ESR_ELx.EC value of 0x18.

FIEN	Meaning
0b0	Accesses to the specified registers from EL1 and EL2 generate a Trap exception to EL3.
0b1	This control does not cause any instructions to be trapped.

If EL3 is not implemented, the Effective value of SCR_EL3.FIEN is 0b1.

If [ERRIDR_EL1.NUM](#) is zero, meaning no error records are implemented, or no error record accessible using System registers is owned by a node that implements the RAS Common Fault Injection Model Extension, then this bit might be RES0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

NMEA, bit [20]

When FEAT_DoubleFault is implemented:

Non-maskable External Aborts. When [SCR_EL3.EA](#) == 1, controls whether PSTATE.A masks SError interrupts at EL3.

NMEA	Meaning
0b0	If SCR_EL3.EA == 1, asserted SError interrupts are not taken at EL3 if PSTATE.A == 1.
0b1	If SCR_EL3.EA == 1, asserted SError interrupts are taken at EL3 regardless of the value of PSTATE.A.

When SCR_EL3.EA == 0:

- Asserted SError interrupts are not taken at EL3 regardless of the value of PSTATE.A and this field.
- This field is ignored and its Effective value is 0.

This field resets to 0.

Otherwise:

Reserved, RES0.

EASE, bit [19]

When FEAT_DoubleFault is implemented:

External aborts to SError interrupt vector.

EASE	Meaning
0b0	Synchronous External abort exceptions taken to EL3 are taken to the appropriate synchronous exception vector offset from VBAR_EL3 .
0b1	Synchronous External abort exceptions taken to EL3 are taken to the appropriate SError interrupt vector offset from VBAR_EL3 .

This field resets to 0.

Otherwise:

Reserved, RES0.

EEL2, bit [18]

When FEAT_SEL2 is implemented:

Secure EL2 Enable.

EEL2	Meaning
0b0	All behaviors associated with Secure EL2 are disabled. All registers, including timer registers, defined by FEAT_SEL2 are UNDEFINED, and those timers are disabled.
0b1	All behaviors associated with Secure EL2 are enabled.

When the value of this bit is 1, then:

- When SCR_EL3.NS == 0, the SCR_EL3.RW bit is treated as 1 for all purposes other than reading or writing the register.
- If Secure EL1 is using AArch32, then any of the following operations, executed in Secure EL1, is trapped to Secure EL2, using the EC value of [ESR_EL2](#).EC == 0x3 :
 - A read or write of the [SCR](#).
 - A read or write of the [NSACR](#).
 - A read or write of the [MVBAR](#).
 - A read or write of the [SDCR](#).
 - Execution of an ATS12NSO** instruction.
- If Secure EL1 is using AArch32, then any of the following operations, executed in Secure EL1, is trapped to Secure EL2 using the EC value of [ESR_EL2](#).EC == 0x0 :
 - Execution of an SRS instruction that uses R13_mon.
 - Execution of an MRS (Banked register) or MSR (Banked register) instruction that would access [SPSR_mon](#), R13_mon, or R14_mon.

Note

If the Effective value of SCR_EL3.EEL2 is 0, then these operations executed in Secure EL1 using AArch32 are trapped to EL3.

In a Secure only implementation that does not implement EL3 but implements EL2, behaves as if SCR_EL3.EEL2 == 1.

This bit is permitted to be cached in a TLB.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

API, bit [17]

When FEAT_SEL2 is implemented and FEAT_PAuth is implemented:

Controls the use of the following instructions related to Pointer Authentication. Traps are reported using an ESR_ELx.EC value of 0x09:

- PACGA, which is always enabled.
- AUTDA, AUTDB, AUTDZA, AUTDZB, AUTIA, AUTIA1716, AUTIASP, AUTIAZ, AUTIB, AUTIB1716, AUTIBSP, AUTIBZ, AUTIZA, AUTIZB, PACDA, PACDB, PACDZA, PACDZB, PACIA, PACIA1716, PACIASP, PACIAZ, PACIB, PACIB1716, PACIBSP, PACIBZ, PACIZA, PACIZB, RETAA, RETAB, BRAA, BRAB, BLRAA, BLRAB, BRAAZ, BRABZ, BLRAAZ, BLRABZ, ERETAA, ERETAB, LDRAA and LDRAB when:
 - In EL0, when [HCR_EL2.TGE](#) == 0 or [HCR_EL2.E2H](#) == 0, and the associated [SCTLR_EL1.En<N><M>](#) == 1.
 - In EL0, when [HCR_EL2.TGE](#) == 1 and [HCR_EL2.E2H](#) == 1, and the associated [SCTLR_EL2.En<N><M>](#) == 1.
 - In EL1, when the associated [SCTLR_EL1.En<N><M>](#) == 1.
 - In EL2, when the associated [SCTLR_EL2.En<N><M>](#) == 1.

API	Meaning
0b0	The use of any instruction related to pointer authentication in any Exception level except EL3 when the instructions are enabled are trapped to EL3 unless they are trapped to EL2 as a result of the HCR_EL2.API bit.
0b1	This control does not cause any instructions to be trapped.

An instruction is trapped only if Pointer Authentication is enabled for that instruction, for more information, see 'System register control of pointer authentication'.

Note

If FEAT_PAuth is implemented but EL3 is not implemented, the system behaves as if this bit is 1.

This field resets to an architecturally UNKNOWN value.

When FEAT_SEL2 is not implemented and FEAT_PAuth is implemented:

Controls the use of instructions related to Pointer Authentication:

- PACGA.
- AUTDA, AUTDB, AUTDZA, AUTDZB, AUTIA, AUTIA1716, AUTIASP, AUTIAZ, AUTIB, AUTIB1716, AUTIBSP, AUTIBZ, AUTIZA, AUTIZB, PACDA, PACDB, PACDZA, PACDZB, PACIA, PACIA1716, PACIASP, PACIAZ, PACIB, PACIB1716, PACIBSP, PACIBZ, PACIZA, PACIZB, RETAA, RETAB, BRAA, BRAB, BLRAA, BLRAB, BRAAZ, BRABZ, BLRAAZ, BLRABZ, ERETAA, ERETAB, LDRAA and LDRAB when:
 - In Non-secure EL0, when [HCR_EL2.TGE](#) == 0 or [HCR_EL2.E2H](#) == 0, and the associated [SCTLR_EL1.En<N><M>](#) == 1.
 - In Non-secure EL0, when [HCR_EL2.TGE](#) == 1 and [HCR_EL2.E2H](#) == 1, and the associated [SCTLR_EL2.En<N><M>](#) == 1.
 - In Secure EL0, when the associated [SCTLR_EL2.En<N><M>](#) == 1.
 - In Secure or Non-secure EL1, when the associated [SCTLR_EL1.En<N><M>](#) == 1.
 - In EL2, when the associated [SCTLR_EL2.En<N><M>](#) == 1.

API	Meaning
0b0	The use of any instruction related to pointer authentication in any Exception level except EL3 when the instructions are enabled are trapped to EL3 unless they are trapped to EL2 as a result of the HCR_EL2.API bit.
0b1	This control does not cause any instructions to be trapped.

Note

If FEAT_PAuth is implemented but EL3 is not implemented, the system behaves as if this bit is 1.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

APK, bit [16]**When FEAT_PAAuth is implemented:**

Trap registers holding "key" values for Pointer Authentication. Traps accesses to the following registers, using an ESR_ELx.EC value of 0x18, from EL1 or EL2 to EL3 unless they are trapped to EL2 as a result of the HCR_EL2.APK bit or other traps:

- [APIAKeyLo_EL1](#), [APIAKeyHi_EL1](#), [APIBKeyLo_EL1](#), [APIBKeyHi_EL1](#).
- [APDAKeyLo_EL1](#), [APDAKeyHi_EL1](#), [APDBKeyLo_EL1](#), [APDBKeyHi_EL1](#).
- [APGAKeyLo_EL1](#), and [APGAKeyHi_EL1](#).

APK	Meaning
0b0	Access to the registers holding "key" values for pointer authentication from EL1 or EL2 are trapped to EL3 unless they are trapped to EL2 as a result of the HCR_EL2.APK bit or other traps.
0b1	This control does not cause any instructions to be trapped.

For more information, see 'System register control of pointer authentication'.

Note

If FEAT_PAAuth is implemented but EL3 is not implemented, the system behaves as if this bit is 1.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

TERR, bit [15]**When FEAT_RAS is implemented:**

Trap Error record accesses. Accesses to the RAS ERR* and RAS ERX* registers from EL1 and EL2 to EL3 are trapped as follows:

- Accesses from EL1 and EL2 using AArch64 to the following registers are trapped and reported using an ESR_ELx.EC value of 0x18:
 - [ERRIDR_EL1](#), [ERRSELR_EL1](#), [ERXADDR_EL1](#), [ERXCTLR_EL1](#), [ERXFR_EL1](#), [ERXMISC0_EL1](#), [ERXMISC1_EL1](#), and [ERXSTATUS_EL1](#).
- If FEAT_RASv1p1 is implemented, accesses from EL1 and EL2 using AArch64 to [ERXMISC2_EL1](#), and [ERXMISC3_EL1](#), are trapped and reported using an ESR_ELx.EC value of 0x18.
- Accesses from EL1 and EL2 using AArch32, to the following registers are trapped and reported using an ESR_ELx.EC value of 0x03:
 - [ERRIDR](#), [ERRSELR](#), [ERXADDR](#), [ERXADDR2](#), [ERXCTLR](#), [ERXCTLR2](#), [ERXFR](#), [ERXFR2](#), [ERXMISC0](#), [ERXMISC1](#), [ERXMISC2](#), [ERXMISC3](#), and [ERXSTATUS](#).
- If FEAT_RASv1p1 is implemented, accesses from EL1 and EL2 using AArch32 to the following registers are trapped and reported using an ESR_ELx.EC value of 0x03:
 - [ERXMISC4](#), [ERXMISC5](#), [ERXMISC6](#), and [ERXMISC7](#).

TERR	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Accesses to the specified registers from EL1 and EL2 generate a Trap exception to EL3.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

TLOR, bit [14]

When FEAT_LOR is implemented:

Trap LOR registers. Traps accesses to the [LORSA_EL1](#), [LOREA_EL1](#), [LORN_EL1](#), [LORC_EL1](#), and [LORID_EL1](#) registers from EL1 and EL2 to EL3, unless the access has been trapped to EL2.

TLOR	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	EL1 and EL2 accesses to the LOR registers that are not UNDEFINED are trapped to EL3, unless it is trapped HCR_EL2.TLOR .

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

TWE, bit [13]

Traps EL2, EL1, and EL0 execution of WFE instructions to EL3, from both Security states and both Execution states, reported using an ESR_ELx.EC value of 0x01.

TWE	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Any attempt to execute a WFE instruction at any Exception level lower than EL3 is trapped to EL3, if the instruction would otherwise have caused the PE to enter a low-power state and it is not trapped by SCTLR.nTWE , HCR.TWE , SCTLR_EL1.nTWE , SCTLR_EL2.nTWE , or HCR_EL2.TWE .

In AArch32 state, the attempted execution of a conditional WFE instruction is only trapped if the instruction passes its condition code check.

Note

Since a WFE or WFI can complete at any time, even without a Wakeup event, the traps on WFE or WFI are not guaranteed to be taken, even if the WFE or WFI is executed when there is no Wakeup event. The only guarantee is that if the instruction does not complete in finite time in the absence of a Wakeup event, the trap will be taken.

For more information about when WFE instructions can cause the PE to enter a low-power state, see 'Wait for Event mechanism and Send event'.

This field resets to an architecturally UNKNOWN value.

TWI, bit [12]

Traps EL2, EL1, and EL0 execution of WFI instructions to EL3, from both Security states and both Execution states, reported using an ESR_ELx.EC value of 0x01.

TWI	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Any attempt to execute a WFI instruction at any Exception level lower than EL3 is trapped to EL3, if the instruction would otherwise have caused the PE to enter a low-power state and it is not trapped by SCTLR.nTWI , HCR.TWI , SCTLR_EL1.nTWI , SCTLR_EL2.nTWI , or HCR_EL2.TWI .

In AArch32 state, the attempted execution of a conditional WFI instruction is only trapped if the instruction passes its condition code check.

Note

Since a WFE or WFI can complete at any time, even without a Wakeup event, the traps on WFE or WFI are not guaranteed to be taken, even if the WFE or WFI is executed when there is no Wakeup event. The only guarantee is that if the instruction does not complete in finite time in the absence of a Wakeup event, the trap will be taken.

For more information about when WFI instructions can cause the PE to enter a low-power state, see 'Wait for Interrupt'.

This field resets to an architecturally UNKNOWN value.

ST, bit [11]

Traps Secure EL1 accesses to the Counter-timer Physical Secure timer registers to EL3, from AArch64 state only, reported using an ESR_ELx.EC value of 0x18.

ST	Meaning
0b0	Secure EL1 using AArch64 accesses to the CNTPS_TVAL_EL1 , CNTPS_CTL_EL1 , and CNTPS_CVAL_EL1 are trapped to EL3 when Secure EL2 is disabled. If Secure EL2 is enabled, the behavior is as if the value of this field was 0b1.
0b1	This control does not cause any instructions to be trapped.

Note

Accesses to the Counter-timer Physical Secure timer registers are always enabled at EL3. These registers are not accessible at EL0.

This field resets to an architecturally UNKNOWN value.

RW, bit [10]

When AArch32 is supported at any Exception level:

Execution state control for lower Exception levels.

RW	Meaning
0b0	Lower levels are all AArch32.
0b1	The next lower level is AArch64. If EL2 is present: <ul style="list-style-type: none"> EL2 is AArch64. EL2 controls EL1 and EL0 behaviors. If EL2 is not present: <ul style="list-style-type: none"> EL1 is AArch64. EL0 is determined by the Execution state described in the current process state when executing at EL0.

If AArch32 state is not supported by the implementation at EL2 and AArch32 state is not supported by the implementation at EL1, then this bit is RAO/WI.

If AArch32 state is supported by the implementation at EL1, SCR_EL3.NS == 1 and AArch32 state is not supported by the implementation at EL2, the Effective value of this bit is 1.

If AArch32 state is supported by the implementation at EL1, FEAT_SEL2 is implemented and SCR_EL3.{EEL2, NS} == {1, 0}, the Effective value of this bit is 1.

This bit is permitted to be cached in a TLB.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RAO/WI.

SIF, bit [9]

When FEAT_SEL2 is implemented:

Secure instruction fetch. When the PE is in Secure state, this bit disables instruction fetch from memory marked in the first stage of translation as being Non-secure. The possible values for this bit are:

SIF	Meaning
0b0	Secure state instruction fetches from memory marked in the first stage of translation as being Non-secure are permitted.
0b1	Secure state instruction fetches from memory marked in the first stage of translation as being Non-secure are not permitted.

This bit is permitted to be cached in a TLB.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Secure instruction fetch. When the PE is in Secure state, this bit disables instruction fetch from Non-secure memory.

SIF	Meaning
0b0	Secure state instruction fetches from Non-secure memory are permitted.
0b1	Secure state instruction fetches from Non-secure memory are not permitted.

This bit is permitted to be cached in a TLB.

This field resets to an architecturally UNKNOWN value.

HCE, bit [8]

Hypervisor Call instruction enable. Enables HVC instructions at EL3 and, if EL2 is enabled in the current Security state, at EL2 and EL1, in both Execution states, reported using an ESR_ELx.EC value of 0x00.

HCE	Meaning
0b0	HVC instructions are UNDEFINED.
0b1	HVC instructions are enabled at EL3, EL2, and EL1.

Note

HVC instructions are always UNDEFINED at EL0 and, if Secure EL2 is disabled, at Secure EL1. Any resulting exception is taken from the current Exception level to the current Exception level.

If EL2 is not implemented, this bit is RES0.

This field resets to an architecturally UNKNOWN value.

SMD, bit [7]

Secure Monitor Call disable. Disables SMC instructions at EL1 and above, from both Security states and both Execution states, reported using an ESR_ELx.EC value of 0x00.

SMD	Meaning
0b0	SMC instructions are enabled at EL3, EL2 and EL1.
0b1	SMC instructions are UNDEFINED.

Note

SMC instructions are always UNDEFINED at EL0. Any resulting exception is taken from the current Exception level to the current Exception level.

If [HCR_EL2.TSC](#) or [HCR.TSC](#) traps attempted EL1 execution of SMC instructions to EL2, that trap has priority over this disable.

This field resets to an architecturally UNKNOWN value.

Bit [6]

Reserved, RES0.

Bits [5:4]

Reserved, RES1.

EA, bit [3]

External Abort and SError interrupt routing.

EA	Meaning
0b0	When executing at Exception levels below EL3, External aborts and SError interrupts are not taken to EL3. In addition, when executing at EL3: <ul style="list-style-type: none"> • SError interrupts are not taken. • External aborts are taken to EL3.
0b1	When executing at any Exception level, External aborts and SError interrupts are taken to EL3.

For more information, see 'Asynchronous exception routing'.

This field resets to an architecturally UNKNOWN value.

FIQ, bit [2]

Physical FIQ Routing.

FIQ	Meaning
0b0	When executing at Exception levels below EL3, physical FIQ interrupts are not taken to EL3.
0b1	When executing at EL3, physical FIQ interrupts are not taken. When executing at any Exception level, physical FIQ interrupts are taken to EL3.

For more information, see 'Asynchronous exception routing'.

This field resets to an architecturally UNKNOWN value.

IRQ, bit [1]

Physical IRQ Routing.

IRQ	Meaning
0b0	When executing at Exception levels below EL3, physical IRQ interrupts are not taken to EL3.
0b1	When executing at EL3, physical IRQ interrupts are not taken. When executing at any Exception level, physical IRQ interrupts are taken to EL3.

For more information, see 'Asynchronous exception routing'.

This field resets to an architecturally UNKNOWN value.

NS, bit [0]

Non-secure bit.

NS	Meaning
0b0	Indicates that EL0 and EL1 are in Secure state.
0b1	Indicates that Exception levels lower than EL3 are in Non-secure state, and so memory accesses from those Exception levels cannot access Secure memory.

When SCR_EL3.{EEL2, NS} == {1, 0}, then EL2 is using AArch64 and in Secure state.

This field resets to an architecturally UNKNOWN value.

Accessing the SCR_EL3

Accesses to this register use the following encodings:

MRS <Xt>, SCR_EL3

op0	op1	CRn	CRm	op2
0b11	0b110	0b0001	0b0001	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    return SCR_EL3;
```

MSR SCR_EL3, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b0001	0b0001	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    SCR_EL3 = X[t];
```


SCTLR_EL1, System Control Register (EL1)

The SCTLR_EL1 characteristics are:

Purpose

Provides top level control of the system, including its memory system, at EL1 and EL0.

Configuration

AArch64 System register SCTLRL_EL1 bits [31:0] are architecturally mapped to AArch32 System register [SCTLRL\[31:0\]](#)

.

Attributes

SCTLR_EL1 is a 64-bit register.

Field descriptions

The SCTLR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42		
RES0														TWEDEL				TWEDEn		DSSBS		ATA	AT
EnIA	EnIB	LSMAOE	EnTL	SMDE	EnDA	UCI	EEEO	ESPA	N	EIS	IESB	TSCXT	WXN	nTW	ERES0	nTW	UCT	DZE	EnDB		I	EOS	EnR
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10		

Bits [63:50]

Reserved, RES0.

TWEDEL, bits [49:46]

When FEAT TWED is implemented:

TWE Delay. A 4-bit unsigned number that, when SCTL_R EL1.TWEDEn is 1, encodes the minimum delay in taking a trap of WFE caused by SCTL_R EL1.nTWE as $2^{(\text{TWEDEL} + 8)}$ cycles.

In a system where the PE resets into EL1, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

TWEDEn, bit [45]

When FEAT TWED is implemented:

TWE Delay Enable. Enables a configurable delayed trap of the WFE instruction caused by SCTLR_EL1.nTWE.

TWEDEn	Meaning
0b0	The delay for taking a WFE trap is IMPLEMENTATION DEFINED.
0b1	The delay for taking a WFE trap is at least the number of cycles defined in SCTLR EL1.TWEDEL.

In a system where the PE resets into EL1, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

DSSBS, bit [44]**When FEAT_SSBS is implemented:**

Default PSTATE.SSBS value on Exception Entry. The defined values are:

DSSBS	Meaning
0b0	PSTATE.SSBS is set to 0 on an exception to EL1.
0b1	PSTATE.SSBS is set to 1 on an exception to EL1.

In a system where the PE resets into EL1, this field resets to an IMPLEMENTATION DEFINED value.

Otherwise:

Reserved, RES0.

ATA, bit [43]**When FEAT_MTE is implemented:**

Allocation Tag Access in EL1. When [SCR_EL3.ATA=1](#) and [HCR_EL2.ATA=1](#), controls EL1 access to Allocation Tags.

When access to Allocation Tags is prevented:

- Instructions which Load or Store data are Unchecked.
- Instructions which Load or Store Allocation Tags treat the Allocation Tag as RAZ/WI.
- Instructions which insert Logical Address Tags into addresses treat the Allocation Tag used to generate the Logical Address Tag as 0.
- Cache maintenance instructions which invalidate Allocation Tags from caches behave as the equivalent Clean and Invalidate operation on Allocation Tags.

ATA	Meaning
0b0	Access to Allocation Tags is prevented.
0b1	Access to Allocation Tags is not prevented.

This bit is permitted to be cached in a TLB.

In a system where the PE resets into EL1, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

ATA0, bit [42]**When FEAT_MTE is implemented:**

Allocation Tag Access in EL0. When [SCR_EL3.ATA=1](#), [HCR_EL2.ATA=1](#), and [HCR_EL2.{E2H,TGE} != {1,1}](#), controls EL0 access to Allocation Tags.

When access to Allocation Tags is prevented:

- Instructions which Load or Store data are Unchecked.
- Instructions which Load or Store Allocation Tags treat the Allocation Tag as RAZ/WI.

- Instructions which insert Logical Address Tags into addresses treat the Allocation Tag used to generate the Logical Address Tag as 0.
- Cache maintenance instructions which invalidate Allocation Tags from caches behave as the equivalent Clean and Invalidate operation on Allocation Tags.

ATA0	Meaning
0b0	Access to Allocation Tags is prevented.
0b1	Access to Allocation Tags is not prevented.

This field is permitted to be cached in a TLB.

Note

Software may change this control bit on a context switch.

In a system where the PE resets into EL1, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

TCF, bits [41:40]

When FEAT_MTE is implemented:

Tag Check Fault in EL1. Controls the effect of Tag Check Faults due to Loads and Stores in EL1.

TCF	Meaning
0b00	Tag Check Faults have no effect on the PE.
0b01	Tag Check Faults cause a synchronous exception.
0b10	Tag Check Faults are asynchronously accumulated.

The value 0b11 is reserved.

In a system where the PE resets into EL1, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

TCF0, bits [39:38]

When FEAT_MTE is implemented:

Tag Check Fault in EL0. When [HCR_EL2](#).{E2H,TGE} != {1,1}, controls the effect of Tag Check Faults due to Loads and Stores in EL0.

TCF0	Meaning
0b00	Tag Check Faults have no effect on the PE.
0b01	Tag Check Faults cause a synchronous exception.
0b10	Tag Check Faults are asynchronously accumulated.

The value 0b11 is reserved.

Note

Software may change this control bit on a context switch.

In a system where the PE resets into EL1, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

ITFSB, bit [37]**When FEAT_MTE is implemented:**

When synchronous exceptions are not being generated by Tag Check Faults which are generated for Loads and Stores in EL0 or EL1, controls the auto-synchronization of Tag Check Faults into [TFSRE0_EL1](#) and [TFSR_EL1](#).

ITFSB	Meaning
0b0	Tag Check Faults are not synchronized on entry to EL1.
0b1	Tag Check Faults are synchronized on entry to EL1.

In a system where the PE resets into EL1, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

BT1, bit [36]**When FEAT_BT1 is implemented:**

PAC Branch Type compatibility at EL1.

BT1	Meaning
0b0	When the PE is executing at EL1, PACIASP and PACIBSP are compatible with PSTATE.BTYPE == 0b11.
0b1	When the PE is executing at EL1, PACIASP and PACIBSP are not compatible with PSTATE.BTYPE == 0b11.

In a system where the PE resets into EL1, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

BT0, bit [35]**When FEAT_BT1 is implemented:**

PAC Branch Type compatibility at EL0.

BT0	Meaning
0b0	When the PE is executing at EL0, PACIASP and PACIBSP are compatible with PSTATE.BTYPE == 0b11.
0b1	When the PE is executing at EL0, PACIASP and PACIBSP are not compatible with PSTATE.BTYPE == 0b11.

When [HCR_EL2.E2H](#) == 1 && [HCR_EL2.TGE](#) == 1, the value of the SCTLR_EL1.BT0 has no effect on execution at EL0

In a system where the PE resets into EL1, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bits [34:32]

Reserved, RES0.

EnIA, bit [31]

When FEAT_PAuth is implemented:

Controls enabling of pointer authentication (using the APIAKey_EL1 key) of instruction addresses in the EL1&0 translation regime.

For more information, see 'System register control of pointer authentication'.

EnIA	Meaning
0b0	Pointer authentication (using the APIAKey_EL1 key) of instruction addresses is not enabled.
0b1	Pointer authentication (using the APIAKey_EL1 key) of instruction addresses is enabled.

Note

This field controls the behavior of the AddPACIA and AuthIA pseudocode functions. Specifically, when the field is 1, AddPACIA returns a copy of a pointer to which a pointer authentication code has been added, and AuthIA returns an authenticated copy of a pointer. When the field is 0, both of these functions are NOP.

In a system where the PE resets into EL1, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

EnIB, bit [30]

When FEAT_PAuth is implemented:

Controls enabling of pointer authentication (using the APIBKey_EL1 key) of instruction addresses in the EL1&0 translation regime.

For more information, see 'System register control of pointer authentication'.

EnIB	Meaning
0b0	Pointer authentication (using the APIBKey_EL1 key) of instruction addresses is not enabled.
0b1	Pointer authentication (using the APIBKey_EL1 key) of instruction addresses is enabled.

Note

This field controls the behavior of the AddPACIB and AuthIB pseudocode functions. Specifically, when the field is 1, AddPACIB returns a copy of a pointer to which a pointer authentication code has been added, and AuthIB returns an authenticated copy of a pointer. When the field is 0, both of these functions are NOP.

In a system where the PE resets into EL1, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

LSMAOE, bit [29]

When FEAT_LSMAOC is implemented:

Load Multiple and Store Multiple Atomicity and Ordering Enable.

LSMAOE	Meaning
0b0	For all memory accesses at EL0, A32 and T32 Load Multiple and Store Multiple can have an interrupt taken during the sequence memory accesses, and the memory accesses are not required to be ordered.
0b1	The ordering and interrupt behavior of A32 and T32 Load Multiple and Store Multiple at EL0 is as defined for Armv8.0.

This bit is permitted to be cached in a TLB.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1,1}, this bit has no effect on execution at EL0.

In a system where the PE resets into EL1, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES1.

nTLSMD, bit [28]**When FEAT_LSMAOC is implemented:**

No Trap Load Multiple and Store Multiple to Device-nGRE/Device-nGnRE/Device-nGnRnE memory.

nTLSMD	Meaning
0b0	All memory accesses by A32 and T32 Load Multiple and Store Multiple at EL0 that are marked at stage 1 as Device-nGRE/Device-nGnRE/Device-nGnRnE memory are trapped and generate a stage 1 Alignment fault.
0b1	All memory accesses by A32 and T32 Load Multiple and Store Multiple at EL0 that are marked at stage 1 as Device-nGRE/Device-nGnRE/Device-nGnRnE memory are not trapped.

This bit is permitted to be cached in a TLB.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1,1}, this bit has no effect on execution at EL0.

In a system where the PE resets into EL1, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES1.

EnDA, bit [27]**When FEAT_PAuth is implemented:**

Controls enabling of pointer authentication (using the APDAKey_EL1 key) of instruction addresses in the EL1&0 translation regime.

For more information, see 'System register control of pointer authentication'.

EnDA	Meaning
0b0	Pointer authentication (using the APDAKey_EL1 key) of data addresses is not enabled.
0b1	Pointer authentication (using the APDAKey_EL1 key) of data addresses is enabled.

Note

This field controls the behavior of the AddPACDA and AuthDA pseudocode functions. Specifically, when the field is 1, AddPACDA returns a copy of a pointer to which a pointer authentication code has been added, and AuthDA returns an authenticated copy of a pointer. When the field is 0, both of these functions are NOP.

In a system where the PE resets into EL1, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

UCI, bit [26]

Traps EL0 execution of cache maintenance instructions, to EL1, or to EL2 when it is implemented and enabled for the current Security state and [HCR_EL2.TGE](#) is 1, from AArch64 state only, reported using an [ESR_ELx.EC](#) value of 0x18.

This applies to [DC CVAU](#), [DC CIVAC](#), [DC CVAC](#), [DC CVAP](#), and [IC IVAU](#).

If FEAT_DPB2 is implemented, this trap also applies to [DC CVADP](#).

If FEAT_MTE is implemented, this trap also applies to [DC CIGVAC](#), [DC CIGDVAC](#), [DC CGVAC](#), [DC CGDVAC](#), [DC CGVAP](#), and [DC CGDVAP](#).

If FEAT_DPB2 and FEAT_MTE are implemented, this trap also applies to [DC CGVADP](#) and [DC CGDVADP](#).

UCI	Meaning
0b0	Execution of the specified instructions at EL0 using AArch64 is trapped.
0b1	This control does not cause any instructions to be trapped.

When FEAT_VHE is implemented, and the value of [HCR_EL2.{E2H, TGE}](#) is {1, 1}, this bit has no effect on execution at EL0.

If the Point of Coherency is before any level of data cache, it is IMPLEMENTATION DEFINED whether the execution of any data or unified cache clean, or clean and invalidate instruction that operates by VA to the point of coherency can be trapped when the value of this control is 1.

If the Point of Unification is before any level of data cache, it is IMPLEMENTATION DEFINED whether the execution of any data or unified cache clean by VA to the Point of Unification instruction can be trapped when the value of this control is 1.

If the Point of Unification is before any level of instruction cache, it is IMPLEMENTATION DEFINED whether the execution of any instruction cache invalidate by VA to the Point of Unification instruction can be trapped when the value of this control is 1.

In a system where the PE resets into EL1, this field resets to an architecturally UNKNOWN value.

EE, bit [25]

Endianness of data accesses at EL1, and stage 1 translation table walks in the EL1&0 translation regime.

The possible values of this bit are:

EE	Meaning
0b0	Explicit data accesses at EL1, and stage 1 translation table walks in the EL1&0 translation regime are little-endian.
0b1	Explicit data accesses at EL1, and stage 1 translation table walks in the EL1&0 translation regime are big-endian.

If an implementation does not provide Big-endian support at Exception Levels higher than EL0, this bit is RES0.

If an implementation does not provide Little-endian support at Exception Levels higher than EL0, this bit is RES1.

The EE bit is permitted to be cached in a TLB.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, this bit has no effect on the PE.

In a system where the PE resets into EL1, this field resets to an IMPLEMENTATION DEFINED value.

E0E, bit [24]

Endianness of data accesses at EL0.

The possible values of this bit are:

E0E	Meaning
0b0	Explicit data accesses at EL0 are little-endian.
0b1	Explicit data accesses at EL0 are big-endian.

If an implementation only supports Little-endian accesses at EL0 then this bit is RES0. This option is not permitted when SCTLR_EL1.EE is RES1.

If an implementation only supports Big-endian accesses at EL0 then this bit is RES1. This option is not permitted when SCTLR_EL1.EE is RES0.

This bit has no effect on the endianness of LDTR, LDTRH, LDTRSH, LDTRSW, STTR, and STTRH instructions executed at EL1.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, this bit has no effect on execution at EL0.

In a system where the PE resets into EL1, this field resets to an architecturally UNKNOWN value.

SPAN, bit [23]

When FEAT_PAN is implemented:

Set Privileged Access Never, on taking an exception to EL1.

SPAN	Meaning
0b0	PSTATE.PAN is set to 1 on taking an exception to EL1.
0b1	The value of PSTATE.PAN is left unchanged on taking an exception to EL1.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, this bit has no effect on execution at EL0.

In a system where the PE resets into EL1, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES1.

EIS, bit [22]

When FEAT_ExS is implemented:

Exception Entry is Context Synchronizing. The defined values are:

EIS	Meaning
0b0	The taking of an exception to EL1 is not a context synchronizing event.
0b1	The taking of an exception to EL1 is a context synchronizing event.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1,1}, this bit has no effect on execution at EL0.

If SCTLR_EL1.EIS is set to 0b0:

- Indirect writes to [ESR_EL1](#), [FAR_EL1](#), [SPSR_EL1](#), [ELR_EL1](#) are synchronized on exception entry to EL1, so that a direct read of the register after exception entry sees the indirectly written value caused by the exception entry.
- Memory transactions, including instruction fetches, from an Exception level always use the translation resources associated with that translation regime.
- Exception Catch debug events are synchronous debug events.
- DCPS* and DRPS instructions are context synchronization events.

The following are not affected by the value of SCTLR_EL1.EIS:

- Changes to the PSTATE information on entry to EL1.
- Behavior of accessing the banked copies of the stack pointer using the SP register name for loads, stores and data processing instructions.
- Exit from Debug state.

In a system where the PE resets into EL1, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES1.

IESB, bit [21]

When FEAT_IESB is implemented:

Implicit Error Synchronization event enable. Possible values are:

IESB	Meaning
0b0	Disabled.
0b1	An implicit error synchronization event is added: <ul style="list-style-type: none"> • At each exception taken to EL1. • Before the operational pseudocode of each ERET instruction executed at EL1.

When the PE is in Debug state, the effect of this field is CONSTRAINED UNPREDICTABLE, and its Effective value might be 0 or 1 regardless of the value of the field. If the Effective value of the field is 1, then an implicit error synchronization event is added after each DCPSX instruction taken to EL1 and before each DRPS instruction executed at EL1, in addition to the other cases where it is added.

In a system where the PE resets into EL1, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

TSCXT, bit [20]

When FEAT_CSV2 is implemented:

Trap EL0 Access to the [SCXTNUM_EL0](#) register, when EL0 is using AArch64. The defined values are:

TSCXT	Meaning
0b0	EL0 access to SCXTNUM_EL0 is not disabled by this mechanism.
0b1	EL0 access to SCXTNUM_EL0 is disabled, causing an exception to EL1, or to EL2 when it is implemented and enabled for the current Security state and HCR_EL2 .TGE is 1. The value of SCXTNUM_EL0 is treated as 0.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1,1}, this bit has no effect on execution at EL0.

In a system where the PE resets into EL1, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES1.

WXN, bit [19]

Write permission implies XN (Execute-never). For the EL1&0 translation regime, this bit can force all memory regions that are writable to be treated as XN. The possible values of this bit are:

WXN	Meaning
0b0	This control has no effect on memory access permissions.
0b1	Any region that is writable in the EL1&0 translation regime is forced to XN for accesses from software executing at EL1 or EL0.

This bit applies only when SCTLR_EL1.M bit is set.

The WXN bit is permitted to be cached in a TLB.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, this bit has no effect on the PE.

In a system where the PE resets into EL1, this field resets to an architecturally UNKNOWN value.

nTWE, bit [18]

Traps EL0 execution of WFE instructions to EL1, or to EL2 when it is implemented and enabled for the current Security state and [HCR_EL2](#).TGE is 1, from both Execution states, reported using an ESR_ELx.EC value of 0x01.

nTWE	Meaning
0b0	Any attempt to execute a WFE instruction at EL0 is trapped, if the instruction would otherwise have caused the PE to enter a low-power state.
0b1	This control does not cause any instructions to be trapped.

In AArch32 state, the attempted execution of a conditional WFE instruction is only trapped if the instruction passes its condition code check.

Note

Since a WFE or WFI can complete at any time, even without a Wakeup event, the traps on WFE or WFI are not guaranteed to be taken, even if the WFE or WFI is executed when there is no Wakeup event. The only guarantee is that if the instruction does not complete in finite time in the absence of a Wakeup event, the trap will be taken.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, this bit has no effect on execution at EL0.

In a system where the PE resets into EL1, this field resets to an architecturally UNKNOWN value.

Bit [17]

Reserved, RES0.

nTWI, bit [16]

Traps EL0 execution of WFI instructions to EL1, or to EL2 when it is implemented and enabled for the current Security state and [HCR_EL2](#).TGE is 1, from both Execution states, reported using an ESR_ELx.EC value of 0x01.

nTWI	Meaning
0b0	Any attempt to execute a WFI instruction at EL0 is trapped, if the instruction would otherwise have caused the PE to enter a low-power state.
0b1	This control does not cause any instructions to be trapped.

In AArch32 state, the attempted execution of a conditional WFI instruction is only trapped if the instruction passes its condition code check.

Note

Since a WFE or WFI can complete at any time, even without a Wakeup event, the traps on WFE or WFI are not guaranteed to be taken, even if the WFE or WFI is executed when there is no Wakeup event. The only guarantee is that if the instruction does not complete in finite time in the absence of a Wakeup event, the trap will be taken.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, this bit has no effect on execution at EL0.

In a system where the PE resets into EL1, this field resets to an architecturally UNKNOWN value.

UCT, bit [15]

Traps EL0 accesses to the [CTR_EL0](#) to EL1, or to EL2 when it is implemented and enabled for the current Security state and [HCR_EL2](#).TGE is 1, from AArch64 state only, reported using an ESR_ELx.EC value of 0x18.

UCT	Meaning
0b0	Accesses to the CTR_EL0 from EL0 using AArch64 are trapped.
0b1	This control does not cause any instructions to be trapped.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, this bit has no effect on execution at EL0.

In a system where the PE resets into EL1, this field resets to an architecturally UNKNOWN value.

DZE, bit [14]

Traps EL0 execution of [DC ZVA](#) instructions to EL1, or to EL2 when it is implemented and enabled for the current Security state and [HCR_EL2](#).TGE is 1, from AArch64 state only, reported using an ESR_ELx.EC value of 0x18.

If FEAT_MTE is implemented, this trap also applies to [DC GVA](#) and [DC GZVA](#).

DZE	Meaning
0b0	Any attempt to execute an instruction that this trap applies to at EL0 using AArch64 is trapped. Reading DCZID_EL0 .DZP from EL0 returns 1, indicating that the instructions this trap applies to are not supported.
0b1	This control does not cause any instructions to be trapped.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, this bit has no effect on execution at EL0.

In a system where the PE resets into EL1, this field resets to an architecturally UNKNOWN value.

EnDB, bit [13]

When FEAT_PAuth is implemented:

Controls enabling of pointer authentication (using the APDBKey_EL1 key) of instruction addresses in the EL1&0 translation regime.

For more information, see 'System register control of pointer authentication'.

EnDB	Meaning
0b0	Pointer authentication (using the APDBKey_EL1 key) of data addresses is not enabled.
0b1	Pointer authentication (using the APDBKey_EL1 key) of data addresses is enabled.

Note

This field controls the behavior of the AddPACDB and AuthDB pseudocode functions. Specifically, when the field is 1, AddPACDB returns a copy of a pointer to which a pointer authentication code has been added, and AuthDB returns an authenticated copy of a pointer. When the field is 0, both of these functions are NOP.

In a system where the PE resets into EL1, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

I, bit [12]

Stage 1 instruction access Cacheability control, for accesses at EL0 and EL1:

I	Meaning
0b0	All instruction access to Stage 1 Normal memory from EL0 and EL1 are Stage 1 Non-cacheable. If the value of SCTLR_EL1.M is 0, instruction accesses from stage 1 of the EL1&0 translation regime are to Normal, Outer Shareable, Inner Non-cacheable, Outer Non-cacheable memory.
0b1	This control has no effect on the Stage 1 Cacheability of instruction access to Stage 1 Normal memory from EL0 and EL1. If the value of SCTLR_EL1.M is 0, instruction accesses from stage 1 of the EL1&0 translation regime are to Normal, Outer Shareable, Inner Write-Through, Outer Write-Through memory.

When the value of the [HCR_EL2.DC](#) bit is 1, then instruction access to Normal memory from EL0 and EL1 are Cacheable regardless of the value of the SCTLR_EL1.I bit.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, this bit has no effect on the PE.

In a system where the PE resets into EL1, this field resets to 0.

EOS, bit [11]

When FEAT_ExS is implemented:

Exception Exit is Context Synchronizing. The defined values are:

EOS	Meaning
0b0	An exception return from EL1 is not a context synchronizing event
0b1	An exception return from EL1 is a context synchronizing event

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1,1}, this bit has no effect on execution at EL0.

If SCTLR_EL1.EOS is set to 0b0:

- Memory transactions, including instruction fetches, from an Exception level always use the translation resources associated with that translation regime.
- Exception Catch debug events are synchronous debug events.
- DCPS* and DRPS instructions are context synchronization events.

The following are not affected by the value of SCTLR_EL1.EOS:

- The indirect write of the PSTATE and PC values from [SPSR_EL1](#) and [ELR_EL1](#) on exception return is synchronized.
- Behavior of accessing the banked copies of the stack pointer using the SP register name for loads, stores and data processing instructions.
- Exit from Debug state.

In a system where the PE resets into EL1, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES1.

EnRCTX, bit [10]**When FEAT_SPECRES is implemented:**

Enable EL0 Access to the following instructions:

- AArch32 CFPRCTX, DVPRCTX and CPPRCTX instructions.
- AArch64 CFP RCTX, DVP RCT and CPP RCTX instructions.

The defined values are:

EnRCTX	Meaning
0b0	EL0 access to these instructions is disabled, and these instructions are trapped to EL1, or to EL2 when it is implemented and enabled for the current Security state and HCR_EL2.TGE is 1.
0b1	EL0 access to these instructions is enabled.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1,1}, this bit has no effect on execution at EL0.

In a system where the PE resets into EL1, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

UMA, bit [9]

User Mask Access. Traps EL0 execution of MSR and MRS instructions that access the PSTATE.{D, A, I, F} masks to EL1, or to EL2 when it is implemented and enabled for the current Security state and [HCR_EL2.TGE](#) is 1, from AArch64 state only, reported using an ESR_ELx.EC value of 0x18.

UMA	Meaning
0b0	Any attempt at EL0 using AArch64 to execute an MRS, MSR(REGISTER), or MSR(IMMEDIATE) instruction that accesses the DAIF is trapped.
0b1	This control does not cause any instructions to be trapped.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, this bit has no effect on execution at EL0.

In a system where the PE resets into EL1, this field resets to an architecturally UNKNOWN value.

SED, bit [8]**When EL0 is capable of using AArch32:**

SETEND instruction disable. Disables SETEND instructions at EL0 using AArch32.

SED	Meaning
0b0	SETEND instruction execution is enabled at EL0 using AArch32.
0b1	SETEND instructions are UNDEFINED at EL0 using AArch32 and any attempt at EL0 to access a SETEND instruction generates an exception to EL1, or to EL2 when it is implemented and enabled for the current Security state and HCR_EL2.TGE is 1, reported using an ESR_ELx.EC value of 0x00.

If the implementation does not support mixed-endian operation at any Exception level, this bit is RES1.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, this bit has no effect on execution at EL0.

In a system where the PE resets into EL1, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES1.

ITD, bit [7]

When EL0 is capable of using AArch32:

IT Disable. Disables some uses of IT instructions at EL0 using AArch32.

ITD	Meaning
0b0	All IT instruction functionality is enabled at EL0 using AArch32.
0b1	Any attempt at EL0 using AArch32 to execute any of the following is UNDEFINED and generates an exception, reported using an ESR_ELx.EC value of 0x00, to EL1 or to EL2 when it is implemented and enabled for the current Security state and HCR_EL2 .TGE is 1: <ul style="list-style-type: none"> • All encodings of the IT instruction with hw1[3:0] != 1000. • All encodings of the subsequent instruction with the following values for hw1: <ul style="list-style-type: none"> ◦ 0b11xxxxxxxxxxxx: All 32-bit instructions, and the 16-bit instructions B, UDF, SVC, LDM, and STM. ◦ 0b1011xxxxxxxxxxxx: All instructions in 'Miscellaneous 16-bit instructions' in the Arm® Architecture Reference Manual, Armv8, for Armv8-A architecture profile, section F3.2.5. ◦ 0b10100xxxxxxxxxxx: ADD Rd, PC, #imm ◦ 0b01001xxxxxxxxxxx: LDR Rd, [PC, #imm] ◦ 0b0100x1xx1111xxx: ADD Rdn, PC; CMP Rn, PC; MOV Rd, PC; BX PC; BLX PC. ◦ 0b010001xx1xxxx111: ADD PC, Rm; CMP PC, Rm; MOV PC, Rm. This pattern also covers unpredictable cases with BLX Rn. <p>These instructions are always UNDEFINED, regardless of whether they would pass or fail the condition code check that applies to them as a result of being in an IT block.</p> <p>It is IMPLEMENTATION DEFINED whether the IT instruction is treated as:</p> <ul style="list-style-type: none"> • A 16-bit instruction, that can only be followed by another 16-bit instruction. • The first half of a 32-bit instruction. <p>This means that, for the situations that are UNDEFINED, either the second 16-bit instruction or the 32-bit instruction is UNDEFINED. An implementation might vary dynamically as to whether IT is treated as a 16-bit instruction or the first half of a 32-bit instruction.</p>

If an instruction in an active IT block that would be disabled by this field sets this field to 1 then behavior is CONSTRAINED UNPREDICTABLE. For more information see 'Changes to an ITD control by an instruction in an IT block'.

ITD is optional, but if it is implemented in the [SCTLR](#) then it must also be implemented in the SCTLR_EL1. If it is not implemented then this bit is RAZ/WI.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, this bit has no effect on execution at EL0.

In a system where the PE resets into EL1, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES1.

nAA, bit [6]**When FEAT_LSE2 is implemented:**

Non-aligned access. This bit controls generation of Alignment faults at EL1 and EL0 under certain conditions.

nAA	Meaning
0b0	LDAPR, LDAPRH, LDAPUR, LDAPURH, LDAPURSH, LDAPURSW, LDAR, LDARH, LDLAR, LDLARH, STLLR, STLLRH, STLR, STLRH, STLUR, and STLURH generate an Alignment fault if all bytes being accessed are not within a single 16-byte quantity, aligned to 16 bytes for accesses.
0b1	This control bit does not cause LDAPR, LDAPRH, LDAPUR, LDAPURH, LDAPURSH, LDAPURSW, LDAR, LDARH, LDLAR, LDLARH, STLLR, STLLRH, STLR, STLRH, STLUR, or STLURH to generate an Alignment fault if all bytes being accessed are not within a single 16-byte quantity, aligned to 16 bytes.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, this bit has no effect on execution at EL0.

In a system where the PE resets into EL1, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

CP15BEN, bit [5]**When EL0 is capable of using AArch32:**

System instruction memory barrier enable. Enables accesses to the DMB, DSB, and ISB System instructions in the (coproc==0b1111) encoding space from EL0:

CP15BEN	Meaning
0b0	EL0 using AArch32: EL0 execution of the CP15DMB , CP15DSB , and CP15ISB instructions is UNDEFINED and generates an exception to EL1, or to EL2 when it is implemented and enabled for the current Security state and HCR_EL2 .TGE is 1. The exception is reported using an ESR_ELx.EC value of 0x00.
0b1	EL0 using AArch32: EL0 execution of the CP15DMB , CP15DSB , and CP15ISB instructions is enabled.

CP15BEN is optional, but if it is implemented in the [SCTLR](#) then it must also be implemented in the SCTLR_EL1. If it is not implemented then this bit is RAO/WI.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, this bit has no effect on execution at EL0.

In a system where the PE resets into EL1, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

SA0, bit [4]

SP Alignment check enable for EL0. When set to 1, if a load or store instruction executed at EL0 uses the SP as the base address and the SP is not aligned to a 16-byte boundary, then a SP alignment fault exception is generated. For more information, see 'SP alignment checking'.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, this bit has no effect on execution at EL0.

In a system where the PE resets into EL1, this field resets to an architecturally UNKNOWN value.

SA, bit [3]

SP Alignment check enable. When set to 1, if a load or store instruction executed at EL1 uses the SP as the base address and the SP is not aligned to a 16-byte boundary, then a SP alignment fault exception is generated. For more information, see 'SP alignment checking'.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, this bit has no effect on the PE.

In a system where the PE resets into EL1, this field resets to an architecturally UNKNOWN value.

C, bit [2]

Stage 1 Cacheability control, for data accesses.

C	Meaning
0b0	All data access to Stage 1 Normal memory from EL0 and EL1, and all Normal memory accesses from unified cache to the EL1&0 Stage 1 translation tables, are treated as Stage 1 Non-cacheable.
0b1	This control has no effect on the Stage 1 Cacheability of: <ul style="list-style-type: none"> Data access to Normal memory from EL0 and EL1. Normal memory accesses to the EL1&0 Stage 1 translation tables.

When the value of the [HCR_EL2](#).DC bit is 1, the PE ignores SCTLR.C. This means that Non-secure EL0 and Non-secure EL1 data accesses to Normal memory are Cacheable.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, this bit has no effect on the PE.

In a system where the PE resets into EL1, this field resets to 0.

A, bit [1]

Alignment check enable. This is the enable bit for Alignment fault checking at EL1 and EL0 .

A	Meaning
0b0	Alignment fault checking disabled when executing at EL1 or EL0. Instructions that load or store one or more registers, other than load/store exclusive and load-acquire/store-release, do not check that the address being accessed is aligned to the size of the data element(s) being accessed.
0b1	Alignment fault checking enabled when executing at EL1 or EL0. All instructions that load or store one or more registers have an alignment check that the address being accessed is aligned to the size of the data element(s) being accessed. If this check fails it causes an Alignment fault, which is taken as a Data Abort exception.

Load/store exclusive and load-acquire/store-release instructions have an alignment check regardless of the value of the A bit.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, this bit has no effect on execution at EL0.

In a system where the PE resets into EL1, this field resets to an architecturally UNKNOWN value.

M, bit [0]

MMU enable for EL1&0 stage 1 address translation.

M	Meaning
0b0	EL1&0 stage 1 address translation disabled. See the SCTLR_EL1.I field for the behavior of instruction accesses to Normal memory.
0b1	EL1&0 stage 1 address translation enabled.

If the value of [HCR_EL2](#).{DC, TGE} is not {0, 0} then in Non-secure state the PE behaves as if the value of the SCTLR_EL1.M field is 0 for all purposes other than returning the value of a direct read of the field.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, this bit has no effect on the PE.

In a system where the PE resets into EL1, this field resets to 0.

Accessing the SCTLR_EL1

When [HCR_EL2](#).E2H is 1, without explicit synchronization, access from EL3 using the mnemonic SCTLR_EL1 or SCTLR_EL12 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, SCTLR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0001	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TRVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.SCTLR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x110];
    else
        return SCTLR_EL1;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return SCTLR_EL2;
    else
        return SCTLR_EL1;
elsif PSTATE.EL == EL3 then
    return SCTLR_EL1;

```

MSR SCTLR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0001	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.SCTLR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x110] = X[t];
    else
        SCTLR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        SCTLR_EL2 = X[t];
    else
        SCTLR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    SCTLR_EL1 = X[t];

```

MRS <Xt>, SCTLR_EL12

op0	op1	CRn	CRm	op2
0b11	0b101	0b0001	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        return NVMem[0x110];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return SCTLR_EL1;
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        return SCTLR_EL1;
    else
        UNDEFINED;

```

MSR SCTLR_EL12, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b101	0b0001	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        NVMem[0x110] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        SCTLR_EL1 = X[t];
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        SCTLR_EL1 = X[t];
    else
        UNDEFINED;

```

SCTLR_EL2, System Control Register (EL2)

The SCTLR_EL2 characteristics are:

Purpose

Provides top level control of the system, including its memory system, at EL2.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, these controls apply also to execution at EL0.

Configuration

AArch64 System register SCTLR_EL2 bits [31:0] are architecturally mapped to AArch32 System register [HSCTLR\[31:0\]](#).

If EL2 is not implemented, this register is RES0 from EL3.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

SCTLR_EL2 is a 64-bit register.

Field descriptions

The SCTLR_EL2 bit assignments are:

When HCR_EL2.E2H != 1 or HCR_EL2.TGE != 1:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37
RES0																			DSSBS	ATA	RES0	TCF	RES0	ITF		
EnIA	EnIB	RES1	EnDA	RES0	EE	RES0	RES1	EIS	IESB	RES0	WXN	RES1	RES0	RES1	RES0	EnDB	I	EOS	RES0	nAA	R					
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

This format applies in all Armv8.0 implementations, and from Armv8.1 when the Effective value of [HCR_EL2](#).{E2H, TGE} != {1, 1}.

Bits [63:45]

Reserved, RES0.

DSSBS, bit [44]

When FEAT_SSBS is implemented:

Default PSTATE.SSBS value on Exception Entry.

DSSBS	Meaning
0b0	PSTATE.SSBS is set to 0 on an exception to EL2.
0b1	PSTATE.SSBS is set to 1 on an exception to EL2.

In a system where the PE resets into EL2, this field resets to an IMPLEMENTATION DEFINED value.

Otherwise:

Reserved, RES0.

ATA, bit [43]**When FEAT_MTE is implemented:**

Allocation Tag Access. When [SCR_EL3.ATA](#)=1, controls EL2 access to Allocation Tags.

When access to Allocation Tags is prevented:

- Instructions that Load or Store data are Unchecked.
- Instructions that Load or Store Allocation Tags treat the Allocation Tag as RAZ/WI.
- Instructions that insert Logical Address Tags into addresses treat the Allocation Tag used to generate the Logical Address Tag as 0.
- Cache maintenance instructions that invalidate Allocation Tags from caches behave as the equivalent Clean and Invalidate operation on Allocation Tags.

ATA	Meaning
0b0	Access to Allocation Tags is prevented.
0b1	Access to Allocation Tags is not prevented.

This bit is permitted to be cached in a TLB.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bit [42]

Reserved, RES0.

TCF, bits [41:40]**When FEAT_MTE is implemented:**

Tag Check Fault. Controls the effect of Tag Check Faults due to Loads and Stores in EL2.

TCF	Meaning
0b00	Tag Check Faults have no effect on the PE.
0b01	Tag Check Faults cause a synchronous exception.
0b10	Tag Check Faults are asynchronously accumulated.

The value 0b11 is reserved.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bits [39:38]

Reserved, RES0.

ITFSB, bit [37]**When FEAT_MTE is implemented:**

When synchronous exceptions are not being generated by Tag Check Faults, which are generated for Loads and Stores in EL0, EL1 or EL2, controls the auto-synchronizaton of Tag Check Faults into [TFSRE0_EL1](#), [TFSR_EL1](#), and [TFSR_EL2](#).

ITFSB	Meaning
0b0	Tag Check Faults are not synchronized on entry to EL2.
0b1	Tag Check Faults are synchronized on entry to EL2.

Otherwise:

Reserved, RES0.

BT, bit [36]**When FEAT_BT is implemented:**

PAC Branch Type compatibility at EL2.

BT	Meaning
0b0	When the PE is executing at EL2, PACIASP and PACIBSP are compatible with PSTATE.BTYPE == 0b11.
0b1	When the PE is executing at EL2, PACIASP and PACIBSP are not compatible with PSTATE.BTYPE == 0b11.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bits [35:32]

Reserved, RES0.

EnIA, bit [31]**When FEAT_PAuth is implemented:**

Controls enabling of pointer authentication (using the APIAKey_EL1 key) of instruction addresses in the EL2&0 translation regime.

For more information, see 'System register control of pointer authentication'.

EnIA	Meaning
0b0	Pointer authentication (using the APIAKey_EL1 key) of instruction addresses is not enabled.
0b1	Pointer authentication (using the APIAKey_EL1 key) of instruction addresses is enabled.

Note

This field controls the behavior of the AddPACIA and AuthIA pseudocode functions. Specifically, when the field is 1, AddPACIA returns a copy of a pointer to which a pointer authentication code has been added, and AuthIA returns an authenticated copy of a pointer. When the field is 0, both of these functions are NOP.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

EnIB, bit [30]**When FEAT_PAuth is implemented:**

Controls enabling of pointer authentication (using the APIBKey_EL1 key) of instruction addresses in the EL2&0 translation regime.

For more information, see 'System register control of pointer authentication'.

EnIB	Meaning
0b0	Pointer authentication (using the APIBKey_EL1 key) of instruction addresses is not enabled.
0b1	Pointer authentication (using the APIBKey_EL1 key) of instruction addresses is enabled.

Note

This field controls the behavior of the AddPACIB and AuthIB pseudocode functions. Specifically, when the field is 1, AddPACIB returns a copy of a pointer to which a pointer authentication code has been added, and AuthIB returns an authenticated copy of a pointer. When the field is 0, both of these functions are NOP.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bits [29:28]

Reserved, RES1.

EnDA, bit [27]**When FEAT_PAuth is implemented:**

Controls enabling of pointer authentication (using the APDAKey_EL1 key) of instruction addresses in the EL2&0 translation regime.

For more information, see 'System register control of pointer authentication'.

EnDA	Meaning
0b0	Pointer authentication (using the APDAKey_EL1 key) of data addresses is not enabled.
0b1	Pointer authentication (using the APDAKey_EL1 key) of data addresses is enabled.

Note

This field controls the behavior of the AddPACDA and AuthDA pseudocode functions. Specifically, when the field is 1, AddPACDA returns a copy of a pointer to which a pointer authentication code has been added, and AuthDA returns an authenticated copy of a pointer. When the field is 0, both of these functions are NOP.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bit [26]

Reserved, RES0.

EE, bit [25]

Endianness of data accesses at EL2, stage 1 translation table walks in the EL2 or EL2&0 translation regime, and stage 2 translation table walks in the EL1&0 translation regime.

EE	Meaning
0b0	Explicit data accesses at EL2, stage 1 translation table walks in the EL2 or EL2&0 translation regime, and stage 2 translation table walks in the EL1&0 translation regime are little-endian.
0b1	Explicit data accesses at EL2, stage 1 translation table walks in the EL2 or EL2&0 translation regime, and stage 2 translation table walks in the EL1&0 translation regime are big-endian.

If an implementation does not provide Big-endian support at Exception Levels higher than EL0, this bit is RES0.

If an implementation does not provide Little-endian support at Exception Levels higher than EL0, this bit is RES1.

The EE bit is permitted to be cached in a TLB.

In a system where the PE resets into EL2, this field resets to an IMPLEMENTATION DEFINED value.

Bit [24]

Reserved, RES0.

Bit [23]

Reserved, RES1.

EIS, bit [22]

When FEAT_ExS is implemented:

Exception entry is a context synchronization event. The defined values are:

EIS	Meaning
0b0	The taking of an exception to EL2 is not a context synchronization event.
0b1	The taking of an exception to EL2 is a context synchronization event.

If SCTLR_EL2.EIS is set to 0b0:

- Indirect writes to [ESR_EL2](#), [FAR_EL2](#), [SPSR_EL2](#), [ELR_EL2](#), and [HFPAR_EL2](#) are synchronized on exception entry to EL2, so that a direct read of the register after exception entry sees the indirectly written value caused by the exception entry.
- Memory transactions, including instruction fetches, from an Exception level always use the translation resources associated with that translation regime.
- Exception Catch debug events are synchronous debug events.
- DCPS* and DRPS instructions are context synchronization events.

The following are not affected by the value of SCTLR_EL2.EIS:

- Changes to the PSTATE information on entry to EL2.
- Behavior of accessing the banked copies of the stack pointer using the SP register name for loads, stores, and data processing instructions.
- Exit from Debug state.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES1.

IESB, bit [21]**When FEAT_IESB is implemented:**

Implicit Error Synchronization event enable.

IESB	Meaning
0b0	Disabled.
0b1	An implicit error synchronization event is added: <ul style="list-style-type: none"> At each exception taken to EL2. Before the operational pseudocode of each ERET instruction executed at EL2.

When the PE is in Debug state, the effect of this field is CONSTRAINED UNPREDICTABLE, and its Effective value might be 0 or 1 regardless of the value of the field. If the Effective value of the field is 1, then an implicit error synchronization event is added after each DCPSX instruction taken to EL2 and before each DRPS instruction executed at EL2, in addition to the other cases where it is added.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bit [20]

Reserved, RES0.

WXN, bit [19]

Write permission implies XN (Execute-never). For the EL2 or EL2&0 translation regime, this bit can force all memory regions that are writable to be treated as XN:

WXN	Meaning
0b0	This control has no effect on memory access permissions.
0b1	Any region that is writable in the EL2 or EL2&0 translation regime is forced to XN for accesses from software executing at EL2.

This bit applies only when SCTLR_EL2.M bit is set.

The WXN bit is permitted to be cached in a TLB.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

Bit [18]

Reserved, RES1.

Bit [17]

Reserved, RES0.

Bit [16]

Reserved, RES1.

Bits [15:14]

Reserved, RES0.

EnDB, bit [13]

When FEAT_PAuth is implemented:

Controls enabling of pointer authentication (using the APDBKey_EL1 key) of instruction addresses in the EL2&0 translation regime.

For more information, see 'System register control of pointer authentication'.

EnDB	Meaning
0b0	Pointer authentication (using the APDBKey_EL1 key) of data addresses is not enabled.
0b1	Pointer authentication (using the APDBKey_EL1 key) of data addresses is enabled.

Note

This field controls the behavior of the AddPACDB and AuthDB pseudocode functions. Specifically, when the field is 1, AddPACDB returns a copy of a pointer to which a pointer authentication code has been added, and AuthDB returns an authenticated copy of a pointer. When the field is 0, both of these functions are NOP.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

I, bit [12]

Instruction access Cacheability control, for accesses at EL2:

I	Meaning
0b0	All instruction accesses to Normal memory from EL2 are Non-cacheable for all levels of instruction and unified cache. If the value of SCTLR_EL2.M is 0, instruction accesses from stage 1 of the EL2 or EL2&0 translation regime are to Normal, Outer Shareable, Inner Non-cacheable, Outer Non-cacheable memory.
0b1	This control has no effect on the Cacheability of instruction access to Normal memory from EL2. If the value of SCTLR_EL2.M is 0, instruction accesses from stage 1 of the EL2 or EL2&0 translation regime are to Normal, Outer Shareable, Inner Write-Through, Outer Write-Through memory.

This bit has no effect on the EL1&0 or EL3 translation regimes.

In a system where the PE resets into EL2, this field resets to 0.

EOS, bit [11]

When FEAT_ExS is implemented:

Exception exit is a context synchronization Event.

EOS	Meaning
0b0	An exception return from EL2 is not a context synchronization event.
0b1	An exception return from EL2 is a context synchronization event.

If SCTLR_EL2.EOS is set to 0b0:

- Memory transactions, including instruction fetches, from an Exception level always use the translation resources associated with that translation regime.
- Exception Catch debug events are synchronous debug events.
- DCPS* and DRPS instructions are context synchronization events.

The following are not affected by the value of SCTLR_EL2.EOS:

- The indirect write of the PSTATE and PC values from [SPSR_EL2](#) and [ELR_EL2](#) on exception return is synchronized.
- Behavior of accessing the banked copies of the stack pointer using the SP register name for loads, stores, and data processing instructions.
- Exit from Debug state.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES1.

Bits [10:7]

Reserved, RES0.

nAA, bit [6]

When FEAT_LSE2 is implemented:

Non-aligned access. This bit controls generation of Alignment faults at EL2 under certain conditions.

nAA	Meaning
0b0	LDAPR, LDAPRH, LDAPUR, LDAPURH, LDAPURSH, LDAPURSW, LDAR, LDARH, LDLAR, LDLARH, STLLR, STLLRH, STLR, STLRH, STLUR, and STLURH generate an Alignment fault if all bytes being accessed are not within a single 16-byte quantity, aligned to 16 bytes for accesses.
0b1	This control bit does not cause LDAPR, LDAPRH, LDAPUR, LDAPURH, LDAPURSH, LDAPURSW, LDAR, LDARH, LDLAR, LDLARH, STLLR, STLLRH, STLR, STLRH, STLUR, or STLURH to generate an Alignment fault if all bytes being accessed are not within a single 16-byte quantity, aligned to 16 bytes.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bits [5:4]

Reserved, RES1.

SA, bit [3]

SP Alignment check enable. When set to 1, if a load or store instruction executed at EL2 uses the SP as the base address and the SP is not aligned to a 16-byte boundary, then an SP alignment fault exception is generated. For more information, see 'SP alignment checking'.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

C, bit [2]

Cacheability control, for data accesses.

C	Meaning
0b0	All data accesses to Normal memory from EL2, and all Normal memory accesses to the EL2 translation tables, are Non-cacheable for all levels of data and unified cache.
0b1	This control has no effect on the Cacheability of: <ul style="list-style-type: none"> • Data access to Normal memory from EL2. • Normal memory accesses to the EL2 translation tables.

This bit has no effect on the EL1&0 or EL3 translation regimes.

In a system where the PE resets into EL2, this field resets to 0.

A, bit [1]

Alignment check enable. This is the enable bit for Alignment fault checking at EL2:

A	Meaning
0b0	Alignment fault checking disabled when executing at EL2. Instructions that load or store one or more registers, other than load/store exclusive and load-acquire/store-release, do not check that the address being accessed is aligned to the size of the data element(s) being accessed.
0b1	Alignment fault checking enabled when executing at EL2. All instructions that load or store one or more registers have an alignment check that the address being accessed is aligned to the size of the data element(s) being accessed. If this check fails it causes an Alignment fault, which is taken as a Data Abort exception.

Load/store exclusive and load-acquire/store-release instructions have an alignment check regardless of the value of the A bit.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

M, bit [0]

MMU enable for EL2 stage 1 address translation.

M	Meaning
0b0	EL2 stage 1 address translation disabled. See the SCTLR_EL2.I field for the behavior of instruction accesses to Normal memory.
0b1	EL2 stage 1 address translation enabled.

In a system where the PE resets into EL2, this field resets to 0.

When HCR_EL2.E2H == 1 and HCR_EL2.TGE == 1:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42				
RES0														TWEDEL				TWEDEn		DSSBS		ATA		AT	
EnIA	EnIB	LSMAOEn	TLsMD	EnDA	UCI	EE	E0E	SPAN	EIS	IESB	TSCXT	WXN	hTW	ERES0	nTW	UCT	DZE	EnDB		I	EOS	EnR			
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10				

This format applies only from Armv8.1 when EL2 is enabled in the current Security state and [HCR_EL2](#).{E2H, TGE} == {1, 1}.

Bits [63:50]

Reserved, RES0.

TWEDEL, bits [49:46]**When FEAT_TWED is implemented:**

TWE Delay. A 4-bit unsigned number that, when SCTLR_EL2.TWEDEn is 1, encodes the minimum delay in taking a trap of WFE caused by SCTLR_EL2.nTWE as $2^{(TWEDEL + 8)}$ cycles.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

TWEDEn, bit [45]**When FEAT_TWED is implemented:**

TWE Delay Enable. Enables a configurable delayed trap of the WFE instruction caused by SCTLR_EL2.nTWE.

TWEDEn	Meaning
0b0	The delay for taking a WFE trap is IMPLEMENTATION DEFINED.
0b1	The delay for taking a WFE trap is at least the number of cycles defined in SCTLR_EL2.TWEDEL.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

DSSBS, bit [44]**When FEAT_SSBS is implemented:**

Default PSTATE.SSBS value on Exception Entry.

DSSBS	Meaning
0b0	PSTATE.SSBS is set to 0 on an exception to EL2.
0b1	PSTATE.SSBS is set to 1 on an exception to EL2.

In a system where the PE resets into EL2, this field resets to an IMPLEMENTATION DEFINED value.

Otherwise:

Reserved, RES0.

ATA, bit [43]**When FEAT_MTE is implemented:**

Allocation Tag Access in EL2. When SCR_EL3.ATA=1, controls EL2 access to Allocation Tags.

When access to Allocation Tags is prevented:

- Instructions which Load or Store data are Unchecked.
- Instructions which Load or Store Allocation Tags treat the Allocation Tag as RAZ/WI.
- Instructions which insert Logical Address Tags into addresses treat the Allocation Tag used to generate the Logical Address Tag as 0.
- Cache maintenance instructions which invalidate Allocation Tags from caches behave as the equivalent Clean and Invalidate operation on Allocation Tags.

ATA	Meaning
0b0	Access to Allocation Tags is prevented.
0b1	Access to Allocation Tags is not prevented.

This bit is permitted to be cached in a TLB.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

ATA0, bit [42]

When FEAT_MTE is implemented:

Allocation Tag Access in EL0. When [SCR_EL3.ATA](#)=1, controls EL0 access to Allocation Tags.

When access to Allocation Tags is prevented:

- Instructions which Load or Store data are Unchecked.
- Instructions which Load or Store Allocation Tags treat the Allocation Tag as RAZ/WI.
- Instructions which insert Logical Address Tags into addresses treat the Allocation Tag used to generate the Logical Address Tag as 0.
- Cache maintenance instructions which invalidate Allocation Tags from caches behave as the equivalent Clean and Invalidate operation on Allocation Tags.

ATA0	Meaning
0b0	Access to Allocation Tags is prevented.
0b1	Access to Allocation Tags is not prevented.

This field is permitted to be cached in a TLB.

Note

Software may change this control bit on a context switch.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

TCF, bits [41:40]

When FEAT_MTE is implemented:

Tag Check Fault in EL2. Controls the effect of Tag Check Faults due to Loads and Stores in EL2.

TCF	Meaning
0b00	Tag Check Faults have no effect on the PE.
0b01	Tag Check Faults cause a synchronous exception.
0b10	Tag Check Faults are asynchronously accumulated.

The value 0b11 is reserved.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

TCF0, bits [39:38]**When FEAT_MTE is implemented:**

Tag Check Fault in EL0. Controls the effect of Tag Check Faults due to Loads and Stores in EL0.

TCF0	Meaning
0b00	Tag Check Faults have no effect on the PE.
0b01	Tag Check Faults cause a synchronous exception.
0b10	Tag Check Faults are asynchronously accumulated.

The value 0b11 is reserved.

Note

Software may change this control bit on a context switch.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

ITFSB, bit [37]**When FEAT_MTE is implemented:**

When synchronous exceptions are not being generated by Tag Check Faults which are generated for Loads and Stores in EL0, EL1 or EL2, controls the auto-synchronizaton of Tag Check Faults into [TFSRE0_EL1](#), [TFSR_EL1](#) and [TFSR_EL2](#).

ITFSB	Meaning
0b0	Tag Check Faults are not synchronized on entry to EL2.
0b1	Tag Check Faults are synchronized on entry to EL2.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

BT1, bit [36]**When FEAT_BT1 is implemented:**

PAC Branch Type compatibility at EL2.

BT1	Meaning
0b0	When the PE is executing at EL2, PACIASP and PACIBSP are compatible with PSTATE.BTYPE == 0b11.
0b1	When the PE is executing at EL2, PACIASP and PACIBSP are not compatible with PSTATE.BTYPE == 0b11.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

BT0, bit [35]**When FEAT_BT1 is implemented:**

PAC Branch Type compatibility at EL0.

BT0	Meaning
0b0	When the PE is executing at EL0, PACIASP and PACIBSP are compatible with PSTATE.BTYPE == 0b11.
0b1	When the PE is executing at EL0, PACIASP and PACIBSP are not compatible with PSTATE.BTYPE == 0b11.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bits [34:32]

Reserved, RES0.

EnIA, bit [31]**When FEAT_PAuth is implemented:**

Controls enabling of pointer authentication (using the APIAKey_EL1 key) of instruction addresses in the EL2&0 translation regime.

For more information, see 'System register control of pointer authentication'.

EnIA	Meaning
0b0	Pointer authentication (using the APIAKey_EL1 key) of instruction addresses is not enabled.
0b1	Pointer authentication (using the APIAKey_EL1 key) of instruction addresses is enabled.

Note

This field controls the behavior of the AddPACIA and AuthIA pseudocode functions. Specifically, when the field is 1, AddPACIA returns a copy of a pointer to which a pointer authentication code has been added, and AuthIA returns an authenticated copy of a pointer. When the field is 0, both of these functions are NOP.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

EnIB, bit [30]**When FEAT_PAuth is implemented:**

Controls enabling of pointer authentication (using the APIBKey_EL1 key) of instruction addresses in the EL2&0 translation regime.

For more information, see 'System register control of pointer authentication'.

EnIB	Meaning
0b0	Pointer authentication (using the APIBKey_EL1 key) of instruction addresses is not enabled.
0b1	Pointer authentication (using the APIBKey_EL1 key) of instruction addresses is enabled.

Note

This field controls the behavior of the AddPACIB and AuthIB pseudocode functions. Specifically, when the field is 1, AddPACIB returns a copy of a pointer to which a pointer authentication code has been added, and AuthIB returns an authenticated copy of a pointer. When the field is 0, both of these functions are NOP.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

LSMAOE, bit [29]

When FEAT_LSMAOC is implemented:

Load Multiple and Store Multiple Atomicity and Ordering Enable.

LSMAOE	Meaning
0b0	For all memory accesses at EL0, A32 and T32 Load Multiple and Store Multiple can have an interrupt taken during the sequence memory accesses, and the memory accesses are not required to be ordered.
0b1	The ordering and interrupt behavior of A32 and T32 Load Multiple and Store Multiple at EL0 is as defined for Armv8.0.

This bit is permitted to be cached in a TLB.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES1.

nTLSMD, bit [28]

When FEAT_LSMAOC is implemented:

No Trap Load Multiple and Store Multiple to Device-nGRE/Device-nGnRE/Device-nGnRnE memory.

nTLSMD	Meaning
0b0	All memory accesses by A32 and T32 Load Multiple and Store Multiple at EL0 that are marked at stage 1 as Device-nGRE/Device-nGnRE/Device-nGnRnE memory are trapped and generate a stage 1 Alignment fault.
0b1	All memory accesses by A32 and T32 Load Multiple and Store Multiple at EL0 that are marked at stage 1 as Device-nGRE/Device-nGnRE/Device-nGnRnE memory are not trapped.

This bit is permitted to be cached in a TLB.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES1.

EnDA, bit [27]**When FEAT_PAuth is implemented:**

Controls enabling of pointer authentication (using the APDAKey_EL1 key) of instruction addresses in the EL2&0 translation regime.

For more information, see 'System register control of pointer authentication'.

EnDA	Meaning
0b0	Pointer authentication (using the APDAKey_EL1 key) of data addresses is not enabled.
0b1	Pointer authentication (using the APDAKey_EL1 key) of data addresses is enabled.

Note

This field controls the behavior of the AddPACDA and AuthDA pseudocode functions. Specifically, when the field is 1, AddPACDA returns a copy of a pointer to which a pointer authentication code has been added, and AuthDA returns an authenticated copy of a pointer. When the field is 0, both of these functions are NOP.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

UCI, bit [26]

Traps execution of cache maintenance instructions at EL0 to EL2, from AArch64 state only. This applies to [DC CVAU](#), [DC CIVAC](#), [DC CVAC](#), [DC CVAP](#), and [IC IVAU](#).

If FEAT_DPB2 is implemented, this trap also applies to [DC CVADP](#).

If FEAT_MTE is implemented, this trap also applies to [DC CIGVAC](#), [DC CIGDVAC](#), [DC CGVAC](#), [DC CGDVAC](#), [DC CGVAP](#), and [DC CGDVAP](#).

If FEAT_DPB2 and FEAT_MTE are implemented, this trap also applies to [DC CGVADP](#) and [DC CGDVADP](#).

UCI	Meaning
0b0	Any attempt to execute an instruction that this trap applies to at EL0 using AArch64 is trapped to EL2.
0b1	This control does not cause any instructions to be trapped.

If the Point of Coherency is before any level of data cache, it is IMPLEMENTATION DEFINED whether the execution of any data or unified cache clean, or clean and invalidate instruction that operates by VA to the point of coherency can be trapped when the value of this control is 1.

If the Point of Unification is before any level of data cache, it is IMPLEMENTATION DEFINED whether the execution of any data or unified cache clean by VA to the Point of Unification instruction can be trapped when the value of this control is 1.

If the Point of Unification is before any level of instruction cache, it is IMPLEMENTATION DEFINED whether the execution of any instruction cache invalidate by VA to the Point of Unification instruction can be trapped when the value of this control is 1.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

EE, bit [25]

Endianness of data accesses at EL2, stage 1 translation table walks in the EL2 or EL2&0 translation regime, and stage 2 translation table walks in the EL2&0 translation regime.

The possible values of this bit are:

EE	Meaning
0b0	Explicit data accesses at EL2, stage 1 translation table walks in the EL2 or EL2&0 translation regime, and stage 2 translation table walks in the EL2&0 translation regime are little-endian.
0b1	Explicit data accesses at EL2, stage 1 translation table walks in the EL2 or EL2&0 translation regime, and stage 2 translation table walks in the EL2&0 translation regime are big-endian.

If an implementation does not provide Big-endian support at Exception Levels higher than EL0, this bit is RES0.

If an implementation does not provide Little-endian support at Exception Levels higher than EL0, this bit is RES1.

The EE bit is permitted to be cached in a TLB.

In a system where the PE resets into EL2, this field resets to an IMPLEMENTATION DEFINED value.

EOE, bit [24]

Endianness of data accesses at EL0.

EOE	Meaning
0b0	Explicit data accesses at EL0 are little-endian.
0b1	Explicit data accesses at EL0 are big-endian.

If an implementation only supports Little-endian accesses at EL0 then this bit is RES0. This option is not permitted when SCTLR_EL1.EE is RES1.

If an implementation only supports Big-endian accesses at EL0 then this bit is RES1. This option is not permitted when SCTLR_EL1.EE is RES0.

This bit has no effect on the endianness of LDTR, LDTRH, LDTRSH, LDTRSW, STTR, and STTRH instructions executed at EL1.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

SPAN, bit [23]

Set Privileged Access Never, on taking an exception to EL2.

SPAN	Meaning
0b0	PSTATE.PAN is set to 1 on taking an exception to EL2.
0b1	The value of PSTATE.PAN is left unchanged on taking an exception to EL2.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

EIS, bit [22]

When FEAT_ExS is implemented:

Exception Entry is a context synchronization event.

EIS	Meaning
0b0	The taking of an exception to EL2 is not a context synchronization event.
0b1	The taking of an exception to EL2 is a context synchronization event.

If SCTLR_EL2.EIS is set to 0b0:

- Indirect writes to [ESR_EL2](#), [FAR_EL2](#), [SPSR_EL2](#), [ELR_EL2](#), [HPFAR_EL2](#) are synchronized on exception entry to EL2, so that a direct read of the register after exception entry sees the indirectly written value caused by the exception entry.
- Memory transactions, including instruction fetches, from an Exception level always use the translation resources associated with that translation regime.
- Exception Catch debug events are synchronous debug events.
- DCPS* and DRPS instructions are context synchronization events.

The following are not affected by the value of SCTLR_EL2.EIS:

- Changes to the PSTATE information on entry to EL2.
- Behavior of accessing the banked copies of the stack pointer using the SP register name for loads, stores and data processing instructions.
- Exit from Debug state.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES1.

IESB, bit [21]

When FEAT_IESB is implemented:

Implicit Error Synchronization event Enable.

IESB	Meaning
0b0	Disabled.
0b1	An implicit error synchronization event is added: <ul style="list-style-type: none"> • After each exception taken to EL2. • Before the operational pseudocode of each ERET instruction executed at EL2.

When the PE is in Debug state, the effect of this field is CONSTRAINED UNPREDICTABLE, and its Effective value might be 0 or 1 regardless of the value of the field. If the Effective value of the field is 1, then an implicit error synchronization event is added after each DCPSx instruction taken to EL2 and before each DRPS instruction executed at EL2, in addition to the other cases where it is added.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

TSCXT, bit [20]

When FEAT_CSV2 is implemented:

Trap EL0 Access to the SCXTNUM_EL0 register, when EL0 is using AArch64.

TSCXT	Meaning
0b0	EL0 access to SCXTNUM_EL0 is not disabled by this mechanism.
0b1	EL0 access to SCXTNUM_EL0 is disabled, causing an exception to EL2, and the SCXTNUM_EL0 value is treated at 0.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES1.

WXN, bit [19]

Write permission implies XN (Execute-never). For the EL2 or EL2&0 translation regime, this bit can force all memory regions that are writable to be treated as XN. The possible values of this bit are:

WXN	Meaning
0b0	This control has no effect on memory access permissions.
0b1	Any region that is writable in the EL2 or EL2&0 translation regime is forced to XN for accesses from software executing at EL2.

This bit applies only when SCTLR_EL2.M bit is set.

The WXN bit is permitted to be cached in a TLB.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

nTWE, bit [18]

Traps execution of WFE instructions at EL0 to EL2, from both Execution states.

nTWE	Meaning
0b0	Any attempt to execute a WFE instruction at EL0 is trapped to EL2, if the instruction would otherwise have caused the PE to enter a low-power state.
0b1	This control does not cause any instructions to be trapped.

In AArch32 state, the attempted execution of a conditional WFE instruction is only trapped if the instruction passes its condition code check.

Note

Since a WFE or WFI can complete at any time, even without a Wakeup event, the traps on WFE or WFI are not guaranteed to be taken, even if the WFE or WFI is executed when there is no Wakeup event. The only guarantee is that if the instruction does not complete in finite time in the absence of a Wakeup event, the trap will be taken.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

Bit [17]

Reserved, RES0.

nTWI, bit [16]

Traps execution of WFI instructions at EL0 to EL2, from both Execution states.

nTWI	Meaning
0b0	Any attempt to execute a WFI instruction at EL0 is trapped EL2, if the instruction would otherwise have caused the PE to enter a low-power state.
0b1	This control does not cause any instructions to be trapped.

In AArch32 state, the attempted execution of a conditional WFI instruction is only trapped if the instruction passes its condition code check.

Note

Since a WFE or WFI can complete at any time, even without a Wakeup event, the traps on WFE or WFI are not guaranteed to be taken, even if the WFE or WFI is executed when there is no Wakeup event. The only guarantee is that if the instruction does not complete in finite time in the absence of a Wakeup event, the trap will be taken.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

UCT, bit [15]

Traps EL0 accesses to the [CTR_ELO](#) to EL2, from AArch64 state only.

UCT	Meaning
0b0	Accesses to the CTR_ELO from EL0 using AArch64 are trapped to EL2.
0b1	This control does not cause any instructions to be trapped.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

DZE, bit [14]

Traps execution of [DC ZVA](#) instructions at EL0 to EL2, from AArch64 state only.

If FEAT_MTE is implemented, this trap also applies to [DC GVA](#) and [DC GZVA](#).

DZE	Meaning
0b0	Any attempt to execute an instruction that this trap applies to at EL0 using AArch64 is trapped to EL2. Reading DCZID_ELO.DZP from EL0 returns 1, indicating that the instructions that this trap applies to are not supported.
0b1	This control does not cause any instructions to be trapped.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

EnDB, bit [13]

When FEAT_PAuth is implemented:

Controls enabling of pointer authentication (using the APDBKey_EL1 key) of instruction addresses in the EL2&0 translation regime.

For more information, see 'System register control of pointer authentication'.

EnDB	Meaning
0b0	Pointer authentication (using the APDBKey_EL1 key) of data addresses is not enabled.
0b1	Pointer authentication (using the APDBKey_EL1 key) of data addresses is enabled.

Note

This field controls the behavior of the AddPACDB and AuthDB pseudocode functions. Specifically, when the field is 1, AddPACDB returns a copy of a pointer to which a pointer authentication code has been added, and AuthDB returns an authenticated copy of a pointer. When the field is 0, both of these functions are NOP.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

I, bit [12]

Instruction access Cacheability control, for accesses at EL2 and EL0:

I	Meaning
0b0	All instruction access to Normal memory from EL2 and EL0 are Non-cacheable for all levels of instruction and unified cache. If the value of SCTLR_EL2.M is 0, instruction accesses from stage 1 of the EL2&0 translation regime are to Normal, Outer Shareable, Inner Non-cacheable, Outer Non-cacheable memory.
0b1	This control has no effect on the Cacheability of instruction access to Normal memory from EL2 and EL0. If the value of SCTLR_EL2.M is 0, instruction accesses from stage 1 of the EL2&0 translation regime are to Normal, Outer Shareable, Inner Write-Through, Outer Write-Through memory.

This bit has no effect on the EL3 translation regimes.

In a system where the PE resets into EL2, this field resets to 0.

EOS, bit [11]

When FEAT_ExS is implemented:

Exception exit is a context synchronization event.

EOS	Meaning
0b0	An exception return from EL2 is not a context synchronization event.
0b1	An exception return from EL2 is a context synchronization event.

If SCTLR_EL2.EOS is set to 0b0:

- Memory transactions, including instruction fetches, from an Exception level always use the translation resources associated with that translation regime.
- Exception Catch debug events are synchronous debug events.
- DCPS* and DRPS instructions are context synchronization events.

The following are not affected by the value of SCTLR_EL2.EOS:

- The indirect write of the PSTATE and PC values from [SPSR_EL2](#) and [ELR_EL2](#) on exception return is synchronized.
- Behavior of accessing the banked copies of the stack pointer using the SP register name for loads, stores and data processing instructions.
- Exit from Debug state.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES1.

EnRCTX, bit [10]

When FEAT_SPECRES is implemented:

Enable EL0 Access to the following instructions:

- AArch32 CFPRCTX, DVPRCTX and CPPRCTX instructions.
- AArch64 CFP RCTX, DVP RCT and CPP RCTX instructions.

The defined values are:

EnRCTX	Meaning
0b0	EL0 access to these instructions is disabled, and these instructions are trapped to EL1.
0b1	EL0 access to these instructions is enabled.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bit [9]

Reserved, RES0.

SED, bit [8]**When EL0 is capable of using AArch32:**

SETEND instruction disable. Disables SETEND instructions at EL0 using AArch32.

SED	Meaning
0b0	SETEND instruction execution is enabled at EL0 using AArch32.
0b1	SETEND instructions are UNDEFINED at EL0 using AArch32.

If the implementation does not support mixed-endian operation at any Exception level, this bit is RES1.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES1.

ITD, bit [7]**When EL0 is capable of using AArch32:**

IT Disable. Disables some uses of IT instructions at EL0 using AArch32.

ITD	Meaning
0b0	All IT instruction functionality is enabled at EL0 using AArch32.
0b1	Any attempt at EL0 using AArch32 to execute any of the following is UNDEFINED: <ul style="list-style-type: none"> • All encodings of the IT instruction with hw1[3:0]≠1000. • All encodings of the subsequent instruction with the following values for hw1: <ul style="list-style-type: none"> ◦ 0b11xxxxxxxxxxxx: All 32-bit instructions, and the 16-bit instructions B, UDF, SVC, LDM, and STM. ◦ 0b1011xxxxxxxxxxxx: All instructions in 'Miscellaneous 16-bit instructions' in the Arm® Architecture Reference Manual, Armv8, for Armv8-A architecture profile, section F3.2.5. ◦ 0b10100xxxxxxxxxxx: ADD Rd, PC, #imm ◦ 0b01001xxxxxxxxxxx: LDR Rd, [PC, #imm] ◦ 0b0100x1xxx1111xxx: ADD Rdn, PC; CMP Rn, PC; MOV Rd, PC; BX PC; BLX PC. ◦ 0b010001xx1xxxx111: ADD PC, Rm; CMP PC, Rm; MOV PC, Rm. This pattern also covers UNPREDICTABLE cases with BLX Rn.

These instructions are always UNDEFINED, regardless of whether they would pass or fail the condition code check that applies to them as a result of being in an IT block.

It is IMPLEMENTATION DEFINED whether the IT instruction is treated as:

- A 16-bit instruction, that can only be followed by another 16-bit instruction.
- The first half of a 32-bit instruction.

This means that, for the situations that are UNDEFINED, either the second 16-bit instruction or the 32-bit instruction is UNDEFINED.

An implementation might vary dynamically as to whether IT is treated as a 16-bit instruction or the first half of a 32-bit instruction.

If an instruction in an active IT block that would be disabled by this field sets this field to 1 then behavior is CONSTRAINED UNPREDICTABLE. For more information see 'Changes to an ITD control by an instruction in an IT block'.

ITD is optional, but if it is implemented in the [SCTLR](#) then it must also be implemented in the SCTLR_EL1. If it is not implemented then this bit is RAZ/WI.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES1.

nAA, bit [6]

When FEAT_LSE2 is implemented:

Non-aligned access. This bit controls generation of Alignment faults at EL2 and EL0 under certain conditions.

nAA	Meaning
0b0	LDAPR, LDAPRH, LDAPUR, LDAPURH, LDAPURSH, LDAPURSW, LDAR, LDARH, LDLAR, LDLARH, STLLR, STLLRH, STLR, STLRH, STLUR, and STLURH generate an Alignment fault if all bytes being accessed are not within a single 16-byte quantity, aligned to 16 bytes for accesses.
0b1	This control bit does not cause LDAPR, LDAPRH, LDAPUR, LDAPURH, LDAPURSH, LDAPURSW, LDAR, LDARH, LDLAR, LDLARH, STLLR, STLLRH, STLR, STLRH, STLUR, or STLURH to generate an Alignment fault if all bytes being accessed are not within a single 16-byte quantity, aligned to 16 bytes.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

CP15BEN, bit [5]

When EL0 is capable of using AArch32:

System instruction memory barrier enable. Enables accesses to the DMB, DSB, and ISB System instructions in the (coproc==0b1111) encoding space from EL0:

CP15BEN	Meaning
0b0	EL0 using AArch32: EL0 execution of the CP15DMB , CP15DSB , and CP15ISB instructions is UNDEFINED.
0b1	EL0 using AArch32: EL0 execution of the CP15DMB , CP15DSB , and CP15ISB instructions is enabled.

CP15BEN is optional, but if it is implemented in the [SCTLR](#) then it must also be implemented in the SCTLR_EL1. If it is not implemented then this bit is RAO/WI.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

SA0, bit [4]

SP Alignment check enable for EL0. When set to 1, if a load or store instruction executed at EL0 uses the SP as the base address and the SP is not aligned to a 16-byte boundary, then a SP alignment fault exception is generated. For more information, see 'SP alignment checking'.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

SA, bit [3]

SP Alignment check enable. When set to 1, if a load or store instruction executed at EL2 uses the SP as the base address and the SP is not aligned to a 16-byte boundary, then a SP alignment fault exception is generated. For more information, see 'SP alignment checking'.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

C, bit [2]

Cacheability control, for data accesses.

C	Meaning
0b0	All data access to Normal memory from EL2 and EL0, and all Normal memory accesses to the EL2&0 translation tables, are Non-cacheable for all levels of data and unified cache.
0b1	This control has no effect on the Cacheability of: <ul style="list-style-type: none"> Data access to Normal memory from EL2 and EL0. Normal memory accesses to the EL2&0 translation tables.

This bit has no effect on the EL3 translation regimes.

In a system where the PE resets into EL2, this field resets to 0.

A, bit [1]

Alignment check enable. This is the enable bit for Alignment fault checking at EL2 and EL0.

A	Meaning
0b0	Alignment fault checking disabled when executing at EL2 and EL0. Instructions that load or store one or more registers, other than load/store exclusive and load-acquire/store-release, do not check that the address being accessed is aligned to the size of the data element(s) being accessed.
0b1	Alignment fault checking enabled when executing at EL2 and EL0. All instructions that load or store one or more registers have an alignment check that the address being accessed is aligned to the size of the data element(s) being accessed. If this check fails it causes an Alignment fault, which is taken as a Data Abort exception.

Load/store exclusive and load-acquire/store-release instructions have an alignment check regardless of the value of the A bit.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

M, bit [0]

MMU enable for EL2&0 stage 1 address translation. Possible values of this bit are:

M	Meaning
0b0	EL2&0 stage 1 address translation disabled. See the SCTLR_EL2.I field for the behavior of instruction accesses to Normal memory.
0b1	EL2&0 stage 1 address translation enabled.

In a system where the PE resets into EL2, this field resets to 0.

Accessing the SCTLR_EL2

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, access from EL2 using the mnemonic SCTLR_EL2 or SCTLR_EL1 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, SCTLR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0001	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return SCTLR_EL2;
elsif PSTATE.EL == EL3 then
    return SCTLR_EL2;

```

MSR SCTLR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0001	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    SCTLR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    SCTLR_EL2 = X[t];

```

MRS <Xt>, SCTLR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0001	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TRVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.SCTLR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x110];
    else
        return SCTLR_EL1;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return SCTLR_EL2;
    else
        return SCTLR_EL1;
elsif PSTATE.EL == EL3 then
    return SCTLR_EL1;

```

MSR SCTLR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0001	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.SCTLR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x110] = X[t];
    else
        SCTLR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        SCTLR_EL2 = X[t];
    else
        SCTLR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    SCTLR_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

SCTLR_EL3, System Control Register (EL3)

The SCTLR_EL3 characteristics are:

Purpose

Provides top level control of the system, including its memory system, at EL3.

Configuration

This register is present only when EL3 is implemented. Otherwise, direct accesses to SCTLR_EL3 are UNDEFINED.

Attributes

SCTLR_EL3 is a 64-bit register.

Field descriptions

The SCTLR_EL3 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37
RES0																			DSSBS	ATA	RES0	TCF	RES0	ITF		
EnIA	EnIB	RES1	EnDA	RES0	EE	RES0	RES1	EIS	IESB	RES0	WXN	RES1	RES0	RES1	RES0	EnDB	I	EOS	RES0	nAA	R					
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

Bits [63:45]

Reserved, RES0.

DSSBS, bit [44]

When FEAT_SSBS is implemented:

Default PSTATE.SSBS value on Exception Entry.

DSSBS	Meaning
0b0	PSTATE.SSBS is set to 0 on an exception to EL3.
0b1	PSTATE.SSBS is set to 1 on an exception to EL3.

In a system where the PE resets into EL3, this field resets to an IMPLEMENTATION DEFINED value.

Otherwise:

Reserved, RES0.

ATA, bit [43]

When FEAT_MTE is implemented:

Allocation Tag Access in EL3. Controls EL3 access to Allocation Tags.

When access to Allocation Tags is prevented:

- Instructions which Load or Store data are Unchecked.
- Instructions which Load or Store Allocation Tags treat the Allocation Tag as RAZ/WI.

- Instructions which insert Logical Address Tags into addresses treat the Allocation Tag used to generate the Logical Address Tag as 0.
- Cache maintenance instructions which invalidate Allocation Tags from caches behave as the equivalent Clean and Invalidate operation on Allocation Tags.

ATA	Meaning
0b0	Access to Allocation Tags is prevented.
0b1	Access to Allocation Tags is not prevented.

This bit is permitted to be cached in a TLB.

In a system where the PE resets into EL3, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bit [42]

Reserved, RES0.

TCF, bits [41:40]

When FEAT_MTE is implemented:

Tag Check Fault in EL3. Controls the effect of Tag Check Faults due to Loads and Stores in EL3.

TCF	Meaning
0b00	Tag Check Faults have no effect on the PE.
0b01	Tag Check Faults cause a synchronous exception.
0b10	Tag Check Faults are asynchronously accumulated.

The value 0b11 is reserved.

In a system where the PE resets into EL3, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bits [39:38]

Reserved, RES0.

ITFSB, bit [37]

When FEAT_MTE is implemented:

When asynchronous exceptions are being generated by Tag Check Faults which are generated for Loads and Stores at any exception level, controls the auto-synchronisation of Tag Check Faults into [TFSRE0_EL1](#) and TFSR_ELx

ITFSB	Meaning
0b0	Tag Check Faults are not synchronized on entry to EL3.
0b1	Tag Check Faults are synchronized on entry to EL3.

In a system where the PE resets into EL3, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

BT, bit [36]**When FEAT_BT is implemented:**

PAC Branch Type compatibility at EL3.

BT	Meaning
0b0	When the PE is executing at EL3, PACIASP and PACIBSP are compatible with PSTATE.BTYPE == 0b11.
0b1	When the PE is executing at EL3, PACIASP and PACIBSP are not compatible with PSTATE.BTYPE == 0b11.

In a system where the PE resets into EL3, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bits [35:32]

Reserved, RES0.

EnIA, bit [31]**When FEAT_PAuth is implemented:**

Controls enabling of pointer authentication (using the APIAKey_EL1 key) of instruction addresses in the EL3 translation regime.

Possible values of this bit are:

EnIA	Meaning
0b0	Pointer authentication (using the APIAKey_EL1 key) of instruction addresses is not enabled.
0b1	Pointer authentication (using the APIAKey_EL1 key) of instruction addresses is enabled.

For more information, see 'System register control of pointer authentication'.

Note

This field controls the behavior of the AddPACIA and AuthIA pseudocode functions. Specifically, when the field is 1, AddPACIA returns a copy of a pointer to which a pointer authentication code has been added, and AuthIA returns an authenticated copy of a pointer. When the field is 0, both of these functions are NOP.

In a system where the PE resets into EL3, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

EnIB, bit [30]**When FEAT_PAuth is implemented:**

Controls enabling of pointer authentication (using the APIBKey_EL1 key) of instruction addresses in the EL3 translation regime.

Possible values of this bit are:

EnIB	Meaning
0b0	Pointer authentication (using the APIBKey_EL1 key) of instruction addresses is not enabled.
0b1	Pointer authentication (using the APIBKey_EL1 key) of instruction addresses is enabled.

For more information, see 'System register control of pointer authentication'.

Note

This field controls the behavior of the AddPACIB and AuthIB pseudocode functions. Specifically, when the field is 1, AddPACIB returns a copy of a pointer to which a pointer authentication code has been added, and AuthIB returns an authenticated copy of a pointer. When the field is 0, both of these functions are NOP.

In a system where the PE resets into EL3, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bits [29:28]

Reserved, RES1.

EnDA, bit [27]

When FEAT_PAuth is implemented:

Controls enabling of pointer authentication (using the APDAKey_EL1 key) of instruction addresses in the EL3 translation regime.

EnDA	Meaning
0b0	Pointer authentication (using the APDAKey_EL1 key) of data addresses is not enabled.
0b1	Pointer authentication (using the APDAKey_EL1 key) of data addresses is enabled.

For more information, see 'System register control of pointer authentication'.

Note

This field controls the behavior of the AddPACDA and AuthDA pseudocode functions. Specifically, when the field is 1, AddPACDA returns a copy of a pointer to which a pointer authentication code has been added, and AuthDA returns an authenticated copy of a pointer. When the field is 0, both of these functions are NOP.

In a system where the PE resets into EL3, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bit [26]

Reserved, RES0.

EE, bit [25]

Endianness of data accesses at EL3, and stage 1 translation table walks in the EL3 translation regime.

EE	Meaning
0b0	Explicit data accesses at EL3, and stage 1 translation table walks in the EL3 translation regime are little-endian.
0b1	Explicit data accesses at EL3, and stage 1 translation table walks in the EL3 translation regime are big-endian.

If an implementation does not provide Big-endian support at Exception Levels higher than EL0, this bit is RES0.

If an implementation does not provide Little-endian support at Exception Levels higher than EL0, this bit is RES1.

The EE bit is permitted to be cached in a TLB.

In a system where the PE resets into EL3, this field resets to an IMPLEMENTATION DEFINED value.

Bit [24]

Reserved, RES0.

Bit [23]

Reserved, RES1.

EIS, bit [22]

When FEAT_ExS is implemented:

Exception Entry is Context Synchronizing.

EIS	Meaning
0b0	The taking of an exception to EL3 is not a context synchronizing event.
0b1	The taking of an exception to EL3 is a context synchronizing event.

If SCTLR_EL3.EIS is set to 0b0:

- Indirect writes to [ESR_EL3](#), [FAR_EL3](#), [SPSR_EL3](#), [ELR_EL3](#) are synchronized on exception entry to EL3, so that a direct read of the register after exception entry sees the indirectly written value caused by the exception entry.
- Memory transactions, including instruction fetches, from an Exception level always use the translation resources associated with that translation regime.
- Exception Catch debug events are synchronous debug events.
- DCPS* and DRPS instructions are context synchronization events.

The following are not affected by the value of SCTLR_EL3.EIS:

- Changes to the PSTATE information on entry to EL3.
- Behavior of accessing the banked copies of the stack pointer using the SP register name for loads, stores and data processing instructions.
- Debug state exit.

In a system where the PE resets into EL3, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES1.

IESB, bit [21]

When FEAT_IESB is implemented:

Implicit Error Synchronization event enable.

IESB	Meaning
0b0	Disabled.
0b1	An implicit error synchronization event is added: <ul style="list-style-type: none"> • At each exception taken to EL3. • Before the operational pseudocode of each ERET instruction executed at EL3.

When the PE is in Debug state, the effect of this field is CONSTRAINED UNPREDICTABLE, and its Effective value might be 0 or 1 regardless of the value of the field. If the Effective value of the field is 1, then an implicit error synchronization event is added after each DCPSX instruction taken to EL3 and before each DRPS instruction executed at EL3, in addition to the other cases where it is added.

When FEAT_DoubleFault is implemented, and the Effective value of SCR_EL3.NMEA is 1, this field is ignored and its Effective value is 1.

In a system where the PE resets into EL3, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bit [20]

Reserved, RES0.

WXN, bit [19]

Write permission implies XN (Execute-never). For the EL3 translation regime, this bit can force all memory regions that are writable to be treated as XN. The possible values of this bit are:

WXN	Meaning
0b0	This control has no effect on memory access permissions.
0b1	Any region that is writable in the EL3 translation regime is forced to XN for accesses from software executing at EL3.

This bit applies only when SCTLR_EL3.M bit is set.

The WXN bit is permitted to be cached in a TLB.

In a system where the PE resets into EL3, this field resets to an architecturally UNKNOWN value.

Bit [18]

Reserved, RES1.

Bit [17]

Reserved, RES0.

Bit [16]

Reserved, RES1.

Bits [15:14]

Reserved, RES0.

EnDB, bit [13]**When FEAT_PAAuth is implemented:**

Controls enabling of pointer authentication (using the APDBKey_EL1 key) of instruction addresses in the EL3 translation regime.

EnDB	Meaning
0b0	Pointer authentication (using the APDBKey_EL1 key) of data addresses is not enabled.
0b1	Pointer authentication (using the APDBKey_EL1 key) of data addresses is enabled.

For more information, see 'System register control of pointer authentication'.

Note

This field controls the behavior of the AddPACDB and AuthDB pseudocode functions. Specifically, when the field is 1, AddPACDB returns a copy of a pointer to which a pointer authentication code has been added, and AuthDB returns an authenticated copy of a pointer. When the field is 0, both of these functions are NOP.

In a system where the PE resets into EL3, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

I, bit [12]

Instruction access Cacheability control, for accesses at EL3:

I	Meaning
0b0	All instruction access to Normal memory from EL3 are Non-cacheable for all levels of instruction and unified cache. If the value of SCTLR_EL3.M is 0, instruction accesses from stage 1 of the EL3 translation regime are to Normal, Outer Shareable, Inner Non-cacheable, Outer Non-cacheable memory.
0b1	This control has no effect on the Cacheability of instruction access to Normal memory from EL3. If the value of SCTLR_EL3.M is 0, instruction accesses from stage 1 of the EL3 translation regime are to Normal, Outer Shareable, Inner Write-Through, Outer Write-Through memory.

This bit has no effect on the EL1&0, EL2, or EL2&0 translation regimes.

In a system where the PE resets into EL3, this field resets to 0.

EOS, bit [11]**When FEAT_ExS is implemented:**

Exception Exit is Context Synchronizing.

EOS	Meaning
0b0	An exception return from EL3 is not a context synchronizing event
0b1	An exception return from EL3 is a context synchronizing event

If SCTLR_EL3.EOS is set to 0b0:

- Memory transactions, including instruction fetches, from an Exception level always use the translation resources associated with that translation regime.
- Exception Catch debug events are synchronous debug events.

- DCPS* and DRPS instructions are context synchronization events.

The following are not affected by the value of SCTLR_EL3.EOS:

- The indirect write of the PSTATE and PC values from [SPSR_EL3](#) and [ELR_EL3](#) on exception return is synchronized.
- If the PE enters Debug state before the first instruction after an Exception return from EL3 to Non-secure state, any pending Halting debug event completes execution.
- The GIC behavior that allocates interrupts to FIQ or IRQ changes simultaneously with leaving the EL3 Exception level.
- Behavior of accessing the banked copies of the stack pointer using the SP register name for loads, stores and data processing instructions.
- Exit from Debug state.

In a system where the PE resets into EL3, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES1.

Bits [10:7]

Reserved, RES0.

nAA, bit [6]

When FEAT_LSE2 is implemented:

Non-aligned access. This bit controls generation of Alignment faults at EL3 under certain conditions.

nAA	Meaning
0b0	LDAPR, LDAPRH, LDAPUR, LDAPURH, LDAPURSH, LDAPURSW, LDAR, LDARH, LDLAR, LDLARH, STLLR, STLLRH, STLR, STLRH, STLUR, and STLURH generate an Alignment fault if all bytes being accessed are not within a single 16-byte quantity, aligned to 16 bytes for accesses.
0b1	This control bit does not cause LDAPR, LDAPRH, LDAPUR, LDAPURH, LDAPURSH, LDAPURSW, LDAR, LDARH, LDLAR, LDLARH, STLLR, STLLRH, STLR, STLRH, STLUR, or STLURH to generate an Alignment fault if all bytes being accessed are not within a single 16-byte quantity, aligned to 16 bytes.

In a system where the PE resets into EL3, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bits [5:4]

Reserved, RES1.

SA, bit [3]

SP Alignment check enable. When set to 1, if a load or store instruction executed at EL3 uses the SP as the base address and the SP is not aligned to a 16-byte boundary, then a SP alignment fault exception is generated. For more information, see 'SP alignment checking'.

In a system where the PE resets into EL3, this field resets to an architecturally UNKNOWN value.

C, bit [2]

Cacheability control, for data accesses.

C	Meaning
0b0	All data access to Normal memory from EL3, and all Normal memory accesses to the EL3 translation tables, are Non-cacheable for all levels of data and unified cache.
0b1	This control has no effect on the Cacheability of: <ul style="list-style-type: none"> Data access to Normal memory from EL3. Normal memory accesses to the EL3 translation tables.

This bit has no effect on the EL1&0, EL2, or EL2&0 translation regimes.

In a system where the PE resets into EL3, this field resets to 0.

A, bit [1]

Alignment check enable. This is the enable bit for Alignment fault checking at EL3.

A	Meaning
0b0	Alignment fault checking disabled when executing at EL3. Instructions that load or store one or more registers, other than load/store exclusive and load-acquire/store-release, do not check that the address being accessed is aligned to the size of the data element(s) being accessed.
0b1	Alignment fault checking enabled when executing at EL3. All instructions that load or store one or more registers have an alignment check that the address being accessed is aligned to the size of the data element(s) being accessed. If this check fails it causes an Alignment fault, which is taken as a Data Abort exception.

Load/store exclusive and load-acquire/store-release instructions have an alignment check regardless of the value of the A bit.

In a system where the PE resets into EL3, this field resets to an architecturally UNKNOWN value.

M, bit [0]

MMU enable for EL3 stage 1 address translation. Possible values of this bit are:

M	Meaning
0b0	EL3 stage 1 address translation disabled. See the SCTLR_EL3.I field for the behavior of instruction accesses to Normal memory.
0b1	EL3 stage 1 address translation enabled.

In a system where the PE resets into EL3, this field resets to 0.

Accessing the SCTLR_EL3

Accesses to this register use the following encodings:

MRS <Xt>, SCTLR_EL3

op0	op1	CRn	CRm	op2
0b11	0b110	0b0001	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    return SCTLR_EL3;

```

MSR SCTLR_EL3, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b0001	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    SCTLR_EL3 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

SCXTNUM_EL0, EL0 Read/Write Software Context Number

The SCXTNUM_EL0 characteristics are:

Purpose

Provides a number that can be used to separate out different context numbers with the EL0 exception level, for the purpose of protecting against side-channels using branch prediction and similar resources.

Configuration

This register is present only when FEAT_CSV2 is implemented. Otherwise, direct accesses to SCXTNUM_EL0 are UNDEFINED.

Attributes

SCXTNUM_EL0 is a 64-bit register.

Field descriptions

The SCXTNUM_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Software Context Number																															
Software Context Number																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Software Context Number. A number to identify the context within the EL0 exception level.

This field resets to an architecturally UNKNOWN value.

Accessing the SCXTNUM_EL0

Accesses to this register use the following encodings:

MRS <Xt>, SCXTNUM_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b0000	0b111

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.EnSCXT == '0' then
        UNDEFINED;
    elsif !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && SCTLR_EL1.TSCXT == '1' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && HCR_EL2.EnSCXT == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HFGTR_EL2.SCXTNUM_EL0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCTLR_EL2.TSCXT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.EnSCXT == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return SCXTNUM_EL0;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.EnSCXT == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.EnSCXT == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.SCXTNUM_EL0 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.EnSCXT == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return SCXTNUM_EL0;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.EnSCXT == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.EnSCXT == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return SCXTNUM_EL0;
elsif PSTATE.EL == EL3 then
    return SCXTNUM_EL0;

```

MSR SCXTNUM_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b0000	0b111

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.EnSCXT == '0' then
        UNDEFINED;
    elsif !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && SCTLRL_EL1.TSCXT == '1' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && HCR_EL2.EnSCXT == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HFGWTR_EL2.SCXTNUM_EL0 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCTLRL_EL2.TSCXT == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.EnSCXT == '0' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                SCXTNUM_EL0 = X[t];
        elsif PSTATE.EL == EL1 then
            if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.EnSCXT == '0' then
                UNDEFINED;
            elsif EL2Enabled() && HCR_EL2.EnSCXT == '0' then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.SCXTNUM_EL0 == '1'
then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elsif HaveEL(EL3) && SCR_EL3.EnSCXT == '0' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.SystemAccessTrap(EL3, 0x18);
                else
                    SCXTNUM_EL0 = X[t];
        elsif PSTATE.EL == EL2 then
            if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.EnSCXT == '0' then
                UNDEFINED;
            elsif HaveEL(EL3) && SCR_EL3.EnSCXT == '0' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.SystemAccessTrap(EL3, 0x18);
            else
                SCXTNUM_EL0 = X[t];
        elsif PSTATE.EL == EL3 then
            SCXTNUM_EL0 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

SCXTNUM_EL1, EL1 Read/Write Software Context Number

The SCXTNUM_EL1 characteristics are:

Purpose

Provides a number that can be used to separate out different context numbers with the EL1 exception level, for the purpose of protecting against side-channels using branch prediction and similar resources.

Configuration

This register is present only when FEAT_CSV2 is implemented. Otherwise, direct accesses to SCXTNUM_EL1 are UNDEFINED.

Attributes

SCXTNUM_EL1 is a 64-bit register.

Field descriptions

The SCXTNUM_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Software Context Number																															
Software Context Number																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Software Context Number. A number to identify the context within the EL1 exception level.

This field resets to an architecturally UNKNOWN value.

Accessing the SCXTNUM_EL1

Accesses to this register use the following encodings:

MRS <Xt>, SCXTNUM_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1101	0b0000	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.EnSCXT == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.EnSCXT == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.SCXTNUM_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.EnSCXT == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x188];
    else
        return SCXTNUM_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.EnSCXT == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.EnSCXT == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HCR_EL2.E2H == '1' then
        return SCXTNUM_EL2;
    else
        return SCXTNUM_EL1;
elsif PSTATE.EL == EL3 then
    return SCXTNUM_EL1;

```

MSR SCXTNUM_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1101	0b0000	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.EnSCXT == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.EnSCXT == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.SCXTNUM_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.EnSCXT == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x188] = X[t];
    else
        SCXTNUM_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.EnSCXT == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.EnSCXT == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HCR_EL2.E2H == '1' then
        SCXTNUM_EL2 = X[t];
    else
        SCXTNUM_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    SCXTNUM_EL1 = X[t];

```

MRS <Xt>, SCXTNUM_EL12

op0	op1	CRn	CRm	op2
0b11	0b101	0b1101	0b0000	0b111


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        return NVMem[0x188];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.EnSCXT == '0' then
            UNDEFINED;
        elsif HaveEL(EL3) && SCR_EL3.EnSCXT == '0' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return SCXTNUM_EL1;
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        return SCXTNUM_EL1;
    else
        UNDEFINED;

```

MSR SCXTNUM_EL12, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b101	0b1101	0b0000	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        NVMem[0x188] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.EnSCXT == '0' then
            UNDEFINED;
        elsif HaveEL(EL3) && SCR_EL3.EnSCXT == '0' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            SCXTNUM_EL1 = X[t];
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        SCXTNUM_EL1 = X[t];
    else
        UNDEFINED;

```


SCXTNUM_EL2, EL2 Read/Write Software Context Number

The SCXTNUM_EL2 characteristics are:

Purpose

Provides a number that can be used to separate out different context numbers with the EL2 exception level, for the purpose of protecting against side-channels using branch prediction and similar resources.

Configuration

This register is present only when FEAT_CSV2 is implemented. Otherwise, direct accesses to SCXTNUM_EL2 are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

Attributes

SCXTNUM_EL2 is a 64-bit register.

Field descriptions

The SCXTNUM_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Software Context Number																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Software Context Number. A number to identify the context within the EL2 exception level.

This field resets to an architecturally UNKNOWN value.

Accessing the SCXTNUM_EL2

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, access from EL2 using the mnemonic SCXTNUM_EL2 or SCXTNUM_EL1 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, SCXTNUM_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1101	0b0000	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.EnSCXT == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.EnSCXT == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return SCXTNUM_EL2;
elsif PSTATE.EL == EL3 then
    return SCXTNUM_EL2;

```

MSR SCXTNUM_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1101	0b0000	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.EnSCXT == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.EnSCXT == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        SCXTNUM_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    SCXTNUM_EL2 = X[t];

```

MRS <Xt>, SCXTNUM_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1101	0b0000	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.EnSCXT == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.EnSCXT == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.SCXTNUM_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.EnSCXT == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x188];
    else
        return SCXTNUM_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.EnSCXT == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.EnSCXT == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HCR_EL2.E2H == '1' then
        return SCXTNUM_EL2;
    else
        return SCXTNUM_EL1;
elsif PSTATE.EL == EL3 then
    return SCXTNUM_EL1;

```

MSR SCXTNUM_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1101	0b0000	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.EnSCXT == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.EnSCXT == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.SCXTNUM_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.EnSCXT == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x188] = X[t];
    else
        SCXTNUM_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.EnSCXT == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.EnSCXT == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HCR_EL2.E2H == '1' then
        SCXTNUM_EL2 = X[t];
    else
        SCXTNUM_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    SCXTNUM_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

SCXTNUM_EL3, EL3 Read/Write Software Context Number

The SCXTNUM_EL3 characteristics are:

Purpose

Provides a number that can be used to separate out different context numbers with the EL3 exception level, for the purpose of protecting against side-channels using branch prediction and similar resources.

Configuration

This register is present only when EL3 is implemented and FEAT_CSV2 is implemented. Otherwise, direct accesses to SCXTNUM_EL3 are UNDEFINED.

Attributes

SCXTNUM_EL3 is a 64-bit register.

Field descriptions

The SCXTNUM_EL3 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Software Context Number																															
Software Context Number																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Software Context Number. A number to identify the context within the EL3 exception level.

This field resets to an architecturally UNKNOWN value.

Accessing the SCXTNUM_EL3

Accesses to this register use the following encodings:

MRS <Xt>, SCXTNUM_EL3

op0	op1	CRn	CRm	op2
0b11	0b110	0b1101	0b0000	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    return SCXTNUM_EL3;

```

MSR SCXTNUM_EL3, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b1101	0b0000	0b111

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    SCXTNUM_EL3 = X[t];
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

Purpose

Configuration

- The PE is in Non-secure state.
- EL1 is using AArch64.

Attributes

Field descriptions

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																	RES0														
RES0																						SUNIDEN		SUIDEN							
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:2]

Reserved, RES0.

SUNIDEN, bit [1]

Secure User Non-Invasive Debug Enable.

SUNIDEN	Meaning
0b0	This bit does not affect Performance Monitors event counting at Secure EL0.
0b1	If EL1 is using AArch32, Performance Monitors event counting is allowed in Secure EL0.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

SUIDEN, bit [0]

Secure User Invasive Debug Enable.

SUIDEN	Meaning
0b0	This bit does not affect the generation of debug exceptions at Secure EL0.
0b1	If EL1 is using AArch32, debug exceptions from Secure EL0 are enabled.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the SDER32_EL2

Accesses to this register use the following encodings:

MRS <Xt>, SDER32_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0001	0b0011	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return SDER32_EL2;
elsif PSTATE.EL == EL3 then
    return SDER32_EL2;

```

MSR SDER32_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0001	0b0011	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        SDER32_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    SDER32_EL2 = X[t];

```


SDER32_EL3, AArch32 Secure Debug Enable Register

The SDER32_EL3 characteristics are:

Purpose

Allows access to the AArch32 register [SDER](#) from AArch64 state only. Its value has no effect on execution in AArch64 state.

Configuration

AArch64 System register `SDER32_EL3` bits [31:0] are architecturally mapped to AArch32 System register [SDER\[31:0\]](#).

This register is present only when EL3 is implemented, AArch32 is supported at any Exception level and EL1 supports AArch32. Otherwise, direct accesses to SDER32_EL3 are UNDEFINED.

This register is ignored by the PE when one or more of the following are true:

- The PE is in Non-secure state.
- EL1 is using AArch64.

Attributes

SDER32_EL3 is a 64-bit register.

Field descriptions

The SDER32_EL3 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32									
																	RES0																							
																											RES0										SUNIDEN		SUIDEN	
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0									

Bits [63:2]

Reserved, RES0.

SUNIDEN, bit [1]

Secure User Non-Invasive Debug Enable.

SUNIDEN	Meaning
0b0	This bit does not affect Performance Monitors event counting at Secure EL0.
0b1	If EL1 is using AArch32, Performance Monitors event counting is allowed in Secure EL0.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

SUIDEN, bit [0]

Secure User Invasive Debug Enable.

SUIDEN	Meaning
0b0	This bit does not affect the generation of debug exceptions at Secure EL0.
0b1	If EL1 is using AArch32, debug exceptions from Secure EL0 are enabled.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the SDER32_EL3

Accesses to this register use the following encodings:

MRS <Xt>, SDER32_EL3

op0	op1	CRn	CRm	op2
0b11	0b110	0b0001	0b0001	0b001

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    return SDER32_EL3;
```

MSR SDER32_EL3, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b0001	0b0001	0b001

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    SDER32_EL3 = X[t];
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

SP_EL0, Stack Pointer (EL0)

The SP_EL0 characteristics are:

Purpose

Holds the stack pointer associated with EL0. At higher Exception levels, this is used as the current stack pointer when the value of [SPSel.SP](#) is 0.

Configuration

There are no configuration notes.

Attributes

SP_EL0 is a 64-bit register.

Field descriptions

The SP_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Stack pointer																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Stack pointer.

This field resets to an architecturally UNKNOWN value.

Accessing the SP_EL0

When the value of PSTATE.SP is 0, this register is accessible at all Exception levels as the current stack pointer.

Accesses to this register use the following encodings:

MRS <Xt>, SP_EL0

op0	op1	CRn	CRm	op2
0b11	0b000	0b0100	0b0001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if PSTATE.SP == '0' then
        UNDEFINED;
    else
        return SP_EL0;
elseif PSTATE.EL == EL2 then
    if PSTATE.SP == '0' then
        UNDEFINED;
    else
        return SP_EL0;
elseif PSTATE.EL == EL3 then
    if PSTATE.SP == '0' then
        UNDEFINED;
    else
        return SP_EL0;

```

MSR SP_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0100	0b0001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if PSTATE.SP == '0' then
        UNDEFINED;
    else
        SP_EL0 = X[t];
elseif PSTATE.EL == EL2 then
    if PSTATE.SP == '0' then
        UNDEFINED;
    else
        SP_EL0 = X[t];
elseif PSTATE.EL == EL3 then
    if PSTATE.SP == '0' then
        UNDEFINED;
    else
        SP_EL0 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

SP_EL1, Stack Pointer (EL1)

The SP_EL1 characteristics are:

Purpose

Holds the stack pointer associated with EL1. When executing at EL1, the value of [SPSel.SP](#) determines the current stack pointer:

SPSel.SP	Current stack pointer
0b0	SP_EL0
0b1	SP_EL1

Configuration

There are no configuration notes.

Attributes

SP_EL1 is a 64-bit register.

Field descriptions

The SP_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32						
														Stack pointer																							
														Stack pointer																							
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0						

Bits [63:0]

Stack pointer.

This field resets to an architecturally UNKNOWN value.

Accessing the SP_EL1

This accessibility information only applies to accesses using the MRS or MSR instructions.

When the value of [SPSel.SP](#) is 1, this register is also accessible at EL1 as the current stack pointer.

Note

When the value of [SPSel.SP](#) is 0, [SP_EL0](#) is used as the current stack pointer at all Exception levels.

Accesses to this register use the following encodings:

MRS <Xt>, SP_EL1

op0	op1	CRn	CRm	op2
0b11	0b100	0b0100	0b0001	0b000


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return NVMem[0x240];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return SP_EL1;
elsif PSTATE.EL == EL3 then
    return SP_EL1;

```

MSR SP_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0100	0b0001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        NVMem[0x240] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    SP_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    SP_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

SP_EL2, Stack Pointer (EL2)

The SP_EL2 characteristics are:

Purpose

Holds the stack pointer associated with EL2. When executing at EL2, the value of [SPSel.SP](#). SP determines the current stack pointer:

SPSel.SP	Current stack pointer
0b0	SP_EL0
0b1	SP_EL2

Configuration

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

SP_EL2 is a 64-bit register.

Field descriptions

The SP_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Stack pointer																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Stack pointer.

This field resets to an architecturally UNKNOWN value.

Accessing the SP_EL2

This accessibility information only applies to accesses using the MRS or MSR instructions.

When the value of [SPSel.SP](#) is 1, this register is also accessible at EL2 as the current stack pointer.

Note

When the value of [SPSel.SP](#) is 0, [SP_EL0](#) is used as the current stack pointer at all Exception levels.

Accesses to this register use the following encodings:

MRS <Xt>, SP_EL2

op0	op1	CRn	CRm	op2
0b11	0b110	0b0100	0b0001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    return SP_EL2;

```

MSR SP_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b0100	0b0001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    SP_EL2 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

SP_EL3, Stack Pointer (EL3)

The SP_EL3 characteristics are:

Purpose

Holds the stack pointer associated with EL3. When executing at EL3, the value of [SPSel.SP](#) determines the current stack pointer:

SPSel.SP	Current stack pointer
0b0	SP_EL0
0b1	SP_EL3

Configuration

This register is present only when EL3 is implemented. Otherwise, direct accesses to SP_EL3 are UNDEFINED.

Attributes

SP_EL3 is a 64-bit register.

Field descriptions

The SP_EL3 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Stack pointer																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Stack pointer.

This field resets to an architecturally UNKNOWN value.

Accessing the SP_EL3

This register is not accessible using MRS and MSR instructions.

When the value of [SPSel.SP](#) is 1, this register is accessible at EL3 as the current stack pointer.

Note

When the value of [SPSel.SP](#) is 0, [SP_EL0](#) is used as the current stack pointer at all Exception levels.

SPSel, Stack Pointer Select

The SPSel characteristics are:

Purpose

Allows the Stack Pointer to be selected between SP_EL0 and SP_ELx.

Configuration

There are no configuration notes.

Attributes

SPSel is a 64-bit register.

Field descriptions

The SPSel bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																RES0															
																RES0															SP
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:1]

Reserved, RES0.

SP, bit [0]

Stack pointer to use. Possible values of this bit are:

SP	Meaning
0b0	Use SP_EL0 at all Exception levels.
0b1	Use SP_ELx for Exception level ELx.

This field resets to 1.

Accessing the SPSel

Accesses to this register use the following encodings:

MRS <Xt>, SPSel

op0	op1	CRn	CRm	op2
0b11	0b000	0b0100	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    return Zeros(63):PSTATE.SP;
elsif PSTATE.EL == EL2 then
    return Zeros(63):PSTATE.SP;
elsif PSTATE.EL == EL3 then
    return Zeros(63):PSTATE.SP;

```

MSR SPSel, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0100	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    PSTATE.SP = X[t]<0>;
elsif PSTATE.EL == EL2 then
    PSTATE.SP = X[t]<0>;
elsif PSTATE.EL == EL3 then
    PSTATE.SP = X[t]<0>;

```

MSR SPSel, #<imm>

op0	op1	CRn	op2
0b00	0b000	0b0100	0b101

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

SPSR_abt, Saved Program Status Register (Abort mode)

The SPSR_abt characteristics are:

Purpose

Holds the saved process state when an exception is taken to Abort mode.

Configuration

AArch64 System register SPSR_abt bits [31:0] are architecturally mapped to AArch32 System register [SPSR_abt\[31:0\]](#).

If EL1 only supports execution in AArch64 state, this register is RES0 from EL2 and EL3.

Attributes

SPSR_abt is a 64-bit register.

Field descriptions

The SPSR_abt bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
N	Z	C	V	Q	IT[1:0]		J	SSBS	PAN	DIT	IL	GE				IT[7:2]				E	A	I	F	T	M[4:0]						
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

N, bit [31]

Negative Condition flag. Set to the value of PSTATE.N on taking an exception to Abort mode, and copied to PSTATE.N on executing an exception return operation in Abort mode.

This field resets to an architecturally UNKNOWN value.

Z, bit [30]

Zero Condition flag. Set to the value of PSTATE.Z on taking an exception to Abort mode, and copied to PSTATE.Z on executing an exception return operation in Abort mode.

This field resets to an architecturally UNKNOWN value.

C, bit [29]

Carry Condition flag. Set to the value of PSTATE.C on taking an exception to Abort mode, and copied to PSTATE.C on executing an exception return operation in Abort mode.

This field resets to an architecturally UNKNOWN value.

V, bit [28]

Overflow Condition flag. Set to the value of PSTATE.V on taking an exception to Abort mode, and copied to PSTATE.V on executing an exception return operation in Abort mode.

This field resets to an architecturally UNKNOWN value.

Q, bit [27]

Overflow or saturation flag. Set to the value of PSTATE.Q on taking an exception to Abort mode, and copied to PSTATE.Q on executing an exception return operation in Abort mode.

This field resets to an architecturally UNKNOWN value.

IT[1:0], bits [26:25]

If-Then. Set to the value of PSTATE.IT[1:0] on taking an exception to Abort mode, and copied to PSTATE.IT[1:0] on executing an exception return operation in Abort mode.

On executing an exception return operation in Abort mode SPSR_abt.IT must contain a value that is valid for the instruction being returned to.

This field resets to an architecturally UNKNOWN value.

J, bit [24]

RES0.

In previous versions of the architecture, the {J, T} bits determined the AArch32 Instruction set state.

Armv8 does not support either Jazelle state or T32EE state, and the T bit determines the Instruction set state.

SSBS, bit [23]**When FEAT_SSBS is implemented:**

Speculative Store Bypass. Set to the value of PSTATE.SSBS on taking an exception to Abort mode, and copied to PSTATE.SSBS on executing an exception return operation in Abort mode.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

PAN, bit [22]**When FEAT_PAN is implemented:**

Privileged Access Never. Set to the value of PSTATE.PAN on taking an exception to Abort mode, and copied to PSTATE.PAN on executing an exception return operation in Abort mode.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

DIT, bit [21]**When FEAT_DIT is implemented:**

Data Independent Timing. Set to the value of PSTATE.DIT on taking an exception to Abort mode, and copied to PSTATE.DIT on executing an exception return operation in Abort mode.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

IL, bit [20]

Illegal Execution state. Set to the value of PSTATE.IL on taking an exception to Abort mode, and copied to PSTATE.IL on executing an exception return operation in Abort mode.

This field resets to an architecturally UNKNOWN value.

GE, bits [19:16]

Greater than or Equal flags. Set to the value of PSTATE.GE on taking an exception to Abort mode, and copied to PSTATE.GE on executing an exception return operation in Abort mode.

This field resets to an architecturally UNKNOWN value.

IT[7:2], bits [15:10]

If-Then. Set to the value of PSTATE.IT[7:2] on taking an exception to Abort mode, and copied to PSTATE.IT[7:2] on executing an exception return operation in Abort mode.

SPSR_abt.IT must contain a value that is valid for the instruction being returned to.

This field resets to an architecturally UNKNOWN value.

E, bit [9]

Endianness. Set to the value of PSTATE.E on taking an exception to Abort mode, and copied to PSTATE.E on executing an exception return operation in Abort mode.

If the implementation does not support big-endian operation, SPSR_abt.E is RES0. If the implementation does not support little-endian operation, SPSR_abt.E is RES1. On executing an exception return operation in Abort mode, if the implementation does not support big-endian operation at the Exception level being returned to, SPSR_abt.E is RES0, and if the implementation does not support little-endian operation at the Exception level being returned to, SPSR_abt.E is RES1.

This field resets to an architecturally UNKNOWN value.

A, bit [8]

Error interrupt mask. Set to the value of PSTATE.A on taking an exception to Abort mode, and copied to PSTATE.A on executing an exception return operation in Abort mode.

This field resets to an architecturally UNKNOWN value.

I, bit [7]

IRQ interrupt mask. Set to the value of PSTATE.I on taking an exception to Abort mode, and copied to PSTATE.I on executing an exception return operation in Abort mode.

This field resets to an architecturally UNKNOWN value.

F, bit [6]

FIQ interrupt mask. Set to the value of PSTATE.F on taking an exception to Abort mode, and copied to PSTATE.F on executing an exception return operation in Abort mode.

This field resets to an architecturally UNKNOWN value.

T, bit [5]

T32 Instruction set state. Set to the value of PSTATE.T on taking an exception to Abort mode, and copied to PSTATE.T on executing an exception return operation in Abort mode.

This field resets to an architecturally UNKNOWN value.

M[4:0], bits [4:0]

Mode. Set to the value of PSTATE.M[4:0] on taking an exception to Abort mode, and copied to PSTATE.M[4:0] on executing an exception return operation in Abort mode.

M[4:0]	Meaning
0b10000	User.
0b10001	FIQ.
0b10010	IRQ.
0b10011	Supervisor.
0b10111	Abort.
0b11011	Undefined.
0b11111	System.

Other values are reserved. If SPSR_abt.M[4:0] has a Reserved value, or a value for an unimplemented Exception level, executing an exception return operation in Abort mode is an illegal return event, as described in 'Illegal return events from AArch32 state'.

This field resets to an architecturally UNKNOWN value.

Accessing the SPSR_abt

Accesses to this register use the following encodings:

MRS <Xt>, SPSR_abt

op0	op1	CRn	CRm	op2
0b11	0b100	0b0100	0b0011	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return SPSR_abt;
elsif PSTATE.EL == EL3 then
    return SPSR_abt;

```

MSR SPSR_abt, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0100	0b0011	0b001

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    SPSR_abt = X[t];
elsif PSTATE.EL == EL3 then
    SPSR_abt = X[t];
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

SPSR_EL1, Saved Program Status Register (EL1)

The SPSR_EL1 characteristics are:

Purpose

Holds the saved process state when an exception is taken to EL1.

Configuration

AArch64 System register SPSR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [SPSR_svc\[31:0\]](#).

Attributes

SPSR_EL1 is a 64-bit register.

Field descriptions

The SPSR_EL1 bit assignments are:

When AArch32 is supported at any Exception level and exception taken from AArch32 state:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
N	Z	C	V	Q	IT[1:0]	DIT	SSBS	PAN	SS	IL	GE	IT[7:2]	E	A	I	F	T	M[4]	M[3:0]												
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

An exception return from EL1 using AArch64 makes SPSR_EL1 become UNKNOWN.

Bits [63:32]

Reserved, RES0.

N, bit [31]

Negative Condition flag. Set to the value of PSTATE.N on taking an exception to EL1, and copied to PSTATE.N on executing an exception return operation in EL1.

This field resets to an architecturally UNKNOWN value.

Z, bit [30]

Zero Condition flag. Set to the value of PSTATE.Z on taking an exception to EL1, and copied to PSTATE.Z on executing an exception return operation in EL1.

This field resets to an architecturally UNKNOWN value.

C, bit [29]

Carry Condition flag. Set to the value of PSTATE.C on taking an exception to EL1, and copied to PSTATE.C on executing an exception return operation in EL1.

This field resets to an architecturally UNKNOWN value.

V, bit [28]

Overflow Condition flag. Set to the value of PSTATE.V on taking an exception to EL1, and copied to PSTATE.V on executing an exception return operation in EL1.

This field resets to an architecturally UNKNOWN value.

Q, bit [27]

Overflow or saturation flag. Set to the value of PSTATE.Q on taking an exception to EL1, and copied to PSTATE.Q on executing an exception return operation in EL1.

This field resets to an architecturally UNKNOWN value.

IT[1:0], bits [26:25]

If-Then. Set to the value of PSTATE.IT[1:0] on taking an exception to EL1, and copied to PSTATE.IT[1:0] on executing an exception return operation in EL1.

On executing an exception return operation in EL1 SPSR_EL1.IT must contain a value that is valid for the instruction being returned to.

This field resets to an architecturally UNKNOWN value.

DIT, bit [24]**When FEAT_DIT is implemented:**

Data Independent Timing. Set to the value of PSTATE.DIT on taking an exception to EL1, and copied to PSTATE.DIT on executing an exception return operation in EL1.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

SSBS, bit [23]**When FEAT_SSBS is implemented:**

Speculative Store Bypass. Set to the value of PSTATE.SSBS on taking an exception to EL1, and copied to PSTATE.SSBS on executing an exception return operation in EL1.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

PAN, bit [22]**When FEAT_PAN is implemented:**

Privileged Access Never. Set to the value of PSTATE.PAN on taking an exception to EL1, and copied to PSTATE.PAN on executing an exception return operation in EL1.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

SS, bit [21]

Software Step. Set to the value of PSTATE.SS on taking an exception to EL1, and conditionally copied to PSTATE.SS on executing an exception return operation in EL1.

This field resets to an architecturally UNKNOWN value.

IL, bit [20]

Illegal Execution state. Set to the value of PSTATE.IL on taking an exception to EL1, and copied to PSTATE.IL on executing an exception return operation in EL1.

This field resets to an architecturally UNKNOWN value.

GE, bits [19:16]

Greater than or Equal flags. Set to the value of PSTATE.GE on taking an exception to EL1, and copied to PSTATE.GE on executing an exception return operation in EL1.

This field resets to an architecturally UNKNOWN value.

IT[7:2], bits [15:10]

If-Then. Set to the value of PSTATE.IT[7:2] on taking an exception to EL1, and copied to PSTATE.IT[7:2] on executing an exception return operation in EL1.

SPSR_EL1.IT must contain a value that is valid for the instruction being returned to.

This field resets to an architecturally UNKNOWN value.

E, bit [9]

Endianness. Set to the value of PSTATE.E on taking an exception to EL1, and copied to PSTATE.E on executing an exception return operation in EL1.

If the implementation does not support big-endian operation, SPSR_EL1.E is RES0. If the implementation does not support little-endian operation, SPSR_EL1.E is RES1. On executing an exception return operation in EL1, if the implementation does not support big-endian operation at the Exception level being returned to, SPSR_EL1.E is RES0, and if the implementation does not support little-endian operation at the Exception level being returned to, SPSR_EL1.E is RES1.

This field resets to an architecturally UNKNOWN value.

A, bit [8]

Error interrupt mask. Set to the value of PSTATE.A on taking an exception to EL1, and copied to PSTATE.A on executing an exception return operation in EL1.

This field resets to an architecturally UNKNOWN value.

I, bit [7]

IRQ interrupt mask. Set to the value of PSTATE.I on taking an exception to EL1, and copied to PSTATE.I on executing an exception return operation in EL1.

This field resets to an architecturally UNKNOWN value.

F, bit [6]

FIQ interrupt mask. Set to the value of PSTATE.F on taking an exception to EL1, and copied to PSTATE.F on executing an exception return operation in EL1.

This field resets to an architecturally UNKNOWN value.

T, bit [5]

T32 Instruction set state. Set to the value of PSTATE.T on taking an exception to EL1, and copied to PSTATE.T on executing an exception return operation in EL1.

This field resets to an architecturally UNKNOWN value.

M[4], bit [4]

Execution state. Set to 0b1, the value of PSTATE.nRW, on taking an exception to EL1 from AArch32 state, and copied to PSTATE.nRW on executing an exception return operation in EL1.

M[4]	Meaning
0b1	AArch32 execution state.

This field resets to an architecturally UNKNOWN value.

M[3:0], bits [3:0]

AArch32 Mode. Set to the value of PSTATE.M[3:0] on taking an exception to EL1, and copied to PSTATE.M[3:0] on executing an exception return operation in EL1.

M[3:0]	Meaning
0b0000	User.
0b0001	FIQ.
0b0010	IRQ.
0b0011	Supervisor.
0b0111	Abort.
0b1011	Undefined.
0b1111	System.

Other values are reserved. If SPSR_EL1.M[3:0] has a Reserved value, or a value for an unimplemented Exception level, executing an exception return operation in EL1 is an illegal return event, as described in 'Illegal return events from AArch64 state'.

This field resets to an architecturally UNKNOWN value.

When exception taken from AArch64 state:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
N	Z	C	V	RES0	TCO	DIT	UAO	PAN	SS	IL	RES0				SSBS	BTYPE	D	A	I	F	RES0	M[4]	M[3:0]								
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

An exception return from EL1 using AArch64 makes SPSR_EL1 become UNKNOWN.

Bits [63:32]

Reserved, RES0.

N, bit [31]

Negative Condition flag. Set to the value of PSTATE.N on taking an exception to EL1, and copied to PSTATE.N on executing an exception return operation in EL1.

This field resets to an architecturally UNKNOWN value.

Z, bit [30]

Zero Condition flag. Set to the value of PSTATE.Z on taking an exception to EL1, and copied to PSTATE.Z on executing an exception return operation in EL1.

This field resets to an architecturally UNKNOWN value.

C, bit [29]

Carry Condition flag. Set to the value of PSTATE.C on taking an exception to EL1, and copied to PSTATE.C on executing an exception return operation in EL1.

This field resets to an architecturally UNKNOWN value.

V, bit [28]

Overflow Condition flag. Set to the value of PSTATE.V on taking an exception to EL1, and copied to PSTATE.V on executing an exception return operation in EL1.

This field resets to an architecturally UNKNOWN value.

Bits [27:26]

Reserved, RES0.

TCO, bit [25]**When FEAT_MTE is implemented:**

Tag Check Override. Set to the value of PSTATE.TCO on taking an exception to EL1, and copied to PSTATE.TCO on executing an exception return operation in EL1.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

DIT, bit [24]**When FEAT_DIT is implemented:**

Data Independent Timing. Set to the value of PSTATE.DIT on taking an exception to EL1, and copied to PSTATE.DIT on executing an exception return operation in EL1.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

UAO, bit [23]**When FEAT_UAO is implemented:**

User Access Override. Set to the value of PSTATE.UAO on taking an exception to EL1, and copied to PSTATE.UAO on executing an exception return operation in EL1.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

PAN, bit [22]**When FEAT_PAN is implemented:**

Privileged Access Never. Set to the value of PSTATE.PAN on taking an exception to EL1, and copied to PSTATE.PAN on executing an exception return operation in EL1.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

SS, bit [21]

Software Step. Set to the value of PSTATE.SS on taking an exception to EL1, and conditionally copied to PSTATE.SS on executing an exception return operation in EL1.

This field resets to an architecturally UNKNOWN value.

IL, bit [20]

Illegal Execution state. Set to the value of PSTATE.IL on taking an exception to EL1, and copied to PSTATE.IL on executing an exception return operation in EL1.

This field resets to an architecturally UNKNOWN value.

Bits [19:13]

Reserved, RES0.

SSBS, bit [12]**When FEAT_SSBS is implemented:**

Speculative Store Bypass. Set to the value of PSTATE.SSBS on taking an exception to EL1, and copied to PSTATE.SSBS on executing an exception return operation in EL1.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

BTYPE, bits [11:10]**When FEAT_BTI is implemented:**

Branch Type Indicator. Set to the value of PSTATE.BTYPE on taking an exception to EL1, and copied to PSTATE.BTYPE on executing an exception return operation in EL1.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

D, bit [9]

Debug exception mask. Set to the value of PSTATE.D on taking an exception to EL1, and copied to PSTATE.D on executing an exception return operation in EL1.

This field resets to an architecturally UNKNOWN value.

A, bit [8]

Error interrupt mask. Set to the value of PSTATE.A on taking an exception to EL1, and copied to PSTATE.A on executing an exception return operation in EL1.

This field resets to an architecturally UNKNOWN value.

I, bit [7]

IRQ interrupt mask. Set to the value of PSTATE.I on taking an exception to EL1, and copied to PSTATE.I on executing an exception return operation in EL1.

This field resets to an architecturally UNKNOWN value.

F, bit [6]

FIQ interrupt mask. Set to the value of PSTATE.F on taking an exception to EL1, and copied to PSTATE.F on executing an exception return operation in EL1.

This field resets to an architecturally UNKNOWN value.

Bit [5]

Reserved, RES0.

M[4], bit [4]

Execution state. Set to 0b0, the value of PSTATE.nRW, on taking an exception to EL1 from AArch64 state, and copied to PSTATE.nRW on executing an exception return operation in EL1.

M[4]	Meaning
0b0	AArch64 execution state.

This field resets to an architecturally UNKNOWN value.

M[3:0], bits [3:0]

AArch64 Exception level and selected Stack Pointer.

M[3:0]	Meaning
0b0000	EL0t.
0b0100	EL1t.
0b0101	EL1h.

Other values are reserved. If SPSR_EL1.M[3:0] has a Reserved value, or a value for an unimplemented Exception level, executing an exception return operation in EL1 is an illegal return event, as described in 'Illegal return events from AArch64 state'.

The bits in this field are interpreted as follows:

- M[3:2] is set to the value of PSTATE.EL on taking an exception to EL1 and copied to PSTATE.EL on executing an exception return operation in EL1.
- M[1] is unused and is 0 for all non-reserved values.
- M[0] is set to the value of PSTATE.SP on taking an exception to EL1 and copied to PSTATE.SP on executing an exception return operation in EL1

This field resets to an architecturally UNKNOWN value.

Accessing the SPSR_EL1

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, access from EL3 using the mnemonic SPSR_EL1 or SPSR_EL12 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, SPSR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0100	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1> == '01' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x160];
    else
        return SPSR_EL1;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return SPSR_EL2;
    else
        return SPSR_EL1;
elsif PSTATE.EL == EL3 then
    return SPSR_EL1;

```

MSR SPSR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0100	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1> == '01' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x160] = X[t];
    else
        SPSR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        SPSR_EL2 = X[t];
    else
        SPSR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    SPSR_EL1 = X[t];

```

MRS <Xt>, SPSR_EL12

op0	op1	CRn	CRm	op2
0b11	0b101	0b0100	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        return NVMem[0x160];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return SPSR_EL1;
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        return SPSR_EL1;
    else
        UNDEFINED;

```

MSR SPSR_EL12, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b101	0b0100	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        NVMem[0x160] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        SPSR_EL1 = X[t];
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        SPSR_EL1 = X[t];
    else
        UNDEFINED;

```

MRS <Xt>, SPSR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0100	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return SPSR_EL1;
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return SPSR_EL2;
elsif PSTATE.EL == EL3 then
    return SPSR_EL2;

```

MSR SPSR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0100	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        SPSR_EL1 = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    SPSR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    SPSR_EL2 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

SPSR_EL2, Saved Program Status Register (EL2)

The SPSR_EL2 characteristics are:

Purpose

Holds the saved process state when an exception is taken to EL2.

Configuration

AArch64 System register SPSR_EL2 bits [31:0] are architecturally mapped to AArch32 System register [SPSR_hyp\[31:0\]](#).

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

SPSR_EL2 is a 64-bit register.

Field descriptions

The SPSR_EL2 bit assignments are:

When AArch32 is supported at any Exception level and exception taken from AArch32 state:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
N	Z	C	V	Q	IT[1:0]	DIT	SSBS	PAN	SS	IL	GE	IT[7:2]	E	A	I	F	T	M[4]	M[3:0]												
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

An exception return from EL2 using AArch64 makes SPSR_EL2 become UNKNOWN.

Bits [63:32]

Reserved, RES0.

N, bit [31]

Negative Condition flag. Set to the value of PSTATE.N on taking an exception to EL2, and copied to PSTATE.N on executing an exception return operation in EL2.

This field resets to an architecturally UNKNOWN value.

Z, bit [30]

Zero Condition flag. Set to the value of PSTATE.Z on taking an exception to EL2, and copied to PSTATE.Z on executing an exception return operation in EL2.

This field resets to an architecturally UNKNOWN value.

C, bit [29]

Carry Condition flag. Set to the value of PSTATE.C on taking an exception to EL2, and copied to PSTATE.C on executing an exception return operation in EL2.

This field resets to an architecturally UNKNOWN value.

V, bit [28]

Overflow Condition flag. Set to the value of PSTATE.V on taking an exception to EL2, and copied to PSTATE.V on executing an exception return operation in EL2.

This field resets to an architecturally UNKNOWN value.

Q, bit [27]

Overflow or saturation flag. Set to the value of PSTATE.Q on taking an exception to EL2, and copied to PSTATE.Q on executing an exception return operation in EL2.

This field resets to an architecturally UNKNOWN value.

IT[1:0], bits [26:25]

If-Then. Set to the value of PSTATE.IT[1:0] on taking an exception to EL2, and copied to PSTATE.IT[1:0] on executing an exception return operation in EL2.

On executing an exception return operation in EL2 SPSR_EL2.IT must contain a value that is valid for the instruction being returned to.

This field resets to an architecturally UNKNOWN value.

DIT, bit [24]

When FEAT_DIT is implemented:

Data Independent Timing. Set to the value of PSTATE.DIT on taking an exception to EL2, and copied to PSTATE.DIT on executing an exception return operation in EL2.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

SSBS, bit [23]

When FEAT_SSBS is implemented:

Speculative Store Bypass. Set to the value of PSTATE.SSBS on taking an exception to EL2, and copied to PSTATE.SSBS on executing an exception return operation in EL2.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

PAN, bit [22]

When FEAT_PAN is implemented:

Privileged Access Never. Set to the value of PSTATE.PAN on taking an exception to EL2, and copied to PSTATE.PAN on executing an exception return operation in EL2.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

SS, bit [21]

Software Step. Set to the value of PSTATE.SS on taking an exception to EL2, and conditionally copied to PSTATE.SS on executing an exception return operation in EL2.

This field resets to an architecturally UNKNOWN value.

IL, bit [20]

Illegal Execution state. Set to the value of PSTATE.IL on taking an exception to EL2, and copied to PSTATE.IL on executing an exception return operation in EL2.

This field resets to an architecturally UNKNOWN value.

GE, bits [19:16]

Greater than or Equal flags. Set to the value of PSTATE.GE on taking an exception to EL2, and copied to PSTATE.GE on executing an exception return operation in EL2.

This field resets to an architecturally UNKNOWN value.

IT[7:2], bits [15:10]

If-Then. Set to the value of PSTATE.IT[7:2] on taking an exception to EL2, and copied to PSTATE.IT[7:2] on executing an exception return operation in EL2.

SPSR_EL2.IT must contain a value that is valid for the instruction being returned to.

This field resets to an architecturally UNKNOWN value.

E, bit [9]

Endianness. Set to the value of PSTATE.E on taking an exception to EL2, and copied to PSTATE.E on executing an exception return operation in EL2.

If the implementation does not support big-endian operation, SPSR_EL2.E is RES0. If the implementation does not support little-endian operation, SPSR_EL2.E is RES1. On executing an exception return operation in EL2, if the implementation does not support big-endian operation at the Exception level being returned to, SPSR_EL2.E is RES0, and if the implementation does not support little-endian operation at the Exception level being returned to, SPSR_EL2.E is RES1.

This field resets to an architecturally UNKNOWN value.

A, bit [8]

Error interrupt mask. Set to the value of PSTATE.A on taking an exception to EL2, and copied to PSTATE.A on executing an exception return operation in EL2.

This field resets to an architecturally UNKNOWN value.

I, bit [7]

IRQ interrupt mask. Set to the value of PSTATE.I on taking an exception to EL2, and copied to PSTATE.I on executing an exception return operation in EL2.

This field resets to an architecturally UNKNOWN value.

F, bit [6]

FIQ interrupt mask. Set to the value of PSTATE.F on taking an exception to EL2, and copied to PSTATE.F on executing an exception return operation in EL2.

This field resets to an architecturally UNKNOWN value.

T, bit [5]

T32 Instruction set state. Set to the value of PSTATE.T on taking an exception to EL2, and copied to PSTATE.T on executing an exception return operation in EL2.

This field resets to an architecturally UNKNOWN value.

M[4], bit [4]

Execution state. Set to 0b1, the value of PSTATE.nRW, on taking an exception to EL2 from AArch32 state, and copied to PSTATE.nRW on executing an exception return operation in EL2.

M[4]	Meaning
0b1	AArch32 execution state.

This field resets to an architecturally UNKNOWN value.

M[3:0], bits [3:0]

AArch32 Mode. Set to the value of PSTATE.M[3:0] on taking an exception to EL2, and copied to PSTATE.M[3:0] on executing an exception return operation in EL2.

M[3:0]	Meaning
0b0000	User.
0b0001	FIQ.
0b0010	IRQ.
0b0011	Supervisor.
0b0111	Abort.
0b1010	Hyp.
0b1011	Undefined.
0b1111	System.

Other values are reserved. If SPSR_EL2.M[3:0] has a Reserved value, or a value for an unimplemented Exception level, executing an exception return operation in EL2 is an illegal return event, as described in 'Illegal return events from AArch64 state'.

This field resets to an architecturally UNKNOWN value.

When exception taken from AArch64 state:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32		
RES0																																	
N	Z	C	V	RES0	TC	DIT	UA	OP	AN	SS	IL	RES0						SS	BS	B	T	Y	P	E	D	A	I	F	RES0	M[4]	M[3:0]		
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		

An exception return from EL2 using AArch64 makes SPSR_EL2 become UNKNOWN.

Bits [63:32]

Reserved, RES0.

N, bit [31]

Negative Condition flag. Set to the value of PSTATE.N on taking an exception to EL2, and copied to PSTATE.N on executing an exception return operation in EL2.

This field resets to an architecturally UNKNOWN value.

Z, bit [30]

Zero Condition flag. Set to the value of PSTATE.Z on taking an exception to EL2, and copied to PSTATE.Z on executing an exception return operation in EL2.

This field resets to an architecturally UNKNOWN value.

C, bit [29]

Carry Condition flag. Set to the value of PSTATE.C on taking an exception to EL2, and copied to PSTATE.C on executing an exception return operation in EL2.

This field resets to an architecturally UNKNOWN value.

V, bit [28]

Overflow Condition flag. Set to the value of PSTATE.V on taking an exception to EL2, and copied to PSTATE.V on executing an exception return operation in EL2.

This field resets to an architecturally UNKNOWN value.

Bits [27:26]

Reserved, RES0.

TCO, bit [25]**When FEAT_MTE is implemented:**

Tag Check Override. Set to the value of PSTATE.TCO on taking an exception to EL2, and copied to PSTATE.TCO on executing an exception return operation in EL2.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

DIT, bit [24]**When FEAT_DIT is implemented:**

Data Independent Timing. Set to the value of PSTATE.DIT on taking an exception to EL2, and copied to PSTATE.DIT on executing an exception return operation in EL2.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

UAO, bit [23]**When FEAT_UAO is implemented:**

User Access Override. Set to the value of PSTATE.UAO on taking an exception to EL2, and copied to PSTATE.UAO on executing an exception return operation in EL2.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

PAN, bit [22]**When FEAT_PAN is implemented:**

Privileged Access Never. Set to the value of PSTATE.PAN on taking an exception to EL2, and copied to PSTATE.PAN on executing an exception return operation in EL2.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

SS, bit [21]

Software Step. Set to the value of PSTATE.SS on taking an exception to EL2, and conditionally copied to PSTATE.SS on executing an exception return operation in EL2.

This field resets to an architecturally UNKNOWN value.

IL, bit [20]

Illegal Execution state. Set to the value of PSTATE.IL on taking an exception to EL2, and copied to PSTATE.IL on executing an exception return operation in EL2.

This field resets to an architecturally UNKNOWN value.

Bits [19:13]

Reserved, RES0.

SSBS, bit [12]**When FEAT_SSBS is implemented:**

Speculative Store Bypass. Set to the value of PSTATE.SSBS on taking an exception to EL2, and copied to PSTATE.SSBS on executing an exception return operation in EL2.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

BTYPE, bits [11:10]**When FEAT_BTI is implemented:**

Branch Type Indicator. Set to the value of PSTATE.BTYPE on taking an exception to EL2, and copied to PSTATE.BTYPE on executing an exception return operation in EL2.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

D, bit [9]

Debug exception mask. Set to the value of PSTATE.D on taking an exception to EL2, and copied to PSTATE.D on executing an exception return operation in EL2.

This field resets to an architecturally UNKNOWN value.

A, bit [8]

Error interrupt mask. Set to the value of PSTATE.A on taking an exception to EL2, and copied to PSTATE.A on executing an exception return operation in EL2.

This field resets to an architecturally UNKNOWN value.

I, bit [7]

IRQ interrupt mask. Set to the value of PSTATE.I on taking an exception to EL2, and copied to PSTATE.I on executing an exception return operation in EL2.

This field resets to an architecturally UNKNOWN value.

F, bit [6]

FIQ interrupt mask. Set to the value of PSTATE.F on taking an exception to EL2, and copied to PSTATE.F on executing an exception return operation in EL2.

This field resets to an architecturally UNKNOWN value.

Bit [5]

Reserved, RES0.

M[4], bit [4]

Execution state. Set to 0b0, the value of PSTATE.nRW, on taking an exception to EL2 from AArch64 state, and copied to PSTATE.nRW on executing an exception return operation in EL2.

M[4]	Meaning
0b0	AArch64 execution state.

This field resets to an architecturally UNKNOWN value.

M[3:0], bits [3:0]

AArch64 Exception level and selected Stack Pointer.

M[3:0]	Meaning
0b0000	EL0t.
0b0100	EL1t.
0b0101	EL1h.
0b1000	EL2t.
0b1001	EL2h.

Other values are reserved. If SPSR_EL2.M[3:0] has a Reserved value, or a value for an unimplemented Exception level, executing an exception return operation in EL2 is an illegal return event, as described in 'Illegal return events from AArch64 state'.

The bits in this field are interpreted as follows:

- M[3:2] is set to the value of PSTATE.EL on taking an exception to EL2 and copied to PSTATE.EL on executing an exception return operation in EL2.
- M[1] is unused and is 0 for all non-reserved values.
- M[0] is set to the value of PSTATE.SP on taking an exception to EL2 and copied to PSTATE.SP on executing an exception return operation in EL2

This field resets to an architecturally UNKNOWN value.

Accessing the SPSR_EL2

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, access from EL2 using the mnemonic SPSR_EL2 or SPSR_EL1 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, SPSR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0100	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return SPSR_EL1;
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return SPSR_EL2;
elsif PSTATE.EL == EL3 then
    return SPSR_EL2;

```

MSR SPSR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0100	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        SPSR_EL1 = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    SPSR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    SPSR_EL2 = X[t];

```

MRS <Xt>, SPSR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0100	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1> == '01' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x160];
    else
        return SPSR_EL1;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return SPSR_EL2;
    else
        return SPSR_EL1;
elsif PSTATE.EL == EL3 then
    return SPSR_EL1;

```

MSR SPSR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0100	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1> == '01' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x160] = X[t];
    else
        SPSR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        SPSR_EL2 = X[t];
    else
        SPSR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    SPSR_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

SPSR_EL3, Saved Program Status Register (EL3)

The SPSR_EL3 characteristics are:

Purpose

Holds the saved process state when an exception is taken to EL3.

Configuration

AArch64 System register SPSR_EL3 bits [31:0] can be mapped to AArch32 System register [SPSR_mon\[31:0\]](#), but this is not architecturally mandated.

This register is present only when EL3 is implemented. Otherwise, direct accesses to SPSR_EL3 are UNDEFINED.

Attributes

SPSR_EL3 is a 64-bit register.

Field descriptions

The SPSR_EL3 bit assignments are:

When AArch32 is supported at any Exception level and exception taken from AArch32 state:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
N	Z	C	V	Q	IT[1:0]	DIT	SSBS	PAN	SS	IL	GE	IT[7:2]	E	A	I	F	T	M[4]	M[3:0]												
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

An exception return from EL3 using AArch64 makes SPSR_EL1 become UNKNOWN.

Bits [63:32]

Reserved, RES0.

N, bit [31]

Negative Condition flag. Set to the value of PSTATE.N on taking an exception to EL3, and copied to PSTATE.N on executing an exception return operation in EL3.

This field resets to an architecturally UNKNOWN value.

Z, bit [30]

Zero Condition flag. Set to the value of PSTATE.Z on taking an exception to EL3, and copied to PSTATE.Z on executing an exception return operation in EL3.

This field resets to an architecturally UNKNOWN value.

C, bit [29]

Carry Condition flag. Set to the value of PSTATE.C on taking an exception to EL3, and copied to PSTATE.C on executing an exception return operation in EL3.

This field resets to an architecturally UNKNOWN value.

V, bit [28]

Overflow Condition flag. Set to the value of PSTATE.V on taking an exception to EL3, and copied to PSTATE.V on executing an exception return operation in EL3.

This field resets to an architecturally UNKNOWN value.

Q, bit [27]

Overflow or saturation flag. Set to the value of PSTATE.Q on taking an exception to EL3, and copied to PSTATE.Q on executing an exception return operation in EL3.

This field resets to an architecturally UNKNOWN value.

IT[1:0], bits [26:25]

If-Then. Set to the value of PSTATE.IT[1:0] on taking an exception to EL3, and copied to PSTATE.IT[1:0] on executing an exception return operation in EL3.

On executing an exception return operation in EL3 SPSR_EL1.IT must contain a value that is valid for the instruction being returned to.

This field resets to an architecturally UNKNOWN value.

DIT, bit [24]

When FEAT_DIT is implemented:

Data Independent Timing. Set to the value of PSTATE.DIT on taking an exception to EL3, and copied to PSTATE.DIT on executing an exception return operation in EL3.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

SSBS, bit [23]

When FEAT_SSBS is implemented:

Speculative Store Bypass. Set to the value of PSTATE.SSBS on taking an exception to EL3, and copied to PSTATE.SSBS on executing an exception return operation in EL3.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

PAN, bit [22]

When FEAT_PAN is implemented:

Privileged Access Never. Set to the value of PSTATE.PAN on taking an exception to EL3, and copied to PSTATE.PAN on executing an exception return operation in EL3.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

SS, bit [21]

Software Step. Set to the value of PSTATE.SS on taking an exception to EL3, and conditionally copied to PSTATE.SS on executing an exception return operation in EL3.

This field resets to an architecturally UNKNOWN value.

IL, bit [20]

Illegal Execution state. Set to the value of PSTATE.IL on taking an exception to EL3, and copied to PSTATE.IL on executing an exception return operation in EL3.

This field resets to an architecturally UNKNOWN value.

GE, bits [19:16]

Greater than or Equal flags. Set to the value of PSTATE.GE on taking an exception to EL3, and copied to PSTATE.GE on executing an exception return operation in EL3.

This field resets to an architecturally UNKNOWN value.

IT[7:2], bits [15:10]

If-Then. Set to the value of PSTATE.IT[7:2] on taking an exception to EL3, and copied to PSTATE.IT[7:2] on executing an exception return operation in EL3.

SPSR_EL1.IT must contain a value that is valid for the instruction being returned to.

This field resets to an architecturally UNKNOWN value.

E, bit [9]

Endianness. Set to the value of PSTATE.E on taking an exception to EL3, and copied to PSTATE.E on executing an exception return operation in EL3.

If the implementation does not support big-endian operation, SPSR_EL1.E is RES0. If the implementation does not support little-endian operation, SPSR_EL1.E is RES1. On executing an exception return operation in EL3, if the implementation does not support big-endian operation at the Exception level being returned to, SPSR_EL1.E is RES0, and if the implementation does not support little-endian operation at the Exception level being returned to, SPSR_EL1.E is RES1.

This field resets to an architecturally UNKNOWN value.

A, bit [8]

Error interrupt mask. Set to the value of PSTATE.A on taking an exception to EL3, and copied to PSTATE.A on executing an exception return operation in EL3.

This field resets to an architecturally UNKNOWN value.

I, bit [7]

IRQ interrupt mask. Set to the value of PSTATE.I on taking an exception to EL3, and copied to PSTATE.I on executing an exception return operation in EL3.

This field resets to an architecturally UNKNOWN value.

F, bit [6]

FIQ interrupt mask. Set to the value of PSTATE.F on taking an exception to EL3, and copied to PSTATE.F on executing an exception return operation in EL3.

This field resets to an architecturally UNKNOWN value.

T, bit [5]

T32 Instruction set state. Set to the value of PSTATE.T on taking an exception to EL3, and copied to PSTATE.T on executing an exception return operation in EL3.

This field resets to an architecturally UNKNOWN value.

M[4], bit [4]

Execution state. Set to 0b1, the value of PSTATE.nRW, on taking an exception to EL3 from AArch32 state, and copied to PSTATE.nRW on executing an exception return operation in EL3.

M[4]	Meaning
0b1	AArch32 execution state.

This field resets to an architecturally UNKNOWN value.

M[3:0], bits [3:0]

AArch32 Mode. Set to the value of PSTATE.M[3:0] on taking an exception to EL3, and copied to PSTATE.M[3:0] on executing an exception return operation in EL3.

M[3:0]	Meaning
0b0000	User.
0b0001	FIQ.
0b0010	IRQ.
0b0011	Supervisor.
0b0110	Monitor.
0b0111	Abort.
0b1010	Hyp.
0b1011	Undefined.
0b1111	System.

Other values are reserved. If SPSR_EL1.M[3:0] has a Reserved value, or a value for an unimplemented Exception level, executing an exception return operation in EL3 is an illegal return event, as described in 'Illegal return events from AArch64 state'.

This field resets to an architecturally UNKNOWN value.

When exception taken from AArch64 state:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
N	Z	C	V	RES0	TCO	DIT	UAO	PAN	SS	IL	RES0						SSBS	BTYPE	D	A	I	F	RES0	M[4]	M[3:0]						
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

An exception return from EL3 using AArch64 makes SPSR_EL1 become UNKNOWN.

Bits [63:32]

Reserved, RES0.

N, bit [31]

Negative Condition flag. Set to the value of PSTATE.N on taking an exception to EL3, and copied to PSTATE.N on executing an exception return operation in EL3.

This field resets to an architecturally UNKNOWN value.

Z, bit [30]

Zero Condition flag. Set to the value of PSTATE.Z on taking an exception to EL3, and copied to PSTATE.Z on executing an exception return operation in EL3.

This field resets to an architecturally UNKNOWN value.

C, bit [29]

Carry Condition flag. Set to the value of PSTATE.C on taking an exception to EL3, and copied to PSTATE.C on executing an exception return operation in EL3.

This field resets to an architecturally UNKNOWN value.

V, bit [28]

Overflow Condition flag. Set to the value of PSTATE.V on taking an exception to EL3, and copied to PSTATE.V on executing an exception return operation in EL3.

This field resets to an architecturally UNKNOWN value.

Bits [27:26]

Reserved, RES0.

TCO, bit [25]

When FEAT_MTE is implemented:

Tag Check Override. Set to the value of PSTATE.TCO on taking an exception to EL3, and copied to PSTATE.TCO on executing an exception return operation in EL3.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

DIT, bit [24]

When FEAT_DIT is implemented:

Data Independent Timing. Set to the value of PSTATE.DIT on taking an exception to EL3, and copied to PSTATE.DIT on executing an exception return operation in EL3.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

UAO, bit [23]

When FEAT_UAO is implemented:

User Access Override. Set to the value of PSTATE.UAO on taking an exception to EL3, and copied to PSTATE.UAO on executing an exception return operation in EL3.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

PAN, bit [22]**When FEAT_PAN is implemented:**

Privileged Access Never. Set to the value of PSTATE.PAN on taking an exception to EL3, and copied to PSTATE.PAN on executing an exception return operation in EL3.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

SS, bit [21]

Software Step. Set to the value of PSTATE.SS on taking an exception to EL3, and conditionally copied to PSTATE.SS on executing an exception return operation in EL3.

This field resets to an architecturally UNKNOWN value.

IL, bit [20]

Illegal Execution state. Set to the value of PSTATE.IL on taking an exception to EL3, and copied to PSTATE.IL on executing an exception return operation in EL3.

This field resets to an architecturally UNKNOWN value.

Bits [19:13]

Reserved, RES0.

SSBS, bit [12]**When FEAT_SSBS is implemented:**

Speculative Store Bypass. Set to the value of PSTATE.SSBS on taking an exception to EL3, and copied to PSTATE.SSBS on executing an exception return operation in EL3.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

BTYPE, bits [11:10]**When FEAT_BTI is implemented:**

Branch Type Indicator. Set to the value of PSTATE.BTYPE on taking an exception to EL3, and copied to PSTATE.BTYPE on executing an exception return operation in EL3.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

D, bit [9]

Debug exception mask. Set to the value of PSTATE.D on taking an exception to EL3, and copied to PSTATE.D on executing an exception return operation in EL3.

This field resets to an architecturally UNKNOWN value.

A, bit [8]

Error interrupt mask. Set to the value of PSTATE.A on taking an exception to EL3, and copied to PSTATE.A on executing an exception return operation in EL3.

This field resets to an architecturally UNKNOWN value.

I, bit [7]

IRQ interrupt mask. Set to the value of PSTATE.I on taking an exception to EL3, and copied to PSTATE.I on executing an exception return operation in EL3.

This field resets to an architecturally UNKNOWN value.

F, bit [6]

FIQ interrupt mask. Set to the value of PSTATE.F on taking an exception to EL3, and copied to PSTATE.F on executing an exception return operation in EL3.

This field resets to an architecturally UNKNOWN value.

Bit [5]

Reserved, RES0.

M[4], bit [4]

Execution state. Set to 0b0, the value of PSTATE.nRW, on taking an exception to EL3 from AArch64 state, and copied to PSTATE.nRW on executing an exception return operation in EL3.

M[4]	Meaning
0b0	AArch64 execution state.

This field resets to an architecturally UNKNOWN value.

M[3:0], bits [3:0]

AArch64 Exception level and selected Stack Pointer.

M[3:0]	Meaning
0b0000	EL0t.
0b0100	EL1t.
0b0101	EL1h.
0b1000	EL2t.
0b1001	EL2h.
0b1100	EL3t.
0b1101	EL3h.

Other values are reserved. If SPSR_EL1.M[3:0] has a Reserved value, or a value for an unimplemented Exception level, executing an exception return operation in EL3 is an illegal return event, as described in 'Illegal return events from AArch64 state'.

The bits in this field are interpreted as follows:

- M[3:2] is set to the value of PSTATE.EL on taking an exception to EL3 and copied to PSTATE.EL on executing an exception return operation in EL3.
- M[1] is unused and is 0 for all non-reserved values.

- M[0] is set to the value of PSTATE.SP on taking an exception to EL3 and copied to PSTATE.SP on executing an exception return operation in EL3

This field resets to an architecturally UNKNOWN value.

Accessing the SPSR_EL3

Accesses to this register use the following encodings:

MRS <Xt>, SPSR_EL3

op0	op1	CRn	CRm	op2
0b11	0b110	0b0100	0b0000	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    return SPSR_EL3;
```

MSR SPSR_EL3, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b0100	0b0000	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    SPSR_EL3 = X[t];
```

SPSR_fiq, Saved Program Status Register (FIQ mode)

The SPSR_fiq characteristics are:

Purpose

Holds the saved process state when an exception is taken to FIQ mode.

Configuration

AArch64 System register SPSR_fiq bits [31:0] are architecturally mapped to AArch32 System register [SPSR_fiq\[31:0\]](#).

If EL1 only supports execution in AArch64 state, this register is RES0 from EL2 and EL3.

Attributes

SPSR_fiq is a 64-bit register.

Field descriptions

The SPSR_fiq bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
N	Z	C	V	Q	IT[1:0]		J	SSBS	PAN	DIT	IL	GE				IT[7:2]				E	A	I	F	T	M[4:0]						
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

N, bit [31]

Negative Condition flag. Set to the value of PSTATE.N on taking an exception to FIQ mode, and copied to PSTATE.N on executing an exception return operation in FIQ mode.

This field resets to an architecturally UNKNOWN value.

Z, bit [30]

Zero Condition flag. Set to the value of PSTATE.Z on taking an exception to FIQ mode, and copied to PSTATE.Z on executing an exception return operation in FIQ mode.

This field resets to an architecturally UNKNOWN value.

C, bit [29]

Carry Condition flag. Set to the value of PSTATE.C on taking an exception to FIQ mode, and copied to PSTATE.C on executing an exception return operation in FIQ mode.

This field resets to an architecturally UNKNOWN value.

V, bit [28]

Overflow Condition flag. Set to the value of PSTATE.V on taking an exception to FIQ mode, and copied to PSTATE.V on executing an exception return operation in FIQ mode.

This field resets to an architecturally UNKNOWN value.

Q, bit [27]

Overflow or saturation flag. Set to the value of PSTATE.Q on taking an exception to FIQ mode, and copied to PSTATE.Q on executing an exception return operation in FIQ mode.

This field resets to an architecturally UNKNOWN value.

IT[1:0], bits [26:25]

If-Then. Set to the value of PSTATE.IT[1:0] on taking an exception to FIQ mode, and copied to PSTATE.IT[1:0] on executing an exception return operation in FIQ mode.

On executing an exception return operation in FIQ mode SPSR_fiq.IT must contain a value that is valid for the instruction being returned to.

This field resets to an architecturally UNKNOWN value.

J, bit [24]

RES0.

In previous versions of the architecture, the {J, T} bits determined the AArch32 Instruction set state.

Armv8 does not support either Jazelle state or T32EE state, and the T bit determines the Instruction set state.

SSBS, bit [23]

When FEAT_SSBS is implemented:

Speculative Store Bypass. Set to the value of PSTATE.SSBS on taking an exception to FIQ mode, and copied to PSTATE.SSBS on executing an exception return operation in FIQ mode.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

PAN, bit [22]

When FEAT_PAN is implemented:

Privileged Access Never. Set to the value of PSTATE.PAN on taking an exception to FIQ mode, and copied to PSTATE.PAN on executing an exception return operation in FIQ mode.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

DIT, bit [21]

When FEAT_DIT is implemented:

Data Independent Timing. Set to the value of PSTATE.DIT on taking an exception to FIQ mode, and copied to PSTATE.DIT on executing an exception return operation in FIQ mode.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

IL, bit [20]

Illegal Execution state. Set to the value of PSTATE.IL on taking an exception to FIQ mode, and copied to PSTATE.IL on executing an exception return operation in FIQ mode.

This field resets to an architecturally UNKNOWN value.

GE, bits [19:16]

Greater than or Equal flags. Set to the value of PSTATE.GE on taking an exception to FIQ mode, and copied to PSTATE.GE on executing an exception return operation in FIQ mode.

This field resets to an architecturally UNKNOWN value.

IT[7:2], bits [15:10]

If-Then. Set to the value of PSTATE.IT[7:2] on taking an exception to FIQ mode, and copied to PSTATE.IT[7:2] on executing an exception return operation in FIQ mode.

SPSR_fiq.IT must contain a value that is valid for the instruction being returned to.

This field resets to an architecturally UNKNOWN value.

E, bit [9]

Endianness. Set to the value of PSTATE.E on taking an exception to FIQ mode, and copied to PSTATE.E on executing an exception return operation in FIQ mode.

If the implementation does not support big-endian operation, SPSR_fiq.E is RES0. If the implementation does not support little-endian operation, SPSR_fiq.E is RES1. On executing an exception return operation in FIQ mode, if the implementation does not support big-endian operation at the Exception level being returned to, SPSR_fiq.E is RES0, and if the implementation does not support little-endian operation at the Exception level being returned to, SPSR_fiq.E is RES1.

This field resets to an architecturally UNKNOWN value.

A, bit [8]

SError interrupt mask. Set to the value of PSTATE.A on taking an exception to FIQ mode, and copied to PSTATE.A on executing an exception return operation in FIQ mode.

This field resets to an architecturally UNKNOWN value.

I, bit [7]

IRQ interrupt mask. Set to the value of PSTATE.I on taking an exception to FIQ mode, and copied to PSTATE.I on executing an exception return operation in FIQ mode.

This field resets to an architecturally UNKNOWN value.

F, bit [6]

FIQ interrupt mask. Set to the value of PSTATE.F on taking an exception to FIQ mode, and copied to PSTATE.F on executing an exception return operation in FIQ mode.

This field resets to an architecturally UNKNOWN value.

T, bit [5]

T32 Instruction set state. Set to the value of PSTATE.T on taking an exception to FIQ mode, and copied to PSTATE.T on executing an exception return operation in FIQ mode.

This field resets to an architecturally UNKNOWN value.

M[4:0], bits [4:0]

Mode. Set to the value of PSTATE.M[4:0] on taking an exception to FIQ mode, and copied to PSTATE.M[4:0] on executing an exception return operation in FIQ mode.

M[4:0]	Meaning
0b10000	User.
0b10001	FIQ.
0b10010	IRQ.
0b10011	Supervisor.
0b10111	Abort.
0b11011	Undefined.
0b11111	System.

Other values are reserved. If SPSR_fiq.M[4:0] has a Reserved value, or a value for an unimplemented Exception level, executing an exception return operation in FIQ mode is an illegal return event, as described in 'Illegal return events from AArch32 state'.

This field resets to an architecturally UNKNOWN value.

Accessing the SPSR_fiq

Accesses to this register use the following encodings:

MRS <Xt>, SPSR_fiq

op0	op1	CRn	CRm	op2
0b11	0b100	0b0100	0b0011	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return SPSR_fiq;
elsif PSTATE.EL == EL3 then
    return SPSR_fiq;

```

MSR SPSR_fiq, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0100	0b0011	0b011

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    SPSR_fiq = X[t];
elsif PSTATE.EL == EL3 then
    SPSR_fiq = X[t];
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

SPSR_irq, Saved Program Status Register (IRQ mode)

The SPSR_irq characteristics are:

Purpose

Holds the saved process state when an exception is taken to IRQ mode.

Configuration

AArch64 System register SPSR_irq bits [31:0] are architecturally mapped to AArch32 System register [SPSR_irq\[31:0\]](#).

If EL1 only supports execution in AArch64 state, this register is RES0 from EL2 and EL3.

Attributes

SPSR_irq is a 64-bit register.

Field descriptions

The SPSR_irq bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
N	Z	C	V	Q	IT[1:0]	J	SSBS	PAN	DIT	IL	GE				IT[7:2]				E	A	I	F	T	M[4:0]							
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

N, bit [31]

Negative Condition flag. Set to the value of PSTATE.N on taking an exception to IRQ mode, and copied to PSTATE.N on executing an exception return operation in IRQ mode.

This field resets to an architecturally UNKNOWN value.

Z, bit [30]

Zero Condition flag. Set to the value of PSTATE.Z on taking an exception to IRQ mode, and copied to PSTATE.Z on executing an exception return operation in IRQ mode.

This field resets to an architecturally UNKNOWN value.

C, bit [29]

Carry Condition flag. Set to the value of PSTATE.C on taking an exception to IRQ mode, and copied to PSTATE.C on executing an exception return operation in IRQ mode.

This field resets to an architecturally UNKNOWN value.

V, bit [28]

Overflow Condition flag. Set to the value of PSTATE.V on taking an exception to IRQ mode, and copied to PSTATE.V on executing an exception return operation in IRQ mode.

This field resets to an architecturally UNKNOWN value.

Q, bit [27]

Overflow or saturation flag. Set to the value of PSTATE.Q on taking an exception to IRQ mode, and copied to PSTATE.Q on executing an exception return operation in IRQ mode.

This field resets to an architecturally UNKNOWN value.

IT[1:0], bits [26:25]

If-Then. Set to the value of PSTATE.IT[1:0] on taking an exception to IRQ mode, and copied to PSTATE.IT[1:0] on executing an exception return operation in IRQ mode.

On executing an exception return operation in IRQ mode SPSR_irq.IT must contain a value that is valid for the instruction being returned to.

This field resets to an architecturally UNKNOWN value.

J, bit [24]

RES0.

In previous versions of the architecture, the {J, T} bits determined the AArch32 Instruction set state.

Armv8 does not support either Jazelle state or T32EE state, and the T bit determines the Instruction set state.

SSBS, bit [23]

When FEAT_SSBS is implemented:

Speculative Store Bypass. Set to the value of PSTATE.SSBS on taking an exception to IRQ mode, and copied to PSTATE.SSBS on executing an exception return operation in IRQ mode.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

PAN, bit [22]

When FEAT_PAN is implemented:

Privileged Access Never. Set to the value of PSTATE.PAN on taking an exception to IRQ mode, and copied to PSTATE.PAN on executing an exception return operation in IRQ mode.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

DIT, bit [21]

When FEAT_DIT is implemented:

Data Independent Timing. Set to the value of PSTATE.DIT on taking an exception to IRQ mode, and copied to PSTATE.DIT on executing an exception return operation in IRQ mode.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

IL, bit [20]

Illegal Execution state. Set to the value of PSTATE.IL on taking an exception to IRQ mode, and copied to PSTATE.IL on executing an exception return operation in IRQ mode.

This field resets to an architecturally UNKNOWN value.

GE, bits [19:16]

Greater than or Equal flags. Set to the value of PSTATE.GE on taking an exception to IRQ mode, and copied to PSTATE.GE on executing an exception return operation in IRQ mode.

This field resets to an architecturally UNKNOWN value.

IT[7:2], bits [15:10]

If-Then. Set to the value of PSTATE.IT[7:2] on taking an exception to IRQ mode, and copied to PSTATE.IT[7:2] on executing an exception return operation in IRQ mode.

SPSR_irq.IT must contain a value that is valid for the instruction being returned to.

This field resets to an architecturally UNKNOWN value.

E, bit [9]

Endianness. Set to the value of PSTATE.E on taking an exception to IRQ mode, and copied to PSTATE.E on executing an exception return operation in IRQ mode.

If the implementation does not support big-endian operation, SPSR_irq.E is RES0. If the implementation does not support little-endian operation, SPSR_irq.E is RES1. On executing an exception return operation in IRQ mode, if the implementation does not support big-endian operation at the Exception level being returned to, SPSR_irq.E is RES0, and if the implementation does not support little-endian operation at the Exception level being returned to, SPSR_irq.E is RES1.

This field resets to an architecturally UNKNOWN value.

A, bit [8]

SError interrupt mask. Set to the value of PSTATE.A on taking an exception to IRQ mode, and copied to PSTATE.A on executing an exception return operation in IRQ mode.

This field resets to an architecturally UNKNOWN value.

I, bit [7]

IRQ interrupt mask. Set to the value of PSTATE.I on taking an exception to IRQ mode, and copied to PSTATE.I on executing an exception return operation in IRQ mode.

This field resets to an architecturally UNKNOWN value.

F, bit [6]

FIQ interrupt mask. Set to the value of PSTATE.F on taking an exception to IRQ mode, and copied to PSTATE.F on executing an exception return operation in IRQ mode.

This field resets to an architecturally UNKNOWN value.

T, bit [5]

T32 Instruction set state. Set to the value of PSTATE.T on taking an exception to IRQ mode, and copied to PSTATE.T on executing an exception return operation in IRQ mode.

This field resets to an architecturally UNKNOWN value.

M[4:0], bits [4:0]

Mode. Set to the value of PSTATE.M[4:0] on taking an exception to IRQ mode, and copied to PSTATE.M[4:0] on executing an exception return operation in IRQ mode.

M[4:0]	Meaning
0b10000	User.
0b10001	FIQ.
0b10010	IRQ.
0b10011	Supervisor.
0b10111	Abort.
0b11011	Undefined.
0b11111	System.

Other values are reserved. If SPSR_irq.M[4:0] has a Reserved value, or a value for an unimplemented Exception level, executing an exception return operation in IRQ mode is an illegal return event, as described in 'Illegal return events from AArch32 state'.

This field resets to an architecturally UNKNOWN value.

Accessing the SPSR_irq

Accesses to this register use the following encodings:

MRS <Xt>, SPSR_irq

op0	op1	CRn	CRm	op2
0b11	0b100	0b0100	0b0011	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return SPSR_irq;
elsif PSTATE.EL == EL3 then
    return SPSR_irq;

```

MSR SPSR_irq, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0100	0b0011	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    SPSR_irq = X[t];
elsif PSTATE.EL == EL3 then
    SPSR_irq = X[t];
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

SPSR_und, Saved Program Status Register (Undefined mode)

The SPSR_und characteristics are:

Purpose

Holds the saved process state when an exception is taken to Undefined mode.

Configuration

AArch64 System register SPSR_und bits [31:0] are architecturally mapped to AArch32 System register [SPSR_und\[31:0\]](#).

If EL1 only supports execution in AArch64 state, this register is RES0 from EL2 and EL3.

Attributes

SPSR_und is a 64-bit register.

Field descriptions

The SPSR_und bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
N	Z	C	V	Q	IT[1:0]		J	SSBS	PAN	DIT	IL	GE			IT[7:2]				E	A	I	F	T	M[4:0]							
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

N, bit [31]

Negative Condition flag. Set to the value of PSTATE.N on taking an exception to Undefined mode, and copied to PSTATE.N on executing an exception return operation in Undefined mode.

This field resets to an architecturally UNKNOWN value.

Z, bit [30]

Zero Condition flag. Set to the value of PSTATE.Z on taking an exception to Undefined mode, and copied to PSTATE.Z on executing an exception return operation in Undefined mode.

This field resets to an architecturally UNKNOWN value.

C, bit [29]

Carry Condition flag. Set to the value of PSTATE.C on taking an exception to Undefined mode, and copied to PSTATE.C on executing an exception return operation in Undefined mode.

This field resets to an architecturally UNKNOWN value.

V, bit [28]

Overflow Condition flag. Set to the value of PSTATE.V on taking an exception to Undefined mode, and copied to PSTATE.V on executing an exception return operation in Undefined mode.

This field resets to an architecturally UNKNOWN value.

Q, bit [27]

Overflow or saturation flag. Set to the value of PSTATE.Q on taking an exception to Undefined mode, and copied to PSTATE.Q on executing an exception return operation in Undefined mode.

This field resets to an architecturally UNKNOWN value.

IT[1:0], bits [26:25]

If-Then. Set to the value of PSTATE.IT[1:0] on taking an exception to Undefined mode, and copied to PSTATE.IT[1:0] on executing an exception return operation in Undefined mode.

On executing an exception return operation in Undefined mode SPSR_und.IT must contain a value that is valid for the instruction being returned to.

This field resets to an architecturally UNKNOWN value.

J, bit [24]

RES0.

In previous versions of the architecture, the {J, T} bits determined the AArch32 Instruction set state.

Armv8 does not support either Jazelle state or T32EE state, and the T bit determines the Instruction set state.

SSBS, bit [23]**When FEAT_SSBS is implemented:**

Speculative Store Bypass. Set to the value of PSTATE.SSBS on taking an exception to Undefined mode, and copied to PSTATE.SSBS on executing an exception return operation in Undefined mode.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

PAN, bit [22]**When FEAT_PAN is implemented:**

Privileged Access Never. Set to the value of PSTATE.PAN on taking an exception to Undefined mode, and copied to PSTATE.PAN on executing an exception return operation in Undefined mode.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

DIT, bit [21]**When FEAT_DIT is implemented:**

Data Independent Timing. Set to the value of PSTATE.DIT on taking an exception to Undefined mode, and copied to PSTATE.DIT on executing an exception return operation in Undefined mode.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

IL, bit [20]

Illegal Execution state. Set to the value of PSTATE.IL on taking an exception to Undefined mode, and copied to PSTATE.IL on executing an exception return operation in Undefined mode.

This field resets to an architecturally UNKNOWN value.

GE, bits [19:16]

Greater than or Equal flags. Set to the value of PSTATE.GE on taking an exception to Undefined mode, and copied to PSTATE.GE on executing an exception return operation in Undefined mode.

This field resets to an architecturally UNKNOWN value.

IT[7:2], bits [15:10]

If-Then. Set to the value of PSTATE.IT[7:2] on taking an exception to Undefined mode, and copied to PSTATE.IT[7:2] on executing an exception return operation in Undefined mode.

SPSR_und.IT must contain a value that is valid for the instruction being returned to.

This field resets to an architecturally UNKNOWN value.

E, bit [9]

Endianness. Set to the value of PSTATE.E on taking an exception to Undefined mode, and copied to PSTATE.E on executing an exception return operation in Undefined mode.

If the implementation does not support big-endian operation, SPSR_und.E is RES0. If the implementation does not support little-endian operation, SPSR_und.E is RES1. On executing an exception return operation in Undefined mode, if the implementation does not support big-endian operation at the Exception level being returned to, SPSR_und.E is RES0, and if the implementation does not support little-endian operation at the Exception level being returned to, SPSR_und.E is RES1.

This field resets to an architecturally UNKNOWN value.

A, bit [8]

SError interrupt mask. Set to the value of PSTATE.A on taking an exception to Undefined mode, and copied to PSTATE.A on executing an exception return operation in Undefined mode.

This field resets to an architecturally UNKNOWN value.

I, bit [7]

IRQ interrupt mask. Set to the value of PSTATE.I on taking an exception to Undefined mode, and copied to PSTATE.I on executing an exception return operation in Undefined mode.

This field resets to an architecturally UNKNOWN value.

F, bit [6]

FIQ interrupt mask. Set to the value of PSTATE.F on taking an exception to Undefined mode, and copied to PSTATE.F on executing an exception return operation in Undefined mode.

This field resets to an architecturally UNKNOWN value.

T, bit [5]

T32 Instruction set state. Set to the value of PSTATE.T on taking an exception to Undefined mode, and copied to PSTATE.T on executing an exception return operation in Undefined mode.

This field resets to an architecturally UNKNOWN value.

M[4:0], bits [4:0]

Mode. Set to the value of PSTATE.M[4:0] on taking an exception to Undefined mode, and copied to PSTATE.M[4:0] on executing an exception return operation in Undefined mode.

M[4:0]	Meaning
0b10000	User.
0b10001	FIQ.
0b10010	IRQ.
0b10011	Supervisor.
0b10111	Abort.
0b11011	Undefined.
0b11111	System.

Other values are reserved. If SPSR_und.M[4:0] has a Reserved value, or a value for an unimplemented Exception level, executing an exception return operation in Undefined mode is an illegal return event, as described in 'Illegal return events from AArch32 state'.

This field resets to an architecturally UNKNOWN value.

Accessing the SPSR_und

Accesses to this register use the following encodings:

MRS <Xt>, SPSR_und

op0	op1	CRn	CRm	op2
0b11	0b100	0b0100	0b0011	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return SPSR_und;
elsif PSTATE.EL == EL3 then
    return SPSR_und;

```

MSR SPSR_und, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0100	0b0011	0b010

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    SPSR_und = X[t];
elsif PSTATE.EL == EL3 then
    SPSR_und = X[t];
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

SSBS, Speculative Store Bypass Safe

The SSBS characteristics are:

Purpose

Allows access to the Speculative Store Bypass Safe bit.

Configuration

This register is present only when FEAT_SSBS is implemented. Otherwise, direct accesses to SSBS are UNDEFINED.

Attributes

SSBS is a 64-bit register.

Field descriptions

The SSBS bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32		
RES0																																	
RES0																SSBS		RES0															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0		

Bits [63:13]

Reserved, RES0.

SSBS, bit [12]

Speculative Store Bypass Safe.

Prohibits speculative loads or stores which might practically allow a cache timing side channel.

A cache timing side channel might be exploited where a load or store uses an address that is derived from a register that is being loaded from memory using a load instruction speculatively read from a memory location. If PSTATE.SSBS is enabled, the address derived from the load instruction might be from earlier in the coherence order than the latest store to that memory location with the same virtual address.

SSBS	Meaning
0b0	Hardware is not permitted to load or store speculatively, in a manner that could practically give rise to a cache timing side channel, using an address derived from a register value that has been loaded from memory using a load instruction (L) that speculatively reads an entry from earlier in the coherence order from that location being loaded from than the entry generated by the latest store (S) to that location using the same virtual address as L.
0b1	Hardware is permitted to load or store speculatively, in a manner that could practically give rise to a cache timing side channel, using an address derived from a register value that has been loaded from memory using a load instruction (L) that speculatively reads an entry from earlier in the coherence order fro that location being loaded from than the entry generated by the latest store (S) to that location using the same virtual address as L.

The value of this bit is set to the value in the SCTLR_ELx.DSSBS field on taking an exception to ELx.

This field resets to an IMPLEMENTATION DEFINED value.

Bits [11:0]

Reserved, RES0.

Accessing the SSBS

Accesses to this register use the following encodings:

MRS <Xt>, SSBS

op0	op1	CRn	CRm	op2
0b11	0b011	0b0100	0b0010	0b110

```
if PSTATE.EL == EL0 then
    return Zeros(51):PSTATE.SSBS:Zeros(12);
elsif PSTATE.EL == EL1 then
    return Zeros(51):PSTATE.SSBS:Zeros(12);
elsif PSTATE.EL == EL2 then
    return Zeros(51):PSTATE.SSBS:Zeros(12);
elsif PSTATE.EL == EL3 then
    return Zeros(51):PSTATE.SSBS:Zeros(12);
```

MSR SSBS, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b0100	0b0010	0b110

```
if PSTATE.EL == EL0 then
    PSTATE.SSBS = X[t]<12>;
elsif PSTATE.EL == EL1 then
    PSTATE.SSBS = X[t]<12>;
elsif PSTATE.EL == EL2 then
    PSTATE.SSBS = X[t]<12>;
elsif PSTATE.EL == EL3 then
    PSTATE.SSBS = X[t]<12>;
```

MSR SSBS, #<imm>

op0	op1	CRn	op2
0b00	0b011	0b0100	0b001

TCO, Tag Check Override

The TCO characteristics are:

Purpose

When FEAT_MTE is implemented, this register allows tag checks to be disabled globally.

Configuration

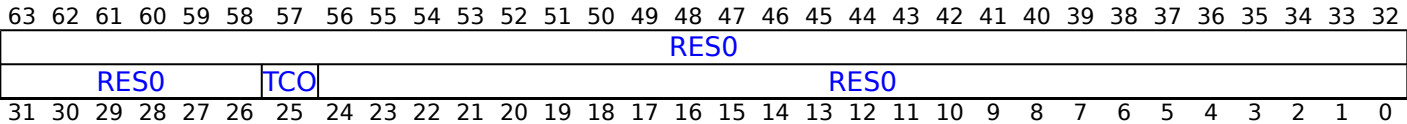
This register is present only when FEAT_MTE is implemented. Otherwise, direct accesses to TCO are UNDEFINED.

Attributes

TCO is a 64-bit register.

Field descriptions

The TCO bit assignments are:



Bits [63:26]

Reserved, RES0.

TCO, bit [25]

Allows memory tag checks to be globally disabled.

TCO	Meaning
0b0	Loads and Stores are not affected by this control.
0b1	Loads and Stores are unchecked.

Bits [24:0]

Reserved, RES0.

Accessing the TCO

For details on the operation of the MSR (immediate) accessor, see MSR (immediate).

Accesses to this register use the following encodings:

MRS <Xt>, TCO

op0	op1	CRn	CRm	op2
0b11	0b011	0b0100	0b0010	0b111


```

if PSTATE.EL == EL0 then
    return Zeros(38):PSTATE.TC0:Zeros(25);
elsif PSTATE.EL == EL1 then
    return Zeros(38):PSTATE.TC0:Zeros(25);
elsif PSTATE.EL == EL2 then
    return Zeros(38):PSTATE.TC0:Zeros(25);
elsif PSTATE.EL == EL3 then
    return Zeros(38):PSTATE.TC0:Zeros(25);

```

MSR TC0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b0100	0b0010	0b111

```

if PSTATE.EL == EL0 then
    PSTATE.TC0 = X[t]<25>;
elsif PSTATE.EL == EL1 then
    PSTATE.TC0 = X[t]<25>;
elsif PSTATE.EL == EL2 then
    PSTATE.TC0 = X[t]<25>;
elsif PSTATE.EL == EL3 then
    PSTATE.TC0 = X[t]<25>;

```

MSR TC0, #<imm>

op0	op1	CRn	op2
0b00	0b011	0b0100	0b100

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TCR_EL1, Translation Control Register (EL1)

The TCR_EL1 characteristics are:

Purpose

The control register for stage 1 of the EL1&0 translation regime.

Configuration

AArch64 System register TCR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [TTBCR\[31:0\]](#).

AArch64 System register TCR_EL1 bits [63:32] are architecturally mapped to AArch32 System register [TTBCR2\[31:0\]](#).

Attributes

TCR_EL1 is a 64-bit register.

Field descriptions

The TCR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	
			RES0		TCMA1	TCMA0	EOPD1	EOPD0	NFD1	NFD0	TBID1	TBID0	HWU162	HWU161	HWU160	HWU159	HWU062	HWU061	
			TG1	SH1	ORGN1		IRGN1	EPD1	A1				T1SZ				TG0		
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	

Any of the bits in TCR_EL1, other than the A1 bit and the EPDx bits when they have the value 1, are permitted to be cached in a TLB.

Bits [63:59]

Reserved, RES0.

TCMA1, bit [58]

When FEAT_MTE is implemented:

Controls the generation of Unchecked accesses at EL1, and at EL0 if [HCR_EL2](#).{E2H,TGE}!= {1,1}, when address[59:55] = 0b11111.

TCMA1	Meaning
0b0	This control has no effect on the generation of Unchecked accesses at EL1 or EL0.
0b1	All accesses at EL1 and EL0 are Unchecked.

Note

Software may change this control bit on a context switch.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

TCMA0, bit [57]**When FEAT_MTE is implemented:**

Controls the generation of Unchecked accesses at EL1, and at EL0 if [HCR_EL2](#).{E2H,TGE}!= {1,1}, when address[59:55] = 0b00000.

TCMA0	Meaning
0b0	This control has no effect on the generation of Unchecked accesses at EL1 or EL0.
0b1	All accesses at EL1 and EL0 are Unchecked.

Note

Software may change this control bit on a context switch.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

EOPD1, bit [56]**When FEAT_EOPD is implemented:**

Faulting control for Unprivileged access to any address translated by [TTBR1_EL1](#).

EOPD1	Meaning
0b0	Unprivileged access to any address translated by TTBR1_EL1 will not generate a fault by this mechanism.
0b1	Unprivileged access to any address translated by TTBR1_EL1 will generate a level 0 translation fault

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

EOPD0, bit [55]**When FEAT_EOPD is implemented:**

Faulting control for Unprivileged access to any address translated by [TTBR0_EL1](#).

EOPD0	Meaning
0b0	Unprivileged access to any address translated by TTBR0_EL1 will not generate a fault by this mechanism.
0b1	Unprivileged access to any address translated by TTBR0_EL1 will generate a level 0 translation fault

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

NFD1, bit [54]**When FEAT_SVE is implemented:**

Non-fault translation table walk disable for stage 1 translations using [TTBR1_EL1](#).

This bit controls whether to perform a stage 1 translation table walk in response to a non-fault unprivileged access for a virtual address that is translated using [TTBR1_EL1](#).

If SVE is implemented, the affected access types include:

- All accesses due to an SVE non-fault contiguous load instruction.
- Accesses due to an SVE first-fault gather load instruction that are not for the First active element. Accesses due to an SVE first-fault contiguous load instruction are not affected.
- Accesses due to prefetch instructions might be affected, but the effect is not architecturally visible.

For more information, see 'The Scalable Vector Extension (SVE)'.

NFD1	Meaning
0b0	Does not disable stage 1 translation table walks using TTBR1_EL1 .
0b1	A TLB miss on a virtual address that is translated using TTBR1_EL1 due to the specified access types causes the access to fail without taking an exception. No stage 1 translation table walk is performed.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

NFD0, bit [53]**When FEAT_SVE is implemented:**

Non-fault translation table walk disable for stage 1 translations using [TTBR0_EL1](#).

This bit controls whether to perform a stage 1 translation table walk in response to a non-fault unprivileged access for a virtual address that is translated using [TTBR0_EL1](#).

If SVE is implemented, the affected access types include:

- All accesses due to an SVE non-fault contiguous load instruction.
- Accesses due to an SVE first-fault gather load instruction that are not for the First active element. Accesses due to an SVE first-fault contiguous load instruction are not affected.
- Accesses due to prefetch instructions might be affected, but the effect is not architecturally visible.

For more information, see 'The Scalable Vector Extension (SVE)'.

NFD0	Meaning
0b0	Does not disable stage 1 translation table walks using TTBR0_EL1 .
0b1	A TLB miss on a virtual address that is translated using TTBR0_EL1 due to the specified access types causes the access to fail without taking an exception. No stage 1 translation table walk is performed.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

TBID1, bit [52]

When FEAT_PAuth is implemented:

Controls the use of the top byte of instruction addresses for address matching.

For the purpose of this field, all cache maintenance and address translation instructions that perform address translation are treated as data accesses.

For more information, see 'Address tagging in AArch64 state'.

TBID1	Meaning
0b0	TCR_EL1.TBI1 applies to Instruction and Data accesses.
0b1	TCR_EL1.TBI1 applies to Data accesses only.

This affects addresses where the address would be translated by tables pointed to by [TTBR1_EL1](#).

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

TBID0, bit [51]**When FEAT_PAuth is implemented:**

Controls the use of the top byte of instruction addresses for address matching.

For the purpose of this field, all cache maintenance and address translation instructions that perform address translation are treated as data accesses.

For more information, see 'Address tagging in AArch64 state'.

TBID0	Meaning
0b0	TCR_EL1.TBI0 applies to Instruction and Data accesses.
0b1	TCR_EL1.TBI0 applies to Data accesses only.

This affects addresses where the address would be translated by tables pointed to by [TTBR0_EL1](#).

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HWU162, bit [50]**When FEAT_HPDS2 is implemented:**

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[62] of the stage 1 translation table Block or Page entry for translations using [TTBR1_EL1](#).

HWU162	Meaning
0b0	For translations using TTBR1_EL1 , bit[62] of each stage 1 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	For translations using TTBR1_EL1 , bit[62] of each stage 1 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose if the value of TCR_EL1.HPD1 is 1.

The Effective value of this field is 0 if the value of TCR_EL1.HPD1 is 0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HWU161, bit [49]**When FEAT_HPDS2 is implemented:**

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[61] of the stage 1 translation table Block or Page entry for translations using [TTBR1_EL1](#).

HWU161	Meaning
0b0	For translations using TTBR1_EL1 , bit[61] of each stage 1 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	For translations using TTBR1_EL1 , bit[61] of each stage 1 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose if the value of TCR_EL1.HPD1 is 1.

The Effective value of this field is 0 if the value of TCR_EL1.HPD1 is 0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HWU160, bit [48]**When FEAT_HPDS2 is implemented:**

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[60] of the stage 1 translation table Block or Page entry for translations using [TTBR1_EL1](#).

HWU160	Meaning
0b0	For translations using TTBR1_EL1 , bit[60] of each stage 1 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	For translations using TTBR1_EL1 , bit[60] of each stage 1 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose if the value of TCR_EL1.HPD1 is 1.

The Effective value of this field is 0 if the value of TCR_EL1.HPD1 is 0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HWU159, bit [47]**When FEAT_HPDS2 is implemented:**

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[59] of the stage 1 translation table Block or Page entry for translations using [TTBR1_EL1](#).

HWU159	Meaning
0b0	For translations using TTBR1_EL1 , bit[59] of each stage 1 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	For translations using TTBR1_EL1 , bit[59] of each stage 1 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose if the value of TCR_EL1.HPD1 is 1.

The Effective value of this field is 0 if the value of TCR_EL1.HPD1 is 0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HWU062, bit [46]

When FEAT_HPDS2 is implemented:

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[62] of the stage 1 translation table Block or Page entry for translations using [TTBR0_EL1](#).

HWU062	Meaning
0b0	For translations using TTBR0_EL1 , bit[62] of each stage 1 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	For translations using TTBR0_EL1 , bit[62] of each stage 1 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose if the value of TCR_EL1.HPD0 is 1.

The Effective value of this field is 0 if the value of TCR_EL1.HPD0 is 0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HWU061, bit [45]

When FEAT_HPDS2 is implemented:

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[61] of the stage 1 translation table Block or Page entry for translations using [TTBR0_EL1](#).

HWU061	Meaning
0b0	For translations using TTBR0_EL1 , bit[61] of each stage 1 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	For translations using TTBR0_EL1 , bit[61] of each stage 1 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose if the value of TCR_EL1.HPD0 is 1.

The Effective value of this field is 0 if the value of TCR_EL1.HPD0 is 0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HWU060, bit [44]**When FEAT_HPDS2 is implemented:**

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[60] of the stage 1 translation table Block or Page entry for translations using [TTBR0_EL1](#).

HWU060	Meaning
0b0	For translations using TTBR0_EL1 , bit[60] of each stage 1 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	For translations using TTBR0_EL1 , bit[60] of each stage 1 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose if the value of TCR_EL1.HPD0 is 1.

The Effective value of this field is 0 if the value of TCR_EL1.HPD0 is 0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HWU059, bit [43]**When FEAT_HPDS2 is implemented:**

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[59] of the stage 1 translation table Block or Page entry for translations using [TTBR0_EL1](#).

HWU059	Meaning
0b0	For translations using TTBR0_EL1 , bit[59] of each stage 1 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	For translations using TTBR0_EL1 , bit[59] of each stage 1 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose if the value of TCR_EL1.HPD0 is 1.

The Effective value of this field is 0 if the value of TCR_EL1.HPD0 is 0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HPD1, bit [42]**When FEAT_HPDS is implemented:**

Hierarchical Permission Disables. This affects the hierarchical control bits, APTable, PXNTable, and UXNTable, except NSTable, in the translation tables pointed to by [TTBR1_EL1](#).

HPD1	Meaning
0b0	Hierarchical permissions are enabled.
0b1	Hierarchical permissions are disabled.

When disabled, the permissions are treated as if the bits are zero.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HPD0, bit [41]**When FEAT_HPDS is implemented:**

Hierarchical Permission Disables. This affects the hierarchical control bits, APTable, PXNTable, and UXNTable, except NSTable, in the translation tables pointed to by [TTBR0_EL1](#).

HPD0	Meaning
0b0	Hierarchical permissions are enabled.
0b1	Hierarchical permissions are disabled.

When disabled, the permissions are treated as if the bits are zero.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HD, bit [40]**When FEAT_HAFDBS is implemented:**

Hardware management of dirty state in stage 1 translations from EL0 and EL1.

HD	Meaning
0b0	Stage 1 hardware management of dirty state disabled.
0b1	Stage 1 hardware management of dirty state enabled, only if the HA bit is also set to 1.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HA, bit [39]**When FEAT_HAFDBS is implemented:**

Hardware Access flag update in stage 1 translations from EL0 and EL1.

HA	Meaning
0b0	Stage 1 Access flag update disabled.
0b1	Stage 1 Access flag update enabled.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

TBI1, bit [38]

Top Byte ignored. Indicates whether the top byte of an address is used for address match for the [TTBR1_EL1](#) region, or ignored and used for tagged addresses.

TBI1	Meaning
0b0	Top Byte used in the address calculation.
0b1	Top Byte ignored in the address calculation.

This affects addresses generated in EL0 and EL1 using AArch64 where the address would be translated by tables pointed to by [TTBR1_EL1](#). It has an effect whether the EL1&0 translation regime is enabled or not.

If FEAT_PAAuth is implemented and TCR_EL1.TBID1 is 1, then this field only applies to Data accesses.

Otherwise, if the value of TBI1 is 1 and bit [55] of the target address to be stored to the PC is 1, then bits[63:56] of that target address are also set to 1 before the address is stored in the PC, in the following cases:

- A branch or procedure return within EL0 or EL1.
- An exception taken to EL1.
- An exception return to EL0 or EL1.

This field resets to an architecturally UNKNOWN value.

TBIO, bit [37]

Top Byte ignored. Indicates whether the top byte of an address is used for address match for the [TTBR0_EL1](#) region, or ignored and used for tagged addresses.

TBIO	Meaning
0b0	Top Byte used in the address calculation.
0b1	Top Byte ignored in the address calculation.

This affects addresses generated in EL0 and EL1 using AArch64 where the address would be translated by tables pointed to by [TTBR0_EL1](#). It has an effect whether the EL1&0 translation regime is enabled or not.

If FEAT_PAAuth is implemented and TCR_EL1.TBID0 is 1, then this field only applies to Data accesses.

Otherwise, if the value of TBIO is 1 and bit [55] of the target address to be stored to the PC is 0, then bits[63:56] of that target address are also set to 0 before the address is stored in the PC, in the following cases:

- A branch or procedure return within EL0 or EL1.
- An exception taken to EL1.
- An exception return to EL0 or EL1.

This field resets to an architecturally UNKNOWN value.

AS, bit [36]

ASID Size.

AS	Meaning
0b0	8 bit - the upper 8 bits of TTBR0_EL1 and TTBR1_EL1 are ignored by hardware for every purpose except reading back the register, and are treated as if they are all zeros for when used for allocation and matching entries in the TLB.
0b1	16 bit - the upper 16 bits of TTBR0_EL1 and TTBR1_EL1 are used for allocation and matching in the TLB.

If the implementation has only 8 bits of ASID, this field is RES0.

This field resets to an architecturally UNKNOWN value.

Bit [35]

Reserved, RES0.

IPS, bits [34:32]

Intermediate Physical Address Size.

IPS	Meaning
0b000	32 bits, 4GB.
0b001	36 bits, 64GB.
0b010	40 bits, 1TB.
0b011	42 bits, 4TB.
0b100	44 bits, 16TB.
0b101	48 bits, 256TB.
0b110	52 bits, 4PB.

All other values are reserved.

The reserved values behave in the same way as the 0b101 or 0b110 encoding, but software must not rely on this property as the behavior of the reserved values might change in a future revision of the architecture.

If the translation granule is not 64KB, the value 0b110 is treated as reserved.

It is IMPLEMENTATION DEFINED whether an implementation that does not implement FEAT_LPA supports setting the value of 0b110 for the 64KB translation granule size or whether setting this value behaves as the 0b101 encoding.

In an implementation that supports 52-bit PAs, if the value of this field is not 0b110 or a value treated as 0b110, then bits[51:48] of every translation table base address for the stage of translation controlled by TCR_EL1 are 0b0000.

This field resets to an architecturally UNKNOWN value.

TG1, bits [31:30]

Granule size for the [TTBR1_EL1](#).

TG1	Meaning
0b01	16KB.
0b10	4KB.
0b11	64KB.

Other values are reserved.

If the value is programmed to either a reserved value, or a size that has not been implemented, then the hardware will treat the field as if it has been programmed to an IMPLEMENTATION DEFINED choice of the sizes that has been implemented for all purposes other than the value read back from this register.

It is IMPLEMENTATION DEFINED whether the value read back is the value programmed or the value that corresponds to the size chosen.

This field resets to an architecturally UNKNOWN value.

SH1, bits [29:28]

Shareability attribute for memory associated with translation table walks using [TTBR1_EL1](#).

SH1	Meaning
0b00	Non-shareable.
0b10	Outer Shareable.
0b11	Inner Shareable.

Other values are reserved. The effect of programming this field to a Reserved value is that behavior is CONSTRAINED UNPREDICTABLE.

This field resets to an architecturally UNKNOWN value.

ORGN1, bits [27:26]

Outer cacheability attribute for memory associated with translation table walks using [TTBR1_EL1](#).

ORGN1	Meaning
0b00	Normal memory, Outer Non-cacheable.
0b01	Normal memory, Outer Write-Back Read-Allocate Write-Allocate Cacheable.
0b10	Normal memory, Outer Write-Through Read-Allocate No Write-Allocate Cacheable.
0b11	Normal memory, Outer Write-Back Read-Allocate No Write-Allocate Cacheable.

This field resets to an architecturally UNKNOWN value.

IRGN1, bits [25:24]

Inner cacheability attribute for memory associated with translation table walks using [TTBR1_EL1](#).

IRGN1	Meaning
0b00	Normal memory, Inner Non-cacheable.
0b01	Normal memory, Inner Write-Back Read-Allocate Write-Allocate Cacheable.
0b10	Normal memory, Inner Write-Through Read-Allocate No Write-Allocate Cacheable.
0b11	Normal memory, Inner Write-Back Read-Allocate No Write-Allocate Cacheable.

This field resets to an architecturally UNKNOWN value.

EPD1, bit [23]

Translation table walk disable for translations using [TTBR1_EL1](#). This bit controls whether a translation table walk is performed on a TLB miss, for an address that is translated using [TTBR1_EL1](#). The encoding of this bit is:

EPD1	Meaning
0b0	Perform translation table walks using TTBR1_EL1 .
0b1	A TLB miss on an address that is translated using TTBR1_EL1 generates a Translation fault. No translation table walk is performed.

This field resets to an architecturally UNKNOWN value.

A1, bit [22]

Selects whether [TTBR0_EL1](#) or [TTBR1_EL1](#) defines the ASID. The encoding of this bit is:

A1	Meaning
0b0	TTBR0_EL1 .ASID defines the ASID.
0b1	TTBR1_EL1 .ASID defines the ASID.

This field resets to an architecturally UNKNOWN value.

T1SZ, bits [21:16]

The size offset of the memory region addressed by [TTBR1_EL1](#). The region size is $2^{(64-T1SZ)}$ bytes.

The maximum and minimum possible values for T1SZ depend on the level of translation table and the memory translation granule size, as described in the AArch64 Virtual Memory System Architecture chapter.

This field resets to an architecturally UNKNOWN value.

TG0, bits [15:14]

Granule size for the [TTBR0_EL1](#).

TG0	Meaning
0b00	4KB
0b01	64KB
0b10	16KB

Other values are reserved.

If the value is programmed to either a reserved value, or a size that has not been implemented, then the hardware will treat the field as if it has been programmed to an IMPLEMENTATION DEFINED choice of the sizes that has been implemented for all purposes other than the value read back from this register.

It is IMPLEMENTATION DEFINED whether the value read back is the value programmed or the value that corresponds to the size chosen.

This field resets to an architecturally UNKNOWN value.

SH0, bits [13:12]

Shareability attribute for memory associated with translation table walks using [TTBR0_EL1](#).

SH0	Meaning
0b00	Non-shareable
0b10	Outer Shareable
0b11	Inner Shareable

Other values are reserved. The effect of programming this field to a Reserved value is that behavior is CONSTRAINED UNPREDICTABLE.

This field resets to an architecturally UNKNOWN value.

ORGN0, bits [11:10]

Outer cacheability attribute for memory associated with translation table walks using [TTBR0_EL1](#).

ORGN0	Meaning
0b00	Normal memory, Outer Non-cacheable.
0b01	Normal memory, Outer Write-Back Read-Allocate Write-Allocate Cacheable.
0b10	Normal memory, Outer Write-Through Read-Allocate No Write-Allocate Cacheable.
0b11	Normal memory, Outer Write-Back Read-Allocate No Write-Allocate Cacheable.

This field resets to an architecturally UNKNOWN value.

IRGN0, bits [9:8]

Inner cacheability attribute for memory associated with translation table walks using [TTBR0_EL1](#).

IRGN0	Meaning
0b00	Normal memory, Inner Non-cacheable.
0b01	Normal memory, Inner Write-Back Read-Allocate Write-Allocate Cacheable.
0b10	Normal memory, Inner Write-Through Read-Allocate No Write-Allocate Cacheable.
0b11	Normal memory, Inner Write-Back Read-Allocate No Write-Allocate Cacheable.

This field resets to an architecturally UNKNOWN value.

EPD0, bit [7]

Translation table walk disable for translations using [TTBR0_EL1](#). This bit controls whether a translation table walk is performed on a TLB miss, for an address that is translated using [TTBR0_EL1](#). The encoding of this bit is:

EPD0	Meaning
0b0	Perform translation table walks using TTBR0_EL1 .
0b1	A TLB miss on an address that is translated using TTBR0_EL1 generates a Translation fault. No translation table walk is performed.

This field resets to an architecturally UNKNOWN value.

Bit [6]

Reserved, RES0.

T0SZ, bits [5:0]

The size offset of the memory region addressed by [TTBR0_EL1](#). The region size is $2^{(64-T0SZ)}$ bytes.

The maximum and minimum possible values for T0SZ depend on the level of translation table and the memory translation granule size, as described in the AArch64 Virtual Memory System Architecture chapter.

This field resets to an architecturally UNKNOWN value.

Accessing the TCR_EL1

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, access from EL3 using the mnemonic TCR_EL1 or TCR_EL12 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, TCR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0010	0b0000	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TRVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.TCR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x120];
    else
        return TCR_EL1;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return TCR_EL2;
    else
        return TCR_EL1;
elsif PSTATE.EL == EL3 then
    return TCR_EL1;

```

MSR TCR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0010	0b0000	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.TCR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x120] = X[t];
    else
        TCR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        TCR_EL2 = X[t];
    else
        TCR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    TCR_EL1 = X[t];

```

MRS <Xt>, TCR_EL12

op0	op1	CRn	CRm	op2
0b11	0b101	0b0010	0b0000	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        return NVMem[0x120];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return TCR_EL1;
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        return TCR_EL1;
    else
        UNDEFINED;

```

MSR TCR_EL12, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b101	0b0010	0b0000	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        NVMem[0x120] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        TCR_EL1 = X[t];
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        TCR_EL1 = X[t];
    else
        UNDEFINED;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TCR_EL2, Translation Control Register (EL2)

The TCR_EL2 characteristics are:

Purpose

The control register for stage 1 of the EL2, or EL2&0, translation regime:

- When the Effective value of [HCR_EL2.E2H](#) is 0, this register controls stage 1 of the EL2 translation regime, that supports a single VA range, translated using [TTBR0_EL2](#).
- When the value of [HCR_EL2.E2H](#) is 1, this register controls stage 1 of the EL2&0 translation regime, that supports both:
 - A lower VA range, translated using [TTBR0_EL2](#).
 - A higher VA range, translated using [TTBR1_EL2](#).

Configuration

AArch64 System register TCR_EL2 bits [31:0] are architecturally mapped to AArch32 System register [HTCR\[31:0\]](#).

If EL2 is not implemented, this register is RES0 from EL3.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

TCR_EL2 is a 64-bit register.

Field descriptions

The TCR_EL2 bit assignments are:

When HCR_EL2.E2H == 0:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33		
RES0																																
RES1	TCMA	TBID	HWU62	HWU61	HWU60	HWU59	HPD	RES1	HD	HA	TBI	RES0	PS	TG0	SH0	ORGN0	IRGN0	RES0	T0SZ													
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		

Any of the bits in TCR_EL2, other than the A1 bit and the EPDx bits when they have the value 1, are permitted to be cached in a TLB.

Bits [63:32]

Reserved, RES0.

Bit [31]

Reserved, RES1.

TCMA, bit [30]

When FEAT_MTE is implemented:

Controls the generation of Unchecked accesses at EL2 when address [59:56] = 0b0000.

TCMA	Meaning
0b0	This control has no effect on the generation of Unchecked accesses.
0b1	All accesses are Unchecked.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

TBID, bit [29]

When FEAT_PAAuth is implemented:

Controls the use of the top byte of instruction addresses for address matching.

For the purpose of this field, all cache maintenance and address translation instructions that perform address translation are treated as data accesses.

For more information, see 'Address tagging in AArch64 state'.

TBID	Meaning
0b0	TCR_EL2.TBI applies to Instruction and Data accesses.
0b1	TCR_EL2.TBI applies to Data accesses only.

This affects addresses where the address would be translated by tables pointed to by [TTBR0_EL2](#).

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HWU62, bit [28]

When FEAT_HPDS2 is implemented:

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[62] of the stage 1 translation table Block or Page entry.

HWU62	Meaning
0b0	Bit[62] of each stage 1 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	Bit[62] of each stage 1 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose if the value of TCR_EL2.HPD is 1.

The Effective value of this field is 0 if the value of TCR_EL2.HPD is 0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HWU61, bit [27]

When FEAT_HPDS2 is implemented:

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[61] of the stage 1 translation table Block or Page entry.

HWU61	Meaning
0b0	Bit[61] of each stage 1 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	Bit[61] of each stage 1 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose if the value of TCR_EL2.HPD is 1.

The Effective value of this field is 0 if the value of TCR_EL2.HPD is 0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HWU60, bit [26]

When FEAT_HPDS2 is implemented:

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[60] of the stage 1 translation table Block or Page entry.

HWU60	Meaning
0b0	Bit[60] of each stage 1 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	Bit[60] of each stage 1 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose if the value of TCR_EL2.HPD is 1.

The Effective value of this field is 0 if the value of TCR_EL2.HPD is 0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HWU59, bit [25]

When FEAT_HPDS2 is implemented:

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[59] of the stage 1 translation table Block or Page entry.

HWU59	Meaning
0b0	Bit[59] of each stage 1 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	Bit[59] of each stage 1 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose if the value of TCR_EL2.HPD is 1.

The Effective value of this field is 0 if the value of TCR_EL2.HPD is 0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HPD, bit [24]

When FEAT_HPDS is implemented:

Hierarchical Permission Disables. This affects the hierarchical control bits, APTable, PXNTable, and UXNTable, except NSTable, in the translation tables pointed to by [TTBR0_EL2](#).

HPD	Meaning
0b0	Hierarchical permissions are enabled.
0b1	Hierarchical permissions are disabled.

Note
In this case bit[61] (APTable[0]) and bit[59] (PXNTable) of the next level descriptor attributes are required to be ignored by the PE, and are no longer reserved, allowing them to be used by software.

When disabled, the permissions are treated as if the bits are zero.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bit [23]

Reserved, RES1.

HD, bit [22]**When FEAT_HAFDBS is implemented:**

Hardware management of dirty state in stage 1 translations from EL2.

HD	Meaning
0b0	Stage 1 hardware management of dirty state disabled.
0b1	Stage 1 hardware management of dirty state enabled, only if the HA bit is also set to 1.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HA, bit [21]**When FEAT_HAFDBS is implemented:**

Hardware Access flag update in stage 1 translations from EL2.

HA	Meaning
0b0	Stage 1 Access flag update disabled.
0b1	Stage 1 Access flag update enabled.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

TBI, bit [20]

Top Byte Ignored. Indicates whether the top byte of an address is used for address match for the [TTBR0_EL2](#) region, or ignored and used for tagged addresses.

For more information, see 'Address tagging in AArch64 state'.

TBI	Meaning
0b0	Top Byte used in the address calculation.
0b1	Top Byte ignored in the address calculation.

This affects addresses generated in EL2 using AArch64 where the address would be translated by tables pointed to by [TTBR0_EL2](#). It has an effect whether the EL2, or EL2&0, translation regime is enabled or not.

If FEAT_PAAuth is implemented and TCR_EL2.TBID is 1, then this field only applies to Data accesses.

If the value of TBI is 1, then bits[63:56] of that target address are also set to 0 before the address is stored in the PC, in the following cases:

- A branch or procedure return within EL2.
- An exception taken to EL2.
- An exception return to EL2.

This field resets to an architecturally UNKNOWN value.

Bit [19]

Reserved, RES0.

PS, bits [18:16]

Physical Address Size.

PS	Meaning
0b000	32 bits, 4GB.
0b001	36 bits, 64GB.
0b010	40 bits, 1TB.
0b011	42 bits, 4TB.
0b100	44 bits, 16TB.
0b101	48 bits, 256TB.
0b110	52 bits, 4PB.

All other values are reserved.

The reserved values behave in the same way as the 0b101 or 0b110 encoding, but software must not rely on this property as the behavior of the reserved values might change in a future revision of the architecture.

If the translation granule is not 64KB, the value 0b110 is treated as reserved.

It is IMPLEMENTATION DEFINED whether an implementation that does not implement FEAT_LPA supports setting the value of 0b110 for the 64KB translation granule size or whether setting this value behaves as the 0b101 encoding.

In an implementation that supports 52-bit PAs, if the value of this field is not 0b110 or a value treated as 0b110, then bits[51:48] of every translation table base address for the stage of translation controlled by TCR_EL2 are 0b0000.

This field resets to an architecturally UNKNOWN value.

TG0, bits [15:14]

Granule size for the [TTBR0_EL2](#).

TG0	Meaning
0b00	4KB.
0b01	64KB.
0b10	16KB.

Other values are reserved.

If the value is programmed to either a reserved value, or a size that has not been implemented, then the hardware will treat the field as if it has been programmed to an IMPLEMENTATION DEFINED choice of the sizes that has been implemented for all purposes other than the value read back from this register.

It is IMPLEMENTATION DEFINED whether the value read back is the value programmed or the value that corresponds to the size chosen.

This field resets to an architecturally UNKNOWN value.

SH0, bits [13:12]

Shareability attribute for memory associated with translation table walks using [TTBR0_EL2](#).

SH0	Meaning
0b00	Non-shareable.
0b10	Outer Shareable.
0b11	Inner Shareable.

Other values are reserved. The effect of programming this field to a Reserved value is that behavior is CONSTRAINED UNPREDICTABLE.

This field resets to an architecturally UNKNOWN value.

ORGN0, bits [11:10]

Outer cacheability attribute for memory associated with translation table walks using [TTBR0_EL2](#).

ORGN0	Meaning
0b00	Normal memory, Outer Non-cacheable.
0b01	Normal memory, Outer Write-Back Read-Allocate Write-Allocate Cacheable.
0b10	Normal memory, Outer Write-Through Read-Allocate No Write-Allocate Cacheable.
0b11	Normal memory, Outer Write-Back Read-Allocate No Write-Allocate Cacheable.

This field resets to an architecturally UNKNOWN value.

IRGN0, bits [9:8]

Inner cacheability attribute for memory associated with translation table walks using [TTBR0_EL2](#).

IRGN0	Meaning
0b00	Normal memory, Inner Non-cacheable.
0b01	Normal memory, Inner Write-Back Read-Allocate Write-Allocate Cacheable.
0b10	Normal memory, Inner Write-Through Read-Allocate No Write-Allocate Cacheable.
0b11	Normal memory, Inner Write-Back Read-Allocate No Write-Allocate Cacheable.

This field resets to an architecturally UNKNOWN value.

Bits [7:6]

Reserved, RES0.

T0SZ, bits [5:0]

The size offset of the memory region addressed by [TTBR0_EL2](#). The region size is $2^{(64-T0SZ)}$ bytes.

The maximum and minimum possible values for T0SZ depend on the level of translation table and the memory translation granule size, as described in the AArch64 Virtual Memory System Architecture chapter.

This field resets to an architecturally UNKNOWN value.

When FEAT_VHE is implemented and HCR_EL2.E2H == 1:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	
				RES0	TCMA1	TCMA0	E0PD1	E0PD0	NFD1	NFD0	TBID1	TBID0	HWU162	HWU161	HWU160	HWU159	HWU062	HWU061	
				TG1	SH1	ORGN1	IRGN1	EPD1	A1	T1SZ						TG0			S
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	

This view of the register is only valid from Armv8.1 when HCR_EL2.E2H is 1.

Any of the bits in TCR_EL2 are permitted to be cached in a TLB.

Bits [63:59]

Reserved, RES0.

TCMA1, bit [58]**When FEAT_MTE is implemented:**

Controls the generation of Unchecked accesses at EL2, and at EL0 if HCR_EL2.TGE=1, when address[59:55] = 0b11111.

TCMA1	Meaning
0b0	This control has no effect on the generation of Unchecked accesses at EL2 or EL0.
0b1	All accesses are Unchecked.

Note

Software may change this control bit on a context switch.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

TCMA0, bit [57]**When FEAT_MTE is implemented:**

Controls the generation of Unchecked accesses at EL2, and at EL0 if HCR_EL2.TGE=1, when address[59:55] = 0b00000.

TCMA0	Meaning
0b0	This control has no effect on the generation of Unchecked accesses at EL2 or EL0.
0b1	All accesses are Unchecked.

Note

Software may change this control bit on a context switch.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

EOPD1, bit [56]**When FEAT_EOPD is implemented:**

Faulting control for Unprivileged access to any address translated by [TTBR1_EL2](#).

EOPD1	Meaning
0b0	Unprivileged access to any address translated by TTBR1_EL2 will not generate a fault by this mechanism.
0b1	Unprivileged access to any address translated by TTBR1_EL2 will generate a level 0 translation fault

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

EOPD0, bit [55]**When FEAT_EOPD is implemented:**

Faulting control for Unprivileged access to any address translated by [TTBR0_EL2](#).

EOPD0	Meaning
0b0	Unprivileged access to any address translated by TTBR0_EL2 will not generate a fault by this mechanism.
0b1	Unprivileged access to any address translated by TTBR0_EL2 will generate a level 0 translation fault

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

NFD1, bit [54]**When FEAT_SVE is implemented:**

Non-fault translation table walk disable for stage 1 translations using [TTBR1_EL2](#).

This bit controls whether to perform a stage 1 translation table walk in response to a non-fault unprivileged access for a virtual address that is translated using [TTBR1_EL2](#).

If SVE is implemented, the affected access types include:

- All accesses due to an SVE non-fault contiguous load instruction.
- Accesses due to an SVE first-fault gather load instruction that are not for the First active element. Accesses due to an SVE first-fault contiguous load instruction are not affected.
- Accesses due to prefetch instructions might be affected, but the effect is not architecturally visible.

For more information, see 'The Scalable Vector Extension (SVE)'.

NFD1	Meaning
0b0	Does not disable stage 1 translation table walks using TTBR1_EL2 .
0b1	A TLB miss on a virtual address that is translated using TTBR1_EL2 due to the specified access types causes the access to fail without taking an exception. No stage 1 translation table walk is performed.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

NFD0, bit [53]**When FEAT_SVE is implemented:**

Non-fault translation table walk disable for stage 1 translations using [TTBR0_EL2](#).

This bit controls whether to perform a stage 1 translation table walk in response to a non-fault unprivileged access for a virtual address that is translated using [TTBR0_EL2](#).

If SVE is implemented, the affected access types include:

- All accesses due to an SVE non-fault contiguous load instruction.
- Accesses due to an SVE first-fault gather load instruction that are not for the First active element. Accesses due to an SVE first-fault contiguous load instruction are not affected.
- Accesses due to prefetch instructions might be affected, but the effect is not architecturally visible.

For more information, see 'The Scalable Vector Extension (SVE)'.

NFD0	Meaning
0b0	Does not disable stage 1 translation table walks using TTBR0_EL2 .
0b1	A TLB miss on a virtual address that is translated using TTBR0_EL2 due to the specified access types causes the access to fail without taking an exception. No stage 1 translation table walk is performed.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

TBID1, bit [52]**When FEAT_PAuth is implemented:**

Controls the use of the top byte of instruction addresses for address matching.

For the purpose of this field, all cache maintenance and address translation instructions that perform address translation are treated as data accesses.

For more information, see 'Address tagging in AArch64 state'.

TBID1	Meaning
0b0	TCR_EL2.TB11 applies to Instruction and Data accesses.
0b1	TCR_EL2.TB11 applies to Data accesses only.

This affects addresses where the address would be translated by tables pointed to by [TTBR1_EL2](#).

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

TBID0, bit [51]**When FEAT_PAuth is implemented:**

Controls the use of the top byte of instruction addresses for address matching.

For more information, see 'Address tagging in AArch64 state'.

TBID0	Meaning
0b0	TCR_EL2.TBI0 applies to Instruction and Data accesses.
0b1	TCR_EL2.TBI0 applies to Data accesses only.

This affects addresses where the address would be translated by tables pointed to by [TTBR0_EL2](#).

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HWU162, bit [50]

When FEAT_HPDS2 is implemented:

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[62] of the stage 1 translation table Block or Page entry for translations using [TTBR1_EL2](#).

HWU162	Meaning
0b0	For translations using TTBR1_EL2 , bit[62] of each stage 1 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	For translations using TTBR1_EL2 , bit[62] of each stage 1 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose if the value of TCR_EL2.HPD1 is 1.

The Effective value of this field is 0 if the value of TCR_EL2.HPD1 is 0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HWU161, bit [49]

When FEAT_HPDS2 is implemented:

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[61] of the stage 1 translation table Block or Page entry for translations using [TTBR1_EL2](#).

HWU161	Meaning
0b0	For translations using TTBR1_EL2 , bit[61] of each stage 1 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	For translations using TTBR1_EL2 , bit[61] of each stage 1 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose if the value of TCR_EL2.HPD1 is 1.

The Effective value of this field is 0 if the value of TCR_EL2.HPD1 is 0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HWU160, bit [48]

When FEAT_HPDS2 is implemented:

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[60] of the stage 1 translation table Block or Page entry for translations using [TTBR1_EL2](#).

HWU160	Meaning
0b0	For translations using TTBR1_EL2 , bit[60] of each stage 1 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	For translations using TTBR1_EL2 , bit[60] of each stage 1 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose if the value of TCR_EL2.HPD1 is 1.

The Effective value of this field is 0 if the value of TCR_EL2.HPD1 is 0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HWU159, bit [47]**When FEAT_HPDS2 is implemented:**

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[59] of the stage 1 translation table Block or Page entry for translations using [TTBR1_EL2](#).

HWU159	Meaning
0b0	For translations using TTBR1_EL2 , bit[59] of each stage 1 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	For translations using TTBR1_EL2 , bit[59] of each stage 1 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose if the value of TCR_EL2.HPD1 is 1.

The Effective value of this field is 0 if the value of TCR_EL2.HPD1 is 0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HWU062, bit [46]**When FEAT_HPDS2 is implemented:**

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[62] of the stage 1 translation table Block or Page entry for translations using [TTBR0_EL1](#).

HWU062	Meaning
0b0	For translations using TTBR0_EL1 , bit[62] of each stage 1 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	For translations using TTBR0_EL1 , bit[62] of each stage 1 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose if the value of TCR_EL2.HPD0 is 1.

The Effective value of this field is 0 if the value of TCR_EL2.HPD0 is 0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HWU061, bit [45]

When FEAT_HPDS2 is implemented:

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[61] of the stage 1 translation table Block or Page entry for translations using [TTBR0_EL1](#).

HWU061	Meaning
0b0	For translations using TTBR0_EL1 , bit[61] of each stage 1 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	For translations using TTBR0_EL1 , bit[61] of each stage 1 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose if the value of TCR_EL2.HPD0 is 1.

The Effective value of this field is 0 if the value of TCR_EL2.HPD0 is 0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HWU060, bit [44]

When FEAT_HPDS2 is implemented:

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[60] of the stage 1 translation table Block or Page entry for translations using [TTBR0_EL1](#).

HWU060	Meaning
0b0	For translations using TTBR0_EL1 , bit[60] of each stage 1 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	For translations using TTBR0_EL1 , bit[60] of each stage 1 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose if the value of TCR_EL2.HPD0 is 1.

The Effective value of this field is 0 if the value of TCR_EL2.HPD0 is 0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HWU059, bit [43]

When FEAT_HPDS2 is implemented:

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[59] of the stage 1 translation table Block or Page entry for translations using [TTBR0_EL1](#).

HWU059	Meaning
0b0	For translations using TTBRO_EL1 , bit[59] of each stage 1 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	For translations using TTBRO_EL1 , bit[59] of each stage 1 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose if the value of TCR_EL2.HPD0 is 1.

The Effective value of this field is 0 if the value of TCR_EL2.HPD0 is 0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HPD1, bit [42]

When FEAT_HPDS is implemented:

Hierarchical Permission Disables. This affects the hierarchical control bits, APTable, PXNTable, and UXNTable, except NSTable, in the translation tables pointed to by [TTBR1_EL2](#).

HPD1	Meaning
0b0	Hierarchical permissions are enabled.
0b1	Hierarchical permissions are disabled.

When disabled, the permissions are treated as if the bits are zero.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HPD0, bit [41]

When FEAT_HPDS is implemented:

Hierarchical Permission Disables. This affects the hierarchical control bits, APTable, PXNTable, and UXNTable, except NSTable, in the translation tables pointed to by [TTBRO_EL2](#).

HPD0	Meaning
0b0	Hierarchical permissions are enabled.
0b1	Hierarchical permissions are disabled.

When disabled, the permissions are treated as if the bits are zero.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HD, bit [40]

When FEAT_HAFDBS is implemented:

Hardware management of dirty state in stage 1 translations from EL2.

HD	Meaning
0b0	Stage 1 hardware management of dirty state disabled.
0b1	Stage 1 hardware management of dirty state enabled, only if the HA bit is also set to 1.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HA, bit [39]

When FEAT_HAFDBS is implemented:

Hardware Access flag update in stage 1 translations from EL2.

HA	Meaning
0b0	Stage 1 Access flag update disabled.
0b1	Stage 1 Access flag update enabled.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

TBI1, bit [38]

Top Byte Ignored. Indicates whether the top byte of an address is used for address match for the [TTBR1_EL2](#) region, or ignored and used for tagged addresses.

For more information, see 'Address tagging in AArch64 state'.

TBI1	Meaning
0b0	Top Byte used in the address calculation.
0b1	Top Byte ignored in the address calculation.

This affects addresses generated in EL0 and EL2 using AArch64 where the address would be translated by tables pointed to by [TTBR1_EL2](#). It has an effect whether the EL2, or EL2&0, translation regime is enabled or not.

If FEAT_PAuth is implemented and TCR_EL2.TBID1 is 1, then this field only applies to Data accesses.

If the value of TBI1 is 1 and bit [55] of the target address to be stored to the PC is 1, then bits[63:56] of that target address are also set to 1 before the address is stored in the PC, in the following cases:

- A branch or procedure return within EL0 or EL1.
- An exception taken to EL1.
- An exception return to EL0 or EL1.

This field resets to an architecturally UNKNOWN value.

TBI0, bit [37]

Top Byte Ignored. Indicates whether the top byte of an address is used for address match for the [TTBR0_EL2](#) region, or ignored and used for tagged addresses.

For more information, see 'Address tagging in AArch64 state'.

TBI0	Meaning
0b0	Top Byte used in the address calculation.
0b1	Top Byte ignored in the address calculation.

This affects addresses generated in EL0 and EL2 using AArch64 where the address would be translated by tables pointed to by [TTBR0_EL2](#). It has an effect whether the EL2, or EL2&0, translation regime is enabled or not.

If FEAT_PAuth is implemented and TCR_EL2.TBID0 is 1, then this field only applies to Data accesses.

If the value of TBID0 is 1 and bit [55] of the target address to be stored to the PC is 0, then bits[63:56] of that target address are also set to 0 before the address is stored in the PC, in the following cases:

- A branch or procedure return within EL0 or EL1.
- An exception taken to EL1.
- An exception return to EL0 or EL1.

This field resets to an architecturally UNKNOWN value.

AS, bit [36]

ASID Size.

AS	Meaning
0b0	8 bit - the upper 8 bits of TTBR0_EL2 and TTBR1_EL2 are ignored by hardware for every purpose except reading back the register, and are treated as if they are all zeros for when used for allocation and matching entries in the TLB.
0b1	16 bit - the upper 16 bits of TTBR0_EL2 and TTBR1_EL2 are used for allocation and matching in the TLB.

If the implementation has only 8 bits of ASID, this field is RES0.

This field resets to an architecturally UNKNOWN value.

Bit [35]

Reserved, RES0.

IPS, bits [34:32]

Intermediate Physical Address Size.

IPS	Meaning	Applies when
0b000	32 bits, 4GB.	
0b001	36 bits, 64GB.	
0b010	40 bits, 1TB.	
0b011	42 bits, 4TB.	
0b100	44 bits, 16TB.	
0b101	48 bits, 256TB.	
0b110	52 bits, 4PB.	When FEAT_LPA is implemented

All other values are reserved.

The reserved values behave in the same way as the 0b101 or 0b110 encoding, but software must not rely on this property as the behavior of the reserved values might change in a future revision of the architecture.

If the translation granule is not 64KB, the value 0b110 is treated as reserved.

It is IMPLEMENTATION DEFINED whether an implementation that does not implement FEAT_LPA supports setting the value of 0b110 for the 64KB translation granule size or whether setting this value behaves as the 0b101 encoding.

In an implementation that supports 52-bit PAs, if the value of this field is not 0b110 or a value treated as 0b110, then bits[51:48] of every translation table base address for the stage of translation controlled by TCR_EL2 are 0b0000.

This field resets to an architecturally UNKNOWN value.

TG1, bits [31:30]

Granule size for the [TTBR1_EL2](#).

TG1	Meaning
0b01	16KB.
0b10	4KB.
0b11	64KB.

Other values are reserved.

If the value is programmed to either a reserved value, or a size that has not been implemented, then the hardware will treat the field as if it has been programmed to an IMPLEMENTATION DEFINED choice of the sizes that has been implemented for all purposes other than the value read back from this register.

It is IMPLEMENTATION DEFINED whether the value read back is the value programmed or the value that corresponds to the size chosen.

This field resets to an architecturally UNKNOWN value.

SH1, bits [29:28]

Shareability attribute for memory associated with translation table walks using [TTBR1_EL2](#).

SH1	Meaning
0b00	Non-shareable.
0b10	Outer Shareable.
0b11	Inner Shareable.

Other values are reserved. The effect of programming this field to a Reserved value is that behavior is CONSTRAINED UNPREDICTABLE.

This field resets to an architecturally UNKNOWN value.

ORGN1, bits [27:26]

Outer cacheability attribute for memory associated with translation table walks using [TTBR1_EL2](#).

ORGN1	Meaning
0b00	Normal memory, Outer Non-cacheable.
0b01	Normal memory, Outer Write-Back Read-Allocate Write-Allocate Cacheable.
0b10	Normal memory, Outer Write-Through Read-Allocate No Write-Allocate Cacheable.
0b11	Normal memory, Outer Write-Back Read-Allocate No Write-Allocate Cacheable.

This field resets to an architecturally UNKNOWN value.

IRGN1, bits [25:24]

Inner cacheability attribute for memory associated with translation table walks using [TTBR1_EL2](#).

IRGN1	Meaning
0b00	Normal memory, Inner Non-cacheable.
0b01	Normal memory, Inner Write-Back Read-Allocate Write-Allocate Cacheable.
0b10	Normal memory, Inner Write-Through Read-Allocate No Write-Allocate Cacheable.
0b11	Normal memory, Inner Write-Back Read-Allocate No Write-Allocate Cacheable.

This field resets to an architecturally UNKNOWN value.

EPD1, bit [23]

Translation table walk disable for translations using [TTBR1_EL2](#). This bit controls whether a translation table walk is performed on a TLB miss, for an address that is translated using [TTBR1_EL2](#). The encoding of this bit is:

EPD1	Meaning
0b0	Perform translation table walks using TTBR1_EL2 .
0b1	A TLB miss on an address that is translated using TTBR1_EL2 generates a Translation fault. No translation table walk is performed.

This field resets to an architecturally UNKNOWN value.

A1, bit [22]

Selects whether [TTBR0_EL2](#) or [TTBR1_EL2](#) defines the ASID. The encoding of this bit is:

A1	Meaning
0b0	TTBR0_EL2 .ASID defines the ASID.
0b1	TTBR1_EL2 .ASID defines the ASID.

This field resets to an architecturally UNKNOWN value.

T1SZ, bits [21:16]

The size offset of the memory region addressed by [TTBR1_EL2](#). The region size is $2^{(64-T1SZ)}$ bytes.

The maximum and minimum possible values for T1SZ depend on the level of translation table and the memory translation granule size, as described in the AArch64 Virtual Memory System Architecture chapter.

This field resets to an architecturally UNKNOWN value.

TG0, bits [15:14]

Granule size for the [TTBR0_EL2](#).

TG0	Meaning
0b00	4KB.
0b01	64KB.
0b10	16KB.

Other values are reserved.

If the value is programmed to either a reserved value, or a size that has not been implemented, then the hardware will treat the field as if it has been programmed to an IMPLEMENTATION DEFINED choice of the sizes that has been implemented for all purposes other than the value read back from this register.

It is IMPLEMENTATION DEFINED whether the value read back is the value programmed or the value that corresponds to the size chosen.

This field resets to an architecturally UNKNOWN value.

SH0, bits [13:12]

Shareability attribute for memory associated with translation table walks using [TTBR0_EL2](#).

SH0	Meaning
0b00	Non-shareable.
0b10	Outer Shareable.
0b11	Inner Shareable.

Other values are reserved. The effect of programming this field to a Reserved value is that behavior is CONSTRAINED UNPREDICTABLE.

This field resets to an architecturally UNKNOWN value.

ORGN0, bits [11:10]

Outer cacheability attribute for memory associated with translation table walks using [TTBR0_EL2](#).

ORGN0	Meaning
0b00	Normal memory, Outer Non-cacheable.
0b01	Normal memory, Outer Write-Back Read-Allocate Write-Allocate Cacheable.
0b10	Normal memory, Outer Write-Through Read-Allocate No Write-Allocate Cacheable.
0b11	Normal memory, Outer Write-Back Read-Allocate No Write-Allocate Cacheable.

This field resets to an architecturally UNKNOWN value.

IRGN0, bits [9:8]

Inner cacheability attribute for memory associated with translation table walks using [TTBR0_EL2](#).

IRGN0	Meaning
0b00	Normal memory, Inner Non-cacheable.
0b01	Normal memory, Inner Write-Back Read-Allocate Write-Allocate Cacheable.
0b10	Normal memory, Inner Write-Through Read-Allocate No Write-Allocate Cacheable.
0b11	Normal memory, Inner Write-Back Read-Allocate No Write-Allocate Cacheable.

This field resets to an architecturally UNKNOWN value.

EPD0, bit [7]

Translation table walk disable for translations using [TTBR0_EL2](#). This bit controls whether a translation table walk is performed on a TLB miss, for an address that is translated using [TTBR0_EL2](#). The encoding of this bit is:

EPD0	Meaning
0b0	Perform translation table walks using TTBR0_EL2 .
0b1	A TLB miss on an address that is translated using TTBR0_EL2 generates a Translation fault. No translation table walk is performed.

This field resets to an architecturally UNKNOWN value.

Bit [6]

Reserved, RES0.

T0SZ, bits [5:0]

The size offset of the memory region addressed by [TTBR0_EL2](#). The region size is $2^{(64-T0SZ)}$ bytes.

The maximum and minimum possible values for T0SZ depend on the level of translation table and the memory translation granule size, as described in the AArch64 Virtual Memory System Architecture chapter.

This field resets to an architecturally UNKNOWN value.

Accessing the TCR_EL2

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, access from EL2 using the mnemonic TCR_EL2 or TCR_EL1 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, TCR_EL2

op0	op1	CRn	CRm	op2
-----	-----	-----	-----	-----

0b11	0b100	0b0010	0b0000	0b010
------	-------	--------	--------	-------

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return TCR_EL2;
elsif PSTATE.EL == EL3 then
    return TCR_EL2;

```

MSR TCR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0010	0b0000	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TCR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    TCR_EL2 = X[t];

```

MRS <Xt>, TCR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0010	0b0000	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TRVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.TCR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x120];
    else
        return TCR_EL1;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return TCR_EL2;
    else
        return TCR_EL1;
elsif PSTATE.EL == EL3 then
    return TCR_EL1;

```

MSR TCR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0010	0b0000	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.TCR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x120] = X[t];
    else
        TCR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        TCR_EL2 = X[t];
    else
        TCR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    TCR_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TCR_EL3, Translation Control Register (EL3)

The TCR_EL3 characteristics are:

Purpose

The control register for stage 1 of the EL3 translation regime.

Configuration

This register is present only when EL3 is implemented. Otherwise, direct accesses to TCR_EL3 are UNDEFINED.

Attributes

TCR_EL3 is a 64-bit register.

Field descriptions

The TCR_EL3 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																												
										RES0																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																	
RES1		TCMA		TBID		HWU62		HWU61		HWU60		HWU59		HPD		RES1		HD		HA		TBID		RES0		PS		TG0		SH0		ORGN0		IRGN0		RES0				T0SZ																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																			

Any of the bits in TCR_EL3 are permitted to be cached in a TLB.

Bits [63:32]

Reserved, RES0.

Bit [31]

Reserved, RES1.

TCMA, bit [30]

When FEAT_MTE is implemented:

Controls the generation of Unchecked accesses at EL3 when address [59:56] = 0b0000.

TCMA	Meaning
0b0	This control has no effect on the generation of Unchecked accesses.
0b1	All accesses are Unchecked.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

TBID, bit [29]**When FEAT_PAAuth is implemented:**

Controls the use of the top byte of instruction addresses for address matching.

TBID	Meaning
0b0	TCR_EL3.TBI applies to Instruction and Data accesses.
0b1	TCR_EL3.TBI applies to Data accesses only.

This affects addresses where the address would be translated by tables pointed to by [TTBR0_EL3](#).

For the purpose of this field, all cache maintenance and address translation instructions that perform address translation are treated as data accesses.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HWU62, bit [28]**When FEAT_HPDS2 is implemented:**

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[62] of the stage 1 translation table Block or Page entry.

HWU62	Meaning
0b0	Bit[62] of each stage 1 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	Bit[62] of each stage 1 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose if the value of TCR_EL3.HPD is 1.

The Effective value of this field is 0 if the value of TCR_EL3.HPD is 0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HWU61, bit [27]**When FEAT_HPDS2 is implemented:**

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[61] of the stage 1 translation table Block or Page entry.

HWU61	Meaning
0b0	Bit[61] of each stage 1 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	Bit[61] of each stage 1 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose if the value of TCR_EL3.HPD is 1.

The Effective value of this field is 0 if the value of TCR_EL3.HPD is 0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HWU60, bit [26]**When FEAT_HPDS2 is implemented:**

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[60] of the stage 1 translation table Block or Page entry.

HWU60	Meaning
0b0	Bit[60] of each stage 1 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	Bit[60] of each stage 1 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose if the value of TCR_EL3.HPD is 1.

The Effective value of this field is 0 if the value of TCR_EL3.HPD is 0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HWU59, bit [25]**When FEAT_HPDS2 is implemented:**

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[59] of the stage 1 translation table Block or Page entry.

HWU59	Meaning
0b0	Bit[59] of each stage 1 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	Bit[59] of each stage 1 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose if the value of TCR_EL3.HPD is 1.

The Effective value of this field is 0 if the value of TCR_EL3.HPD is 0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HPD, bit [24]**When FEAT_HPDS is implemented:**

Hierarchical Permission Disables. This affects the hierarchical control bits, APTable, PXNTable, and UXNTable, except NSTable, in the translation tables pointed to by [TTBR0_EL3](#).

HPD	Meaning
0b0	Hierarchical permissions are enabled.
0b1	Hierarchical permissions are disabled.

Note
In this case bit[61] (APTable[0]) and bit[59] (PXNTable) of the next level descriptor attributes are required to be ignored by the PE, and are no longer reserved, allowing them to be used by software.

When disabled, the permissions are treated as if the bits are zero.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bit [23]

Reserved, RES1.

HD, bit [22]

When FEAT_HAFDBS is implemented:

Hardware management of dirty state in stage 1 translations from EL3.

HD	Meaning
0b0	Stage 1 hardware management of dirty state disabled.
0b1	Stage 1 hardware management of dirty state enabled, only if the HA bit is also set to 1.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HA, bit [21]

When FEAT_HAFDBS is implemented:

Hardware Access flag update in stage 1 translations from EL3.

HA	Meaning
0b0	Stage 1 Access flag update disabled.
0b1	Stage 1 Access flag update enabled.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

TBI, bit [20]

Top Byte Ignored. Indicates whether the top byte of an address is used for address match for the [TTBR0_EL3](#) region, or ignored and used for tagged addresses.

TBI	Meaning
0b0	Top Byte used in the address calculation.
0b1	Top Byte ignored in the address calculation.

This affects addresses generated in EL3 using AArch64 where the address would be translated by tables pointed to by [TTBR0_EL3](#). It has an effect whether the EL3 translation regime is enabled or not.

If FEAT_PAAuth is implemented and TCR_EL3.TBID is 1, then this field only applies to Data accesses.

Otherwise, if the value of TBI is 1, then bits[63:56] of that target address are also set to 0 before the address is stored in the PC, in the following cases:

- A branch or procedure return within EL3.
- A exception taken to EL3.
- An exception return to EL3.

For more information, see 'Address tagging in AArch64 state'.

Note

This control detrmines the scope of address tagging. It never causes an exception to be generated.

This field resets to an architecturally UNKNOWN value.

Bit [19]

Reserved, RES0.

PS, bits [18:16]

Physical Address Size.

PS	Meaning
0b000	32 bits, 4GB.
0b001	36 bits, 64GB.
0b010	40 bits, 1TB.
0b011	42 bits, 4TB.
0b100	44 bits, 16TB.
0b101	48 bits, 256TB.
0b110	52 bits, 4PB.

All other values are reserved.

The reserved values behave in the same way as the 0b101 or 0b110 encoding, but software must not rely on this property as the behavior of the reserved values might change in a future revision of the architecture.

If the translation granule is not 64KB, the value 0b110 is treated as reserved.

It is IMPLEMENTATION DEFINED whether an implementation that does not implement FEAT_LPA supports setting the value of 0b110 for the 64KB translation granule size or whether setting this value behaves as the 0b101 encoding.

In an implementation that supports 52-bit PAs, if the value of this field is not 0b110 or a value treated as 0b110, then bits[51:48] of every translation table base address for the stage of translation controlled by TCR_EL3 are 0b0000.

This field resets to an architecturally UNKNOWN value.

TG0, bits [15:14]

Granule size for the [TTBR0_EL3](#).

TG0	Meaning
0b00	4KB.
0b01	64KB.
0b10	16KB.

Other values are reserved.

If the value is programmed to either a reserved value, or a size that has not been implemented, then the hardware will treat the field as if it has been programmed to an IMPLEMENTATION DEFINED choice of the sizes that has been implemented for all purposes other than the value read back from this register.

It is IMPLEMENTATION DEFINED whether the value read back is the value programmed or the value that corresponds to the size chosen.

This field resets to an architecturally UNKNOWN value.

SH0, bits [13:12]

Shareability attribute for memory associated with translation table walks using [TTBR0_EL3](#).

SH0	Meaning
0b00	Non-shareable.
0b10	Outer Shareable.
0b11	Inner Shareable.

Other values are reserved. The effect of programming this field to a Reserved value is that behavior is CONSTRAINED UNPREDICTABLE.

This field resets to an architecturally UNKNOWN value.

ORGNO, bits [11:10]

Outer cacheability attribute for memory associated with translation table walks using [TTBR0_EL3](#).

ORGNO	Meaning
0b00	Normal memory, Outer Non-cacheable.
0b01	Normal memory, Outer Write-Back Read-Allocate Write-Allocate Cacheable.
0b10	Normal memory, Outer Write-Through Read-Allocate No Write-Allocate Cacheable.
0b11	Normal memory, Outer Write-Back Read-Allocate No Write-Allocate Cacheable.

This field resets to an architecturally UNKNOWN value.

IRGNO, bits [9:8]

Inner cacheability attribute for memory associated with translation table walks using [TTBR0_EL3](#).

IRGNO	Meaning
0b00	Normal memory, Inner Non-cacheable.
0b01	Normal memory, Inner Write-Back Read-Allocate Write-Allocate Cacheable.
0b10	Normal memory, Inner Write-Through Read-Allocate No Write-Allocate Cacheable.
0b11	Normal memory, Inner Write-Back Read-Allocate No Write-Allocate Cacheable.

This field resets to an architecturally UNKNOWN value.

Bits [7:6]

Reserved, RES0.

T0SZ, bits [5:0]

The size offset of the memory region addressed by [TTBR0_EL3](#). The region size is $2^{(64-T0SZ)}$ bytes.

The maximum and minimum possible values for T0SZ depend on the level of translation table and the memory translation granule size, as described in the AArch64 Virtual Memory System Architecture chapter.

This field resets to an architecturally UNKNOWN value.

Accessing the TCR_EL3

Accesses to this register use the following encodings:

MRS <Xt>, TCR_EL3

op0	op1	CRn	CRm	op2
0b11	0b110	0b0010	0b0000	0b010

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    return TCR_EL3;
```

MSR TCR_EL3, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b0010	0b0000	0b010

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    TCR_EL3 = X[t];
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TFSR_EL1, Tag Fault Status Register (EL1)

The TFSR_EL1 characteristics are:

Purpose

Holds accumulated Tag Check Faults occurring in EL1 that are not taken precisely.

Configuration

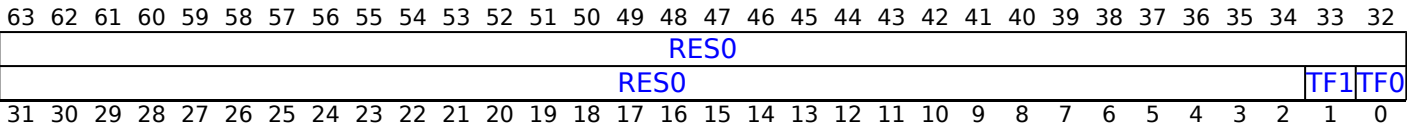
This register is present only when FEAT_MTE is implemented and ID_AA64PFR1_EL1.MTE != 0b0001. Otherwise, direct accesses to TFSR_EL1 are UNDEFINED.

Attributes

TFSR_EL1 is a 64-bit register.

Field descriptions

The TFSR_EL1 bit assignments are:



Bits [63:2]

Reserved, RES0.

TF1, bit [1]

Tag Check Fault. Asynchronously set to 1 when a Tag Check Fault using a virtual address with bit[55] == 0b1 occurs.
This field resets to an architecturally UNKNOWN value.

TF0, bit [0]

Tag Check Fault. Asynchronously set to 1 when a Tag Check Fault using a virtual address with bit[55] == 0b0 occurs.
This field resets to an architecturally UNKNOWN value.

Accessing the TFSR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, TFSR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0110	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.ATA == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1> == '01' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.ATA == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.ATA == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x190];
    else
        return TFSR_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.ATA == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.ATA == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HCR_EL2.E2H == '1' then
        return TFSR_EL2;
    else
        return TFSR_EL1;
elsif PSTATE.EL == EL3 then
    return TFSR_EL1;

```

MSR TFSR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0110	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.ATA == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1> == '01' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.ATA == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.ATA == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
            NVMem[0x190] = X[t];
        else
            TFSR_EL1 = X[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.ATA == '0' then
            UNDEFINED;
        elsif HaveEL(EL3) && SCR_EL3.ATA == '0' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HCR_EL2.E2H == '1' then
            TFSR_EL2 = X[t];
        else
            TFSR_EL1 = X[t];
    elsif PSTATE.EL == EL3 then
        TFSR_EL1 = X[t];

```

MRS <Xt>, TFSR_EL12

op0	op1	CRn	CRm	op2
0b11	0b101	0b0101	0b0110	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        return NVMem[0x190];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.ATA == '0' then
            UNDEFINED;
        elsif HaveEL(EL3) && SCR_EL3.ATA == '0' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return TFSR_EL1;
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        return TFSR_EL1;
    else
        UNDEFINED;

```

MSR TFSR_EL12, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b101	0b0101	0b0110	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        NVMem[0x190] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.ATA == '0' then
            UNDEFINED;
        elsif HaveEL(EL3) && SCR_EL3.ATA == '0' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TFSR_EL1 = X[t];
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        TFSR_EL1 = X[t];
    else
        UNDEFINED;

```

MRS <Xt>, TFSR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0101	0b0110	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.ATA == '0' then
            UNDEFINED;
        elsif EL2Enabled() && HCR_EL2.ATA == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.ATA == '0' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                return TFSR_EL1;
        elsif EL2Enabled() && HCR_EL2.NV == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            UNDEFINED;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.ATA == '0' then
            UNDEFINED;
        elsif HaveEL(EL3) && SCR_EL3.ATA == '0' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                return TFSR_EL2;
    elsif PSTATE.EL == EL3 then
        return TFSR_EL2;

```

MSR TFSR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0101	0b0110	0b000


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.ATA == '0' then
            UNDEFINED;
        elsif EL2Enabled() && HCR_EL2.ATA == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.ATA == '0' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                TFSR_EL1 = X[t];
        elsif EL2Enabled() && HCR_EL2.NV == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            UNDEFINED;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.ATA == '0' then
            UNDEFINED;
        elsif HaveEL(EL3) && SCR_EL3.ATA == '0' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TFSR_EL2 = X[t];
    elsif PSTATE.EL == EL3 then
        TFSR_EL2 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TFSR_EL2, Tag Fault Status Register (EL2)

The TFSR_EL2 characteristics are:

Purpose

Holds accumulated Tag Check Faults occurring in EL2 that are not taken precisely.

Configuration

This register is present only when FEAT_MTE is implemented and ID_AA64PFR1_EL1.MTE != 0b0001. Otherwise, direct accesses to TFSR_EL2 are UNDEFINED.

Attributes

TFSR_EL2 is a 64-bit register.

Field descriptions

The TFSR_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																RES0															
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
																TF1TF0															

Bits [63:2]

Reserved, RES0.

TF1, bit [1]

Tag Check Fault. Asynchronously set to 1 when a Tag Check Fault using a virtual address with bit[55] == 0b1 occurs.

When [HCR_EL2.E2H](#)==0b0, this field is RES0.

This field resets to an architecturally UNKNOWN value.

TF0, bit [0]

Tag Check Fault. Asynchronously set to 1 when a Tag Check Fault using a virtual address with bit[55] == 0b0 occurs.

This field resets to an architecturally UNKNOWN value.

Accessing the TFSR_EL2

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, access from EL2 using the mnemonic TFSR_EL2 or TFSR_EL1 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, TFSR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0101	0b0110	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.ATA == '0' then
            UNDEFINED;
        elsif EL2Enabled() && HCR_EL2.ATA == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.ATA == '0' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                return TFSR_EL1;
        elsif EL2Enabled() && HCR_EL2.NV == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            UNDEFINED;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.ATA == '0' then
            UNDEFINED;
        elsif HaveEL(EL3) && SCR_EL3.ATA == '0' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return TFSR_EL2;
    elsif PSTATE.EL == EL3 then
        return TFSR_EL2;

```

MSR TFSR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0101	0b0110	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.ATA == '0' then
            UNDEFINED;
        elsif EL2Enabled() && HCR_EL2.ATA == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.ATA == '0' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                TFSR_EL1 = X[t];
        elsif EL2Enabled() && HCR_EL2.NV == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            UNDEFINED;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.ATA == '0' then
            UNDEFINED;
        elsif HaveEL(EL3) && SCR_EL3.ATA == '0' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TFSR_EL2 = X[t];
    elsif PSTATE.EL == EL3 then
        TFSR_EL2 = X[t];

```

MRS <Xt>, TFSR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0110	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.ATA == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1> == '01' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.ATA == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.ATA == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x190];
    else
        return TFSR_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.ATA == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.ATA == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HCR_EL2.E2H == '1' then
        return TFSR_EL2;
    else
        return TFSR_EL1;
elsif PSTATE.EL == EL3 then
    return TFSR_EL1;

```

MSR TFSR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0110	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.ATA == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1> == '01' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.ATA == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.ATA == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x190] = X[t];
    else
        TFSR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.ATA == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.ATA == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HCR_EL2.E2H == '1' then
        TFSR_EL2 = X[t];
    else
        TFSR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    TFSR_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TFSR_EL3, Tag Fault Status Register (EL3)

The TFSR_EL3 characteristics are:

Purpose

Holds accumulated Tag Check Faults occurring in EL3 that are not taken precisely.

Configuration

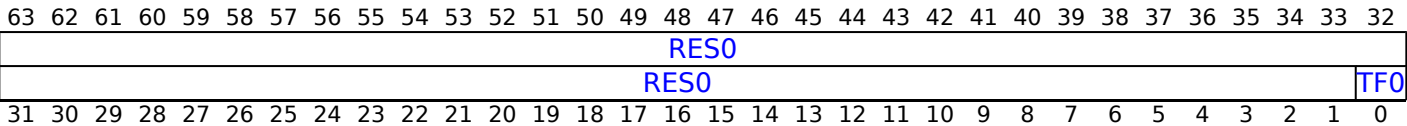
This register is present only when FEAT_MTE is implemented and ID_AA64PFR1_EL1.MTE != 0b0001. Otherwise, direct accesses to TFSR_EL3 are UNDEFINED.

Attributes

TFSR_EL3 is a 64-bit register.

Field descriptions

The TFSR_EL3 bit assignments are:



Bits [63:1]

Reserved, RES0.

TF0, bit [0]

Tag Check Fault. Asynchronously set to 1 when a Tag Check Fault using a virtual address with bit[55] == 0b0 occurs.
This field resets to an architecturally UNKNOWN value.

Accessing the TFSR_EL3

Accesses to this register use the following encodings:

MRS <Xt>, TFSR_EL3

op0	op1	CRn	CRm	op2
0b11	0b110	0b0101	0b0110	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    return TFSR_EL3;
```

MSR TFSR_EL3, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b0101	0b0110	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    TFSR_EL3 = X[t];
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TFSRE0_EL1, Tag Fault Status Register (EL0).

The TFSRE0_EL1 characteristics are:

Purpose

Holds accumulated Tag Check Faults occurring in EL0 that are not taken precisely.

Configuration

This register is present only when FEAT_MTE is implemented and ID_AA64PFR1_EL1.MTE != 0b0001. Otherwise, direct accesses to TFSRE0_EL1 are UNDEFINED.

Attributes

TFSRE0_EL1 is a 64-bit register.

Field descriptions

The TFSRE0_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
RES0																																
RES0																																
																															TF1	TF0
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	

Bits [63:2]

Reserved, RES0.

TF1, bit [1]

Tag Check Fault. Asynchronously set to 1 when a Tag Check Fault using a virtual address with bit[55] == 0b1 occurs.

This field resets to an architecturally UNKNOWN value.

TF0, bit [0]

Tag Check Fault. Asynchronously set to 1 when a Tag Check Fault using a virtual address with bit[55] == 0b0 occurs.

This field resets to an architecturally UNKNOWN value.

Accessing the TFSRE0_EL1

Accesses to this register use the following encodings:

MRS <Xt>, TFSRE0_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0110	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.ATA == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.ATA == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.ATA == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return TFSRE0_EL1;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.ATA == '0' then
            UNDEFINED;
        elsif HaveEL(EL3) && SCR_EL3.ATA == '0' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return TFSRE0_EL1;
    elsif PSTATE.EL == EL3 then
        return TFSRE0_EL1;

```

MSR TFSRE0_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0110	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.ATA == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.ATA == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.ATA == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TFSRE0_EL1 = X[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && SCR_EL3.ATA == '0' then
            UNDEFINED;
        elsif HaveEL(EL3) && SCR_EL3.ATA == '0' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TFSRE0_EL1 = X[t];
    elsif PSTATE.EL == EL3 then
        TFSRE0_EL1 = X[t];

```


TLBI ALLE1, TLB Invalidate All, EL1

The TLBI ALLE1 characteristics are:

Purpose

Invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 or stage 2 translation table entry, from any level of the translation table walk.
- If [SCR_EL3.NS](#) is 0 and the entry would be required to translate an address using the Secure EL1&0 translation regime.
- If [SCR_EL3.NS](#) is 1 and the entry would be required to translate an address using the Non-secure EL1&0 translation regime.

The invalidation applies to entries with any VMID.

The invalidation only applies to the PE that executes this System instruction.

Note

For the EL1&0 translation regimes, the invalidation applies to both global entries, and non-global entries with any ASID.

Configuration

There are no configuration notes.

Attributes

TLBI ALLE1 is a 64-bit System instruction.

Field descriptions

This instruction has no applicable fields.

The value in the register specified by <Xt> is ignored.

Executing the TLBI ALLE1 instruction

When executing this instruction Xt should be encoded as 0b11111. If the Xt field is not set to 0b11111, it is **CONSTRAINED UNPREDICTABLE** whether:

- The instruction is **UNDEFINED**.
- The instruction behaves as if the Xt field is set to 0b11111.

Accesses to this instruction use the following encodings:

TLBI ALLE1{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b100	0b1000	0b0111	0b100

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TLBI_ALLE1();
elsif PSTATE.EL == EL3 then
    TLBI_ALLE1();
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI ALLE1IS, TLB Invalidate All, EL1, Inner Shareable

The TLBI ALLE1IS characteristics are:

Purpose

Invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 or stage 2 translation table entry, from any level of the translation table walk.
- If [SCR_EL3.NS](#) is 0 and the entry would be required to translate an address using the Secure EL1&0 translation regime.
- If [SCR_EL3.NS](#) is 1 and the entry would be required to translate an address using the Non-secure EL1&0 translation regime.

The invalidation applies to entries with any VMID.

The invalidation applies to all PEs in the same Inner Shareable shareability domain as the PE that executes this System instruction.

Note

For the EL1&0 translation regimes, the invalidation applies to both global entries, and non-global entries with any ASID.

Configuration

There are no configuration notes.

Attributes

TLBI ALLE1IS is a 64-bit System instruction.

Field descriptions

This instruction has no applicable fields.

The value in the register specified by <Xt> is ignored.

Executing the TLBI ALLE1IS instruction

When executing this instruction Xt should be encoded as 0b11111. If the Xt field is not set to 0b11111, it is **CONSTRAINED UNPREDICTABLE** whether:

- The instruction is **UNDEFINED**.
- The instruction behaves as if the Xt field is set to 0b11111.

Accesses to this instruction use the following encodings:

TLBI ALLE1IS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b100	0b1000	0b0011	0b100

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TLBI_ALLE1IS();
elsif PSTATE.EL == EL3 then
    TLBI_ALLE1IS();
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI ALLE1OS, TLB Invalidate All, EL1, Outer Shareable

The TLBI ALLE1OS characteristics are:

Purpose

Invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 or stage 2 translation table entry, from any level of the translation table walk.
- If [SCR_EL3.NS](#) is 0 and the entry would be required to translate an address using the Secure EL1&0 translation regime.
- If [SCR_EL3.NS](#) is 1 and the entry would be required to translate an address using the Non-secure EL1&0 translation regime.

The invalidation applies to entries with any VMID.

The invalidation applies to all PEs in the same Outer Shareable shareability domain as the PE that executes this System instruction.

Note

For the EL1&0 translation regimes, the invalidation applies to both global entries, and non-global entries with any ASID.

Configuration

This instruction is present only when FEAT_TLBIOS is implemented. Otherwise, direct accesses to TLBI ALLE1OS are UNDEFINED.

Attributes

TLBI ALLE1OS is a 64-bit System instruction.

Field descriptions

This instruction has no applicable fields.

The value in the register specified by <Xt> is ignored.

Executing the TLBI ALLE1OS instruction

When executing this instruction Xt should be encoded as 0b11111. If the Xt field is not set to 0b11111, it is CONSTRAINED UNPREDICTABLE whether:

- The instruction is UNDEFINED.
- The instruction behaves as if the Xt field is set to 0b11111.

Accesses to this instruction use the following encodings:

TLBI ALLE1OS{, <Xt>}

op0	op1	CRn	CRm	op2
-----	-----	-----	-----	-----

0b01	0b100	0b1000	0b0001	0b100
------	-------	--------	--------	-------

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TLBI_ALLE1OS();
elsif PSTATE.EL == EL3 then
    TLBI_ALLE1OS();
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI ALLE2, TLB Invalidate All, EL2

The TLBI ALLE2 characteristics are:

Purpose

If EL2 is implemented and enabled in the current Security state, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry, from any level of the translation table walk.
- If [SCR_EL3.NS](#) is 1 and the entry would be required to translate an address using the Non-secure EL2 or Non-secure EL2&0 translation regime.
- If [SCR_EL3.NS](#) is 0 and the entry would be required to translate an address using the Secure EL2 or Secure EL2&0 translation regime.

The invalidation only applies to the PE that executes this System instruction.

Configuration

There are no configuration notes.

Attributes

TLBI ALLE2 is a 64-bit System instruction.

Field descriptions

This instruction has no applicable fields.

The value in the register specified by <Xt> is ignored.

Executing the TLBI ALLE2 instruction

When executing this instruction Xt should be encoded as 0b11111. If the Xt field is not set to 0b11111, it is CONstrained UNpredictable whether:

- The instruction is UNDEFINED.
- The instruction behaves as if the Xt field is set to 0b11111.

Accesses to this instruction use the following encodings:

TLBI ALLE2{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b100	0b1000	0b0111	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TLBI_ALLE2();
elsif PSTATE.EL == EL3 then
    if !EL2Enabled() then
        UNDEFINED;
    else
        TLBI_ALLE2();
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI ALLE2IS, TLB Invalidate All, EL2, Inner Shareable

The TLBI ALLE2IS characteristics are:

Purpose

If EL2 is implemented and enabled in the current Security state, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry, from any level of the translation table walk.
- If [SCR_EL3.NS](#) is 1 and the entry would be required to translate an address using the Non-secure EL2 or Non-secure EL2&0 translation regime.
- If [SCR_EL3.NS](#) is 0 and the entry would be required to translate an address using the Secure EL2 or Secure EL2&0 translation regime.

The invalidation applies to all PEs in the same Inner Shareable shareability domain as the PE that executes this System instruction.

Configuration

There are no configuration notes.

Attributes

TLBI ALLE2IS is a 64-bit System instruction.

Field descriptions

This instruction has no applicable fields.

The value in the register specified by <Xt> is ignored.

Executing the TLBI ALLE2IS instruction

When executing this instruction Xt should be encoded as 0b11111. If the Xt field is not set to 0b11111, it is **CONSTRAINED UNPREDICTABLE** whether:

- The instruction is **UNDEFINED**.
- The instruction behaves as if the Xt field is set to 0b11111.

Accesses to this instruction use the following encodings:

TLBI ALLE2IS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b100	0b1000	0b0011	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TLBI_ALLE2IS();
elsif PSTATE.EL == EL3 then
    if !EL2Enabled() then
        UNDEFINED;
    else
        TLBI_ALLE2IS();
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI ALLE2OS, TLB Invalidate All, EL2, Outer Shareable

The TLBI ALLE2OS characteristics are:

Purpose

If EL2 is implemented and enabled in the current Security state, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry, from any level of the translation table walk.
- If [SCR_EL3.NS](#) is 1 and the entry would be required to translate an address using the Non-secure EL2 or Non-secure EL2&0 translation regime.
- If [SCR_EL3.NS](#) is 0 and the entry would be required to translate an address using the Secure EL2 or Secure EL2&0 translation regime.

The invalidation applies to all PEs in the same Outer Shareable shareability domain as the PE that executes this System instruction.

Configuration

This instruction is present only when FEAT_TLBIOS is implemented. Otherwise, direct accesses to TLBI ALLE2OS are UNDEFINED.

Attributes

TLBI ALLE2OS is a 64-bit System instruction.

Field descriptions

This instruction has no applicable fields.

The value in the register specified by <Xt> is ignored.

Executing the TLBI ALLE2OS instruction

When executing this instruction Xt should be encoded as 0b11111. If the Xt field is not set to 0b11111, it is CONSTRAINED UNPREDICTABLE whether:

- The instruction is UNDEFINED.
- The instruction behaves as if the Xt field is set to 0b11111.

Accesses to this instruction use the following encodings:

TLBI ALLE2OS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b100	0b1000	0b0001	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TLBI_ALLE2OS();
elsif PSTATE.EL == EL3 then
    if !EL2Enabled() then
        UNDEFINED;
    else
        TLBI_ALLE2OS();
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI ALLE3, TLB Invalidate All, EL3

The TLBI ALLE3 characteristics are:

Purpose

If EL3 is implemented, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry, from any level of the translation table walk.
- The entry would be required to translate an address using the EL3 translation regime.

The invalidation applies to the PE that executes this System instruction.

Configuration

There are no configuration notes.

Attributes

TLBI ALLE3 is a 64-bit System instruction.

Field descriptions

This instruction has no applicable fields.

The value in the register specified by <Xt> is ignored.

Executing the TLBI ALLE3 instruction

When executing this instruction Xt should be encoded as 0b11111. If the Xt field is not set to 0b11111, it is CONstrained UNpredictable whether:

- The instruction is UNDEFINED.
- The instruction behaves as if the Xt field is set to 0b11111.

Accesses to this instruction use the following encodings:

TLBI ALLE3{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b110	0b1000	0b0111	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    TLBI_ALLE3();
```


TLBI ALLE3IS, TLB Invalidate All, EL3, Inner Shareable

The TLBI ALLE3IS characteristics are:

Purpose

If EL3 is implemented, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry, from any level of the translation table walk.
- The entry would be required to translate an address using the EL3 translation regime.

The invalidation applies to all PEs in the same Inner Shareable shareability domain as the PE that executes this System instruction.

Configuration

There are no configuration notes.

Attributes

TLBI ALLE3IS is a 64-bit System instruction.

Field descriptions

This instruction has no applicable fields.

The value in the register specified by <Xt> is ignored.

Executing the TLBI ALLE3IS instruction

When executing this instruction Xt should be encoded as 0b11111. If the Xt field is not set to 0b11111, it is CONstrained UNpredictable whether:

- The instruction is UNDEFINED.
- The instruction behaves as if the Xt field is set to 0b11111.

Accesses to this instruction use the following encodings:

TLBI ALLE3IS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b110	0b1000	0b0011	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    TLBI_ALLE3IS();
```


TLBI ALLE3OS, TLB Invalidate All, EL3, Outer Shareable

The TLBI ALLE3OS characteristics are:

Purpose

If EL3 is implemented, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry, from any level of the translation table walk.
- The entry would be required to translate an address using the EL3 translation regime.

The invalidation applies to all PEs in the same Outer Shareable shareability domain as the PE that executes this System instruction.

Configuration

This instruction is present only when FEAT_TLBIOS is implemented. Otherwise, direct accesses to TLBI ALLE3OS are UNDEFINED.

Attributes

TLBI ALLE3OS is a 64-bit System instruction.

Field descriptions

This instruction has no applicable fields.

The value in the register specified by <Xt> is ignored.

Executing the TLBI ALLE3OS instruction

When executing this instruction Xt should be encoded as 0b11111. If the Xt field is not set to 0b11111, it is CONstrained UNPREDICTABLE whether:

- The instruction is UNDEFINED.
- The instruction behaves as if the Xt field is set to 0b11111.

Accesses to this instruction use the following encodings:

TLBI ALLE3OS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b110	0b1000	0b0001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    TLBI_ALLE3OS();

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI ASIDE1, TLB Invalidate by ASID, EL1

The TLBI ASIDE1 characteristics are:

Purpose

Invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry.
- The entry would be used for the specified ASID, and either:
 - Is from a level of lookup above the final level.
 - Is a non-global entry from the final level of lookup.
- When EL2 is implemented and enabled in the Security state described by the current value of [SCR_EL3.NS](#):
 - If [HCR_EL2](#).{E2H, TGE} is not {1, 1}, the entry would be used with the current VMID, and would be required to translate an address using the EL1&0 translation regime.
 - If [HCR_EL2](#).{E2H, TGE} is {1, 1}, the entry would be required to translate an address using the EL2&0 translation regime.
- When EL2 is not implemented or is disabled in the current Security state, the entry would be required to translate an address using the EL1&0 translation regime.

The invalidation applies to the PE that executes this System instruction.

Configuration

There are no configuration notes.

Attributes

TLBI ASIDE1 is a 64-bit System instruction.

Field descriptions

The TLBI ASIDE1 input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
ASID																RES0															
																RES0															
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

ASID, bits [63:48]

ASID value to match. Any appropriate TLB entries that match the ASID values will be affected by this System instruction.

If the implementation supports 16 bits of ASID, then the upper 8 bits of the ASID must be written to 0 by software when the context being invalidated only uses 8 bits.

Bits [47:0]

Reserved, RES0.

Executing the TLBI ASIDE1 instruction

Accesses to this instruction use the following encodings:

TLBI ASIDE1{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b000	0b1000	0b0111	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TTLB == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.TLBIASIDE1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FB == '1' then
        TLBI_ASIDE1IS(X[t]);
    else
        TLBI_ASIDE1(X[t]);
elsif PSTATE.EL == EL2 then
    TLBI_ASIDE1(X[t]);
elsif PSTATE.EL == EL3 then
    TLBI_ASIDE1(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI ASIDE1IS, TLB Invalidate by ASID, EL1, Inner Shareable

The TLBI ASIDE1IS characteristics are:

Purpose

Invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry.
- The entry would be used for the specified ASID, and either:
 - Is from a level of lookup above the final level.
 - Is a non-global entry from the final level of lookup.
- When EL2 is implemented and enabled in the Security state described by the current value of [SCR_EL3.NS](#):
 - If [HCR_EL2](#).{E2H, TGE} is not {1, 1}, the entry would be used with the current VMID, and would be required to translate an address using the EL1&0 translation regime.
 - If [HCR_EL2](#).{E2H, TGE} is {1, 1}, the entry would be required to translate an address using the EL2&0 translation regime.
- When EL2 is not implemented or is disabled in the current Security state, the entry would be required to translate an address using the EL1&0 translation regime.

The invalidation applies to all PEs in the same Inner Shareable shareability domain as the PE that executes this System instruction.

Configuration

There are no configuration notes.

Attributes

TLBI ASIDE1IS is a 64-bit System instruction.

Field descriptions

The TLBI ASIDE1IS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
ASID																RES0															
																RES0															
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

ASID, bits [63:48]

ASID value to match. Any appropriate TLB entries that match the ASID values will be affected by this System instruction.

If the implementation supports 16 bits of ASID, then the upper 8 bits of the ASID must be written to 0 by software when the context being invalidated only uses 8 bits.

Bits [47:0]

Reserved, RES0.

Executing the TLBI ASIDE1IS instruction

Accesses to this instruction use the following encodings:

TLBI ASIDE1IS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b000	0b1000	0b0011	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TTLB == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.TTLBIS == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.TLBIASIDE1IS == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        TLBI_ASIDE1IS(X[t]);
elsif PSTATE.EL == EL2 then
    TLBI_ASIDE1IS(X[t]);
elsif PSTATE.EL == EL3 then
    TLBI_ASIDE1IS(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI ASIDE1OS, TLB Invalidate by ASID, EL1, Outer Shareable

The TLBI ASIDE1OS characteristics are:

Purpose

Invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry.
- The entry would be used for the specified ASID, and either:
 - Is from a level of lookup above the final level.
 - Is a non-global entry from the final level of lookup.
- When EL2 is implemented and enabled in the Security state described by the current value of [SCR_EL3.NS](#):
 - If [HCR_EL2](#).{E2H, TGE} is not {1, 1}, the entry would be used with the current VMID, and would be required to translate an address using the EL1&0 translation regime.
 - If [HCR_EL2](#).{E2H, TGE} is {1, 1}, the entry would be required to translate an address using the EL2&0 translation regime.
- When EL2 is not implemented or is disabled in the current Security state, the entry would be required to translate an address using the EL1&0 translation regime.

The invalidation applies to all PEs in the same Outer Shareable shareability domain as the PE that executes this System instruction.

Configuration

This instruction is present only when FEAT_TLBIOS is implemented. Otherwise, direct accesses to TLBI ASIDE1OS are UNDEFINED.

Attributes

TLBI ASIDE1OS is a 64-bit System instruction.

Field descriptions

The TLBI ASIDE1OS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
ASID																RES0															
																RES0															
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

ASID, bits [63:48]

ASID value to match. Any appropriate TLB entries that match the ASID values will be affected by this System instruction.

If the implementation supports 16 bits of ASID, then the upper 8 bits of the ASID must be written to 0 by software when the context being invalidated only uses 8 bits.

Bits [47:0]

Reserved, RES0.

Executing the TLBI ASIDE10S instruction

Accesses to this instruction use the following encodings:

TLBI ASIDE10S{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b000	0b1000	0b0001	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TTLB == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.TTLB0S == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.TLBIASIDE10S == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        TLBI_ASIDE10S(X[t]);
elsif PSTATE.EL == EL2 then
    TLBI_ASIDE10S(X[t]);
elsif PSTATE.EL == EL3 then
    TLBI_ASIDE10S(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI IPAS2E1, TLB Invalidate by Intermediate Physical Address, Stage 2, EL1

The TLBI IPAS2E1 characteristics are:

Purpose

If EL2 is implemented and enabled in the current Security state, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 2 only translation table entry, from any level of the translation table walk.
- One of the following applies:
 - [SCR_EL3.NS](#)==1 and the entry would be required to translate the specified IPA using the Non-secure EL1&0 translation regime.
 - [SCR_EL3.NS](#)==0 and the entry would be required to translate the specified IPA using the Secure EL1&0 translation regime.
- The entry would be used with the current VMID.

The invalidation is not required to apply to caching structures that combine stage 1 and stage 2 translation table entries.

The invalidation applies to the PE that executes this System instruction.

For more information about the architectural requirements for this System instruction, see 'Invalidation of TLB entries from stage 2 translations'.

Configuration

There are no configuration notes.

Attributes

TLBI IPAS2E1 is a 64-bit System instruction.

Field descriptions

The TLBI IPAS2E1 input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
NS	RES0														TTL			RES0			IPA[51:48]				IPA[47:12]						
IPA[47:12]																															
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

NS, bit [63]

When [FEAT_SEL2](#) is implemented:

Not Secure. Specifies the IPA space.

NS	Meaning
0b0	IPA is in the Secure IPA space.
0b1	IPA is in the Non-secure IPA space.

When the instruction is executed in Non-secure state, this field is [RES0](#), and the instruction applies only to the Non-secure IPA space.

When FEAT_SEL2 is not implemented or is disabled in the current Security state, this field is RES0.

Otherwise:

Reserved, RES0.

Bits [62:48]

Reserved, RES0.

TTL, bits [47:44]

When FEAT_TTL is implemented:

Translation Table Level. Indicates the level of the page table walk that holds the leaf entry for the address being invalidated.

TTL	Meaning
0b00xx	No information supplied as to the translation table level. Hardware must assume that the entry can be from any level. In this case, TTL<1:0> is RES0.
0b01xx	The entry comes from a 4KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.
0b10xx	The entry comes from a 16KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Reserved. Treat as if TTL<3:2> is 0b00. 0b10 : Level 2. 0b11 : Level 3.
0b11xx	The entry comes from a 64KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.

If an incorrect value of the TTL field is specified for the entry being invalidated by the instruction, then no entries are required by the architecture to be invalidated from the TLB.

Otherwise:

Reserved, RES0.

Bits [43:40]

Reserved, RES0.

IPA[51:48], bits [39:36]

When FEAT_LPA is implemented:

Extension to IPA[47:12]. See IPA[47:12] for more details.

Otherwise:

Reserved, RES0.

IPA[47:12], bits [35:0]

Bits[47:12] of the intermediate physical address to match. For implementations with fewer than 48 bits, the upper bits of this field are RES0.

When FEAT_LPA is implemented, and 52-bit addresses and a 64KB translation granule are in use, IPA[51:48] form the upper part of the address value. Otherwise, IPA[51:48] are RES0.

Executing the TLBI IPAS2E1 instruction

Accesses to this instruction use the following encodings:

TLBI IPAS2E1{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b100	0b1000	0b0100	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elseif PSTATE.EL == EL2 then
    TLBI_IPAS2E1(X[t]);
elseif PSTATE.EL == EL3 then
    if !EL2Enabled() then
        //no operation
    else
        TLBI_IPAS2E1(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI IPAS2E1IS, TLB Invalidate by Intermediate Physical Address, Stage 2, EL1, Inner Shareable

The TLBI IPAS2E1IS characteristics are:

Purpose

If EL2 is implemented and enabled in the current Security state, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 2 only translation table entry, from any level of the translation table walk.
- One of the following applies:
 - [SCR_EL3.NS==1](#) and the entry would be required to translate the specified IPA using the Non-secure EL1&0 translation regime.
 - [SCR_EL3.NS==0](#) and the entry would be required to translate the specified IPA using the Secure EL1&0 translation regime.
- The entry would be used with the current VMID.

The invalidation is not required to apply to caching structures that combine stage 1 and stage 2 translation table entries.

The invalidation applies to all PEs in the same Inner Shareable shareability domain as the PE that executes this System instruction.

For more information about the architectural requirements for this System instruction, see 'Invalidation of TLB entries from stage 2 translations'.

Configuration

There are no configuration notes.

Attributes

TLBI IPAS2E1IS is a 64-bit System instruction.

Field descriptions

The TLBI IPAS2E1IS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32				
NS	RES0															TTL					RES0					IPA[51:48]					IPA[47:12]				
IPA[47:12]																																			
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				

NS, bit [63]

When FEAT_SEL2 is implemented:

Not Secure. Specifies the IPA space.

NS	Meaning
0b0	IPA is in the Secure IPA space.
0b1	IPA is in the Non-secure IPA space.

When the instruction is executed in Non-secure state, this field is RES0, and the instruction applies only to the Non-secure IPA space.

When FEAT_SEL2 is not implemented or is disabled in the current Security state, this field is RES0.

Otherwise:

Reserved, RES0.

Bits [62:48]

Reserved, RES0.

TTL, bits [47:44]

When FEAT_TTL is implemented:

Translation Table Level. Indicates the level of the page table walk that holds the leaf entry for the address being invalidated.

TTL	Meaning
0b00xx	No information supplied as to the translation table level. Hardware must assume that the entry can be from any level. In this case, TTL<1:0> is RES0.
0b01xx	The entry comes from a 4KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.
0b10xx	The entry comes from a 16KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Reserved. Treat as if TTL<3:2> is 0b00. 0b10 : Level 2. 0b11 : Level 3.
0b11xx	The entry comes from a 64KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.

If an incorrect value of the TTL field is specified for the entry being invalidated by the instruction, then no entries are required by the architecture to be invalidated from the TLB.

Otherwise:

Reserved, RES0.

Bits [43:40]

Reserved, RES0.

IPA[51:48], bits [39:36]

When FEAT_LPA is implemented:

Extension to IPA[47:12]. See IPA[47:12] for more details.

Otherwise:

Reserved, RES0.

IPA[47:12], bits [35:0]

Bits[47:12] of the intermediate physical address to match. For implementations with fewer than 48 bits, the upper bits of this field are RES0.

When FEAT_LPA is implemented, and 52-bit addresses and a 64KB translation granule are in use, IPA[51:48] form the upper part of the address value. Otherwise, IPA[51:48] are RES0.

Executing the TLBI IPAS2E1IS instruction

Accesses to this instruction use the following encodings:

TLBI IPAS2E1IS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b100	0b1000	0b0000	0b001

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elseif PSTATE.EL == EL2 then
    TLBI_IPAS2E1IS(X[t]);
elseif PSTATE.EL == EL3 then
    if !EL2Enabled() then
        //no operation
    else
        TLBI_IPAS2E1IS(X[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI IPAS2E1OS, TLB Invalidate by Intermediate Physical Address, Stage 2, EL1, Outer Shareable

The TLBI IPAS2E1OS characteristics are:

Purpose

If EL2 is implemented and enabled in the current Security state, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 2 only translation table entry, from any level of the translation table walk.
- One of the following applies:
 - [SCR_EL3.NS](#)==1 and the entry would be required to translate the specified IPA using the Non-secure EL1&0 translation regime.
 - [SCR_EL3.NS](#)==0 and the entry would be required to translate the specified IPA using the Secure EL1&0 translation regime.
- The entry would be used with the current VMID.

The invalidation is not required to apply to caching structures that combine stage 1 and stage 2 translation table entries.

The invalidation applies to all PEs in the same Outer Shareable shareability domain as the PE that executes this System instruction.

For more information about the architectural requirements for this System instruction, see 'Invalidation of TLB entries from stage 2 translations'.

Configuration

This instruction is present only when FEAT_TLBIOS is implemented. Otherwise, direct accesses to TLBI IPAS2E1OS are UNDEFINED.

Attributes

TLBI IPAS2E1OS is a 64-bit System instruction.

Field descriptions

The TLBI IPAS2E1OS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
NS	RES0															TTL			RES0			IPA[51:48]			IPA[47:12]						
IPA[47:12]																															
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

NS, bit [63]

When FEAT_SEL2 is implemented:

Not Secure. Specifies the IPA space.

NS	Meaning
0b0	IPA is in the Secure IPA space.
0b1	IPA is in the Non-secure IPA space.

When the instruction is executed in Non-secure state, this field is RES0, and the instruction applies only to the Non-secure IPA space.

When FEAT_SEL2 is not implemented or is disabled in the current Security state, this field is RES0.

Otherwise:

Reserved, RES0.

Bits [62:48]

Reserved, RES0.

TTL, bits [47:44]

When FEAT_TTL is implemented:

Translation Table Level. Indicates the level of the page table walk that holds the leaf entry for the address being invalidated.

TTL	Meaning
0b00xx	No information supplied as to the translation table level. Hardware must assume that the entry can be from any level. In this case, TTL<1:0> is RES0.
0b01xx	The entry comes from a 4KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.
0b10xx	The entry comes from a 16KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Reserved. Treat as if TTL<3:2> is 0b00. 0b10 : Level 2. 0b11 : Level 3.
0b11xx	The entry comes from a 64KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.

If an incorrect value of the TTL field is specified for the entry being invalidated by the instruction, then no entries are required by the architecture to be invalidated from the TLB.

Otherwise:

Reserved, RES0.

Bits [43:40]

Reserved, RES0.

IPA[51:48], bits [39:36]

Extension to IPA[47:12]. See IPA[47:12] for more details.

IPA[47:12], bits [35:0]

Bits[47:12] of the intermediate physical address to match. For implementations with fewer than 48 bits, the upper bits of this field are RES0.

When FEAT_LPA is implemented, and 52-bit addresses and a 64KB translation granule are in use, IPA[51:48] form the upper part of the address value. Otherwise, IPA[51:48] are RES0.

Executing the TLBI IPAS2E1OS instruction

Accesses to this instruction use the following encodings:

TLBI IPAS2E1OS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b100	0b1000	0b0100	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TLBI_IPAS2E1OS(X[t]);
elsif PSTATE.EL == EL3 then
    if !EL2Enabled() then
        //no operation
    else
        TLBI_IPAS2E1OS(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI IPAS2LE1, TLB Invalidate by Intermediate Physical Address, Stage 2, Last level, EL1

The TLBI IPAS2LE1 characteristics are:

Purpose

If EL2 is implemented and enabled in the current Security state, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 2 only translation table entry, from the final level of the translation table walk.
- One of the following applies:
 - [SCR_EL3.NS](#)==1 and the entry would be required to translate the specified IPA using the Non-secure EL1&0 translation regime.
 - [SCR_EL3.NS](#)==0 and the entry would be required to translate the specified IPA using the Secure EL1&0 translation regime.
- The entry would be used with the current VMID.

The invalidation is not required to apply to caching structures that combine stage 1 and stage 2 translation table entries.

The invalidation applies to the PE that executes this System instruction.

For more information about the architectural requirements for this System instruction, see 'Invalidation of TLB entries from stage 2 translations'.

Configuration

There are no configuration notes.

Attributes

TLBI IPAS2LE1 is a 64-bit System instruction.

Field descriptions

The TLBI IPAS2LE1 input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
NS	RES0															TTL			RES0			IPA[51:48]			IPA[47:12]						
IPA[47:12]																															
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

NS, bit [63]

When [FEAT_SEL2](#) is implemented:

Not Secure. Specifies the IPA space.

NS	Meaning
0b0	IPA is in the Secure IPA space.
0b1	IPA is in the Non-secure IPA space.

When the instruction is executed in Non-secure state, this field is [RES0](#), and the instruction applies only to the Non-secure IPA space.

When FEAT_SEL2 is not implemented or is disabled in the current Security state, this field is RES0.

Otherwise:

Reserved, RES0.

Bits [62:48]

Reserved, RES0.

TTL, bits [47:44]

When FEAT_TTL is implemented:

Translation Table Level. Indicates the level of the page table walk that holds the leaf entry for the address being invalidated.

TTL	Meaning
0b00xx	No information supplied as to the translation table level. Hardware must assume that the entry can be from any level. In this case, TTL<1:0> is RES0.
0b01xx	The entry comes from a 4KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.
0b10xx	The entry comes from a 16KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Reserved. Treat as if TTL<3:2> is 0b00. 0b10 : Level 2. 0b11 : Level 3.
0b11xx	The entry comes from a 64KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.

If an incorrect value of the TTL field is specified for the entry being invalidated by the instruction, then no entries are required by the architecture to be invalidated from the TLB.

Otherwise:

Reserved, RES0.

Bits [43:40]

Reserved, RES0.

IPA[51:48], bits [39:36]

When FEAT_LPA is implemented:

Extension to IPA[47:12]. See IPA[47:12] for more details.

Otherwise:

Reserved, RES0.

IPA[47:12], bits [35:0]

Bits[47:12] of the intermediate physical address to match. For implementations with fewer than 48 bits, the upper bits of this field are RES0.

When FEAT_LPA is implemented, and 52-bit addresses and a 64KB translation granule are in use, IPA[51:48] form the upper part of the address value. Otherwise, IPA[51:48] are RES0.

Executing the TLBI IPAS2LE1 instruction

Accesses to this instruction use the following encodings:

TLBI IPAS2LE1{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b100	0b1000	0b0100	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TLBI_IPAS2LE1(X[t]);
elsif PSTATE.EL == EL3 then
    if !EL2Enabled() then
        //no operation
    else
        TLBI_IPAS2LE1(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI IPAS2LE1IS, TLB Invalidate by Intermediate Physical Address, Stage 2, Last level, EL1, Inner Shareable

The TLBI IPAS2LE1IS characteristics are:

Purpose

If EL2 is implemented and enabled in the current Security state, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 2 only translation table entry, from the final level of the translation table walk.
- One of the following applies:
 - [SCR_EL3.NS](#)==1 and the entry would be required to translate the specified IPA using the Non-secure EL1&0 translation regime.
 - [SCR_EL3.NS](#)==0 and the entry would be required to translate the specified IPA using the Secure EL1&0 translation regime.
- The entry would be used with the current VMID.

The invalidation is not required to apply to caching structures that combine stage 1 and stage 2 translation table entries.

The invalidation applies to all PEs in the same Inner Shareable shareability domain as the PE that executes this System instruction.

For more information about the architectural requirements for this System instruction, see 'Invalidation of TLB entries from stage 2 translations'.

Configuration

There are no configuration notes.

Attributes

TLBI IPAS2LE1IS is a 64-bit System instruction.

Field descriptions

The TLBI IPAS2LE1IS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
NS	RES0														TTL			RES0			IPA[51:48]				IPA[47:12]						
IPA[47:12]																															
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

NS, bit [63]

When FEAT_SEL2 is implemented:

Not Secure. Specifies the IPA space.

NS	Meaning
0b0	IPA is in the Secure IPA space.
0b1	IPA is in the Non-secure IPA space.

When the instruction is executed in Non-secure state, this field is RES0, and the instruction applies only to the Non-secure IPA space.

When FEAT_SEL2 is not implemented or is disabled in the current Security state, this field is RES0.

Otherwise:

Reserved, RES0.

Bits [62:48]

Reserved, RES0.

TTL, bits [47:44]

When FEAT_TTL is implemented:

Translation Table Level. Indicates the level of the page table walk that holds the leaf entry for the address being invalidated.

TTL	Meaning
0b00xx	No information supplied as to the translation table level. Hardware must assume that the entry can be from any level. In this case, TTL<1:0> is RES0.
0b01xx	The entry comes from a 4KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.
0b10xx	The entry comes from a 16KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Reserved. Treat as if TTL<3:2> is 0b00. 0b10 : Level 2. 0b11 : Level 3.
0b11xx	The entry comes from a 64KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.

If an incorrect value of the TTL field is specified for the entry being invalidated by the instruction, then no entries are required by the architecture to be invalidated from the TLB.

Otherwise:

Reserved, RES0.

Bits [43:40]

Reserved, RES0.

IPA[51:48], bits [39:36]

When FEAT_LPA is implemented:

Extension to IPA[47:12]. See IPA[47:12] for more details.

Otherwise:

Reserved, RES0.

IPA[47:12], bits [35:0]

Bits[47:12] of the intermediate physical address to match. For implementations with fewer than 48 bits, the upper bits of this field are RES0.

When FEAT_LPA is implemented, and 52-bit addresses and a 64KB translation granule are in use, IPA[51:48] form the upper part of the address value. Otherwise, IPA[51:48] are RES0.

Executing the TLBI IPAS2LE1IS instruction

Accesses to this instruction use the following encodings:

TLBI IPAS2LE1IS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b100	0b1000	0b0000	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TLBI_IPAS2LE1IS(X[t]);
elsif PSTATE.EL == EL3 then
    if !EL2Enabled() then
        //no operation
    else
        TLBI_IPAS2LE1IS(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI IPAS2LE1OS, TLB Invalidate by Intermediate Physical Address, Stage 2, Last level, EL1, Outer Shareable

The TLBI IPAS2LE1OS characteristics are:

Purpose

If EL2 is implemented and enabled in the current Security state, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 2 only translation table entry, from the final level of the translation table walk.
- One of the following applies:
 - [SCR_EL3.NS](#)==1 and the entry would be required to translate the specified IPA using the Non-secure EL1&0 translation regime.
 - [SCR_EL3.NS](#)==0 and the entry would be required to translate the specified IPA using the Secure EL1&0 translation regime.
- The entry would be used with the current VMID.

The invalidation is not required to apply to caching structures that combine stage 1 and stage 2 translation table entries.

The invalidation applies to all PEs in the same Outer Shareable shareability domain as the PE that executes this System instruction.

For more information about the architectural requirements for this System instruction, see 'Invalidation of TLB entries from stage 2 translations'.

Configuration

This instruction is present only when FEAT_TLBIOS is implemented. Otherwise, direct accesses to TLBI IPAS2LE1OS are UNDEFINED.

Attributes

TLBI IPAS2LE1OS is a 64-bit System instruction.

Field descriptions

The TLBI IPAS2LE1OS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
NS	RES0															TTL			RES0			IPA[51:48]					IPA[47:12]				
IPA[47:12]																															
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

NS, bit [63]

When FEAT_SEL2 is implemented:

Not Secure. Specifies the IPA space.

NS	Meaning
0b0	IPA is in the Secure IPA space.
0b1	IPA is in the Non-secure IPA space.

When the instruction is executed in Non-secure state, this field is RES0, and the instruction applies only to the Non-secure IPA space.

When FEAT_SEL2 is not implemented or is disabled in the current Security state, this field is RES0.

Otherwise:

Reserved, RES0.

Bits [62:48]

Reserved, RES0.

TTL, bits [47:44]

When FEAT_TTL is implemented:

Translation Table Level. Indicates the level of the page table walk that holds the leaf entry for the address being invalidated.

TTL	Meaning
0b00xx	No information supplied as to the translation table level. Hardware must assume that the entry can be from any level. In this case, TTL<1:0> is RES0.
0b01xx	The entry comes from a 4KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.
0b10xx	The entry comes from a 16KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Reserved. Treat as if TTL<3:2> is 0b00. 0b10 : Level 2. 0b11 : Level 3.
0b11xx	The entry comes from a 64KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.

If an incorrect value of the TTL field is specified for the entry being invalidated by the instruction then no entries are required by the architecture to be invalidated from the TLB.

Otherwise:

Reserved, RES0.

Bits [43:40]

Reserved, RES0.

IPA[51:48], bits [39:36]

Extension to IPA[47:12]. See IPA[47:12] for more details.

IPA[47:12], bits [35:0]

Bits[47:12] of the intermediate physical address to match. For implementations with fewer than 48 bits, the upper bits of this field are RES0.

When FEAT_LPA is implemented, and 52-bit addresses and a 64KB translation granule are in use, IPA[51:48] form the upper part of the address value. Otherwise, IPA[51:48] are RES0.

Executing the TLBI IPAS2LE1OS instruction

Accesses to this instruction use the following encodings:

TLBI IPAS2LE1OS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b100	0b1000	0b0100	0b100

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TLBI_IPAS2LE1OS(X[t]);
elsif PSTATE.EL == EL3 then
    if !EL2Enabled() then
        //no operation
    else
        TLBI_IPAS2LE1OS(X[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI RIPAS2E1, TLB Range Invalidate by Intermediate Physical Address, Stage 2, EL1

The TLBI RIPAS2E1 characteristics are:

Purpose

If EL2 is implemented and enabled in the current Security state, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 2 only translation table entry, from any level of the translation table walk.
- One of the following applies:
 - [SCR_EL3.NS](#)==1 and the entry would be required to translate the specified IPA using the Non-secure EL1&0 translation regime.
 - [SCR_EL3.NS](#)==0 and the entry would be required to translate the specified IPA using the Secure EL1&0 translation regime.
- The entry would be used with the current VMID.
- The entry is within the address range determined by the formula $[BaseADDR \leq VA < BaseADDR + ((NUM + 1) * 2^{(5 * SCALE + 1) * Translation_Granule_Size})]$.

The invalidation is not required to apply to caching structures that combine stage 1 and stage 2 translation table entries.

The invalidation applies to the PE that executes this System instruction.

The range of addresses invalidated is UNPREDICTABLE when:

- For the 4K translation granule:
 - If $TTL == 01$ and $BaseADDR[29:12]$ is not equal to 00000000000000000000.
 - If $TTL == 10$ and $BaseADDR[20:12]$ is not equal to 0000000000.
- For the 16K translation granule:
 - If $TTL == 10$ and $BaseADDR[24:14]$ is not equal to 000000000000.
- For the 64K translation granule:
 - If $TTL == 01$ and $BaseADDR[41:16]$ is not equal to 00000000000000000000000000000000.
 - If $TTL == 10$ and $BaseADDR[28:16]$ is not equal to 0000000000000000.

For more information about the architectural requirements for this System instruction, see 'Invalidation of TLB entries from stage 2 translations'.

Configuration

This instruction is present only when FEAT_TLBIRANGE is implemented. Otherwise, direct accesses to TLBI RIPAS2E1 are UNDEFINED.

Attributes

TLBI RIPAS2E1 is a 64-bit System instruction.

Field descriptions

The TLBI RIPAS2E1 input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
NS		RES0														TG		SCALE		NUM					TTL		BaseADDR					
BaseADDR																																
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	

NS, bit [63]

When FEAT_SEL2 is implemented:

Not Secure. Specifies the IPA space.

NS	Meaning
0b0	IPA is in the Secure IPA space.
0b1	IPA is in the Non-secure IPA space.

When the instruction is executed in Non-secure state, this field is RES0, and the instruction applies only to the Non-secure IPA space.

When FEAT_SEL2 is not implemented or is disabled in the current Security state, this field is RES0.

Otherwise:

Reserved, RES0.

Bits [62:48]

Reserved, RES0.

TG, bits [47:46]

Translation granule size.

TG	Meaning
0b00	Reserved.
0b01	4K translation granule.
0b10	16K translation granule.
0b11	64K translation granule.

The instruction takes a translation granule size for the translations that are being invalidated. If the translations used a different translation granule size than the one being specified, then the architecture does not require that the instruction invalidates any entries.

SCALE, bits [45:44]

The exponent element of the calculation that is used to produce the upper range.

NUM, bits [43:39]

The base element of the calculation that is used to produce the upper range.

TTL, bits [38:37]

TTL Level hint. The TTL hint is only guaranteed to invalidate entries in the range that match the level described by the TTL hint.

TTL	Meaning
0b00	The entries in the range can be using any level for the translation table entries.
0b01	When using a 4KB or 64KB translation granule, all entries to invalidate are Level 1 translation table entries. When using a 16KB translation granule, this value is reserved. Hardware should treat this field as 0b00.
0b10	All entries to invalidate are Level 2 translation table entries.
0b11	All entries to invalidate are Level 3 translation table entries.

BaseADDR, bits [36:0]

The starting address for the range of the maintenance instruction.

When using a 4KB translation granule, this field is BaseADDR[48:12].

When using a 16KB translation granule, this field is BaseADDR[50:14].

When using a 64KB translation granule, this field is BaseADDR[52:16].

Executing the TLBI RIPAS2E1 instruction

Accesses to this instruction use the following encodings:

TLBI RIPAS2E1{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b100	0b1000	0b0100	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TLBI_RIPAS2E1(X[t]);
elsif PSTATE.EL == EL3 then
    if !EL2Enabled() then
        //no operation
    else
        TLBI_RIPAS2E1(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI RIPAS2E1IS, TLB Range Invalidate by Intermediate Physical Address, Stage 2, EL1, Inner Shareable

The TLBI RIPAS2E1IS characteristics are:

Purpose

If EL2 is implemented and enabled in the current Security state, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 2 only translation table entry, from any level of the translation table walk.
- One of the following applies:
 - [SCR_EL3.NS](#)==1 and the entry would be required to translate the specified IPA using the Non-secure EL1&0 translation regime.
 - [SCR_EL3.NS](#)==0 and the entry would be required to translate the specified IPA using the Secure EL1&0 translation regime.
- The entry would be used with the current VMID.
- The entry is within the address range determined by the formula $[BaseADDR \leq VA < BaseADDR + ((NUM + 1) * 2^{(5 * SCALE + 1) * Translation_Granule_Size})]$.

The invalidation is not required to apply to caching structures that combine stage 1 and stage 2 translation table entries.

The invalidation applies to all PEs in the same Inner Shareable shareability domain as the PE that executes this System instruction.

The range of addresses invalidated is UNPREDICTABLE when:

- For the 4K translation granule:
 - If $TTL == 01$ and $BaseADDR[29:12]$ is not equal to 000000000000000000.
 - If $TTL == 10$ and $BaseADDR[20:12]$ is not equal to 000000000.
- For the 16K translation granule:
 - If $TTL == 10$ and $BaseADDR[24:14]$ is not equal to 000000000000.
- For the 64K translation granule:
 - If $TTL == 01$ and $BaseADDR[41:16]$ is not equal to 00000000000000000000000000000000.
 - If $TTL == 10$ and $BaseADDR[28:16]$ is not equal to 0000000000000000.

For more information about the architectural requirements for this System instruction, see 'Invalidation of TLB entries from stage 2 translations'.

Configuration

This instruction is present only when FEAT_TLBIRANGE is implemented. Otherwise, direct accesses to TLBI RIPAS2E1IS are UNDEFINED.

Attributes

TLBI RIPAS2E1IS is a 64-bit System instruction.

Field descriptions

The TLBI RIPAS2E1IS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
NS		RES0														TG		SCALE		NUM					TTL		BaseADDR				
BaseADDR																															
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

NS, bit [63]

When FEAT_SEL2 is implemented:

Not Secure. Specifies the IPA space.

NS	Meaning
0b0	IPA is in the Secure IPA space.
0b1	IPA is in the Non-secure IPA space.

When the instruction is executed in Non-secure state, this field is RES0, and the instruction applies only to the Non-secure IPA space.

When FEAT_SEL2 is not implemented or is disabled in the current Security state, this field is RES0.

Otherwise:

Reserved, RES0.

Bits [62:48]

Reserved, RES0.

TG, bits [47:46]

Translation granule size.

TG	Meaning
0b00	Reserved.
0b01	4K translation granule.
0b10	16K translation granule.
0b11	64K translation granule.

The instruction takes a translation granule size for the translations that are being invalidated. If the translations used a different translation granule size than the one being specified, then the architecture does not require that the instruction invalidates any entries.

SCALE, bits [45:44]

The exponent element of the calculation that is used to produce the upper range.

NUM, bits [43:39]

The base element of the calculation that is used to produce the upper range.

TTL, bits [38:37]

TTL Level hint. The TTL hint is only guaranteed to invalidate entries in the range that match the level described by the TTL hint.

TTL	Meaning
0b00	The entries in the range can be using any level for the translation table entries.
0b01	When using a 4KB or 64KB translation granule, all entries to invalidate are Level 1 translation table entries. When using a 16KB translation granule, this value is reserved. Hardware should treat this field as 0b00.
0b10	All entries to invalidate are Level 2 translation table entries.
0b11	All entries to invalidate are Level 3 translation table entries.

BaseADDR, bits [36:0]

The starting address for the range of the maintenance instruction.

When using a 4KB translation granule, this field is BaseADDR[48:12].

When using a 16KB translation granule, this field is BaseADDR[50:14].

When using a 64KB translation granule, this field is BaseADDR[52:16].

Executing the TLBI RIPAS2E1IS instruction

Accesses to this instruction use the following encodings:

TLBI RIPAS2E1IS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b100	0b1000	0b0000	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TLBI_RIPAS2E1IS(X[t]);
elsif PSTATE.EL == EL3 then
    if !EL2Enabled() then
        //no operation
    else
        TLBI_RIPAS2E1IS(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI RIPAS2E1OS, TLB Range Invalidate by Intermediate Physical Address, Stage 2, EL1, Outer Shareable

The TLBI RIPAS2E1OS characteristics are:

Purpose

If EL2 is implemented and enabled in the current Security state, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 2 only translation table entry, from any level of the translation table walk.
- One of the following applies:
 - [SCR_EL3.NS](#)==1 and the entry would be required to translate the specified IPA using the Non-secure EL1&0 translation regime.
 - [SCR_EL3.NS](#)==0 and the entry would be required to translate the specified IPA using the Secure EL1&0 translation regime.
- The entry would be used with the current VMID.
- The entry is within the address range determined by the formula $[BaseADDR \leq VA < BaseADDR + ((NUM + 1) * 2^{(5 * SCALE + 1) * Translation_Granule_Size})]$.

The invalidation is not required to apply to caching structures that combine stage 1 and stage 2 translation table entries.

The invalidation applies to all PEs in the same Outer Shareable shareability domain as the PE that executes this System instruction.

The range of addresses invalidated is UNPREDICTABLE when:

- For the 4K translation granule:
 - If $TTL == 01$ and $BaseADDR[29:12]$ is not equal to 000000000000000000.
 - If $TTL == 10$ and $BaseADDR[20:12]$ is not equal to 000000000.
- For the 16K translation granule:
 - If $TTL == 10$ and $BaseADDR[24:14]$ is not equal to 00000000000.
- For the 64K translation granule:
 - If $TTL == 01$ and $BaseADDR[41:16]$ is not equal to 00000000000000000000000000000000.
 - If $TTL == 10$ and $BaseADDR[28:16]$ is not equal to 0000000000000000.

For more information about the architectural requirements for this System instruction, see 'Invalidation of TLB entries from stage 2 translations'.

Configuration

This instruction is present only when FEAT_TLBIRANGE is implemented and FEAT_TLBIOS is implemented. Otherwise, direct accesses to TLBI RIPAS2E1OS are UNDEFINED.

Attributes

TLBI RIPAS2E1OS is a 64-bit System instruction.

Field descriptions

The TLBI RIPAS2E1OS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32			
NS		RES0															TG		SCALE		NUM					TTL			BaseADDR					
BaseADDR																																		
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			

NS, bit [63]

Not Secure. Specifies the IPA space.

NS	Meaning
0b0	IPA is in the Secure IPA space.
0b1	IPA is in the Non-secure IPA space.

When the instruction is executed in Non-secure state, this field is RES0, and the instruction applies only to the Non-secure IPA space.

When FEAT_SEL2 is not implemented or is disabled in the current Security state, this field is RES0.

Bits [62:48]

Reserved, RES0.

TG, bits [47:46]

Translation granule size.

TG	Meaning
0b00	Reserved.
0b01	4K translation granule.
0b10	16K translation granule.
0b11	64K translation granule.

The instruction takes a translation granule size for the translations that are being invalidated. If the translations used a different translation granule size than the one being specified, then the architecture does not require that the instruction invalidates any entries.

SCALE, bits [45:44]

The exponent element of the calculation that is used to produce the upper range.

NUM, bits [43:39]

The base element of the calculation that is used to produce the upper range.

TTL, bits [38:37]

TTL Level hint. The TTL hint is only guaranteed to invalidate entries in the range that match the level described by the TTL hint.

TTL	Meaning
0b00	The entries in the range can be using any level for the translation table entries.
0b01	When using a 4KB or 64KB translation granule, all entries to invalidate are Level 1 translation table entries. When using a 16KB translation granule, this value is reserved. Hardware should treat this field as 0b00.
0b10	All entries to invalidate are Level 2 translation table entries.
0b11	All entries to invalidate are Level 3 translation table entries.

BaseADDR, bits [36:0]

The starting address for the range of the maintenance instruction.

When using a 4KB translation granule, this field is BaseADDR[48:12].

When using a 16KB translation granule, this field is BaseADDR[50:14].

When using a 64KB translation granule, this field is BaseADDR[52:16].

Executing the TLBI RIPAS2E1OS instruction

Accesses to this instruction use the following encodings:

TLBI RIPAS2E1OS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b100	0b1000	0b0100	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elseif PSTATE.EL == EL2 then
    TLBI_RIPAS2E1OS(X[t]);
elseif PSTATE.EL == EL3 then
    if !EL2Enabled() then
        //no operation
    else
        TLBI_RIPAS2E1OS(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI RIPAS2LE1, TLB Range Invalidate by Intermediate Physical Address, Stage 2, Last level, EL1

The TLBI RIPAS2LE1 characteristics are:

Purpose

If EL2 is implemented and enabled in the current Security state, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 2 only translation table entry, from the final level of the translation table walk.
- One of the following applies:
 - [SCR_EL3.NS](#)==1 and the entry would be required to translate the specified IPA using the Non-secure EL1&0 translation regime.
 - [SCR_EL3.NS](#)==0 and the entry would be required to translate the specified IPA using the Secure EL1&0 translation regime.
- The entry would be used with the current VMID.
- The entry is within the address range determined by the formula $[BaseADDR \leq VA < BaseADDR + ((NUM + 1) * 2^{(5 * SCALE + 1) * Translation_Granule_Size})]$.

The invalidation is not required to apply to caching structures that combine stage 1 and stage 2 translation table entries.

The invalidation only applies to the PE that executes this System instruction.

The range of addresses invalidated is UNPREDICTABLE when:

- For the 4K translation granule:
 - If $TTL == 01$ and $BaseADDR[29:12]$ is not equal to 00000000000000000000.
 - If $TTL == 10$ and $BaseADDR[20:12]$ is not equal to 0000000000.
- For the 16K translation granule:
 - If $TTL == 10$ and $BaseADDR[24:14]$ is not equal to 000000000000.
- For the 64K translation granule:
 - If $TTL == 01$ and $BaseADDR[41:16]$ is not equal to 00000000000000000000000000000000.
 - If $TTL == 10$ and $BaseADDR[28:16]$ is not equal to 0000000000000000.

For more information about the architectural requirements for this System instruction, see 'Invalidation of TLB entries from stage 2 translations'.

Configuration

This instruction is present only when FEAT_TLBIRANGE is implemented. Otherwise, direct accesses to TLBI RIPAS2LE1 are UNDEFINED.

Attributes

TLBI RIPAS2LE1 is a 64-bit System instruction.

Field descriptions

The TLBI RIPAS2LE1 input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
NS		RES0														TG		SCALE		NUM					TTL		BaseADDR				
BaseADDR																															
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

NS, bit [63]

When FEAT_SEL2 is implemented:

Not Secure. Specifies the IPA space.

NS	Meaning
0b0	IPA is in the Secure IPA space.
0b1	IPA is in the Non-secure IPA space.

When the instruction is executed in Non-secure state, this field is RES0, and the instruction applies only to the Non-secure IPA space.

When FEAT_SEL2 is not implemented or is disabled in the current Security state, this field is RES0.

Otherwise:

Reserved, RES0.

Bits [62:48]

Reserved, RES0.

TG, bits [47:46]

Translation granule size.

TG	Meaning
0b00	Reserved.
0b01	4K translation granule.
0b10	16K translation granule.
0b11	64K translation granule.

The instruction takes a translation granule size for the translations that are being invalidated. If the translations used a different translation granule size than the one being specified, then the architecture does not require that the instruction invalidates any entries.

SCALE, bits [45:44]

The exponent element of the calculation that is used to produce the upper range.

NUM, bits [43:39]

The base element of the calculation that is used to produce the upper range.

TTL, bits [38:37]

TTL Level hint. The TTL hint is only guaranteed to invalidate entries in the range that match the level described by the TTL hint.

TTL	Meaning
0b00	The entries in the range can be using any level for the translation table entries.
0b01	When using a 4KB or 64KB translation granule, all entries to invalidate are Level 1 translation table entries. When using a 16KB translation granule, this value is reserved. Hardware should treat this field as 0b00.
0b10	All entries to invalidate are Level 2 translation table entries.
0b11	All entries to invalidate are Level 3 translation table entries.

BaseADDR, bits [36:0]

The starting address for the range of the maintenance instruction.

When using a 4KB translation granule, this field is BaseADDR[48:12].

When using a 16KB translation granule, this field is BaseADDR[50:14].

When using a 64KB translation granule, this field is BaseADDR[52:16].

Executing the TLBI RIPAS2LE1 instruction

Accesses to this instruction use the following encodings:

TLBI RIPAS2LE1{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b100	0b1000	0b0100	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TLBI_RIPAS2LE1(X[t]);
elsif PSTATE.EL == EL3 then
    if !EL2Enabled() then
        //no operation
    else
        TLBI_RIPAS2LE1(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI RIPAS2LE1IS, TLB Range Invalidate by Intermediate Physical Address, Stage 2, Last level, EL1, Inner Shareable

The TLBI RIPAS2LE1IS characteristics are:

Purpose

If EL2 is implemented and enabled in the current Security state, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 2 only translation table entry, from the final level of the translation table walk.
- One of the following applies:
 - [SCR_EL3.NS](#)==1 and the entry would be required to translate the specified IPA using the Non-secure EL1&0 translation regime.
 - [SCR_EL3.NS](#)==0 and the entry would be required to translate the specified IPA using the Secure EL1&0 translation regime.
- The entry would be used with the current VMID.
- The entry is within the address range determined by the formula $[BaseADDR \leq VA < BaseADDR + ((NUM + 1) * 2^{(5 * SCALE + 1) * Translation_Granule_Size})]$.

The invalidation is not required to apply to caching structures that combine stage 1 and stage 2 translation table entries.

The invalidation applies to all PEs in the same Inner Shareable shareability domain as the PE that executes this System instruction.

The range of addresses invalidated is UNPREDICTABLE when:

- For the 4K translation granule:
 - If $TTL == 01$ and $BaseADDR[29:12]$ is not equal to 000000000000000000.
 - If $TTL == 10$ and $BaseADDR[20:12]$ is not equal to 000000000.
- For the 16K translation granule:
 - If $TTL == 10$ and $BaseADDR[24:14]$ is not equal to 00000000000.
- For the 64K translation granule:
 - If $TTL == 01$ and $BaseADDR[41:16]$ is not equal to 00000000000000000000000000000000.
 - If $TTL == 10$ and $BaseADDR[28:16]$ is not equal to 0000000000000000.

For more information about the architectural requirements for this System instruction, see 'Invalidation of TLB entries from stage 2 translations'.

Configuration

This instruction is present only when FEAT_TLBIRANGE is implemented. Otherwise, direct accesses to TLBI RIPAS2LE1IS are UNDEFINED.

Attributes

TLBI RIPAS2LE1IS is a 64-bit System instruction.

Field descriptions

The TLBI RIPAS2LE1IS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
NS	RES0														TG		SCALE	NUM					TTL		BaseADDR							
BaseADDR																																
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	

NS, bit [63]

When FEAT_SEL2 is implemented:

Not Secure. Specifies the IPA space.

NS	Meaning
0b0	IPA is in the Secure IPA space.
0b1	IPA is in the Non-secure IPA space.

When the instruction is executed in Non-secure state, this field is RES0, and the instruction applies only to the Non-secure IPA space.

When FEAT_SEL2 is not implemented or is disabled in the current Security state, this field is RES0.

Otherwise:

Reserved, RES0.

Bits [62:48]

Reserved, RES0.

TG, bits [47:46]

Translation granule size.

TG	Meaning
0b00	Reserved.
0b01	4K translation granule.
0b10	16K translation granule.
0b11	64K translation granule.

The instruction takes a translation granule size for the translations that are being invalidated. If the translations used a different translation granule size than the one being specified, then the architecture does not require that the instruction invalidates any entries.

SCALE, bits [45:44]

The exponent element of the calculation that is used to produce the upper range.

NUM, bits [43:39]

The base element of the calculation that is used to produce the upper range.

TTL, bits [38:37]

TTL Level hint. The TTL hint is only guaranteed to invalidate entries in the range that match the level described by the TTL hint.

TTL	Meaning
0b00	The entries in the range can be using any level for the translation table entries.
0b01	When using a 4KB or 64KB translation granule, all entries to invalidate are Level 1 translation table entries. When using a 16KB translation granule, this value is reserved. Hardware should treat this field as 0b00.
0b10	All entries to invalidate are Level 2 translation table entries.
0b11	All entries to invalidate are Level 3 translation table entries.

BaseADDR, bits [36:0]

The starting address for the range of the maintenance instruction.

When using a 4KB translation granule, this field is BaseADDR[48:12].

When using a 16KB translation granule, this field is BaseADDR[50:14].

When using a 64KB translation granule, this field is BaseADDR[52:16].

Executing the TLBI RIPAS2LE1IS instruction

Accesses to this instruction use the following encodings:

```
TLBI RIPAS2LE1IS{, <Xt>}
```

op0	op1	CRn	CRm	op2
0b01	0b100	0b1000	0b0000	0b110

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TLBI_RIPAS2LE1IS(X[t]);
elsif PSTATE.EL == EL3 then
    if !EL2Enabled() then
        //no operation
    else
        TLBI_RIPAS2LE1IS(X[t]);
```

TLBI RIPAS2LE1OS, TLB Range Invalidate by Intermediate Physical Address, Stage 2, Last level, EL1, Outer Shareable

The TLBI RIPAS2LE1OS characteristics are:

Purpose

If EL2 is implemented and enabled in the current Security state, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 2 only translation table entry, from any level of the translation table walk.
- One of the following applies:
 - [SCR_EL3.NS](#)==1 and the entry would be required to translate the specified IPA using the Non-secure EL1&0 translation regime.
 - [SCR_EL3.NS](#)==0 and the entry would be required to translate the specified IPA using the Secure EL1&0 translation regime.
- The entry would be used with the current VMID.
- The entry is within the address range determined by the formula $[BaseADDR \leq VA < BaseADDR + ((NUM + 1) * 2^{(5 * SCALE + 1) * Translation_Granule_Size})]$.

Note

When a TLB maintenance instruction is generated to the Secure EL1&0 translation regime and is defined to pass a VMID argument, or would be defined to pass a VMID argument if [SCR_EL3.EEL2](#)==1, then:

- A PE with [SCR_EL3.EEL2](#)==1 is not architecturally required to invalidate any entries in the Secure EL1&0 translation of a PE in the same required shareability domain with [SCR_EL3.EEL2](#)==0.
 - A PE with [SCR_EL3.EEL2](#)==0 is not architecturally required to invalidate any entries in the Secure EL1&0 translation of a PE in the same required shareability domain with [SCR_EL3.EEL2](#)==1.
 - A PE is architecturally required to invalidate all relevant entries in the Secure EL1&0 translation of a System MMU in the same required shareability domain with a VMID of 0.
-

The invalidation is not required to apply to caching structures that combine stage 1 and stage 2 translation table entries.

The invalidation applies to all PEs in the same Outer Shareable shareability domain as the PE that executes this System instruction.

The range of addresses invalidated is UNPREDICTABLE when:

- For the 4K translation granule:
 - If [TTL](#)==01 and [BaseADDR\[29:12\]](#) is not equal to 000000000000000000.
 - If [TTL](#)==10 and [BaseADDR\[20:12\]](#) is not equal to 000000000.
- For the 16K translation granule:
 - If [TTL](#)==10 and [BaseADDR\[24:14\]](#) is not equal to 00000000000.
- For the 64K translation granule:
 - If [TTL](#)==01 and [BaseADDR\[41:16\]](#) is not equal to 00000000000000000000000000000000.

TLBI RIPAS2LE1OS, TLB Range Invalidate by Intermediate Physical Address, Stage 2, Last level, EL1, Outer Shareable

- If TTL==10 and BaseADDR[28:16] is not equal to 0000000000000.

For more information about the architectural requirements for this System instruction, see 'Invalidation of TLB entries from stage 2 translations'.

Configuration

This instruction is present only when FEAT_TLBIRANGE is implemented and FEAT_TLBIOS is implemented. Otherwise, direct accesses to TLBI RIPAS2LE1OS are UNDEFINED.

Attributes

TLBI RIPAS2LE1OS is a 64-bit System instruction.

Field descriptions

The TLBI RIPAS2LE1OS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
NS	RES0														TG	SCALE	NUM					TTL	BaseADDR									
BaseADDR																																
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	

NS, bit [63]

When FEAT_SEL2 is implemented:

Not Secure. Specifies the IPA space.

NS	Meaning
0b0	IPA is in the Secure IPA space.
0b1	IPA is in the Non-secure IPA space.

When the instruction is executed in Non-secure state, this field is RES0, and the instruction applies only to the Non-secure IPA space.

When FEAT_SEL2 is not implemented or is disabled in the current Security state, this field is RES0.

Otherwise:

Reserved, RES0.

Bits [62:48]

Reserved, RES0.

TG, bits [47:46]

Translation granule size.

TG	Meaning
0b00	Reserved.
0b01	4K translation granule.
0b10	16K translation granule.
0b11	64K translation granule.

The instruction takes a translation granule size for the translations that are being invalidated. If the translations used a different translation granule size than the one being specified, then the architecture does not require that the instruction invalidates any entries.

SCALE, bits [45:44]

The exponent element of the calculation that is used to produce the upper range.

NUM, bits [43:39]

The base element of the calculation that is used to produce the upper range.

TTL, bits [38:37]

TTL Level hint. The TTL hint is only guaranteed to invalidate entries in the range that match the level described by the TTL hint.

TTL	Meaning
0b00	The entries in the range can be using any level for the translation table entries.
0b01	When using a 4KB or 64KB translation granule, all entries to invalidate are Level 1 translation table entries. When using a 16KB translation granule, this value is reserved. Hardware should treat this field as 0b00.
0b10	All entries to invalidate are Level 2 translation table entries.
0b11	All entries to invalidate are Level 3 translation table entries.

BaseADDR, bits [36:0]

The starting address for the range of the maintenance instruction.

When using a 4KB translation granule, this field is BaseADDR[48:12].

When using a 16KB translation granule, this field is BaseADDR[50:14].

When using a 64KB translation granule, this field is BaseADDR[52:16].

Executing the TLBI RIPAS2LE1OS instruction

Accesses to this instruction use the following encodings:

TLBI RIPAS2LE1OS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b100	0b1000	0b0100	0b111

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TLBI_RIPAS2LE1OS(X[t]);
elsif PSTATE.EL == EL3 then
    if !EL2Enabled() then
        //no operation
    else
        TLBI_RIPAS2LE1OS(X[t]);
```

TLBI RVAAE1, TLB Range Invalidate by VA, All ASID, EL1

The TLBI RVAAE1 characteristics are:

Purpose

Invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry, from any level of the translation table walk.
- When EL2 is implemented and enabled in the Security state described by the current value of [SCR_EL3.NS](#):
 - If [HCR_EL2](#).{E2H, TGE} is not {1, 1}, the entry would be used with the current VMID and would be required to translate the specified VA using the EL1&0 translation regime.
 - If [HCR_EL2](#).{E2H, TGE} is {1, 1}, the entry would be required to translate the specified VA using the EL2&0 translation regime.
- When EL2 is not implemented or is disabled in the current Security state, the entry would be required to translate the specified VA using the EL1&0 translation regime.
- The entry is within the address range determined by the formula $[BaseADDR \leq VA < BaseADDR + ((NUM + 1) * 2^{(5 * SCALE + 1)} * Translation_Granule_Size)]$.

The invalidation applies to the PE that executes this System instruction.

Note

For the EL1&0 and EL2&0 translation regimes, the invalidation applies to both:

- Global entries.
 - Non-global entries with any ASID.
-

The range of addresses invalidated is UNPREDICTABLE when:

- For the 4K translation granule:
 - If $TTL == 01$ and $BaseADDR[29:12]$ is not equal to 000000000000000000.
 - If $TTL == 10$ and $BaseADDR[20:12]$ is not equal to 000000000.
- For the 16K translation granule:
 - If $TTL == 10$ and $BaseADDR[24:14]$ is not equal to 000000000000.
- For the 64K translation granule:
 - If $TTL == 01$ and $BaseADDR[41:16]$ is not equal to 00000000000000000000000000000000.
 - If $TTL == 10$ and $BaseADDR[28:16]$ is not equal to 00000000000000.

Configuration

This instruction is present only when FEAT_TLBIRANGE is implemented. Otherwise, direct accesses to TLBI RVAAE1 are UNDEFINED.

Attributes

TLBI RVAAE1 is a 64-bit System instruction.

Field descriptions

The TLBI RVAAE1 input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32		
RES0																TG	SCALE	NUM					TTL			BaseADDR							
BaseADDR																																	
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0		

Bits [63:48]

Reserved, RES0.

TG, bits [47:46]

Translation granule size.

TG	Meaning
0b00	Reserved.
0b01	4K translation granule.
0b10	16K translation granule.
0b11	64K translation granule.

The instruction takes a translation granule size for the translations that are being invalidated. If the translations used a different translation granule size than the one being specified, then the architecture does not require that the instruction invalidates any entries.

SCALE, bits [45:44]

The exponent element of the calculation that is used to produce the upper range.

NUM, bits [43:39]

The base element of the calculation that is used to produce the upper range.

TTL, bits [38:37]

TTL Level hint. The TTL hint is only guaranteed to invalidate entries in the range that match the level described by the TTL hint.

TTL	Meaning
0b00	The entries in the range can be using any level for the translation table entries.
0b01	When using a 4KB or 64KB translation granule, all entries to invalidate are Level 1 translation table entries. When using a 16KB translation granule, this value is reserved and hardware should treat this field as 0b00.
0b10	All entries to invalidate are Level 2 translation table entries.
0b11	All entries to invalidate are Level 3 translation table entries.

BaseADDR, bits [36:0]

The starting address for the range of the maintenance instruction.

When using a 4KB translation granule, this field is BaseADDR[48:12].

When using a 16KB translation granule, this field is BaseADDR[50:14].

When using a 64KB translation granule, this field is BaseADDR[52:16].

Executing the TLBI RVAAE1 instruction

Accesses to this instruction use the following encodings:

TLBI RVAAE1{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b000	0b1000	0b0110	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TTLB == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.TLBIRVAAE1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FB == '1' then
        TLBI_RVAAE1IS(X[t]);
    else
        TLBI_RVAAE1(X[t]);
elsif PSTATE.EL == EL2 then
    TLBI_RVAAE1(X[t]);
elsif PSTATE.EL == EL3 then
    TLBI_RVAAE1(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

- If TTL==10 and BaseADDR[28:16] is not equal to 00000000000000.

Configuration

This instruction is present only when FEAT_TLBIRANGE is implemented. Otherwise, direct accesses to TLBI RVAAE1IS are UNDEFINED.

Attributes

TLBI RVAAE1IS is a 64-bit System instruction.

Field descriptions

The TLBI RVAAE1IS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
RES0																TG	SCALE	NUM					TTL		BaseADDR							
BaseADDR																																
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	

Bits [63:48]

Reserved, RES0.

TG, bits [47:46]

Translation granule size.

TG	Meaning
0b00	Reserved.
0b01	4K translation granule.
0b10	16K translation granule.
0b11	64K translation granule.

The instruction takes a translation granule size for the translations that are being invalidated. If the translations used a different translation granule size than the one being specified, then the architecture does not require that the instruction invalidates any entries.

SCALE, bits [45:44]

The exponent element of the calculation that is used to produce the upper range.

NUM, bits [43:39]

The base element of the calculation that is used to produce the upper range.

TTL, bits [38:37]

TTL Level hint. The TTL hint is only guaranteed to invalidate entries in the range that match the level described by the TTL hint.

TTL	Meaning
0b00	The entries in the range can be using any level for the translation table entries.
0b01	When using a 4KB or 64KB translation granule, all entries to invalidate are Level 1 translation table entries. When using a 16KB translation granule, this value is reserved and hardware should treat this field as 0b00.
0b10	All entries to invalidate are Level 2 translation table entries.
0b11	All entries to invalidate are Level 3 translation table entries.

BaseADDR, bits [36:0]

The starting address for the range of the maintenance instruction.

When using a 4KB translation granule, this field is BaseADDR[48:12].

When using a 16KB translation granule, this field is BaseADDR[50:14].

When using a 64KB translation granule, this field is BaseADDR[52:16].

Executing the TLBI RVAAE1IS instruction

Accesses to this instruction use the following encodings:

TLBI RVAAE1IS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b000	0b1000	0b0010	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TTLB == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.TTLBIS == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.TLBIRVAE1IS == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        TLBI_RVAE1IS(X[t]);
elsif PSTATE.EL == EL2 then
    TLBI_RVAE1IS(X[t]);
elsif PSTATE.EL == EL3 then
    TLBI_RVAE1IS(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

Purpose

- The entry is a stage 1 translation table entry, from any level of the translation table walk.
- When EL2 is implemented and enabled in the Security state described by the current value of [SCR_EL3.NS](#):
 - If [HCR_EL2](#).{E2H, TGE} is not {1, 1}, the entry would be used with the current VMID and would be required to translate the specified VA using the EL1&0 translation regime.
 - If [HCR_EL2](#).{E2H, TGE} is {1, 1}, the entry would be required to translate the specified VA using the EL2&0 translation regime.
- When EL2 is not implemented or is disabled in the current Security state, the entry would be required to translate the specified VA using the EL1&0 translation regime.
- The entry is within the address range determined by the formula $[BaseAddr \leq VA < BaseAddr + ((NUM + 1) * 2^{(5 * SCALE + 1) * Translation\ Granule\ Size})]$.

- If $TTL=10$ and $BaseADDR[28:16]$ is not equal to 00000000000000.

Configuration

This instruction is present only when FEAT_TLBIRANGE is implemented and FEAT_TLBIOS is implemented. Otherwise, direct accesses to TLBI RVAAE1OS are UNDEFINED.

Attributes

TLBI RVAAE1OS is a 64-bit System instruction.

Field descriptions

The TLBI RVAAE1OS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																TG	SCALE	NUM				TTL		BaseADDR							
BaseADDR																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:48]

Reserved, RES0.

TG, bits [47:46]

Translation granule size.

TG	Meaning
0b00	Reserved.
0b01	4K translation granule.
0b10	16K translation granule.
0b11	64K translation granule.

The instruction takes a translation granule size for the translations that are being invalidated. If the translations used a different translation granule size than the one being specified, then the architecture does not require that the instruction invalidates any entries.

SCALE, bits [45:44]

The exponent element of the calculation that is used to produce the upper range.

NUM, bits [43:39]

The base element of the calculation that is used to produce the upper range.

TTL, bits [38:37]

TTL Level hint. The TTL hint is only guaranteed to invalidate entries in the range that match the level described by the TTL hint.

TTL	Meaning
0b00	The entries in the range can be using any level for the translation table entries.
0b01	When using a 4KB or 64KB translation granule, all entries to invalidate are Level 1 translation table entries. When using a 16KB translation granule, this value is reserved and hardware should treat this field as 0b00.
0b10	All entries to invalidate are Level 2 translation table entries.
0b11	All entries to invalidate are Level 3 translation table entries.

BaseADDR, bits [36:0]

The starting address for the range of the maintenance instruction.

When using a 4KB translation granule, this field is BaseADDR[48:12].

When using a 16KB translation granule, this field is BaseADDR[50:14].

When using a 64KB translation granule, this field is BaseADDR[52:16].

Executing the TLBI RVAAE1OS instruction

Accesses to this instruction use the following encodings:

TLBI RVAAE1OS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b000	0b1000	0b0101	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TTLB == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.TTLB0S == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.TLBIRVAAE1OS == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        TLBI_RVAAE1OS(X[t]);
elseif PSTATE.EL == EL2 then
    TLBI_RVAAE1OS(X[t]);
elseif PSTATE.EL == EL3 then
    TLBI_RVAAE1OS(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI RVAALE1, TLB Range Invalidate by VA, All ASID, Last level, EL1

The TLBI RVAALE1 characteristics are:

Purpose

Invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry, from the final level of the translation table walk.
- When EL2 is implemented and enabled in the Security state described by the current value of [SCR_EL3.NS](#):
 - If [HCR_EL2](#).{E2H, TGE} is not {1, 1}, the entry would be used with the current VMID and would be required to translate the specified VA using the EL1&0 translation regime.
 - If [HCR_EL2](#).{E2H, TGE} is {1, 1}, the entry would be required to translate the specified VA using the EL2&0 translation regime.
- When EL2 is not implemented or is disabled in the current Security state, the entry would be required to translate the specified VA using the EL1&0 translation regime.
- The entry is within the address range determined by the formula $[BaseADDR \leq VA < BaseADDR + ((NUM + 1) * 2^{(5 * SCALE + 1)} * Translation_Granule_Size)]$.

The invalidation applies to the PE that executes this System instruction.

Note

For the EL1&0 and EL2&0 translation regimes, the invalidation applies to both:

- Global entries.
 - Non-global entries with any ASID.
-

The range of addresses invalidated is UNPREDICTABLE when:

- For the 4K translation granule:
 - If $TTL == 01$ and $BaseADDR[29:12]$ is not equal to 000000000000000000.
 - If $TTL == 10$ and $BaseADDR[20:12]$ is not equal to 000000000.
- For the 16K translation granule:
 - If $TTL == 10$ and $BaseADDR[24:14]$ is not equal to 000000000000.
- For the 64K translation granule:
 - If $TTL == 01$ and $BaseADDR[41:16]$ is not equal to 00000000000000000000000000000000.
 - If $TTL == 10$ and $BaseADDR[28:16]$ is not equal to 0000000000000000.

Configuration

This instruction is present only when FEAT_TLBIRANGE is implemented. Otherwise, direct accesses to TLBI RVAALE1 are UNDEFINED.

Attributes

TLBI RVAALE1 is a 64-bit System instruction.

Field descriptions

The TLBI RVAALE1 input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32			
RES0																TG	SCALE	NUM					TTL			BaseADDR								
BaseADDR																																		
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			

Bits [63:48]

Reserved, RES0.

TG, bits [47:46]

Translation granule size.

TG	Meaning
0b00	Reserved.
0b01	4K translation granule.
0b10	16K translation granule.
0b11	64K translation granule.

The instruction takes a translation granule size for the translations that are being invalidated. If the translations used a different translation granule size than the one being specified, then the architecture does not require that the instruction invalidates any entries.

SCALE, bits [45:44]

The exponent element of the calculation that is used to produce the upper range.

NUM, bits [43:39]

The base element of the calculation that is used to produce the upper range.

TTL, bits [38:37]

TTL Level hint. The TTL hint is only guaranteed to invalidate entries in the range that match the level described by the TTL hint.

TTL	Meaning
0b00	The entries in the range can be using any level for the translation table entries.
0b01	When using a 4KB or 64KB translation granule, all entries to invalidate are Level 1 translation table entries. When using a 16KB translation granule, this value is reserved and hardware should treat this field as 0b00.
0b10	All entries to invalidate are Level 2 translation table entries.
0b11	All entries to invalidate are Level 3 translation table entries.

BaseADDR, bits [36:0]

The starting address for the range of the maintenance instruction.

When using a 4KB translation granule, this field is BaseADDR[48:12].

When using a 16KB translation granule, this field is BaseADDR[50:14].

When using a 64KB translation granule, this field is BaseADDR[52:16].

Executing the TLBI RVAALE1 instruction

Accesses to this instruction use the following encodings:

TLBI RVAALE1{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b000	0b1000	0b0110	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TTLB == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.TLBIRVAALE1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FB == '1' then
        TLBI_RVAALE1IS(X[t]);
    else
        TLBI_RVAALE1(X[t]);
elsif PSTATE.EL == EL2 then
    TLBI_RVAALE1(X[t]);
elsif PSTATE.EL == EL3 then
    TLBI_RVAALE1(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI RVAALE1IS, TLB Range Invalidate by VA, All ASID, Last Level, EL1, Inner Shareable

The TLBI RVAALE1IS characteristics are:

Purpose

Invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry, from the final level of the translation table walk.
- When EL2 is implemented and enabled in the Security state described by the current value of [SCR_EL3.NS](#):
 - If [HCR_EL2](#).{E2H, TGE} is not {1, 1}, the entry would be used with the current VMID and would be required to translate the specified VA using the EL1&0 translation regime.
 - If [HCR_EL2](#).{E2H, TGE} is {1, 1}, the entry would be required to translate the specified VA using the EL2&0 translation regime.
- When EL2 is not implemented or is disabled in the current Security state, the entry would be required to translate the specified VA using the EL1&0 translation regime.
- The entry is within the address range determined by the formula $[BaseADDR \leq VA < BaseADDR + ((NUM + 1) * 2^{(5 * SCALE + 1)} * Translation_Granule_Size)]$.

The invalidation applies to all PEs in the same Inner Shareable shareability domain as the PE that executes this System instruction.

Note

When a TLB maintenance instruction is generated to the Secure EL1&0 translation regime and is defined to pass a VMID argument, or would be defined to pass a VMID argument if [SCR_EL3.EEL2](#)==1, then:

- A PE with [SCR_EL3.EEL2](#)==1 is not architecturally required to invalidate any entries in the Secure EL1&0 translation of a PE in the same required shareability domain with [SCR_EL3.EEL2](#)==0.
- A PE with [SCR_EL3.EEL2](#)==0 is not architecturally required to invalidate any entries in the Secure EL1&0 translation of a PE in the same required shareability domain with [SCR_EL3.EEL2](#)==1.
- A PE is architecturally required to invalidate all relevant entries in the Secure EL1&0 translation of a System MMU in the same required shareability domain with a VMID of 0.

For the EL1&0 and EL2&0 translation regimes, the invalidation applies to both:

- Global entries.
 - Non-global entries with any ASID.
-

The range of addresses invalidated is UNPREDICTABLE when:

- For the 4K translation granule:
 - If [TTL](#)==01 and [BaseADDR](#)[29:12] is not equal to 000000000000000000.
 - If [TTL](#)==10 and [BaseADDR](#)[20:12] is not equal to 0000000000.
- For the 16K translation granule:
 - If [TTL](#)==10 and [BaseADDR](#)[24:14] is not equal to 000000000000.
- For the 64K translation granule:
 - If [TTL](#)==01 and [BaseADDR](#)[41:16] is not equal to 00000000000000000000000000000000.

- If TTL==10 and BaseADDR[28:16] is not equal to 00000000000000.

Configuration

This instruction is present only when FEAT_TLBIRANGE is implemented. Otherwise, direct accesses to TLBI RVAALE1IS are UNDEFINED.

Attributes

TLBI RVAALE1IS is a 64-bit System instruction.

Field descriptions

The TLBI RVAALE1IS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																TG	SCALE	NUM				TTL		BaseADDR							
BaseADDR																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:48]

Reserved, RES0.

TG, bits [47:46]

Translation granule size.

TG	Meaning
0b00	Reserved.
0b01	4K translation granule.
0b10	16K translation granule.
0b11	64K translation granule.

The instruction takes a translation granule size for the translations that are being invalidated. If the translations used a different translation granule size than the one being specified, then the architecture does not require that the instruction invalidates any entries.

SCALE, bits [45:44]

The exponent element of the calculation that is used to produce the upper range.

NUM, bits [43:39]

The base element of the calculation that is used to produce the upper range.

TTL, bits [38:37]

TTL Level hint. The TTL hint is only guaranteed to invalidate entries in the range that match the level described by the TTL hint.

TTL	Meaning
0b00	The entries in the range can be using any level for the translation table entries.
0b01	When using a 4KB or 64KB translation granule, all entries to invalidate are Level 1 translation table entries. When using a 16KB translation granule, this value is reserved and hardware should treat this field as 0b00.
0b10	All entries to invalidate are Level 2 translation table entries.
0b11	All entries to invalidate are Level 3 translation table entries.

BaseADDR, bits [36:0]

The starting address for the range of the maintenance instruction.

When using a 4KB translation granule, this field is BaseADDR[48:12].

When using a 16KB translation granule, this field is BaseADDR[50:14].

When using a 64KB translation granule, this field is BaseADDR[52:16].

Executing the TLBI RVAALE1IS instruction

Accesses to this instruction use the following encodings:

TLBI RVAALE1IS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b000	0b1000	0b0010	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TTLB == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.TTLBIS == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.TLBIRVAALE1IS ==
'1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        TLBI_RVAALE1IS(X[t]);
elsif PSTATE.EL == EL2 then
    TLBI_RVAALE1IS(X[t]);
elsif PSTATE.EL == EL3 then
    TLBI_RVAALE1IS(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI RVAALE1OS, TLB Range Invalidate by VA, All ASID, Last Level, EL1, Outer Shareable

The TLBI RVAALE1OS characteristics are:

Purpose

Invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry, from the final level of the translation table walk.
- When EL2 is implemented and enabled in the Security state described by the current value of [SCR_EL3.NS](#):
 - If [HCR_EL2](#).{E2H, TGE} is not {1, 1}, the entry would be used with the current VMID and would be required to translate the specified VA using the EL1&0 translation regime.
 - If [HCR_EL2](#).{E2H, TGE} is {1, 1}, the entry would be required to translate the specified VA using the EL2&0 translation regime.
- When EL2 is not implemented or is disabled in the current Security state, the entry would be required to translate the specified VA using the EL1&0 translation regime.
- The entry is within the address range determined by the formula $[BaseADDR \leq VA < BaseADDR + ((NUM + 1) * 2^{(5 * SCALE + 1)} * Translation_Granule_Size)]$.

The invalidation applies to all PEs in the same Outer Shareable shareability domain as the PE that executes this System instruction.

Note

When a TLB maintenance instruction is generated to the Secure EL1&0 translation regime and is defined to pass a VMID argument, or would be defined to pass a VMID argument if [SCR_EL3.EEL2](#)==1, then:

- A PE with [SCR_EL3.EEL2](#)==1 is not architecturally required to invalidate any entries in the Secure EL1&0 translation of a PE in the same required shareability domain with [SCR_EL3.EEL2](#)==0.
- A PE with [SCR_EL3.EEL2](#)==0 is not architecturally required to invalidate any entries in the Secure EL1&0 translation of a PE in the same required shareability domain with [SCR_EL3.EEL2](#)==1.
- A PE is architecturally required to invalidate all relevant entries in the Secure EL1&0 translation of a System MMU in the same required shareability domain with a VMID of 0.

For the EL1&0 and EL2&0 translation regimes, the invalidation applies to both:

- Global entries.
 - Non-global entries with any ASID.
-

The range of addresses invalidated is UNPREDICTABLE when:

- For the 4K translation granule:
 - If [TTL](#)==01 and [BaseADDR](#)[29:12] is not equal to 000000000000000000.
 - If [TTL](#)==10 and [BaseADDR](#)[20:12] is not equal to 0000000000.
- For the 16K translation granule:
 - If [TTL](#)==10 and [BaseADDR](#)[24:14] is not equal to 000000000000.
- For the 64K translation granule:
 - If [TTL](#)==01 and [BaseADDR](#)[41:16] is not equal to 00000000000000000000000000000000.

- If $TTL=10$ and $BaseADDR[28:16]$ is not equal to 00000000000000.

Configuration

This instruction is present only when FEAT_TLBIRANGE is implemented and FEAT_TLBIOS is implemented. Otherwise, direct accesses to TLBI RVAALE1OS are UNDEFINED.

Attributes

TLBI RVAALE1OS is a 64-bit System instruction.

Field descriptions

The TLBI RVAALE1OS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																TG	SCALE	NUM					TTL		BaseADDR						
BaseADDR																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:48]

Reserved, RES0.

TG, bits [47:46]

Translation granule size.

TG	Meaning
0b00	Reserved.
0b01	4K translation granule.
0b10	16K translation granule.
0b11	64K translation granule.

The instruction takes a translation granule size for the translations that are being invalidated. If the translations used a different translation granule size than the one being specified, then the architecture does not require that the instruction invalidates any entries.

SCALE, bits [45:44]

The exponent element of the calculation that is used to produce the upper range.

NUM, bits [43:39]

The base element of the calculation that is used to produce the upper range.

TTL, bits [38:37]

TTL Level hint. The TTL hint is only guaranteed to invalidate entries in the range that match the level described by the TTL hint.

TTL	Meaning
0b00	The entries in the range can be using any level for the translation table entries.
0b01	When using a 4KB or 64KB translation granule, all entries to invalidate are Level 1 translation table entries. When using a 16KB translation granule, this value is reserved and hardware should treat this field as 0b00.
0b10	All entries to invalidate are Level 2 translation table entries.
0b11	All entries to invalidate are Level 3 translation table entries.

BaseADDR, bits [36:0]

The starting address for the range of the maintenance instruction.

When using a 4KB translation granule, this field is BaseADDR[48:12].

When using a 16KB translation granule, this field is BaseADDR[50:14].

When using a 64KB translation granule, this field is BaseADDR[52:16].

Executing the TLBI RVAALE10S instruction

Accesses to this instruction use the following encodings:

TLBI RVAALE10S{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b000	0b1000	0b0101	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TTLB == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.TTLB0S == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.TLBIRVAALE10S ==
'1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        TLBI_RVAALE10S(X[t]);
elsif PSTATE.EL == EL2 then
    TLBI_RVAALE10S(X[t]);
elsif PSTATE.EL == EL3 then
    TLBI_RVAALE10S(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI RVAE1, TLB Range Invalidate by VA, EL1

The TLBI RVAE1 characteristics are:

Purpose

Invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry.
- The entry would be used to translate the specified VA, and one of the following applies:
 - The entry is from a level of lookup above the final level and matches the specified ASID.
 - The entry is a global entry from the final level of lookup.
 - The entry is a non-global entry from the final level of lookup that matches the specified ASID.
- When EL2 is implemented and enabled in the Security state described by the current value of [SCR_EL3.NS](#):
 - If [HCR_EL2](#).{E2H, TGE} is not {1, 1}, the entry would be used with the current VMID and would be required to translate the specified VA using the EL1&0 translation regime.
 - If [HCR_EL2](#).{E2H, TGE} is {1, 1}, the entry would be required to translate the specified VA using the EL2&0 translation regime.
- When EL2 is not implemented or is disabled in the current Security state, the entry would be required to translate the specified VA using the EL1&0 translation regime.
- The entry is within the address range determined by the formula $[BaseADDR \leq VA < BaseADDR + ((NUM + 1) * 2^{(5 * SCALE + 1) * Translation_Granule_Size})]$.

The invalidation applies to the PE that executes this System instruction.

The range of addresses invalidated is UNPREDICTABLE when:

- For the 4K translation granule:
 - If $TTL == 01$ and $BaseADDR[29:12]$ is not equal to 000000000000000000.
 - If $TTL == 10$ and $BaseADDR[20:12]$ is not equal to 000000000.
- For the 16K translation granule:
 - If $TTL == 10$ and $BaseADDR[24:14]$ is not equal to 00000000000.
- For the 64K translation granule:
 - If $TTL == 01$ and $BaseADDR[41:16]$ is not equal to 00000000000000000000000000000000.
 - If $TTL == 10$ and $BaseADDR[28:16]$ is not equal to 0000000000000000.

Configuration

This instruction is present only when FEAT_TLBIRANGE is implemented. Otherwise, direct accesses to TLBI RVAE1 are UNDEFINED.

Attributes

TLBI RVAE1 is a 64-bit System instruction.

Field descriptions

The TLBI RVAE1 input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
ASID																TG	SCALE	NUM				TTL		BaseADDR							
BaseADDR																															
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

ASID, bits [63:48]

ASID value to match. Any TLB entries that match the ASID value and VA value will be affected by this System instruction.

Global TLB entries that match the VA value will be affected by this System instruction, regardless of the value of the ASID field.

If the implementation supports 16 bits of ASID, then the upper 8 bits of the ASID must be written to 0 by software when the context being invalidated only uses 8 bits.

TG, bits [47:46]

Translation granule size.

TG	Meaning
0b00	Reserved.
0b01	4K translation granule.
0b10	16K translation granule.
0b11	64K translation granule.

The instruction takes a translation granule size for the translations that are being invalidated. If the translations used a different translation granule size than the one being specified, then the architecture does not require that the instruction invalidates any entries.

SCALE, bits [45:44]

The exponent element of the calculation that is used to produce the upper range.

NUM, bits [43:39]

The base element of the calculation that is used to produce the upper range.

TTL, bits [38:37]

TTL Level hint. The TTL hint is only guaranteed to invalidate entries in the range that match the level described by the TTL hint.

TTL	Meaning
0b00	The entries in the range can be using any level for the translation table entries.
0b01	When using a 4KB or 64KB translation granule, all entries to invalidate are Level 1 translation table entries. When using a 16KB translation granule, this value is reserved and hardware should treat this field as 0b00.
0b10	All entries to invalidate are Level 2 translation table entries.
0b11	All entries to invalidate are Level 3 translation table entries.

BaseADDR, bits [36:0]

The starting address for the range of the maintenance instruction.

When using a 4KB translation granule, this field is BaseADDR[48:12].

When using a 16KB translation granule, this field is BaseADDR[50:14].

When using a 64KB translation granule, this field is BaseADDR[52:16].

Executing the TLBI RVAE1 instruction

Accesses to this instruction use the following encodings:

TLBI RVAE1{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b000	0b1000	0b0110	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TTLB == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.TLBIRVAE1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.FB == '1' then
        TLBI_RVAE1IS(X[t]);
    else
        TLBI_RVAE1(X[t]);
elseif PSTATE.EL == EL2 then
    TLBI_RVAE1(X[t]);
elseif PSTATE.EL == EL3 then
    TLBI_RVAE1(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI RVAE1IS, TLB Range Invalidate by VA, EL1, Inner Shareable

The TLBI RVAE1IS characteristics are:

Purpose

Invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry.
- The entry would be used to translate the specified VA, and one of the following applies:
 - The entry is from a level of lookup above the final level and matches the specified ASID.
 - The entry is a global entry from the final level of lookup.
 - The entry is a non-global entry from the final level of lookup that matches the specified ASID.
- When EL2 is implemented and enabled in the Security state described by the current value of [SCR_EL3.NS](#):
 - If [HCR_EL2](#).{E2H, TGE} is not {1, 1}, the entry would be used with the current VMID and would be required to translate the specified VA using the EL1&0 translation regime.
 - If [HCR_EL2](#).{E2H, TGE} is {1, 1}, the entry would be required to translate the specified VA using the EL2&0 translation regime.
- When EL2 is not implemented or is disabled in the current Security state, the entry would be required to translate the specified VA using the EL1&0 translation regime.
- The entry is within the address range determined by the formula $[BaseADDR \leq VA < BaseADDR + ((NUM + 1) * 2^{(5 * SCALE + 1) * Translation_Granule_Size})]$.

The invalidation applies to all PEs in the same Inner Shareable shareability domain as the PE that executes this System instruction.

Note

When a TLB maintenance instruction is generated to the Secure EL1&0 translation regime and is defined to pass a VMID argument, or would be defined to pass a VMID argument if [SCR_EL3.EEL2](#)==1, then:

- A PE with [SCR_EL3.EEL2](#)==1 is not architecturally required to invalidate any entries in the Secure EL1&0 translation of a PE in the same required shareability domain with [SCR_EL3.EEL2](#)==0.
 - A PE with [SCR_EL3.EEL2](#)==0 is not architecturally required to invalidate any entries in the Secure EL1&0 translation of a PE in the same required shareability domain with [SCR_EL3.EEL2](#)==1.
 - A PE is architecturally required to invalidate all relevant entries in the Secure EL1&0 translation of a System MMU in the same required shareability domain with a VMID of 0.
-

The range of addresses invalidated is UNPREDICTABLE when:

- For the 4K translation granule:
 - If [TTL](#)==01 and [BaseADDR](#)[29:12] is not equal to 000000000000000000.
 - If [TTL](#)==10 and [BaseADDR](#)[20:12] is not equal to 000000000.
- For the 16K translation granule:
 - If [TTL](#)==10 and [BaseADDR](#)[24:14] is not equal to 000000000000.
- For the 64K translation granule:

- If TTL==01 and BaseADDR[41:16] is not equal to 000000000000000000000000.
- If TTL==10 and BaseADDR[28:16] is not equal to 00000000000000.

Configuration

This instruction is present only when FEAT_TLBIRANGE is implemented. Otherwise, direct accesses to TLBI RVAE1IS are UNDEFINED.

Attributes

TLBI RVAE1IS is a 64-bit System instruction.

Field descriptions

The TLBI RVAE1IS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
ASID																TG	SCALE	NUM				TTL			BaseADDR							
BaseADDR																																
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	

ASID, bits [63:48]

ASID value to match. Any TLB entries that match the ASID value and VA value will be affected by this System instruction.

Global TLB entries that match the VA value will be affected by this System instruction, regardless of the value of the ASID field.

If the implementation supports 16 bits of ASID, then the upper 8 bits of the ASID must be written to 0 by software when the context being invalidated only uses 8 bits.

TG, bits [47:46]

Translation granule size.

TG	Meaning
0b00	Reserved.
0b01	4K translation granule.
0b10	16K translation granule.
0b11	64K translation granule.

The instruction takes a translation granule size for the translations that are being invalidated. If the translations used a different translation granule size than the one being specified, then the architecture does not require that the instruction invalidates any entries.

SCALE, bits [45:44]

The exponent element of the calculation that is used to produce the upper range.

NUM, bits [43:39]

The base element of the calculation that is used to produce the upper range.

TTL, bits [38:37]

TTL Level hint. The TTL hint is only guaranteed to invalidate entries in the range that match the level described by the TTL hint.

TTL	Meaning
0b00	The entries in the range can be using any level for the translation table entries.
0b01	When using a 4KB or 64KB translation granule, all entries to invalidate are Level 1 translation table entries. When using a 16KB translation granule, this value is reserved and hardware should treat this field as 0b00.
0b10	All entries to invalidate are Level 2 translation table entries.
0b11	All entries to invalidate are Level 3 translation table entries.

BaseADDR, bits [36:0]

The starting address for the range of the maintenance instruction.

When using a 4KB translation granule, this field is BaseADDR[48:12].

When using a 16KB translation granule, this field is BaseADDR[50:14].

When using a 64KB translation granule, this field is BaseADDR[52:16].

Executing the TLBI RVAE1IS instruction

Accesses to this instruction use the following encodings:

TLBI RVAE1IS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b000	0b1000	0b0010	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TTLB == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.TTLBIS == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.TLBIRVAE1IS == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        TLBI_RVAE1IS(X[t]);
elsif PSTATE.EL == EL2 then
    TLBI_RVAE1IS(X[t]);
elsif PSTATE.EL == EL3 then
    TLBI_RVAE1IS(X[t]);

```

TLBI RVAE1OS, TLB Range Invalidate by VA, EL1, Outer Shareable

The TLBI RVAE1OS characteristics are:

Purpose

Invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry.
- The entry would be used to translate the specified VA, and one of the following applies:
 - The entry is from a level of lookup above the final level and matches the specified ASID.
 - The entry is a global entry from the final level of lookup.
 - The entry is a non-global entry from the final level of lookup that matches the specified ASID.
- When EL2 is implemented and enabled in the Security state described by the current value of [SCR_EL3.NS](#):
 - If [HCR_EL2](#).{E2H, TGE} is not {1, 1}, the entry would be used with the current VMID and would be required to translate the specified VA using the EL1&0 translation regime.
 - If [HCR_EL2](#).{E2H, TGE} is {1, 1}, the entry would be required to translate the specified VA using the EL2&0 translation regime.
- When EL2 is not implemented or is disabled in the current Security state, the entry would be required to translate the specified VA using the EL1&0 translation regime.
- The entry is within the address range determined by the formula $[BaseADDR \leq VA < BaseADDR + ((NUM + 1) * 2^{(5 * SCALE + 1) * Translation_Granule_Size})]$.

The invalidation applies to all PEs in the same Outer Shareable shareability domain as the PE that executes this System instruction.

Note

When a TLB maintenance instruction is generated to the Secure EL1&0 translation regime and is defined to pass a VMID argument, or would be defined to pass a VMID argument if [SCR_EL3.EEL2](#)==1, then:

- A PE with [SCR_EL3.EEL2](#)==1 is not architecturally required to invalidate any entries in the Secure EL1&0 translation of a PE in the same required shareability domain with [SCR_EL3.EEL2](#)==0.
 - A PE with [SCR_EL3.EEL2](#)==0 is not architecturally required to invalidate any entries in the Secure EL1&0 translation of a PE in the same required shareability domain with [SCR_EL3.EEL2](#)==1.
 - A PE is architecturally required to invalidate all relevant entries in the Secure EL1&0 translation of a System MMU in the same required shareability domain with a VMID of 0.
-

The range of addresses invalidated is UNPREDICTABLE when:

- For the 4K translation granule:
 - If [TTL](#)==01 and [BaseADDR](#)[29:12] is not equal to 000000000000000000.
 - If [TTL](#)==10 and [BaseADDR](#)[20:12] is not equal to 000000000.
- For the 16K translation granule:
 - If [TTL](#)==10 and [BaseADDR](#)[24:14] is not equal to 000000000000.
- For the 64K translation granule:

- If TTL==01 and BaseADDR[41:16] is not equal to 000000000000000000000000.
- If TTL==10 and BaseADDR[28:16] is not equal to 00000000000000.

Configuration

This instruction is present only when FEAT_TLBIRANGE is implemented and FEAT_TLBIOS is implemented. Otherwise, direct accesses to TLBI RVAE1OS are UNDEFINED.

Attributes

TLBI RVAE1OS is a 64-bit System instruction.

Field descriptions

The TLBI RVAE1OS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
ASID																TG	SCALE	NUM				TTL		BaseADDR							
BaseADDR																															
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

ASID, bits [63:48]

ASID value to match. Any TLB entries that match the ASID value and VA value will be affected by this System instruction.

Global TLB entries that match the VA value will be affected by this System instruction, regardless of the value of the ASID field.

If the implementation supports 16 bits of ASID, then the upper 8 bits of the ASID must be written to 0 by software when the context being invalidated only uses 8 bits.

TG, bits [47:46]

Translation granule size.

TG	Meaning
0b00	Reserved.
0b01	4K translation granule.
0b10	16K translation granule.
0b11	64K translation granule.

The instruction takes a translation granule size for the translations that are being invalidated. If the translations used a different translation granule size than the one being specified, then the architecture does not require that the instruction invalidates any entries.

SCALE, bits [45:44]

The exponent element of the calculation that is used to produce the upper range.

NUM, bits [43:39]

The base element of the calculation that is used to produce the upper range.

TTL, bits [38:37]

TTL Level hint. The TTL hint is only guaranteed to invalidate entries in the range that match the level described by the TTL hint.

TTL	Meaning
0b00	The entries in the range can be using any level for the translation table entries.
0b01	When using a 4KB or 64KB translation granule, all entries to invalidate are Level 1 translation table entries. When using a 16KB translation granule, this value is reserved and hardware should treat this field as 0b00.
0b10	All entries to invalidate are Level 2 translation table entries.
0b11	All entries to invalidate are Level 3 translation table entries.

BaseADDR, bits [36:0]

The starting address for the range of the maintenance instruction.

When using a 4KB translation granule, this field is BaseADDR[48:12].

When using a 16KB translation granule, this field is BaseADDR[50:14].

When using a 64KB translation granule, this field is BaseADDR[52:16].

Executing the TLBI RVAE10S instruction

Accesses to this instruction use the following encodings:

TLBI RVAE10S{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b000	0b1000	0b0101	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TTLB == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.TTLB0S == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.TLBIRVAE10S == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        TLBI_RVAE10S(X[t]);
elsif PSTATE.EL == EL2 then
    TLBI_RVAE10S(X[t]);
elsif PSTATE.EL == EL3 then
    TLBI_RVAE10S(X[t]);

```

TLBI RVAE2, TLB Range Invalidate by VA, EL2

The TLBI RVAE2 characteristics are:

Purpose

When EL2 is implemented and enabled in the current Security state, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry.
- The entry would be used to translate the specified VA in the specified range determined by the formula $[\text{BaseADDR} \leq \text{VA} < \text{BaseADDR} + ((\text{NUM} + 1) * 2^{(5 * \text{SCALE} + 1) * \text{Translation_Granule_Size}})]$, using the EL2 or EL2&0 translation regime.
- If [HCR_EL2.E2H](#) == 0, the entry is from any level of the translation table walk.
- If [HCR_EL2.E2H](#) == 1, one of the following applies:
 - The entry is from a level of the translation table walk above the final level and matches the specified ASID.
 - The entry is a global entry from the final level of the translation table walk.
 - The entry is a non-global entry from the final level of the translation table walk and matches the specified ASID.

The invalidation applies to the PE that executes this System instruction.

The range of addresses invalidated is UNPREDICTABLE when:

- For the 4K translation granule:
 - If $\text{TTL} == 01$ and $\text{BaseADDR}[29:12]$ is not equal to 000000000000000000.
 - If $\text{TTL} == 10$ and $\text{BaseADDR}[20:12]$ is not equal to 000000000.
- For the 16K translation granule:
 - If $\text{TTL} == 10$ and $\text{BaseADDR}[24:14]$ is not equal to 00000000000.
- For the 64K translation granule:
 - If $\text{TTL} == 01$ and $\text{BaseADDR}[41:16]$ is not equal to 00000000000000000000000000000000.
 - If $\text{TTL} == 10$ and $\text{BaseADDR}[28:16]$ is not equal to 0000000000000000.

Configuration

This instruction is present only when FEAT_TLBIRANGE is implemented. Otherwise, direct accesses to TLBI RVAE2 are UNDEFINED.

Attributes

TLBI RVAE2 is a 64-bit System instruction.

Field descriptions

The TLBI RVAE2 input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
ASID																TG	SCALE	NUM				TTL		BaseADDR							
BaseADDR																															
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

ASID, bits [63:48]

When HCR_EL2.E2H == 1:

ASID value to match. Any TLB entries that match the ASID value and VA value will be affected by this System instruction.

Global TLB entries that match the VA value will be affected by this System instruction, regardless of the value of the ASID field.

If the implementation supports 16 bits of ASID, then the upper 8 bits of the ASID must be written to 0 by software when the context being invalidated only uses 8 bits.

Otherwise:

Reserved, RES0.

TG, bits [47:46]

Translation granule size.

TG	Meaning
0b00	Reserved.
0b01	4K translation granule.
0b10	16K translation granule.
0b11	64K translation granule.

The instruction takes a translation granule size for the translations that are being invalidated. If the translations used a different translation granule size than the one being specified, then the architecture does not require that the instruction invalidates any entries.

SCALE, bits [45:44]

The exponent element of the calculation that is used to produce the upper range.

NUM, bits [43:39]

The base element of the calculation that is used to produce the upper range.

TTL, bits [38:37]

TTL Level hint. The TTL hint is only guaranteed to invalidate entries in the range that match the level described by the TTL hint.

TTL	Meaning
0b00	The entries in the range can be using any level for the translation table entries.
0b01	When using a 4KB or 64KB translation granule, all entries to invalidate are Level 1 translation table entries. When using a 16KB translation granule, this value is reserved and hardware should treat this field as 0b00.
0b10	All entries to invalidate are Level 2 translation table entries.
0b11	All entries to invalidate are Level 3 translation table entries.

BaseADDR, bits [36:0]

The starting address for the range of the maintenance instruction.

When using a 4KB translation granule, this field is BaseADDR[48:12].

When using a 16KB translation granule, this field is BaseADDR[50:14].

When using a 64KB translation granule, this field is BaseADDR[52:16].

Executing the TLBI RVAE2 instruction

Accesses to this instruction use the following encodings:

TLBI RVAE2{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b100	0b1000	0b0110	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elseif PSTATE.EL == EL2 then
    TLBI_RVAE2(X[t]);
elseif PSTATE.EL == EL3 then
    if !EL2Enabled() then
        UNDEFINED;
    else
        TLBI_RVAE2(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI RVAE2IS, TLB Range Invalidate by VA, EL2, Inner Shareable

The TLBI RVAE2IS characteristics are:

Purpose

When EL2 is implemented and enabled in the current Security state, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry.
- The entry would be used to translate the specified VA in the specified range determined by the formula $[\text{BaseADDR} \leq \text{VA} < \text{BaseADDR} + ((\text{NUM} + 1) * 2^{(5 * \text{SCALE} + 1) * \text{Translation_Granule_Size}})]$, using the EL2 or EL2&0 translation regime.
- If [HCR_EL2.E2H](#) == 0, the entry is from any level of the translation table walk.
- If [HCR_EL2.E2H](#) == 1, one of the following applies:
 - The entry is from a level of the translation table walk above the final level and matches the specified ASID.
 - The entry is a global entry from the final level of the translation table walk.
 - The entry is a non-global entry from the final level of the translation table walk and matches the specified ASID.

The invalidation applies to all PEs in the same Inner Shareable shareability domain as the PE that executes this System instruction.

The range of addresses invalidated is UNPREDICTABLE when:

- For the 4K translation granule:
 - If $\text{TTL} == 01$ and $\text{BaseADDR}[29:12]$ is not equal to 000000000000000000.
 - If $\text{TTL} == 10$ and $\text{BaseADDR}[20:12]$ is not equal to 000000000.
- For the 16K translation granule:
 - If $\text{TTL} == 10$ and $\text{BaseADDR}[24:14]$ is not equal to 00000000000.
- For the 64K translation granule:
 - If $\text{TTL} == 01$ and $\text{BaseADDR}[41:16]$ is not equal to 00000000000000000000000000000000.
 - If $\text{TTL} == 10$ and $\text{BaseADDR}[28:16]$ is not equal to 00000000000000.

Configuration

This instruction is present only when FEAT_TLBIRANGE is implemented. Otherwise, direct accesses to TLBI RVAE2IS are UNDEFINED.

Attributes

TLBI RVAE2IS is a 64-bit System instruction.

Field descriptions

The TLBI RVAE2IS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
ASID																TG	SCALE	NUM				TTL		BaseADDR								
BaseADDR																																
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	

ASID, bits [63:48]

When HCR_EL2.E2H == 1:

ASID value to match. Any TLB entries that match the ASID value and VA value will be affected by this System instruction.

Global TLB entries that match the VA value will be affected by this System instruction, regardless of the value of the ASID field.

If the implementation supports 16 bits of ASID, then the upper 8 bits of the ASID must be written to 0 by software when the context being invalidated only uses 8 bits.

Otherwise:

Reserved, RES0.

TG, bits [47:46]

Translation granule size.

TG	Meaning
0b00	Reserved.
0b01	4K translation granule.
0b10	16K translation granule.
0b11	64K translation granule.

The instruction takes a translation granule size for the translations that are being invalidated. If the translations used a different translation granule size than the one being specified, then the architecture does not require that the instruction invalidates any entries.

SCALE, bits [45:44]

The exponent element of the calculation that is used to produce the upper range.

NUM, bits [43:39]

The base element of the calculation that is used to produce the upper range.

TTL, bits [38:37]

TTL Level hint. The TTL hint is only guaranteed to invalidate entries in the range that match the level described by the TTL hint.

TTL	Meaning
0b00	The entries in the range can be using any level for the translation table entries.
0b01	When using a 4KB or 64KB translation granule, all entries to invalidate are Level 1 translation table entries. When using a 16KB translation granule, this value is reserved and hardware should treat this field as 0b00.
0b10	All entries to invalidate are Level 2 translation table entries.
0b11	All entries to invalidate are Level 3 translation table entries.

BaseADDR, bits [36:0]

The starting address for the range of the maintenance instruction.

When using a 4KB translation granule, this field is BaseADDR[48:12].

When using a 16KB translation granule, this field is BaseADDR[50:14].

When using a 64KB translation granule, this field is BaseADDR[52:16].

Executing the TLBI RVAE2IS instruction

Accesses to this instruction use the following encodings:

TLBI RVAE2IS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b100	0b1000	0b0010	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TLBI_RVAE2IS(X[t]);
elsif PSTATE.EL == EL3 then
    if !EL2Enabled() then
        UNDEFINED;
    else
        TLBI_RVAE2IS(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI RVAE2OS, TLB Range Invalidate by VA, EL2, Outer Shareable

The TLBI RVAE2OS characteristics are:

Purpose

When EL2 is implemented and enabled in the current Security state, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry.
- The entry would be used to translate the specified VA in the specified range determined by the formula $[\text{BaseADDR} \leq \text{VA} < \text{BaseADDR} + ((\text{NUM} + 1) * 2^{(5 * \text{SCALE} + 1) * \text{Translation_Granule_Size}})]$, using the EL2 or EL2&0 translation regime.
- If [HCR_EL2.E2H](#) == 0, the entry is from any level of the translation table walk.
- If [HCR_EL2.E2H](#) == 1, one of the following applies:
 - The entry is from a level of the translation table walk above the final level and matches the specified ASID.
 - The entry is a global entry from the final level of the translation table walk.
 - The entry is a non-global entry from the final level of the translation table walk and matches the specified ASID.

The invalidation applies to all PEs in the same Outer Shareable shareability domain as the PE that executes this System instruction.

The range of addresses invalidated is UNPREDICTABLE when:

- For the 4K translation granule:
 - If $\text{TTL} == 01$ and $\text{BaseADDR}[29:12]$ is not equal to 000000000000000000.
 - If $\text{TTL} == 10$ and $\text{BaseADDR}[20:12]$ is not equal to 000000000.
- For the 16K translation granule:
 - If $\text{TTL} == 10$ and $\text{BaseADDR}[24:14]$ is not equal to 000000000000.
- For the 64K translation granule:
 - If $\text{TTL} == 01$ and $\text{BaseADDR}[41:16]$ is not equal to 00000000000000000000000000000000.
 - If $\text{TTL} == 10$ and $\text{BaseADDR}[28:16]$ is not equal to 0000000000000000.

Configuration

This instruction is present only when FEAT_TLBIRANGE is implemented and FEAT_TLBIOS is implemented. Otherwise, direct accesses to TLBI RVAE2OS are UNDEFINED.

Attributes

TLBI RVAE2OS is a 64-bit System instruction.

Field descriptions

The TLBI RVAE2OS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
ASID																TG	SCALE	NUM				TTL		BaseADDR							
BaseADDR																															
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

ASID, bits [63:48]

When HCR_EL2.E2H == 1:

ASID value to match. Any TLB entries that match the ASID value and VA value will be affected by this System instruction.

Global TLB entries that match the VA value will be affected by this System instruction, regardless of the value of the ASID field.

If the implementation supports 16 bits of ASID, then the upper 8 bits of the ASID must be written to 0 by software when the context being invalidated only uses 8 bits.

Otherwise:

Reserved, RES0.

TG, bits [47:46]

Translation granule size.

TG	Meaning
0b00	Reserved.
0b01	4K translation granule.
0b10	16K translation granule.
0b11	64K translation granule.

The instruction takes a translation granule size for the translations that are being invalidated. If the translations used a different translation granule size than the one being specified, then the architecture does not require that the instruction invalidates any entries.

SCALE, bits [45:44]

The exponent element of the calculation that is used to produce the upper range.

NUM, bits [43:39]

The base element of the calculation that is used to produce the upper range.

TTL, bits [38:37]

TTL Level hint. The TTL hint is only guaranteed to invalidate entries in the range that match the level described by the TTL hint.

TTL	Meaning
0b00	The entries in the range can be using any level for the translation table entries.
0b01	When using a 4KB or 64KB translation granule, all entries to invalidate are Level 1 translation table entries. When using a 16KB translation granule, this value is reserved and hardware should treat this field as 0b00.
0b10	All entries to invalidate are Level 2 translation table entries.
0b11	All entries to invalidate are Level 3 translation table entries.

BaseADDR, bits [36:0]

The starting address for the range of the maintenance instruction.

When using a 4KB translation granule, this field is BaseADDR[48:12].

When using a 16KB translation granule, this field is BaseADDR[50:14].

When using a 64KB translation granule, this field is BaseADDR[52:16].

Executing the TLBI RVAE2OS instruction

Accesses to this instruction use the following encodings:

TLBI RVAE2OS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b100	0b1000	0b0101	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TLBI_RVAE2OS(X[t]);
elsif PSTATE.EL == EL3 then
    if !EL2Enabled() then
        UNDEFINED;
    else
        TLBI_RVAE2OS(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI RVAE3, TLB Range Invalidate by VA, EL3

The TLBI RVAE3 characteristics are:

Purpose

If EL3 is implemented, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry, from any level of the translation table walk.
- The entry would be used to translate the specified VA using the EL3 translation regime.
- The entry is within the address range determined by the formula $[BaseADDR \leq VA < BaseADDR + ((NUM + 1) * 2^{(5 * SCALE + 1) * Translation_Granule_Size})]$.

The invalidation applies to the PE that executes this System instruction.

The range of addresses invalidated is UNPREDICTABLE when:

- For the 4K translation granule:
 - If $TTL == 01$ and $BaseADDR[29:12]$ is not equal to 000000000000000000.
 - If $TTL == 10$ and $BaseADDR[20:12]$ is not equal to 000000000.
- For the 16K translation granule:
 - If $TTL == 10$ and $BaseADDR[24:14]$ is not equal to 00000000000.
- For the 64K translation granule:
 - If $TTL == 01$ and $BaseADDR[41:16]$ is not equal to 00000000000000000000000000000000.
 - If $TTL == 10$ and $BaseADDR[28:16]$ is not equal to 0000000000000000.

Configuration

This instruction is present only when FEAT_TLBIRANGE is implemented. Otherwise, direct accesses to TLBI RVAE3 are UNDEFINED.

Attributes

TLBI RVAE3 is a 64-bit System instruction.

Field descriptions

The TLBI RVAE3 input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																TG	SCALE	NUM					TTL		BaseADDR						
BaseADDR																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:48]

Reserved, RES0.

TG, bits [47:46]

Translation granule size.

TG	Meaning
0b00	Reserved.
0b01	4K translation granule.
0b10	16K translation granule.
0b11	64K translation granule.

The instruction takes a translation granule size for the translations that are being invalidated. If the translations used a different translation granule size than the one being specified, then the architecture does not require that the instruction invalidates any entries.

SCALE, bits [45:44]

The exponent element of the calculation that is used to produce the upper range.

NUM, bits [43:39]

The base element of the calculation that is used to produce the upper range.

TTL, bits [38:37]

TTL Level hint. The TTL hint is only guaranteed to invalidate entries in the range that match the level described by the TTL hint.

TTL	Meaning
0b00	The entries in the range can be using any level for the translation table entries.
0b01	When using a 4KB or 64KB translation granule, all entries to invalidate are Level 1 translation table entries. When using a 16KB translation granule, this value is reserved and hardware should treat this field as 0b00.
0b10	All entries to invalidate are Level 2 translation table entries.
0b11	All entries to invalidate are Level 3 translation table entries.

BaseADDR, bits [36:0]

The starting address for the range of the maintenance instruction.

When using a 4KB translation granule, this field is BaseADDR[48:12].

When using a 16KB translation granule, this field is BaseADDR[50:14].

When using a 64KB translation granule, this field is BaseADDR[52:16].

Executing the TLBI RVAE3 instruction

Accesses to this instruction use the following encodings:

TLBI RVAE3{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b110	0b1000	0b0110	0b001

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    TLBI_RVAE3(X[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI RVAE3IS, TLB Range Invalidate by VA, EL3, Inner Shareable

The TLBI RVAE3IS characteristics are:

Purpose

If EL3 is implemented, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry, from any level of the translation table walk.
- The entry would be used to translate the specified VA using the EL3 translation regime.
- The entry is within the address range determined by the formula $[\text{BaseADDR} \leq \text{VA} < \text{BaseADDR} + ((\text{NUM} + 1) * 2^{(5 * \text{SCALE} + 1) * \text{Translation_Granule_Size}})]$.

The invalidation applies to all PEs in the same Inner Shareable shareability domain as the PE that executes this System instruction.

The range of addresses invalidated is UNPREDICTABLE when:

- For the 4K translation granule:
 - If $\text{TTL} == 01$ and $\text{BaseADDR}[29:12]$ is not equal to 000000000000000000.
 - If $\text{TTL} == 10$ and $\text{BaseADDR}[20:12]$ is not equal to 0000000000.
- For the 16K translation granule:
 - If $\text{TTL} == 10$ and $\text{BaseADDR}[24:14]$ is not equal to 000000000000.
- For the 64K translation granule:
 - If $\text{TTL} == 01$ and $\text{BaseADDR}[41:16]$ is not equal to 00000000000000000000000000000000.
 - If $\text{TTL} == 10$ and $\text{BaseADDR}[28:16]$ is not equal to 0000000000000000.

Configuration

This instruction is present only when FEAT_TLBIRANGE is implemented. Otherwise, direct accesses to TLBI RVAE3IS are UNDEFINED.

Attributes

TLBI RVAE3IS is a 64-bit System instruction.

Field descriptions

The TLBI RVAE3IS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
RES0																TG	SCALE	NUM					TTL		BaseADDR							
BaseADDR																																
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	

Bits [63:48]

Reserved, RES0.

TG, bits [47:46]

Translation granule size.

TG	Meaning
0b00	Reserved.
0b01	4K translation granule.
0b10	16K translation granule.
0b11	64K translation granule.

The instruction takes a translation granule size for the translations that are being invalidated. If the translations used a different translation granule size than the one being specified, then the architecture does not require that the instruction invalidates any entries.

SCALE, bits [45:44]

The exponent element of the calculation that is used to produce the upper range.

NUM, bits [43:39]

The base element of the calculation that is used to produce the upper range.

TTL, bits [38:37]

TTL Level hint. The TTL hint is only guaranteed to invalidate entries in the range that match the level described by the TTL hint.

TTL	Meaning
0b00	The entries in the range can be using any level for the translation table entries.
0b01	When using a 4KB or 64KB translation granule, all entries to invalidate are Level 1 translation table entries. When using a 16KB translation granule, this value is reserved and hardware should treat this field as 0b00.
0b10	All entries to invalidate are Level 2 translation table entries.
0b11	All entries to invalidate are Level 3 translation table entries.

BaseADDR, bits [36:0]

The starting address for the range of the maintenance instruction.

When using a 4KB translation granule, this field is BaseADDR[48:12].

When using a 16KB translation granule, this field is BaseADDR[50:14].

When using a 64KB translation granule, this field is BaseADDR[52:16].

Executing the TLBI RVAE3IS instruction

Accesses to this instruction use the following encodings:

TLBI RVAE3IS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b110	0b1000	0b0010	0b001


```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    TLBI_RVAE3IS(X[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI RVAE3OS, TLB Range Invalidate by VA, EL3, Outer Shareable

The TLBI RVAE3OS characteristics are:

Purpose

If EL3 is implemented, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry, from any level of the translation table walk.
- The entry would be used to translate the specified VA using the EL3 translation regime.
- The entry is within the address range determined by the formula $[BaseADDR \leq VA < BaseADDR + ((NUM + 1) * 2^{(5 * SCALE + 1) * Translation_Granule_Size})]$.

The invalidation applies to all PEs in the same Outer Shareable shareability domain as the PE that executes this System instruction.

The range of addresses invalidated is UNPREDICTABLE when:

- For the 4K translation granule:
 - If $TTL == 01$ and $BaseADDR[29:12]$ is not equal to 000000000000000000.
 - If $TTL == 10$ and $BaseADDR[20:12]$ is not equal to 0000000000.
- For the 16K translation granule:
 - If $TTL == 10$ and $BaseADDR[24:14]$ is not equal to 000000000000.
- For the 64K translation granule:
 - If $TTL == 01$ and $BaseADDR[41:16]$ is not equal to 00000000000000000000000000000000.
 - If $TTL == 10$ and $BaseADDR[28:16]$ is not equal to 0000000000000000.

Configuration

This instruction is present only when FEAT_TLBI RANGE is implemented and FEAT_TLBI OS is implemented. Otherwise, direct accesses to TLBI RVAE3OS are UNDEFINED.

Attributes

TLBI RVAE3OS is a 64-bit System instruction.

Field descriptions

The TLBI RVAE3OS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
RES0																TG	SCALE	NUM					TTL		BaseADDR							
BaseADDR																																
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	

Bits [63:48]

Reserved, RES0.

TG, bits [47:46]

Translation granule size.

TG	Meaning
0b00	Reserved.
0b01	4K translation granule.
0b10	16K translation granule.
0b11	64K translation granule.

The instruction takes a translation granule size for the translations that are being invalidated. If the translations used a different translation granule size than the one being specified, then the architecture does not require that the instruction invalidates any entries.

SCALE, bits [45:44]

The exponent element of the calculation that is used to produce the upper range.

NUM, bits [43:39]

The base element of the calculation that is used to produce the upper range.

TTL, bits [38:37]

TTL Level hint. The TTL hint is only guaranteed to invalidate entries in the range that match the level described by the TTL hint.

TTL	Meaning
0b00	The entries in the range can be using any level for the translation table entries.
0b01	When using a 4KB or 64KB translation granule, all entries to invalidate are Level 1 translation table entries. When using a 16KB translation granule, this value is reserved and hardware should treat this field as 0b00.
0b10	All entries to invalidate are Level 2 translation table entries.
0b11	All entries to invalidate are Level 3 translation table entries.

BaseADDR, bits [36:0]

The starting address for the range of the maintenance instruction.

When using a 4KB translation granule, this field is BaseADDR[48:12].

When using a 16KB translation granule, this field is BaseADDR[50:14].

When using a 64KB translation granule, this field is BaseADDR[52:16].

Executing the TLBI RVAE3OS instruction

Accesses to this instruction use the following encodings:

TLBI RVAE3OS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b110	0b1000	0b0101	0b001

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    TLBI_RVAE3OS(X[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI RVALE1, TLB Range Invalidate by VA, Last level, EL1

The TLBI RVALE1 characteristics are:

Purpose

Invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry.
- The entry would be used to translate the specified VA, and one of the following applies:
 - The entry is a global entry from the final level of lookup.
 - The entry is a non-global entry from the final level of lookup that matches the specified ASID.
- When EL2 is implemented and enabled in the Security state described by the current value of [SCR_EL3.NS](#):
 - If [HCR_EL2](#).{E2H, TGE} is not {1, 1}, the entry would be used with the current VMID and would be required to translate the specified VA using the EL1&0 translation regime.
 - If [HCR_EL2](#).{E2H, TGE} is {1, 1}, the entry would be required to translate the specified VA using the EL2&0 translation regime.
- When EL2 is not implemented or is disabled in the current Security state, the entry would be required to translate the specified VA using the EL1&0 translation regime.
- The entry is within the address range determined by the formula $[BaseADDR \leq VA < BaseADDR + ((NUM + 1) * 2^{(5 * SCALE + 1) * Translation_Granule_Size})]$.

The invalidation applies to the PE that executes this System instruction.

The range of addresses invalidated is UNPREDICTABLE when:

- For the 4K translation granule:
 - If $TTL == 01$ and $BaseADDR[29:12]$ is not equal to 000000000000000000.
 - If $TTL == 10$ and $BaseADDR[20:12]$ is not equal to 000000000.
- For the 16K translation granule:
 - If $TTL == 10$ and $BaseADDR[24:14]$ is not equal to 00000000000.
- For the 64K translation granule:
 - If $TTL == 01$ and $BaseADDR[41:16]$ is not equal to 00000000000000000000000000000000.
 - If $TTL == 10$ and $BaseADDR[28:16]$ is not equal to 0000000000000000.

For more information about the architectural requirements for this System instruction, see 'Invalidation of TLB entries from stage 2 translations'.

Configuration

This instruction is present only when FEAT_TLBIRANGE is implemented. Otherwise, direct accesses to TLBI RVALE1 are UNDEFINED.

Attributes

TLBI RVALE1 is a 64-bit System instruction.

Field descriptions

The TLBI RVALE1 input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
ASID																TG	SCALE	NUM				TTL		BaseADDR								
BaseADDR																																
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	

ASID, bits [63:48]

ASID value to match. Any TLB entries that match the ASID value and VA value will be affected by this System instruction.

Global TLB entries that match the VA value will be affected by this System instruction, regardless of the value of the ASID field.

If the implementation supports 16 bits of ASID, then the upper 8 bits of the ASID must be written to 0 by software when the context being invalidated only uses 8 bits.

TG, bits [47:46]

Translation granule size.

TG	Meaning
0b00	Reserved.
0b01	4K translation granule.
0b10	16K translation granule.
0b11	64K translation granule.

The instruction takes a translation granule size for the translations that are being invalidated. If the translations used a different translation granule size than the one being specified, then the architecture does not require that the instruction invalidates any entries.

SCALE, bits [45:44]

The exponent element of the calculation that is used to produce the upper range.

NUM, bits [43:39]

The base element of the calculation that is used to produce the upper range.

TTL, bits [38:37]

TTL Level hint. The TTL hint is only guaranteed to invalidate entries in the range that match the level described by the TTL hint.

TTL	Meaning
0b00	The entries in the range can be using any level for the translation table entries.
0b01	When using a 4KB or 64KB translation granule, all entries to invalidate are Level 1 translation table entries. When using a 16KB translation granule, this value is reserved and hardware should treat this field as 0b00.
0b10	All entries to invalidate are Level 2 translation table entries.
0b11	All entries to invalidate are Level 3 translation table entries.

BaseADDR, bits [36:0]

The starting address for the range of the maintenance instruction.

When using a 4KB translation granule, this field is BaseADDR[48:12].

When using a 16KB translation granule, this field is BaseADDR[50:14].

When using a 64KB translation granule, this field is BaseADDR[52:16].

Executing the TLBI RVALE1 instruction

Accesses to this instruction use the following encodings:

TLBI RVALE1{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b000	0b1000	0b0110	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TTLB == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.TLBIRVALE1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FB == '1' then
        TLBI_RVALE1IS(X[t]);
    else
        TLBI_RVALE1(X[t]);
elsif PSTATE.EL == EL2 then
    TLBI_RVALE1(X[t]);
elsif PSTATE.EL == EL3 then
    TLBI_RVALE1(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI RVALE1IS, TLB Range Invalidate by VA, Last level, EL1, Inner Shareable

The TLBI RVALE1IS characteristics are:

Purpose

Invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry.
- The entry would be used to translate the specified VA, and one of the following applies:
 - The entry is a global entry from the final level of lookup.
 - The entry is a non-global entry from the final level of lookup that matches the specified ASID.
- When EL2 is implemented and enabled in the Security state described by the current value of [SCR_EL3.NS](#):
 - If [HCR_EL2](#).{E2H, TGE} is not {1, 1}, the entry would be used with the current VMID and would be required to translate the specified VA using the EL1&0 translation regime.
 - If [HCR_EL2](#).{E2H, TGE} is {1, 1}, the entry would be required to translate the specified VA using the EL2&0 translation regime.
- When EL2 is not implemented or is disabled in the current Security state, the entry would be required to translate the specified VA using the EL1&0 translation regime.
- The entry is within the address range determined by the formula $[BaseADDR \leq VA < BaseADDR + ((NUM + 1) * 2^{(5 * SCALE + 1) * Translation_Granule_Size})]$.

The invalidation applies to all PEs in the same Inner Shareable shareability domain as the PE that executes this System instruction.

Note

When a TLB maintenance instruction is generated to the Secure EL1&0 translation regime and is defined to pass a VMID argument, or would be defined to pass a VMID argument if [SCR_EL3.EEL2](#)==1, then:

- A PE with [SCR_EL3.EEL2](#)==1 is not architecturally required to invalidate any entries in the Secure EL1&0 translation of a PE in the same required shareability domain with [SCR_EL3.EEL2](#)==0.
 - A PE with [SCR_EL3.EEL2](#)==0 is not architecturally required to invalidate any entries in the Secure EL1&0 translation of a PE in the same required shareability domain with [SCR_EL3.EEL2](#)==1.
 - A PE is architecturally required to invalidate all relevant entries in the Secure EL1&0 translation of a System MMU in the same required shareability domain with a VMID of 0.
-

The range of addresses invalidated is UNPREDICTABLE when:

- For the 4K translation granule:
 - If [TTL](#)==01 and [BaseADDR](#)[29:12] is not equal to 000000000000000000.
 - If [TTL](#)==10 and [BaseADDR](#)[20:12] is not equal to 0000000000.
- For the 16K translation granule:
 - If [TTL](#)==10 and [BaseADDR](#)[24:14] is not equal to 000000000000.
- For the 64K translation granule:
 - If [TTL](#)==01 and [BaseADDR](#)[41:16] is not equal to 0000000000000000000000000000000000.

- If TTL==10 and BaseADDR[28:16] is not equal to 00000000000000.

Configuration

This instruction is present only when FEAT_TLBIRANGE is implemented. Otherwise, direct accesses to TLBI RVALE1IS are UNDEFINED.

Attributes

TLBI RVALE1IS is a 64-bit System instruction.

Field descriptions

The TLBI RVALE1IS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
ASID																TG	SCALE	NUM				TTL		BaseADDR								
BaseADDR																																
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	

ASID, bits [63:48]

ASID value to match. Any TLB entries that match the ASID value and VA value will be affected by this System instruction.

Global TLB entries that match the VA value will be affected by this System instruction, regardless of the value of the ASID field.

If the implementation supports 16 bits of ASID, then the upper 8 bits of the ASID must be written to 0 by software when the context being invalidated only uses 8 bits.

TG, bits [47:46]

Translation granule size.

TG	Meaning
0b00	Reserved.
0b01	4K translation granule.
0b10	16K translation granule.
0b11	64K translation granule.

The instruction takes a translation granule size for the translations that are being invalidated. If the translations used a different translation granule size than the one being specified, then the architecture does not require that the instruction invalidates any entries.

SCALE, bits [45:44]

The exponent element of the calculation that is used to produce the upper range.

NUM, bits [43:39]

The base element of the calculation that is used to produce the upper range.

TTL, bits [38:37]

TTL Level hint. The TTL hint is only guaranteed to invalidate entries in the range that match the level described by the TTL hint.

TTL	Meaning
0b00	The entries in the range can be using any level for the translation table entries.
0b01	When using a 4KB or 64KB translation granule, all entries to invalidate are Level 1 translation table entries. When using a 16KB translation granule, this value is reserved and hardware should treat this field as 0b00.
0b10	All entries to invalidate are Level 2 translation table entries.
0b11	All entries to invalidate are Level 3 translation table entries.

BaseADDR, bits [36:0]

The starting address for the range of the maintenance instruction.

When using a 4KB translation granule, this field is BaseADDR[48:12].

When using a 16KB translation granule, this field is BaseADDR[50:14].

When using a 64KB translation granule, this field is BaseADDR[52:16].

Executing the TLBI RVALE1IS instruction

Accesses to this instruction use the following encodings:

TLBI RVALE1IS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b000	0b1000	0b0010	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TTLB == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.TTLBIS == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.TLBIRVALE1IS == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        TLBI_RVALE1IS(X[t]);
elsif PSTATE.EL == EL2 then
    TLBI_RVALE1IS(X[t]);
elsif PSTATE.EL == EL3 then
    TLBI_RVALE1IS(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI RVALE1OS, TLB Range Invalidate by VA, Last level, EL1, Outer Shareable

The TLBI RVALE1OS characteristics are:

Purpose

Invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry.
- The entry would be used to translate the specified VA, and one of the following applies:
 - The entry is a global entry from the final level of lookup.
 - The entry is a non-global entry from the final level of lookup that matches the specified ASID.
- When EL2 is implemented and enabled in the Security state described by the current value of [SCR_EL3.NS](#):
 - If [HCR_EL2](#).{E2H, TGE} is not {1, 1}, the entry would be used with the current VMID and would be required to translate the specified VA using the EL1&0 translation regime.
 - If [HCR_EL2](#).{E2H, TGE} is {1, 1}, the entry would be required to translate the specified VA using the EL2&0 translation regime.
- When EL2 is not implemented or is disabled in the current Security state, the entry would be required to translate the specified VA using the EL1&0 translation regime.
- The entry is within the address range determined by the formula $[BaseADDR \leq VA < BaseADDR + ((NUM + 1) * 2^{(5 * SCALE + 1) * Translation_Granule_Size})]$.

The invalidation applies to all PEs in the same Outer Shareable shareability domain as the PE that executes this System instruction.

Note

When a TLB maintenance instruction is generated to the Secure EL1&0 translation regime and is defined to pass a VMID argument, or would be defined to pass a VMID argument if [SCR_EL3.EEL2](#)==1, then:

- A PE with [SCR_EL3.EEL2](#)==1 is not architecturally required to invalidate any entries in the Secure EL1&0 translation of a PE in the same required shareability domain with [SCR_EL3.EEL2](#)==0.
 - A PE with [SCR_EL3.EEL2](#)==0 is not architecturally required to invalidate any entries in the Secure EL1&0 translation of a PE in the same required shareability domain with [SCR_EL3.EEL2](#)==1.
 - A PE is architecturally required to invalidate all relevant entries in the Secure EL1&0 translation of a System MMU in the same required shareability domain with a VMID of 0.
-

The range of addresses invalidated is UNPREDICTABLE when:

- For the 4K translation granule:
 - If [TTL](#)==01 and [BaseADDR](#)[29:12] is not equal to 000000000000000000.
 - If [TTL](#)==10 and [BaseADDR](#)[20:12] is not equal to 0000000000.
- For the 16K translation granule:
 - If [TTL](#)==10 and [BaseADDR](#)[24:14] is not equal to 000000000000.
- For the 64K translation granule:
 - If [TTL](#)==01 and [BaseADDR](#)[41:16] is not equal to 00000000000000000000000000000000.

- If TTL==10 and BaseADDR[28:16] is not equal to 00000000000000.

Configuration

This instruction is present only when FEAT_TLBIRANGE is implemented and FEAT_TLBIOS is implemented. Otherwise, direct accesses to TLBI RVALE1OS are UNDEFINED.

Attributes

TLBI RVALE1OS is a 64-bit System instruction.

Field descriptions

The TLBI RVALE1OS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32		
ASID																TG	SCALE	NUM					TTL		BaseADDR								
BaseADDR																																	
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		

ASID, bits [63:48]

ASID value to match. Any TLB entries that match the ASID value and VA value will be affected by this System instruction.

Global TLB entries that match the VA value will be affected by this System instruction, regardless of the value of the ASID field.

If the implementation supports 16 bits of ASID, then the upper 8 bits of the ASID must be written to 0 by software when the context being invalidated only uses 8 bits.

TG, bits [47:46]

Translation granule size.

TG	Meaning
0b00	Reserved.
0b01	4K translation granule.
0b10	16K translation granule.
0b11	64K translation granule.

The instruction takes a translation granule size for the translations that are being invalidated. If the translations used a different translation granule size than the one being specified, then the architecture does not require that the instruction invalidates any entries.

SCALE, bits [45:44]

The exponent element of the calculation that is used to produce the upper range.

NUM, bits [43:39]

The base element of the calculation that is used to produce the upper range.

TTL, bits [38:37]

TTL Level hint. The TTL hint is only guaranteed to invalidate entries in the range that match the level described by the TTL hint.

TTL	Meaning
0b00	The entries in the range can be using any level for the translation table entries.
0b01	When using a 4KB or 64KB translation granule, all entries to invalidate are Level 1 translation table entries. When using a 16KB translation granule, this value is reserved and hardware should treat this field as 0b00.
0b10	All entries to invalidate are Level 2 translation table entries.
0b11	All entries to invalidate are Level 3 translation table entries.

BaseADDR, bits [36:0]

The starting address for the range of the maintenance instruction.

When using a 4KB translation granule, this field is BaseADDR[48:12].

When using a 16KB translation granule, this field is BaseADDR[50:14].

When using a 64KB translation granule, this field is BaseADDR[52:16].

Executing the TLBI RVALE1OS instruction

Accesses to this instruction use the following encodings:

TLBI RVALE1OS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b000	0b1000	0b0101	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TTLB == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.TTLB0S == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.TLBIRVALE1OS == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        TLBI_RVALE1OS(X[t]);
elsif PSTATE.EL == EL2 then
    TLBI_RVALE1OS(X[t]);
elsif PSTATE.EL == EL3 then
    TLBI_RVALE1OS(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI RVALE2, TLB Range Invalidate by VA, Last level, EL2

The TLBI RVALE2 characteristics are:

Purpose

When EL2 is implemented and enabled in the current Security state, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry.
- The entry would be used to translate the specified VA in the specified range determined by the formula $[\text{BaseADDR} \leq \text{VA} < \text{BaseADDR} + ((\text{NUM} + 1) * 2^{(5 * \text{SCALE} + 1) * \text{Translation_Granule_Size}})]$ using the EL2 or EL2&0 translation regime.
- If [HCR_EL2.E2H](#) == 0, the entry is from the final level of the translation table walk.
- If [HCR_EL2.E2H](#) == 1, one of the following applies:
 - The entry is a global entry from the final level of translation table walk.
 - The entry is a non-global entry from the final level of the translation table walk and matches the specified ASID.

The invalidation applies to the PE that executes this System instruction.

The range of addresses invalidated is UNPREDICTABLE when:

- For the 4K translation granule:
 - If $\text{TTL} == 01$ and $\text{BaseADDR}[29:12]$ is not equal to 000000000000000000.
 - If $\text{TTL} == 10$ and $\text{BaseADDR}[20:12]$ is not equal to 000000000.
- For the 16K translation granule:
 - If $\text{TTL} == 10$ and $\text{BaseADDR}[24:14]$ is not equal to 00000000000.
- For the 64K translation granule:
 - If $\text{TTL} == 01$ and $\text{BaseADDR}[41:16]$ is not equal to 00000000000000000000000000000000.
 - If $\text{TTL} == 10$ and $\text{BaseADDR}[28:16]$ is not equal to 0000000000000000.

Configuration

This instruction is present only when FEAT_TLBIRANGE is implemented. Otherwise, direct accesses to TLBI RVALE2 are UNDEFINED.

Attributes

TLBI RVALE2 is a 64-bit System instruction.

Field descriptions

The TLBI RVALE2 input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32		
ASID																TG	SCALE	NUM				TTL		BaseADDR									
BaseADDR																																	
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		

ASID, bits [63:48]

When HCR_EL2.E2H == 1:

ASID value to match. Any TLB entries that match the ASID value and VA value will be affected by this System instruction.

Global TLB entries that match the VA value will be affected by this System instruction, regardless of the value of the ASID field.

If the implementation supports 16 bits of ASID, then the upper 8 bits of the ASID must be written to 0 by software when the context being invalidated only uses 8 bits.

Otherwise:

Reserved, RES0.

TG, bits [47:46]

Translation granule size.

TG	Meaning
0b00	Reserved.
0b01	4K translation granule.
0b10	16K translation granule.
0b11	64K translation granule.

The instruction takes a translation granule size for the translations that are being invalidated. If the translations used a different translation granule size than the one being specified, then the architecture does not require that the instruction invalidates any entries.

SCALE, bits [45:44]

The exponent element of the calculation that is used to produce the upper range.

NUM, bits [43:39]

The base element of the calculation that is used to produce the upper range.

TTL, bits [38:37]

TTL Level hint. The TTL hint is only guaranteed to invalidate entries in the range that match the level described by the TTL hint.

TTL	Meaning
0b00	The entries in the range can be using any level for the translation table entries.
0b01	When using a 4KB or 64KB translation granule, all entries to invalidate are Level 1 translation table entries. When using a 16KB translation granule, this value is reserved and hardware should treat this field as 0b00.
0b10	All entries to invalidate are Level 2 translation table entries.
0b11	All entries to invalidate are Level 3 translation table entries.

BaseADDR, bits [36:0]

The starting address for the range of the maintenance instruction.

When using a 4KB translation granule, this field is BaseADDR[48:12].

When using a 16KB translation granule, this field is BaseADDR[50:14].

When using a 64KB translation granule, this field is BaseADDR[52:16].

Executing the TLBI RVALE2 instruction

Accesses to this instruction use the following encodings:

TLBI RVALE2{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b100	0b1000	0b0110	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elseif PSTATE.EL == EL2 then
    TLBI_RVALE2(X[t]);
elseif PSTATE.EL == EL3 then
    if !EL2Enabled() then
        UNDEFINED;
    else
        TLBI_RVALE2(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI RVALE2IS, TLB Range Invalidate by VA, Last level, EL2, Inner Shareable

The TLBI RVALE2IS characteristics are:

Purpose

When EL2 is implemented and enabled in the current Security state, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry.
- The entry would be used to translate the specified VA in the specified range determined by the formula $[\text{BaseADDR} \leq \text{VA} < \text{BaseADDR} + ((\text{NUM} + 1) * 2^{(5 * \text{SCALE} + 1) * \text{Translation_Granule_Size}})]$ using the EL2 or EL2&0 translation regime.
- If [HCR_EL2.E2H](#) == 0, the entry is from the final level of the translation table walk.
- If [HCR_EL2.E2H](#) == 1, one of the following applies:
 - The entry is a global entry from the final level of translation table walk.
 - The entry is a non-global entry from the final level of the translation table walk and matches the specified ASID.

The invalidation applies to all PEs in the same Inner Shareable shareability domain as the PE that executes this System instruction.

The range of addresses invalidated is UNPREDICTABLE when:

- For the 4K translation granule:
 - If $\text{TTL} == 01$ and $\text{BaseADDR}[29:12]$ is not equal to 000000000000000000.
 - If $\text{TTL} == 10$ and $\text{BaseADDR}[20:12]$ is not equal to 000000000.
- For the 16K translation granule:
 - If $\text{TTL} == 10$ and $\text{BaseADDR}[24:14]$ is not equal to 00000000000.
- For the 64K translation granule:
 - If $\text{TTL} == 01$ and $\text{BaseADDR}[41:16]$ is not equal to 00000000000000000000000000000000.
 - If $\text{TTL} == 10$ and $\text{BaseADDR}[28:16]$ is not equal to 0000000000000000.

Configuration

This instruction is present only when FEAT_TLBIRANGE is implemented. Otherwise, direct accesses to TLBI RVALE2IS are UNDEFINED.

Attributes

TLBI RVALE2IS is a 64-bit System instruction.

Field descriptions

The TLBI RVALE2IS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32		
ASID																TG	SCALE	NUM					TTL			BaseADDR							
BaseADDR																																	
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		

ASID, bits [63:48]

When HCR_EL2.E2H == 1:

ASID value to match. Any TLB entries that match the ASID value and VA value will be affected by this System instruction.

Global TLB entries that match the VA value will be affected by this System instruction, regardless of the value of the ASID field.

If the implementation supports 16 bits of ASID, then the upper 8 bits of the ASID must be written to 0 by software when the context being invalidated only uses 8 bits.

Otherwise:

Reserved, RES0.

TG, bits [47:46]

Translation granule size.

TG	Meaning
0b00	Reserved.
0b01	4K translation granule.
0b10	16K translation granule.
0b11	64K translation granule.

The instruction takes a translation granule size for the translations that are being invalidated. If the translations used a different translation granule size than the one being specified, then the architecture does not require that the instruction invalidates any entries.

SCALE, bits [45:44]

The exponent element of the calculation that is used to produce the upper range.

NUM, bits [43:39]

The base element of the calculation that is used to produce the upper range.

TTL, bits [38:37]

TTL Level hint. The TTL hint is only guaranteed to invalidate entries in the range that match the level described by the TTL hint.

TTL	Meaning
0b00	The entries in the range can be using any level for the translation table entries.
0b01	When using a 4KB or 64KB translation granule, all entries to invalidate are Level 1 translation table entries. When using a 16KB translation granule, this value is reserved and hardware should treat this field as 0b00.
0b10	All entries to invalidate are Level 2 translation table entries.
0b11	All entries to invalidate are Level 3 translation table entries.

BaseADDR, bits [36:0]

The starting address for the range of the maintenance instruction.

When using a 4KB translation granule, this field is BaseADDR[48:12].

When using a 16KB translation granule, this field is BaseADDR[50:14].

When using a 64KB translation granule, this field is BaseADDR[52:16].

Executing the TLBI RVALE2IS instruction

Accesses to this instruction use the following encodings:

TLBI RVALE2IS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b100	0b1000	0b0010	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TLBI_RVALE2IS(X[t]);
elsif PSTATE.EL == EL3 then
    if !EL2Enabled() then
        UNDEFINED;
    else
        TLBI_RVALE2IS(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI RVALE2OS, TLB Range Invalidate by VA, Last level, EL2, Outer Shareable

The TLBI RVALE2OS characteristics are:

Purpose

When EL2 is implemented and enabled in the current Security state, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry.
- The entry would be used to translate the specified VA in the specified range determined by the formula $[\text{BaseADDR} \leq \text{VA} < \text{BaseADDR} + ((\text{NUM} + 1) * 2^{(5 * \text{SCALE} + 1) * \text{Translation_Granule_Size}})]$ using the EL2 or EL2&0 translation regime.
- If [HCR_EL2.E2H](#) == 0, the entry is from the final level of the translation table walk.
- If [HCR_EL2.E2H](#) == 1, one of the following applies:
 - The entry is a global entry from the final level of translation table walk.
 - The entry is a non-global entry from the final level of the translation table walk and matches the specified ASID.

The invalidation applies to all PEs in the same Outer Shareable shareability domain as the PE that executes this System instruction.

The range of addresses invalidated is UNPREDICTABLE when:

- For the 4K translation granule:
 - If $\text{TTL} == 01$ and $\text{BaseADDR}[29:12]$ is not equal to 000000000000000000.
 - If $\text{TTL} == 10$ and $\text{BaseADDR}[20:12]$ is not equal to 000000000.
- For the 16K translation granule:
 - If $\text{TTL} == 10$ and $\text{BaseADDR}[24:14]$ is not equal to 00000000000.
- For the 64K translation granule:
 - If $\text{TTL} == 01$ and $\text{BaseADDR}[41:16]$ is not equal to 00000000000000000000000000000000.
 - If $\text{TTL} == 10$ and $\text{BaseADDR}[28:16]$ is not equal to 0000000000000000.

Configuration

This instruction is present only when FEAT_TLBIRANGE is implemented and FEAT_TLBIOS is implemented. Otherwise, direct accesses to TLBI RVALE2OS are UNDEFINED.

Attributes

TLBI RVALE2OS is a 64-bit System instruction.

Field descriptions

The TLBI RVALE2OS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32		
ASID																TG	SCALE	NUM				TTL		BaseADDR									
BaseADDR																																	
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		

ASID, bits [63:48]

When HCR_EL2.E2H == 1:

ASID value to match. Any TLB entries that match the ASID value and VA value will be affected by this System instruction.

Global TLB entries that match the VA value will be affected by this System instruction, regardless of the value of the ASID field.

If the implementation supports 16 bits of ASID, then the upper 8 bits of the ASID must be written to 0 by software when the context being invalidated only uses 8 bits.

Otherwise:

Reserved, RES0.

TG, bits [47:46]

Translation granule size.

TG	Meaning
0b00	Reserved.
0b01	4K translation granule.
0b10	16K translation granule.
0b11	64K translation granule.

The instruction takes a translation granule size for the translations that are being invalidated. If the translations used a different translation granule size than the one being specified, then the architecture does not require that the instruction invalidates any entries.

SCALE, bits [45:44]

The exponent element of the calculation that is used to produce the upper range.

NUM, bits [43:39]

The base element of the calculation that is used to produce the upper range.

TTL, bits [38:37]

TTL Level hint. The TTL hint is only guaranteed to invalidate entries in the range that match the level described by the TTL hint.

TTL	Meaning
0b00	The entries in the range can be using any level for the translation table entries.
0b01	When using a 4KB or 64KB translation granule, all entries to invalidate are Level 1 translation table entries. When using a 16KB translation granule, this value is reserved and hardware should treat this field as 0b00.
0b10	All entries to invalidate are Level 2 translation table entries.
0b11	All entries to invalidate are Level 3 translation table entries.

BaseADDR, bits [36:0]

The starting address for the range of the maintenance instruction.

When using a 4KB translation granule, this field is BaseADDR[48:12].

When using a 16KB translation granule, this field is BaseADDR[50:14].

When using a 64KB translation granule, this field is BaseADDR[52:16].

Executing the TLBI RVALE2OS instruction

Accesses to this instruction use the following encodings:

TLBI RVALE2OS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b100	0b1000	0b0101	0b101

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elseif PSTATE.EL == EL2 then
    TLBI_RVALE2OS(X[t]);
elseif PSTATE.EL == EL3 then
    if !EL2Enabled() then
        UNDEFINED;
    else
        TLBI_RVALE2OS(X[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI RVALE3, TLB Range Invalidate by VA, Last level, EL3

The TLBI RVALE3 characteristics are:

Purpose

If EL3 is implemented, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry, from any level of the translation table walk.
- The entry would be used to translate the specified VA using the EL3 translation regime.
- The entry is within the address range determined by the formula $[BaseADDR \leq VA < BaseADDR + ((NUM + 1) * 2^{(5 * SCALE + 1) * Translation_Granule_Size})]$.

The invalidation applies to the PE that executes this System instruction.

The range of addresses invalidated is UNPREDICTABLE when:

- For the 4K translation granule:
 - If $TTL == 01$ and $BaseADDR[29:12]$ is not equal to 000000000000000000.
 - If $TTL == 10$ and $BaseADDR[20:12]$ is not equal to 000000000.
- For the 16K translation granule:
 - If $TTL == 10$ and $BaseADDR[24:14]$ is not equal to 00000000000.
- For the 64K translation granule:
 - If $TTL == 01$ and $BaseADDR[41:16]$ is not equal to 00000000000000000000000000000000.
 - If $TTL == 10$ and $BaseADDR[28:16]$ is not equal to 0000000000000000.

Configuration

This instruction is present only when FEAT_TLBIRANGE is implemented. Otherwise, direct accesses to TLBI RVALE3 are UNDEFINED.

Attributes

TLBI RVALE3 is a 64-bit System instruction.

Field descriptions

The TLBI RVALE3 input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32		
RES0																TG		SCALE		NUM				TTL		BaseADDR							
BaseADDR																																	
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0		

Bits [63:48]

Reserved, RES0.

TG, bits [47:46]

Translation granule size.

TG	Meaning
0b00	Reserved.
0b01	4K translation granule.
0b10	16K translation granule.
0b11	64K translation granule.

The instruction takes a translation granule size for the translations that are being invalidated. If the translations used a different translation granule size than the one being specified, then the architecture does not require that the instruction invalidates any entries.

SCALE, bits [45:44]

The exponent element of the calculation that is used to produce the upper range.

NUM, bits [43:39]

The base element of the calculation that is used to produce the upper range.

TTL, bits [38:37]

TTL Level hint. The TTL hint is only guaranteed to invalidate entries in the range that match the level described by the TTL hint.

TTL	Meaning
0b00	The entries in the range can be using any level for the translation table entries.
0b01	When using a 4KB or 64KB translation granule, all entries to invalidate are Level 1 translation table entries. When using a 16KB translation granule, this value is reserved and hardware should treat this field as 0b00.
0b10	All entries to invalidate are Level 2 translation table entries.
0b11	All entries to invalidate are Level 3 translation table entries.

BaseADDR, bits [36:0]

The starting address for the range of the maintenance instruction.

When using a 4KB translation granule, this field is BaseADDR[48:12].

When using a 16KB translation granule, this field is BaseADDR[50:14].

When using a 64KB translation granule, this field is BaseADDR[52:16].

Executing the TLBI RVALE3 instruction

Accesses to this instruction use the following encodings:

TLBI RVALE3{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b110	0b1000	0b0110	0b101


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    TLBI_RVALE3(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI RVALE3IS, TLB Range Invalidate by VA, Last level, EL3, Inner Shareable

The TLBI RVALE3IS characteristics are:

Purpose

If EL3 is implemented, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry, from any level of the translation table walk.
- The entry would be used to translate the specified VA using the EL3 translation regime.
- The entry is within the address range determined by the formula $[\text{BaseADDR} \leq \text{VA} < \text{BaseADDR} + ((\text{NUM} + 1) * 2^{(5 * \text{SCALE} + 1) * \text{Translation_Granule_Size}})]$.

The invalidation applies to all PEs in the same Inner Shareable shareability domain as the PE that executes this System instruction.

The range of addresses invalidated is UNPREDICTABLE when:

- For the 4K translation granule:
 - If $\text{TTL} == 01$ and $\text{BaseADDR}[29:12]$ is not equal to 000000000000000000.
 - If $\text{TTL} == 10$ and $\text{BaseADDR}[20:12]$ is not equal to 0000000000.
- For the 16K translation granule:
 - If $\text{TTL} == 10$ and $\text{BaseADDR}[24:14]$ is not equal to 000000000000.
- For the 64K translation granule:
 - If $\text{TTL} == 01$ and $\text{BaseADDR}[41:16]$ is not equal to 00000000000000000000000000000000.
 - If $\text{TTL} == 10$ and $\text{BaseADDR}[28:16]$ is not equal to 0000000000000000.

Configuration

This instruction is present only when FEAT_TLBIRANGE is implemented. Otherwise, direct accesses to TLBI RVALE3IS are UNDEFINED.

Attributes

TLBI RVALE3IS is a 64-bit System instruction.

Field descriptions

The TLBI RVALE3IS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
RES0																TG	SCALE	NUM					TTL		BaseADDR							
BaseADDR																																
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	

Bits [63:48]

Reserved, RES0.

TG, bits [47:46]

Translation granule size.

TG	Meaning
0b00	Reserved.
0b01	4K translation granule.
0b10	16K translation granule.
0b11	64K translation granule.

The instruction takes a translation granule size for the translations that are being invalidated. If the translations used a different translation granule size than the one being specified, then the architecture does not require that the instruction invalidates any entries.

SCALE, bits [45:44]

The exponent element of the calculation that is used to produce the upper range.

NUM, bits [43:39]

The base element of the calculation that is used to produce the upper range.

TTL, bits [38:37]

TTL Level hint. The TTL hint is only guaranteed to invalidate entries in the range that match the level described by the TTL hint.

TTL	Meaning
0b00	The entries in the range can be using any level for the translation table entries.
0b01	When using a 4KB or 64KB translation granule, all entries to invalidate are Level 1 translation table entries. When using a 16KB translation granule, this value is reserved and hardware should treat this field as 0b00.
0b10	All entries to invalidate are Level 2 translation table entries.
0b11	All entries to invalidate are Level 3 translation table entries.

BaseADDR, bits [36:0]

The starting address for the range of the maintenance instruction.

When using a 4KB translation granule, this field is BaseADDR[48:12].

When using a 16KB translation granule, this field is BaseADDR[50:14].

When using a 64KB translation granule, this field is BaseADDR[52:16].

Executing the TLBI RVALE3IS instruction

Accesses to this instruction use the following encodings:

TLBI RVALE3IS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b110	0b1000	0b0010	0b101

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    TLBI_RVALE3IS(X[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI RVALE3OS, TLB Range Invalidate by VA, Last level, EL3, Outer Shareable

The TLBI RVALE3OS characteristics are:

Purpose

If EL3 is implemented, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry, from any level of the translation table walk.
- The entry would be used to translate the specified VA using the EL3 translation regime.
- The entry is within the address range determined by the formula $[BaseADDR \leq VA < BaseADDR + ((NUM + 1) * 2^{(5 * SCALE + 1) * Translation_Granule_Size})]$.

The invalidation applies to all PEs in the same Outer Shareable shareability domain as the PE that executes this System instruction.

The range of addresses invalidated is UNPREDICTABLE when:

- For the 4K translation granule:
 - If $TTL == 01$ and $BaseADDR[29:12]$ is not equal to 000000000000000000.
 - If $TTL == 10$ and $BaseADDR[20:12]$ is not equal to 0000000000.
- For the 16K translation granule:
 - If $TTL == 10$ and $BaseADDR[24:14]$ is not equal to 000000000000.
- For the 64K translation granule:
 - If $TTL == 01$ and $BaseADDR[41:16]$ is not equal to 00000000000000000000000000000000.
 - If $TTL == 10$ and $BaseADDR[28:16]$ is not equal to 0000000000000000.

Configuration

This instruction is present only when FEAT_TLBIRANGE is implemented and FEAT_TLBIOS is implemented. Otherwise, direct accesses to TLBI RVALE3OS are UNDEFINED.

Attributes

TLBI RVALE3OS is a 64-bit System instruction.

Field descriptions

The TLBI RVALE3OS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
RES0																TG	SCALE	NUM					TTL		BaseADDR							
BaseADDR																																
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	

Bits [63:48]

Reserved, RES0.

TG, bits [47:46]

Translation granule size.

TG	Meaning
0b00	Reserved.
0b01	4K translation granule.
0b10	16K translation granule.
0b11	64K translation granule.

The instruction takes a translation granule size for the translations that are being invalidated. If the translations used a different translation granule size than the one being specified, then the architecture does not require that the instruction invalidates any entries.

SCALE, bits [45:44]

The exponent element of the calculation that is used to produce the upper range.

NUM, bits [43:39]

The base element of the calculation that is used to produce the upper range.

TTL, bits [38:37]

TTL Level hint. The TTL hint is only guaranteed to invalidate entries in the range that match the level described by the TTL hint.

TTL	Meaning
0b00	The entries in the range can be using any level for the translation table entries.
0b01	When using a 4KB or 64KB translation granule, all entries to invalidate are Level 1 translation table entries. When using a 16KB translation granule, this value is reserved and hardware should treat this field as 0b00.
0b10	All entries to invalidate are Level 2 translation table entries.
0b11	All entries to invalidate are Level 3 translation table entries.

BaseADDR, bits [36:0]

The starting address for the range of the maintenance instruction.

When using a 4KB translation granule, this field is BaseADDR[48:12].

When using a 16KB translation granule, this field is BaseADDR[50:14].

When using a 64KB translation granule, this field is BaseADDR[52:16].

Executing the TLBI RVALE3OS instruction

Accesses to this instruction use the following encodings:

TLBI RVALE3OS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b110	0b1000	0b0101	0b101

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    TLBI_RVALE30S(X[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI VAAE1, TLB Invalidate by VA, All ASID, EL1

The TLBI VAAE1 characteristics are:

Purpose

Invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry, from any level of the translation table walk.
- When EL2 is implemented and enabled in the Security state described by the current value of [SCR_EL3.NS](#):
 - If [HCR_EL2](#).{E2H, TGE} is not {1, 1}, the entry would be used with the current VMID and would be required to translate the specified VA using the EL1&0 translation regime.
 - If [HCR_EL2](#).{E2H, TGE} is {1, 1}, the entry would be required to translate the specified VA using the EL2&0 translation regime.
- When EL2 is not implemented or is disabled in the current Security state, the entry would be required to translate the specified VA using the EL1&0 translation regime.

The invalidation applies to the PE that executes this System instruction.

Note

For the EL1&0 and EL2&0 translation regimes, the invalidation applies to both global entries, and non-global entries with any ASID.

Configuration

There are no configuration notes.

Attributes

TLBI VAAE1 is a 64-bit System instruction.

Field descriptions

The TLBI VAAE1 input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																TTL				VA[55:12]											
VA[55:12]																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:48]

Reserved, RES0.

TTL, bits [47:44]

When FEAT_TTL is implemented:

Translation Table Level. Indicates the level of the page table walk that holds the leaf entry for the address being invalidated.

TTL	Meaning
0b00xx	No information supplied as to the translation table level. Hardware must assume that the entry can be from any level. In this case, TTL<1:0> is RES0.
0b01xx	The entry comes from a 4KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.
0b10xx	The entry comes from a 16KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Reserved. Treat as if TTL<3:2> is 0b00. 0b10 : Level 2. 0b11 : Level 3.
0b11xx	The entry comes from a 64KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.

If an incorrect value of the TTL field is specified for the entry being invalidated by the instruction, then no entries are required by the architecture to be invalidated from the TLB.

Otherwise:

Reserved, RES0.

VA[55:12], bits [43:0]

Bits[55:12] of the virtual address to match. Any appropriate TLB entries that match the VA will be affected by this System instruction, regardless of the ASID.

If the TLB maintenance instructions are targeting a translation regime that is using AArch32, and so has a VA of only 32 bits, then the software must treat bits[55:32] as RES0.

The treatment of the low-order bits of this field depends on the translation granule size, as follows:

- Where a 4KB translation granule is being used, all bits are valid and used for the invalidation.
- Where a 16KB translation granule is being used, bits [1:0] of this field are RES0 and ignored when the instruction is executed, because VA[13:12] have no effect on the operation of the instruction.
- Where a 64KB translation granule is being used, bits [3:0] of this field are RES0 and ignored when the instruction is executed, because VA[15:12] have no effect on the operation of the instruction.

Executing the TLBI VAAE1 instruction

Accesses to this instruction use the following encodings:

TLBI VAAE1{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b000	0b1000	0b0111	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TTLB == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.TLBIVAAE1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FB == '1' then
        TLBI_VAAE1IS(X[t]);
    else
        TLBI_VAAE1(X[t]);
elsif PSTATE.EL == EL2 then
    TLBI_VAAE1(X[t]);
elsif PSTATE.EL == EL3 then
    TLBI_VAAE1(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI VAAE1IS, TLB Invalidate by VA, All ASID, EL1, Inner Shareable

The TLBI VAAE1IS characteristics are:

Purpose

Invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry, from any level of the translation table walk.
- When EL2 is implemented and enabled in the Security state described by the current value of [SCR_EL3.NS](#):
 - If [HCR_EL2](#).{E2H, TGE} is not {1, 1}, the entry would be used with the current VMID and would be required to translate the specified VA using the EL1&0 translation regime.
 - If [HCR_EL2](#).{E2H, TGE} is {1, 1}, the entry would be required to translate the specified VA using the EL2&0 translation regime.
- When EL2 is not implemented or is disabled in the current Security state, the entry would be required to translate the specified VA using the EL1&0 translation regime.

The invalidation applies to all PEs in the same Inner Shareable shareability domain as the PE that executes this System instruction.

Note

From Armv8.4, when a TLB maintenance instruction is generated to the Secure EL1&0 translation regime and is defined to pass a VMID argument, or would be defined to pass a VMID argument if [SCR_EL3.EEL2](#)==1, then:

- A PE with [SCR_EL3.EEL2](#)==1 is not architecturally required to invalidate any entries in the Secure EL1&0 translation of a PE in the same required shareability domain with [SCR_EL3.EEL2](#)==0.
- A PE with [SCR_EL3.EEL2](#)==0 is not architecturally required to invalidate any entries in the Secure EL1&0 translation of a PE in the same required shareability domain with [SCR_EL3.EEL2](#)==1.
- A PE is architecturally required to invalidate all relevant entries in the Secure EL1&0 translation of a System MMU in the same required shareability domain with a VMID of 0.

For the EL1&0 and EL2&0 translation regimes, the invalidation applies to both global entries, and non-global entries with any ASID.

Configuration

There are no configuration notes.

Attributes

TLBI VAAE1IS is a 64-bit System instruction.

Field descriptions

The TLBI VAAE1IS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32		
RES0																TTL				VA[55:12]													
VA[55:12]																																	
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0		

Bits [63:48]

Reserved, RES0.

TTL, bits [47:44]

When FEAT_TTL is implemented:

Translation Table Level. Indicates the level of the page table walk that holds the leaf entry for the address being invalidated.

TTL	Meaning
0b00xx	No information supplied as to the translation table level. Hardware must assume that the entry can be from any level. In this case, TTL<1:0> is RES0.
0b01xx	The entry comes from a 4KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.
0b10xx	The entry comes from a 16KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Reserved. Treat as if TTL<3:2> is 0b00. 0b10 : Level 2. 0b11 : Level 3.
0b11xx	The entry comes from a 64KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.

If an incorrect value of the TTL field is specified for the entry being invalidated by the instruction, then no entries are required by the architecture to be invalidated from the TLB.

Otherwise:

Reserved, RES0.

VA[55:12], bits [43:0]

Bits[55:12] of the virtual address to match. Any appropriate TLB entries that match the VA will be affected by this System instruction, regardless of the ASID.

If the TLB maintenance instructions are targeting a translation regime that is using AArch32, and so has a VA of only 32 bits, then the software must treat bits[55:32] as RES0.

The treatment of the low-order bits of this field depends on the translation granule size, as follows:

- Where a 4KB translation granule is being used, all bits are valid and used for the invalidation.
- Where a 16KB translation granule is being used, bits [1:0] of this field are RES0 and ignored when the instruction is executed, because VA[13:12] have no effect on the operation of the instruction.
- Where a 64KB translation granule is being used, bits [3:0] of this field are RES0 and ignored when the instruction is executed, because VA[15:12] have no effect on the operation of the instruction.

Executing the TLBI VAAE1IS instruction

Accesses to this instruction use the following encodings:

TLBI VAAE1IS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b000	0b1000	0b0011	0b011

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TTLB == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.TTLBIS == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.TLBIVAAE1IS == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        TLBI_VAAE1IS(X[t]);
elseif PSTATE.EL == EL2 then
    TLBI_VAAE1IS(X[t]);
elseif PSTATE.EL == EL3 then
    TLBI_VAAE1IS(X[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI VAAE1OS, TLB Invalidate by VA, All ASID, EL1, Outer Shareable

The TLBI VAAE1OS characteristics are:

Purpose

Invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry, from any level of the translation table walk.
- When EL2 is implemented and enabled in the Security state described by the current value of [SCR_EL3.NS](#):
 - If [HCR_EL2](#).{E2H, TGE} is not {1, 1}, the entry would be used with the current VMID and would be required to translate the specified VA using the EL1&0 translation regime.
 - If [HCR_EL2](#).{E2H, TGE} is {1, 1}, the entry would be required to translate the specified VA using the EL2&0 translation regime.
- When EL2 is not implemented or is disabled in the current Security state, the entry would be required to translate the specified VA using the EL1&0 translation regime.

The invalidation applies to all PEs in the same Outer Shareable shareability domain as the PE that executes this System instruction.

Note

When a TLB maintenance instruction is generated to the Secure EL1&0 translation regime and is defined to pass a VMID argument, or would be defined to pass a VMID argument if [SCR_EL3.EEL2](#)==1, then:

- A PE with [SCR_EL3.EEL2](#)==1 is not architecturally required to invalidate any entries in the Secure EL1&0 translation of a PE in the same required shareability domain with [SCR_EL3.EEL2](#)==0.
- A PE with [SCR_EL3.EEL2](#)==0 is not architecturally required to invalidate any entries in the Secure EL1&0 translation of a PE in the same required shareability domain with [SCR_EL3.EEL2](#)==1.
- A PE is architecturally required to invalidate all relevant entries in the Secure EL1&0 translation of a System MMU in the same required shareability domain with a VMID of 0.

For the EL1&0 and EL2&0 translation regimes, the invalidation applies to both global entries, and non-global entries with any ASID.

Configuration

This instruction is present only when FEAT_TLBIOS is implemented. Otherwise, direct accesses to TLBI VAAE1OS are UNDEFINED.

Attributes

TLBI VAAE1OS is a 64-bit System instruction.

Field descriptions

The TLBI VAAE1OS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32		
RES0																TTL				VA[55:12]													
VA[55:12]																																	
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0		

Bits [63:48]

Reserved, RES0.

TTL, bits [47:44]

When FEAT_TTL is implemented:

Translation Table Level. Indicates the level of the page table walk that holds the leaf entry for the address being invalidated.

TTL	Meaning
0b00xx	No information supplied as to the translation table level. Hardware must assume that the entry can be from any level. In this case, TTL<1:0> is RES0.
0b01xx	The entry comes from a 4KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.
0b10xx	The entry comes from a 16KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Reserved. Treat as if TTL<3:2> is 0b00. 0b10 : Level 2. 0b11 : Level 3.
0b11xx	The entry comes from a 64KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.

If an incorrect value of the TTL field is specified for the entry being invalidated by the instruction, then no entries are required by the architecture to be invalidated from the TLB.

Otherwise:

Reserved, RES0.

VA[55:12], bits [43:0]

Bits[55:12] of the virtual address to match. Any appropriate TLB entries that match the VA will be affected by this System instruction, regardless of the ASID.

If the TLB maintenance instructions are targeting a translation regime that is using AArch32, and so has a VA of only 32 bits, then the software must treat bits[55:32] as RES0.

The treatment of the low-order bits of this field depends on the translation granule size, as follows:

- Where a 4KB translation granule is being used, all bits are valid and used for the invalidation.
- Where a 16KB translation granule is being used, bits [1:0] of this field are RES0 and ignored when the instruction is executed, because VA[13:12] have no effect on the operation of the instruction.
- Where a 64KB translation granule is being used, bits [3:0] of this field are RES0 and ignored when the instruction is executed, because VA[15:12] have no effect on the operation of the instruction.

Executing the TLBI VAAE1OS instruction

Accesses to this instruction use the following encodings:

TLBI VAAE1OS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b000	0b1000	0b0001	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TTLB == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.TTLB0S == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.TLBIVAAE1OS == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        TLBI_VAAE1OS(X[t]);
elsif PSTATE.EL == EL2 then
    TLBI_VAAE1OS(X[t]);
elsif PSTATE.EL == EL3 then
    TLBI_VAAE1OS(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI VAALE1, TLB Invalidate by VA, All ASID, Last level, EL1

The TLBI VAALE1 characteristics are:

Purpose

Invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry, from the final level of the translation table walk.
- When EL2 is implemented and enabled in the Security state described by the current value of [SCR_EL3.NS](#):
 - If [HCR_EL2](#).{E2H, TGE} is not {1, 1}, the entry would be used with the current VMID and would be required to translate the specified VA using the EL1&0 translation regime.
 - If [HCR_EL2](#).{E2H, TGE} is {1, 1}, the entry would be required to translate the specified VA using the EL2&0 translation regime.
- When EL2 is not implemented or is disabled in the current Security state, the entry would be required to translate the specified VA using the EL1&0 translation regime.

The invalidation applies to the PE that executes this System instruction.

Note

For the EL1&0 and EL2&0 translation regimes, the invalidation applies to both global entries, and non-global entries with any ASID.

Configuration

There are no configuration notes.

Attributes

TLBI VAALE1 is a 64-bit System instruction.

Field descriptions

The TLBI VAALE1 input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																TTL				VA[55:12]											
																VA[55:12]															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:48]

Reserved, RES0.

TTL, bits [47:44]

When FEAT_TTL is implemented:

Translation Table Level. Indicates the level of the page table walk that holds the leaf entry for the address being invalidated.

TTL	Meaning
0b00xx	No information supplied as to the translation table level. Hardware must assume that the entry can be from any level. In this case, TTL<1:0> is RES0.
0b01xx	The entry comes from a 4KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.
0b10xx	The entry comes from a 16KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Reserved. Treat as if TTL<3:2> is 0b00. 0b10 : Level 2. 0b11 : Level 3.
0b11xx	The entry comes from a 64KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.

If an incorrect value of the TTL field is specified for the entry being invalidated by the instruction, then no entries are required by the architecture to be invalidated from the TLB.

Otherwise:

Reserved, RES0.

VA[55:12], bits [43:0]

Bits[55:12] of the virtual address to match. Any appropriate TLB entries that match the VA will be affected by this System instruction, regardless of the ASID.

If the TLB maintenance instructions are targeting a translation regime that is using AArch32, and so has a VA of only 32 bits, then the software must treat bits[55:32] as RES0.

The treatment of the low-order bits of this field depends on the translation granule size, as follows:

- Where a 4KB translation granule is being used, all bits are valid and used for the invalidation.
- Where a 16KB translation granule is being used, bits [1:0] of this field are RES0 and ignored when the instruction is executed, because VA[13:12] have no effect on the operation of the instruction.
- Where a 64KB translation granule is being used, bits [3:0] of this field are RES0 and ignored when the instruction is executed, because VA[15:12] have no effect on the operation of the instruction.

Executing the TLBI VAALE1 instruction

Accesses to this instruction use the following encodings:

TLBI VAALE1{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b000	0b1000	0b0111	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TTLB == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.TLBIVAALE1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FB == '1' then
        TLBI_VAALE1IS(X[t]);
    else
        TLBI_VAALE1(X[t]);
elsif PSTATE.EL == EL2 then
    TLBI_VAALE1(X[t]);
elsif PSTATE.EL == EL3 then
    TLBI_VAALE1(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI VAALE1IS, TLB Invalidate by VA, All ASID, Last Level, EL1, Inner Shareable

The TLBI VAALE1IS characteristics are:

Purpose

Invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry, from the final level of the translation table walk.
- When EL2 is implemented and enabled in the Security state described by the current value of [SCR_EL3.NS](#):
 - If [HCR_EL2](#).{E2H, TGE} is not {1, 1}, the entry would be used with the current VMID and would be required to translate the specified VA using the EL1&0 translation regime.
 - If [HCR_EL2](#).{E2H, TGE} is {1, 1}, the entry would be required to translate the specified VA using the EL2&0 translation regime.
- When EL2 is not implemented or is disabled in the current Security state, the entry would be required to translate the specified VA using the EL1&0 translation regime.

The invalidation applies to all PEs in the same Inner Shareable shareability domain as the PE that executes this System instruction.

Note

From Armv8.4, when a TLB maintenance instruction is generated to the Secure EL1&0 translation regime and is defined to pass a VMID argument, or would be defined to pass a VMID argument if [SCR_EL3.EEL2](#)==1, then:

- A PE with [SCR_EL3.EEL2](#)==1 is not architecturally required to invalidate any entries in the Secure EL1&0 translation of a PE in the same required shareability domain with [SCR_EL3.EEL2](#)==0.
- A PE with [SCR_EL3.EEL2](#)==0 is not architecturally required to invalidate any entries in the Secure EL1&0 translation of a PE in the same required shareability domain with [SCR_EL3.EEL2](#)==1.
- A PE is architecturally required to invalidate all relevant entries in the Secure EL1&0 translation of a System MMU in the same required shareability domain with a VMID of 0.

For the EL1&0 and EL2&0 translation regimes, the invalidation applies to both global entries, and non-global entries with any ASID.

Configuration

There are no configuration notes.

Attributes

TLBI VAALE1IS is a 64-bit System instruction.

Field descriptions

The TLBI VAALE1IS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32		
RES0																TTL				VA[55:12]													
VA[55:12]																																	
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0		

Bits [63:48]

Reserved, RES0.

TTL, bits [47:44]**When FEAT_TTL is implemented:**

Translation Table Level. Indicates the level of the page table walk that holds the leaf entry for the address being invalidated.

TTL	Meaning
0b00xx	No information supplied as to the translation table level. Hardware must assume that the entry can be from any level. In this case, TTL<1:0> is RES0.
0b01xx	The entry comes from a 4KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.
0b10xx	The entry comes from a 16KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Reserved. Treat as if TTL<3:2> is 0b00. 0b10 : Level 2. 0b11 : Level 3.
0b11xx	The entry comes from a 64KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.

If an incorrect value of the TTL field is specified for the entry being invalidated by the instruction, then no entries are required by the architecture to be invalidated from the TLB.

Otherwise:

Reserved, RES0.

VA[55:12], bits [43:0]

Bits[55:12] of the virtual address to match. Any appropriate TLB entries that match the VA will be affected by this System instruction, regardless of the ASID.

If the TLB maintenance instructions are targeting a translation regime that is using AArch32, and so has a VA of only 32 bits, then the software must treat bits[55:32] as RES0.

The treatment of the low-order bits of this field depends on the translation granule size, as follows:

- Where a 4KB translation granule is being used, all bits are valid and used for the invalidation.
- Where a 16KB translation granule is being used, bits [1:0] of this field are RES0 and ignored when the instruction is executed, because VA[13:12] have no effect on the operation of the instruction.
- Where a 64KB translation granule is being used, bits [3:0] of this field are RES0 and ignored when the instruction is executed, because VA[15:12] have no effect on the operation of the instruction.

Executing the TLBI VAALE1IS instruction

Accesses to this instruction use the following encodings:

TLBI VAALE1IS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b000	0b1000	0b0011	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TTLB == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.TTLBIS == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.TLBIVAALE1IS == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        TLBI_VAALE1IS(X[t]);
elsif PSTATE.EL == EL2 then
    TLBI_VAALE1IS(X[t]);
elsif PSTATE.EL == EL3 then
    TLBI_VAALE1IS(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI VAALE1OS, TLB Invalidate by VA, All ASID, Last Level, EL1, Outer Shareable

The TLBI VAALE1OS characteristics are:

Purpose

Invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry, from the final level of the translation table walk.
- When EL2 is implemented and enabled in the Security state described by the current value of [SCR_EL3.NS](#):
 - If [HCR_EL2](#).{E2H, TGE} is not {1, 1}, the entry would be used with the current VMID and would be required to translate the specified VA using the EL1&0 translation regime.
 - If [HCR_EL2](#).{E2H, TGE} is {1, 1}, the entry would be required to translate the specified VA using the EL2&0 translation regime.
- When EL2 is not implemented or is disabled in the current Security state, the entry would be required to translate the specified VA using the EL1&0 translation regime.

The invalidation applies to all PEs in the same Outer Shareable shareability domain as the PE that executes this System instruction.

Note

When a TLB maintenance instruction is generated to the Secure EL1&0 translation regime and is defined to pass a VMID argument, or would be defined to pass a VMID argument if [SCR_EL3.EEL2](#)==1, then:

- A PE with [SCR_EL3.EEL2](#)==1 is not architecturally required to invalidate any entries in the Secure EL1&0 translation of a PE in the same required shareability domain with [SCR_EL3.EEL2](#)==0.
- A PE with [SCR_EL3.EEL2](#)==0 is not architecturally required to invalidate any entries in the Secure EL1&0 translation of a PE in the same required shareability domain with [SCR_EL3.EEL2](#)==1.
- A PE is architecturally required to invalidate all relevant entries in the Secure EL1&0 translation of a System MMU in the same required shareability domain with a VMID of 0.

For the EL1&0 and EL2&0 translation regimes, the invalidation applies to both global entries, and non-global entries with any ASID.

Configuration

This instruction is present only when FEAT_TLBIOS is implemented. Otherwise, direct accesses to TLBI VAALE1OS are UNDEFINED.

Attributes

TLBI VAALE1OS is a 64-bit System instruction.

Field descriptions

The TLBI VAALE1OS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																TTL				VA[55:12]											
VA[55:12]																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:48]

Reserved, RES0.

TTL, bits [47:44]

When FEAT_TTL is implemented:

Translation Table Level. Indicates the level of the page table walk that holds the leaf entry for the address being invalidated.

TTL	Meaning
0b00xx	No information supplied as to the translation table level. Hardware must assume that the entry can be from any level. In this case, TTL<1:0> is RES0.
0b01xx	The entry comes from a 4KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.
0b10xx	The entry comes from a 16KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Reserved. Treat as if TTL<3:2> is 0b00. 0b10 : Level 2. 0b11 : Level 3.
0b11xx	The entry comes from a 64KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.

If an incorrect value of the TTL field is specified for the entry being invalidated by the instruction, then no entries are required by the architecture to be invalidated from the TLB.

Otherwise:

Reserved, RES0.

VA[55:12], bits [43:0]

Bits[55:12] of the virtual address to match. Any appropriate TLB entries that match the VA will be affected by this System instruction, regardless of the ASID.

If the TLB maintenance instructions are targeting a translation regime that is using AArch32, and so has a VA of only 32 bits, then the software must treat bits[55:32] as RES0.

The treatment of the low-order bits of this field depends on the translation granule size, as follows:

- Where a 4KB translation granule is being used, all bits are valid and used for the invalidation.
- Where a 16KB translation granule is being used, bits [1:0] of this field are RES0 and ignored when the instruction is executed, because VA[13:12] have no effect on the operation of the instruction.
- Where a 64KB translation granule is being used, bits [3:0] of this field are RES0 and ignored when the instruction is executed, because VA[15:12] have no effect on the operation of the instruction.

Executing the TLBI VAALE10S instruction

Accesses to this instruction use the following encodings:

TLBI VAALE10S{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b000	0b1000	0b0001	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TTLB == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.TTLB0S == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.TLBIVAALE10S == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        TLBI_VAALE10S(X[t]);
elsif PSTATE.EL == EL2 then
    TLBI_VAALE10S(X[t]);
elsif PSTATE.EL == EL3 then
    TLBI_VAALE10S(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI VAE1, TLB Invalidate by VA, EL1

The TLBI VAE1 characteristics are:

Purpose

Invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry.
- The entry would be used to translate the specified VA, and one of the following applies:
 - The entry is from a level of lookup above the final level and matches the specified ASID.
 - The entry is a global entry from the final level of lookup.
 - The entry is a non-global entry from the final level of lookup that matches the specified ASID.
- When EL2 is implemented and enabled in the Security state described by the current value of [SCR_EL3.NS](#):
 - If [HCR_EL2](#).{E2H, TGE} is not {1, 1}, the entry would be used with the current VMID and would be required to translate the specified VA using the EL1&0 translation regime.
 - If [HCR_EL2](#).{E2H, TGE} is {1, 1}, the entry would be required to translate the specified VA using the EL2&0 translation regime.
- When EL2 is not implemented or is disabled in the current Security state, the entry would be required to translate the specified VA using the EL1&0 translation regime.

The invalidation applies to the PE that executes this System instruction.

Configuration

There are no configuration notes.

Attributes

TLBI VAE1 is a 64-bit System instruction.

Field descriptions

The TLBI VAE1 input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32		
ASID																TTL				VA[55:12]													
VA[55:12]																																	
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		

ASID, bits [63:48]

ASID value to match. Any TLB entries that match the ASID value and VA value will be affected by this System instruction.

Global TLB entries that match the VA value will be affected by this System instruction, regardless of the value of the ASID field.

If the implementation supports 16 bits of ASID, then the upper 8 bits of the ASID must be written to 0 by software when the context being invalidated only uses 8 bits.

TTL, bits [47:44]

When FEAT_TTL is implemented:

Translation Table Level. Indicates the level of the page table walk that holds the leaf entry for the address being invalidated.

TTL	Meaning
0b00xx	No information supplied as to the translation table level. Hardware must assume that the entry can be from any level. In this case, TTL<1:0> is RES0.
0b01xx	The entry comes from a 4KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.
0b10xx	The entry comes from a 16KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Reserved. Treat as if TTL<3:2> is 0b00. 0b10 : Level 2. 0b11 : Level 3.
0b11xx	The entry comes from a 64KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.

If an incorrect value of the TTL field is specified for the entry being invalidated by the instruction, then no entries are required by the architecture to be invalidated from the TLB.

Otherwise:

Reserved, RES0.

VA[55:12], bits [43:0]

Bits[55:12] of the virtual address to match. Any appropriate TLB entries that match the ASID value (if appropriate) and VA will be affected by this System instruction.

If the TLB maintenance instructions are targeting a translation regime that is using AArch32, and so has a VA of only 32 bits, then the software must treat bits[55:32] as RES0.

The treatment of the low-order bits of this field depends on the translation granule size, as follows:

- Where a 4KB translation granule is being used, all bits are valid and used for the invalidation.
- Where a 16KB translation granule is being used, bits [1:0] of this field are RES0 and ignored when the instruction is executed, because VA[13:12] have no effect on the operation of the instruction.
- Where a 64KB translation granule is being used, bits [3:0] of this field are RES0 and ignored when the instruction is executed, because VA[15:12] have no effect on the operation of the instruction.

Executing the TLBI VAE1 instruction

Accesses to this instruction use the following encodings:

TLBI VAE1{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b000	0b1000	0b0111	0b001

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TTLB == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.TLBIVAE1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FB == '1' then
        TLBI_VAE1IS(X[t]);
    else
        TLBI_VAE1(X[t]);
elsif PSTATE.EL == EL2 then
    TLBI_VAE1(X[t]);
elsif PSTATE.EL == EL3 then
    TLBI_VAE1(X[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI VAE1IS, TLB Invalidate by VA, EL1, Inner Shareable

The TLBI VAE1IS characteristics are:

Purpose

Invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry.
- The entry would be used to translate the specified VA, and one of the following applies:
 - The entry is from a level of lookup above the final level and matches the specified ASID.
 - The entry is a global entry from the final level of lookup.
 - The entry is a non-global entry from the final level of lookup that matches the specified ASID.
- When EL2 is implemented and enabled in the Security state described by the current value of [SCR_EL3.NS](#):
 - If [HCR_EL2](#).{E2H, TGE} is not {1, 1}, the entry would be used with the current VMID and would be required to translate the specified VA using the EL1&0 translation regime.
 - If [HCR_EL2](#).{E2H, TGE} is {1, 1}, the entry would be required to translate the specified VA using the EL2&0 translation regime.
- When EL2 is not implemented or is disabled in the current Security state, the entry would be required to translate the specified VA using the EL1&0 translation regime.

The invalidation applies to all PEs in the same Inner Shareable shareability domain as the PE that executes this System instruction.

Note

From Armv8.4, when a TLB maintenance instruction is generated to the Secure EL1&0 translation regime and is defined to pass a VMID argument, or would be defined to pass a VMID argument if [SCR_EL3.EEL2](#)==1, then:

- A PE with [SCR_EL3.EEL2](#)==1 is not architecturally required to invalidate any entries in the Secure EL1&0 translation of a PE in the same required shareability domain with [SCR_EL3.EEL2](#)==0.
 - A PE with [SCR_EL3.EEL2](#)==0 is not architecturally required to invalidate any entries in the Secure EL1&0 translation of a PE in the same required shareability domain with [SCR_EL3.EEL2](#)==1.
 - A PE is architecturally required to invalidate all relevant entries in the Secure EL1&0 translation of a System MMU in the same required shareability domain with a VMID of 0.
-

Configuration

There are no configuration notes.

Attributes

TLBI VAE1IS is a 64-bit System instruction.

Field descriptions

The TLBI VAE1IS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32		
ASID																TTL				VA[55:12]													
VA[55:12]																																	
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		

ASID, bits [63:48]

ASID value to match. Any TLB entries that match the ASID value and VA value will be affected by this System instruction.

Global TLB entries that match the VA value will be affected by this System instruction, regardless of the value of the ASID field.

If the implementation supports 16 bits of ASID, then the upper 8 bits of the ASID must be written to 0 by software when the context being invalidated only uses 8 bits.

TTL, bits [47:44]

When FEAT_TTL is implemented:

Translation Table Level. Indicates the level of the page table walk that holds the leaf entry for the address being invalidated.

TTL	Meaning
0b00xx	No information supplied as to the translation table level. Hardware must assume that the entry can be from any level. In this case, TTL<1:0> is RES0.
0b01xx	The entry comes from a 4KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.
0b10xx	The entry comes from a 16KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Reserved. Treat as if TTL<3:2> is 0b00. 0b10 : Level 2. 0b11 : Level 3.
0b11xx	The entry comes from a 64KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.

If an incorrect value of the TTL field is specified for the entry being invalidated by the instruction, then no entries are required by the architecture to be invalidated from the TLB.

Otherwise:

Reserved, RES0.

VA[55:12], bits [43:0]

Bits[55:12] of the virtual address to match. Any appropriate TLB entries that match the ASID value (if appropriate) and VA will be affected by this System instruction.

If the TLB maintenance instructions are targeting a translation regime that is using AArch32, and so has a VA of only 32 bits, then the software must treat bits[55:32] as RES0.

The treatment of the low-order bits of this field depends on the translation granule size, as follows:

- Where a 4KB translation granule is being used, all bits are valid and used for the invalidation.

- Where a 16KB translation granule is being used, bits [1:0] of this field are RES0 and ignored when the instruction is executed, because VA[13:12] have no effect on the operation of the instruction.
- Where a 64KB translation granule is being used, bits [3:0] of this field are RES0 and ignored when the instruction is executed, because VA[15:12] have no effect on the operation of the instruction.

Executing the TLBI VAE1IS instruction

Accesses to this instruction use the following encodings:

TLBI VAE1IS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b000	0b1000	0b0011	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TTLB == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.TTLBIS == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.TLBIVAE1IS == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        TLBI_VAE1IS(X[t]);
elsif PSTATE.EL == EL2 then
    TLBI_VAE1IS(X[t]);
elsif PSTATE.EL == EL3 then
    TLBI_VAE1IS(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI VAE1OS, TLB Invalidate by VA, EL1, Outer Shareable

The TLBI VAE1OS characteristics are:

Purpose

Invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry.
- The entry would be used to translate the specified VA, and one of the following applies:
 - The entry is from a level of lookup above the final level and matches the specified ASID.
 - The entry is a global entry from the final level of lookup.
 - The entry is a non-global entry from the final level of lookup that matches the specified ASID.
- When EL2 is implemented and enabled in the Security state described by the current value of [SCR_EL3.NS](#):
 - If [HCR_EL2](#).{E2H, TGE} is not {1, 1}, the entry would be used with the current VMID and would be required to translate the specified VA using the EL1&0 translation regime.
 - If [HCR_EL2](#).{E2H, TGE} is {1, 1}, the entry would be required to translate the specified VA using the EL2&0 translation regime.
- When EL2 is not implemented or is disabled in the current Security state, the entry would be required to translate the specified VA using the EL1&0 translation regime.

The invalidation applies to all PEs in the same Outer Shareable shareability domain as the PE that executes this System instruction.

Note

When a TLB maintenance instruction is generated to the Secure EL1&0 translation regime and is defined to pass a VMID argument, or would be defined to pass a VMID argument if [SCR_EL3.EEL2](#)==1, then:

- A PE with [SCR_EL3.EEL2](#)==1 is not architecturally required to invalidate any entries in the Secure EL1&0 translation of a PE in the same required shareability domain with [SCR_EL3.EEL2](#)==0.
 - A PE with [SCR_EL3.EEL2](#)==0 is not architecturally required to invalidate any entries in the Secure EL1&0 translation of a PE in the same required shareability domain with [SCR_EL3.EEL2](#)==1.
 - A PE is architecturally required to invalidate all relevant entries in the Secure EL1&0 translation of a System MMU in the same required shareability domain with a VMID of 0.
-

Configuration

This instruction is present only when FEAT_TLBIOS is implemented. Otherwise, direct accesses to TLBI VAE1OS are UNDEFINED.

Attributes

TLBI VAE1OS is a 64-bit System instruction.

Field descriptions

The TLBI VAE1OS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32		
ASID																TTL				VA[55:12]													
VA[55:12]																																	
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		

ASID, bits [63:48]

ASID value to match. Any TLB entries that match the ASID value and VA value will be affected by this System instruction.

Global TLB entries that match the VA value will be affected by this System instruction, regardless of the value of the ASID field.

If the implementation supports 16 bits of ASID, then the upper 8 bits of the ASID must be written to 0 by software when the context being invalidated only uses 8 bits.

TTL, bits [47:44]**When FEAT_TTL is implemented:**

Translation Table Level. Indicates the level of the page table walk that holds the leaf entry for the address being invalidated.

TTL	Meaning
0b00xx	No information supplied as to the translation table level. Hardware must assume that the entry can be from any level. In this case, TTL<1:0> is RES0.
0b01xx	The entry comes from a 4KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.
0b10xx	The entry comes from a 16KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Reserved. Treat as if TTL<3:2> is 0b00. 0b10 : Level 2. 0b11 : Level 3.
0b11xx	The entry comes from a 64KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.

If an incorrect value of the TTL field is specified for the entry being invalidated by the instruction, then no entries are required by the architecture to be invalidated from the TLB.

Otherwise:

Reserved, RES0.

VA[55:12], bits [43:0]

Bits[55:12] of the virtual address to match. Any appropriate TLB entries that match the ASID value (if appropriate) and VA will be affected by this System instruction.

If the TLB maintenance instructions are targeting a translation regime that is using AArch32, and so has a VA of only 32 bits, then the software must treat bits[55:32] as RES0.

The treatment of the low-order bits of this field depends on the translation granule size, as follows:

- Where a 4KB translation granule is being used, all bits are valid and used for the invalidation.

- Where a 16KB translation granule is being used, bits [1:0] of this field are RES0 and ignored when the instruction is executed, because VA[13:12] have no effect on the operation of the instruction.
- Where a 64KB translation granule is being used, bits [3:0] of this field are RES0 and ignored when the instruction is executed, because VA[15:12] have no effect on the operation of the instruction.

Executing the TLBI VAE1OS instruction

Accesses to this instruction use the following encodings:

TLBI VAE1OS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b000	0b1000	0b0001	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TTLB == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.TTLB0S == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.TLBIVAE1OS == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        TLBI_VAE1OS(X[t]);
elsif PSTATE.EL == EL2 then
    TLBI_VAE1OS(X[t]);
elsif PSTATE.EL == EL3 then
    TLBI_VAE1OS(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI VAE2, TLB Invalidate by VA, EL2

The TLBI VAE2 characteristics are:

Purpose

When EL2 is implemented and enabled in the current Security state, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry.
- The entry would be required to translate the specified VA using the EL2 or the EL2&0 translation regime.
- If [HCR_EL2.E2H](#) == 0, the entry is from any level of the translation table walk.
- If [HCR_EL2.E2H](#) == 1 one of the following applies:
 - The entry is from a level of the translation table walk above the final level and matches the specified ASID.
 - The entry is a global entry from the final level of the translation table walk.
 - The entry is a non-global entry from the final level of the translation table walk and matches the specified ASID.

The invalidation applies to the PE that executes this System instruction.

Configuration

There are no configuration notes.

Attributes

TLBI VAE2 is a 64-bit System instruction.

Field descriptions

The TLBI VAE2 input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
ASID																TTL				VA[55:12]											
																VA[55:12]															
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

ASID, bits [63:48]

ASID value to match. Any TLB entries that match the ASID value and VA value will be affected by this System instruction.

Global TLB entries that match the VA value will be affected by this System instruction, regardless of the value of the ASID field.

If the implementation supports 16 bits of ASID, then the upper 8 bits of the ASID must be written to 0 by software when the context being invalidated only uses 8 bits.

TTL, bits [47:44]**When FEAT_TTL is implemented:**

Translation Table Level. Indicates the level of the page table walk that holds the leaf entry for the address being invalidated.

TTL	Meaning
0b00xx	No information supplied as to the translation table level. Hardware must assume that the entry can be from any level. In this case, TTL<1:0> is RES0.
0b01xx	The entry comes from a 4KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.
0b10xx	The entry comes from a 16KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Reserved. Treat as if TTL<3:2> is 0b00. 0b10 : Level 2. 0b11 : Level 3.
0b11xx	The entry comes from a 64KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.

If an incorrect value of the TTL field is specified for the entry being invalidated by the instruction, then no entries are required by the architecture to be invalidated from the TLB.

Otherwise:

Reserved, RES0.

VA[55:12], bits [43:0]

Bits[55:12] of the virtual address to match. Any appropriate TLB entries that match the ASID value (if appropriate) and VA will be affected by this System instruction.

If the TLB maintenance instructions are targeting a translation regime that is using AArch32, and so has a VA of only 32 bits, then the software must treat bits[55:32] as RES0.

The treatment of the low-order bits of this field depends on the translation granule size, as follows:

- Where a 4KB translation granule is being used, all bits are valid and used for the invalidation.
- Where a 16KB translation granule is being used, bits [1:0] of this field are RES0 and ignored when the instruction is executed, because VA[13:12] have no effect on the operation of the instruction.
- Where a 64KB translation granule is being used, bits [3:0] of this field are RES0 and ignored when the instruction is executed, because VA[15:12] have no effect on the operation of the instruction.

Executing the TLBI VAE2 instruction

Accesses to this instruction use the following encodings:

TLBI VAE2{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b100	0b1000	0b0111	0b001

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TLBI_VAE2(X[t]);
elsif PSTATE.EL == EL3 then
    if !EL2Enabled() then
        UNDEFINED;
    else
        TLBI_VAE2(X[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI VAE2IS, TLB Invalidate by VA, EL2, Inner Shareable

The TLBI VAE2IS characteristics are:

Purpose

When EL2 is implemented and enabled in the current Security state, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry.
- The entry would be required to translate the specified VA using the EL2 or the EL2&0 translation regime.
- If [HCR_EL2.E2H](#) == 0, the entry is from any level of the translation table walk.
- If [HCR_EL2.E2H](#) == 1 one of the following applies:
 - The entry is from a level of the translation table walk above the final level and matches the specified ASID.
 - The entry is a global entry from the final level of the translation table walk.
 - The entry is a non-global entry from the final level of the translation table walk and matches the specified ASID.

The invalidation applies to all PEs in the same Inner Shareable shareability domain as the PE that executes this System instruction.

Configuration

There are no configuration notes.

Attributes

TLBI VAE2IS is a 64-bit System instruction.

Field descriptions

The TLBI VAE2IS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
ASID																TTL		VA[55:12]													
VA[55:12]																															
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

ASID, bits [63:48]

ASID value to match. Any TLB entries that match the ASID value and VA value will be affected by this System instruction.

Global TLB entries that match the VA value will be affected by this System instruction, regardless of the value of the ASID field.

If the implementation supports 16 bits of ASID, then the upper 8 bits of the ASID must be written to 0 by software when the context being invalidated only uses 8 bits.

TTL, bits [47:44]**When FEAT_TTL is implemented:**

Translation Table Level. Indicates the level of the page table walk that holds the leaf entry for the address being invalidated.

TTL	Meaning
0b00xx	No information supplied as to the translation table level. Hardware must assume that the entry can be from any level. In this case, TTL<1:0> is RES0.
0b01xx	The entry comes from a 4KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.
0b10xx	The entry comes from a 16KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Reserved. Treat as if TTL<3:2> is 0b00. 0b10 : Level 2. 0b11 : Level 3.
0b11xx	The entry comes from a 64KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.

If an incorrect value of the TTL field is specified for the entry being invalidated by the instruction, then no entries are required by the architecture to be invalidated from the TLB.

Otherwise:

Reserved, RES0.

VA[55:12], bits [43:0]

Bits[55:12] of the virtual address to match. Any appropriate TLB entries that match the ASID value (if appropriate) and VA will be affected by this System instruction.

If the TLB maintenance instructions are targeting a translation regime that is using AArch32, and so has a VA of only 32 bits, then the software must treat bits[55:32] as RES0.

The treatment of the low-order bits of this field depends on the translation granule size, as follows:

- Where a 4KB translation granule is being used, all bits are valid and used for the invalidation.
- Where a 16KB translation granule is being used, bits [1:0] of this field are RES0 and ignored when the instruction is executed, because VA[13:12] have no effect on the operation of the instruction.
- Where a 64KB translation granule is being used, bits [3:0] of this field are RES0 and ignored when the instruction is executed, because VA[15:12] have no effect on the operation of the instruction.

Executing the TLBI VAE2IS instruction

Accesses to this instruction use the following encodings:

TLBI VAE2IS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b100	0b1000	0b0011	0b001

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TLBI_VAE2IS(X[t]);
elsif PSTATE.EL == EL3 then
    if !EL2Enabled() then
        UNDEFINED;
    else
        TLBI_VAE2IS(X[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI VAE2OS, TLB Invalidate by VA, EL2, Outer Shareable

The TLBI VAE2OS characteristics are:

Purpose

When EL2 is implemented and enabled in the current Security state, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry.
- The entry would be required to translate the specified VA using the EL2 or the EL2&0 translation regime.
- If [HCR_EL2.E2H](#) == 0, the entry is from any level of the translation table walk.
- If [HCR_EL2.E2H](#) == 1 one of the following applies:
 - The entry is from a level of the translation table walk above the final level and matches the specified ASID.
 - The entry is a global entry from the final level of the translation table walk.
 - The entry is a non-global entry from the final level of the translation table walk and matches the specified ASID.

The invalidation applies to all PEs in the same Outer Shareable shareability domain as the PE that executes this System instruction.

Configuration

This instruction is present only when FEAT_TLBIOS is implemented. Otherwise, direct accesses to TLBI VAE2OS are UNDEFINED.

Attributes

TLBI VAE2OS is a 64-bit System instruction.

Field descriptions

The TLBI VAE2OS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32		
ASID																TTL			VA[55:12]														
VA[55:12]																																	
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		

ASID, bits [63:48]

When [HCR_EL2.E2H](#) == 1:

ASID value to match. Any TLB entries that match the ASID value and VA value will be affected by this System instruction.

Global TLB entries that match the VA value will be affected by this System instruction, regardless of the value of the ASID field.

If the implementation supports 16 bits of ASID, then the upper 8 bits of the ASID must be written to 0 by software when the context being invalidated only uses 8 bits.

Otherwise:

Reserved, RES0.

TTL, bits [47:44]**When FEAT_TTL is implemented:**

Translation Table Level. Indicates the level of the page table walk that holds the leaf entry for the address being invalidated.

TTL	Meaning
0b00xx	No information supplied as to the translation table level. Hardware must assume that the entry can be from any level. In this case, TTL<1:0> is RES0.
0b01xx	The entry comes from a 4KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.
0b10xx	The entry comes from a 16KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Reserved. Treat as if TTL<3:2> is 0b00. 0b10 : Level 2. 0b11 : Level 3.
0b11xx	The entry comes from a 64KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.

If an incorrect value of the TTL field is specified for the entry being invalidated by the instruction, then no entries are required by the architecture to be invalidated from the TLB.

Otherwise:

Reserved, RES0.

VA[55:12], bits [43:0]

Bits[55:12] of the virtual address to match. Any appropriate TLB entries that match the ASID value (if appropriate) and VA will be affected by this System instruction.

If the TLB maintenance instructions are targeting a translation regime that is using AArch32, and so has a VA of only 32 bits, then the software must treat bits[55:32] as RES0.

The treatment of the low-order bits of this field depends on the translation granule size, as follows:

- Where a 4KB translation granule is being used, all bits are valid and used for the invalidation.
- Where a 16KB translation granule is being used, bits [1:0] of this field are RES0 and ignored when the instruction is executed, because VA[13:12] have no effect on the operation of the instruction.
- Where a 64KB translation granule is being used, bits [3:0] of this field are RES0 and ignored when the instruction is executed, because VA[15:12] have no effect on the operation of the instruction.

Executing the TLBI VAE2OS instruction

Accesses to this instruction use the following encodings:

TLBI_VAE2OS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b100	0b1000	0b0001	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TLBI_VAE2OS(X[t]);
elsif PSTATE.EL == EL3 then
    if !EL2Enabled() then
        UNDEFINED;
    else
        TLBI_VAE2OS(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI VAE3, TLB Invalidate by VA, EL3

The TLBI VAE3 characteristics are:

Purpose

If EL3 is implemented, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry, from any level of the translation table walk.
- The entry would be used to translate the specified VA using the EL3 translation regime.

The invalidation applies to the PE that executes this System instruction.

Configuration

There are no configuration notes.

Attributes

TLBI VAE3 is a 64-bit System instruction.

Field descriptions

The TLBI VAE3 input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
RES0																TTL			VA[55:12]													
VA[55:12]																																
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	

Bits [63:48]

Reserved, RES0.

TTL, bits [47:44]

When FEAT_TTL is implemented:

Translation Table Level. Indicates the level of the page table walk that holds the leaf entry for the address being invalidated.

TTL	Meaning
0b00xx	No information supplied as to the translation table level. Hardware must assume that the entry can be from any level. In this case, TTL<1:0> is RES0.
0b01xx	The entry comes from a 4KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.
0b10xx	The entry comes from a 16KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Reserved. Treat as if TTL<3:2> is 0b00. 0b10 : Level 2. 0b11 : Level 3.
0b11xx	The entry comes from a 64KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.

If an incorrect value of the TTL field is specified for the entry being invalidated by the instruction, then no entries are required by the architecture to be invalidated from the TLB.

Otherwise:

Reserved, RES0.

VA[55:12], bits [43:0]

Bits[55:12] of the virtual address to match. Any appropriate TLB entries that match the ASID value (if appropriate) and VA will be affected by this System instruction.

If the TLB maintenance instructions are targeting a translation regime that is using AArch32, and so has a VA of only 32 bits, then the software must treat bits[55:32] as RES0.

The treatment of the low-order bits of this field depends on the translation granule size, as follows:

- Where a 4KB translation granule is being used, all bits are valid and used for the invalidation.
- Where a 16KB translation granule is being used, bits [1:0] of this field are RES0 and ignored when the instruction is executed, because VA[13:12] have no effect on the operation of the instruction.
- Where a 64KB translation granule is being used, bits [3:0] of this field are RES0 and ignored when the instruction is executed, because VA[15:12] have no effect on the operation of the instruction.

Executing the TLBI VAE3 instruction

Accesses to this instruction use the following encodings:

TLBI VAE3{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b110	0b1000	0b0111	0b001

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    TLBI_VAE3(X[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI VAE3IS, TLB Invalidate by VA, EL3, Inner Shareable

The TLBI VAE3IS characteristics are:

Purpose

If EL3 is implemented, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry, from any level of the translation table walk.
- The entry would be used to translate the specified VA using the EL3 translation regime.

The invalidation applies to all PEs in the same Inner Shareable shareability domain as the PE that executes this System instruction.

Configuration

There are no configuration notes.

Attributes

TLBI VAE3IS is a 64-bit System instruction.

Field descriptions

The TLBI VAE3IS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																TTL				VA[55:12]											
VA[55:12]																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:48]

Reserved, RES0.

TTL, bits [47:44]

When FEAT_TTL is implemented:

Translation Table Level. Indicates the level of the page table walk that holds the leaf entry for the address being invalidated.

TTL	Meaning
0b00xx	No information supplied as to the translation table level. Hardware must assume that the entry can be from any level. In this case, TTL<1:0> is RES0.
0b01xx	The entry comes from a 4KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.
0b10xx	The entry comes from a 16KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Reserved. Treat as if TTL<3:2> is 0b00. 0b10 : Level 2. 0b11 : Level 3.
0b11xx	The entry comes from a 64KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.

If an incorrect value of the TTL field is specified for the entry being invalidated by the instruction, then no entries are required by the architecture to be invalidated from the TLB.

Otherwise:

Reserved, RES0.

VA[55:12], bits [43:0]

Bits[55:12] of the virtual address to match. Any appropriate TLB entries that match the ASID value (if appropriate) and VA will be affected by this System instruction.

If the TLB maintenance instructions are targeting a translation regime that is using AArch32, and so has a VA of only 32 bits, then the software must treat bits[55:32] as RES0.

The treatment of the low-order bits of this field depends on the translation granule size, as follows:

- Where a 4KB translation granule is being used, all bits are valid and used for the invalidation.
- Where a 16KB translation granule is being used, bits [1:0] of this field are RES0 and ignored when the instruction is executed, because VA[13:12] have no effect on the operation of the instruction.
- Where a 64KB translation granule is being used, bits [3:0] of this field are RES0 and ignored when the instruction is executed, because VA[15:12] have no effect on the operation of the instruction.

Executing the TLBI VAE3IS instruction

Accesses to this instruction use the following encodings:

TLBI VAE3IS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b110	0b1000	0b0011	0b001


```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    TLBI_VAE3IS(X[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI VAE3OS, TLB Invalidate by VA, EL3, Outer Shareable

The TLBI VAE3OS characteristics are:

Purpose

If EL3 is implemented, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry, from any level of the translation table walk.
- The entry would be used to translate the specified VA using the EL3 translation regime.

The invalidation applies to all PEs in the same Outer Shareable shareability domain as the PE that executes this System instruction.

Configuration

This instruction is present only when FEAT_TLBIOS is implemented. Otherwise, direct accesses to TLBI VAE3OS are UNDEFINED.

Attributes

TLBI VAE3OS is a 64-bit System instruction.

Field descriptions

The TLBI VAE3OS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																TTL			VA[55:12]												
VA[55:12]																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:48]

Reserved, RES0.

TTL, bits [47:44]

When FEAT_TTL is implemented:

Translation Table Level. Indicates the level of the page table walk that holds the leaf entry for the address being invalidated.

TTL	Meaning
0b00xx	No information supplied as to the translation table level. Hardware must assume that the entry can be from any level. In this case, TTL<1:0> is RES0.
0b01xx	The entry comes from a 4KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.
0b10xx	The entry comes from a 16KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Reserved. Treat as if TTL<3:2> is 0b00. 0b10 : Level 2. 0b11 : Level 3.
0b11xx	The entry comes from a 64KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.

If an incorrect value of the TTL field is specified for the entry being invalidated by the instruction, then no entries are required by the architecture to be invalidated from the TLB.

Otherwise:

Reserved, RES0.

VA[55:12], bits [43:0]

Bits[55:12] of the virtual address to match. Any appropriate TLB entries that match the ASID value (if appropriate) and VA will be affected by this System instruction.

If the TLB maintenance instructions are targeting a translation regime that is using AArch32, and so has a VA of only 32 bits, then the software must treat bits[55:32] as RES0.

The treatment of the low-order bits of this field depends on the translation granule size, as follows:

- Where a 4KB translation granule is being used, all bits are valid and used for the invalidation.
- Where a 16KB translation granule is being used, bits [1:0] of this field are RES0 and ignored when the instruction is executed, because VA[13:12] have no effect on the operation of the instruction.
- Where a 64KB translation granule is being used, bits [3:0] of this field are RES0 and ignored when the instruction is executed, because VA[15:12] have no effect on the operation of the instruction.

Executing the TLBI VAE3OS instruction

Accesses to this instruction use the following encodings:

TLBI VAE3OS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b110	0b1000	0b0001	0b001

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    TLBI_VAE3OS(X[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI VALE1, TLB Invalidate by VA, Last level, EL1

The TLBI VALE1 characteristics are:

Purpose

Invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry.
- The entry would be used to translate the specified VA, and one of the following applies:
 - The entry is a global entry from the final level of lookup.
 - The entry is a non-global entry from the final level of lookup that matches the specified ASID.
- When EL2 is implemented and enabled in the Security state described by the current value of [SCR_EL3.NS](#):
 - If [HCR_EL2](#).{E2H, TGE} is not {1, 1}, the entry would be used with the current VMID and would be required to translate the specified VA using the EL1&0 translation regime.
 - If [HCR_EL2](#).{E2H, TGE} is {1, 1}, the entry would be required to translate the specified VA using the EL2&0 translation regime.
- When EL2 is not implemented or is disabled in the current Security state, the entry would be required to translate the specified VA using the EL1&0 translation regime.

The invalidation applies to the PE that executes this System instruction.

Configuration

There are no configuration notes.

Attributes

TLBI VALE1 is a 64-bit System instruction.

Field descriptions

The TLBI VALE1 input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
ASID																TTL				VA[55:12]											
VA[55:12]																															
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

ASID, bits [63:48]

ASID value to match. Any TLB entries that match the ASID value and VA value will be affected by this System instruction.

Global TLB entries that match the VA value will be affected by this System instruction, regardless of the value of the ASID field.

If the implementation supports 16 bits of ASID, then the upper 8 bits of the ASID must be written to 0 by software when the context being invalidated only uses 8 bits.

TTL, bits [47:44]**When FEAT_TTL is implemented:**

Translation Table Level. Indicates the level of the page table walk that holds the leaf entry for the address being invalidated.

TTL	Meaning
0b00xx	No information supplied as to the translation table level. Hardware must assume that the entry can be from any level. In this case, TTL<1:0> is RES0.
0b01xx	The entry comes from a 4KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.
0b10xx	The entry comes from a 16KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Reserved. Treat as if TTL<3:2> is 0b00. 0b10 : Level 2. 0b11 : Level 3.
0b11xx	The entry comes from a 64KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.

If an incorrect value of the TTL field is specified for the entry being invalidated by the instruction, then no entries are required by the architecture to be invalidated from the TLB.

Otherwise:

Reserved, RES0.

VA[55:12], bits [43:0]

Bits[55:12] of the virtual address to match. Any appropriate TLB entries that match the ASID value (if appropriate) and VA will be affected by this System instruction.

If the TLB maintenance instructions are targeting a translation regime that is using AArch32, and so has a VA of only 32 bits, then the software must treat bits[55:32] as RES0.

The treatment of the low-order bits of this field depends on the translation granule size, as follows:

- Where a 4KB translation granule is being used, all bits are valid and used for the invalidation.
- Where a 16KB translation granule is being used, bits [1:0] of this field are RES0 and ignored when the instruction is executed, because VA[13:12] have no effect on the operation of the instruction.
- Where a 64KB translation granule is being used, bits [3:0] of this field are RES0 and ignored when the instruction is executed, because VA[15:12] have no effect on the operation of the instruction.

Executing the TLBI VALE1 instruction

Accesses to this instruction use the following encodings:

TLBI VALE1{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b000	0b1000	0b0111	0b101

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TTLB == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.TLBIVALE1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FB == '1' then
        TLBI_VALE1IS(X[t]);
    else
        TLBI_VALE1(X[t]);
elsif PSTATE.EL == EL2 then
    TLBI_VALE1(X[t]);
elsif PSTATE.EL == EL3 then
    TLBI_VALE1(X[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI VALE1IS, TLB Invalidate by VA, Last level, EL1, Inner Shareable

The TLBI VALE1IS characteristics are:

Purpose

Invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry.
- The entry would be used to translate the specified VA, and one of the following applies:
 - The entry is a global entry from the final level of lookup.
 - The entry is a non-global entry from the final level of lookup that matches the specified ASID.
- When EL2 is implemented and enabled in the Security state described by the current value of [SCR_EL3.NS](#):
 - If [HCR_EL2](#).{E2H, TGE} is not {1, 1}, the entry would be used with the current VMID and would be required to translate the specified VA using the EL1&0 translation regime.
 - If [HCR_EL2](#).{E2H, TGE} is {1, 1}, the entry would be required to translate the specified VA using the EL2&0 translation regime.
- When EL2 is not implemented or is disabled in the current Security state, the entry would be required to translate the specified VA using the EL1&0 translation regime.

The invalidation applies to all PEs in the same Inner Shareable shareability domain as the PE that executes this System instruction.

Note

From Armv8.4, when a TLB maintenance instruction is generated to the Secure EL1&0 translation regime and is defined to pass a VMID argument, or would be defined to pass a VMID argument if [SCR_EL3.EEL2](#)==1, then:

- A PE with [SCR_EL3.EEL2](#)==1 is not architecturally required to invalidate any entries in the Secure EL1&0 translation of a PE in the same required shareability domain with [SCR_EL3.EEL2](#)==0.
 - A PE with [SCR_EL3.EEL2](#)==0 is not architecturally required to invalidate any entries in the Secure EL1&0 translation of a PE in the same required shareability domain with [SCR_EL3.EEL2](#)==1.
 - A PE is architecturally required to invalidate all relevant entries in the Secure EL1&0 translation of a System MMU in the same required shareability domain with a VMID of 0.
-

Configuration

There are no configuration notes.

Attributes

TLBI VALE1IS is a 64-bit System instruction.

Field descriptions

The TLBI VALE1IS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32		
ASID																TTL			VA[55:12]														
VA[55:12]																																	
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		

ASID, bits [63:48]

ASID value to match. Any TLB entries that match the ASID value and VA value will be affected by this System instruction.

Global TLB entries that match the VA value will be affected by this System instruction, regardless of the value of the ASID field.

If the implementation supports 16 bits of ASID, then the upper 8 bits of the ASID must be written to 0 by software when the context being invalidated only uses 8 bits.

TTL, bits [47:44]

When FEAT_TTL is implemented:

Translation Table Level. Indicates the level of the page table walk that holds the leaf entry for the address being invalidated.

TTL	Meaning
0b00xx	No information supplied as to the translation table level. Hardware must assume that the entry can be from any level. In this case, TTL<1:0> is RES0.
0b01xx	The entry comes from a 4KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.
0b10xx	The entry comes from a 16KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Reserved. Treat as if TTL<3:2> is 0b00. 0b10 : Level 2. 0b11 : Level 3.
0b11xx	The entry comes from a 64KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.

If an incorrect value of the TTL field is specified for the entry being invalidated by the instruction, then no entries are required by the architecture to be invalidated from the TLB.

Otherwise:

Reserved, RES0.

VA[55:12], bits [43:0]

Bits[55:12] of the virtual address to match. Any appropriate TLB entries that match the ASID value (if appropriate) and VA will be affected by this System instruction.

If the TLB maintenance instructions are targeting a translation regime that is using AArch32, and so has a VA of only 32 bits, then the software must treat bits[55:32] as RES0.

The treatment of the low-order bits of this field depends on the translation granule size, as follows:

- Where a 4KB translation granule is being used, all bits are valid and used for the invalidation.

- Where a 16KB translation granule is being used, bits [1:0] of this field are RES0 and ignored when the instruction is executed, because VA[13:12] have no effect on the operation of the instruction.
- Where a 64KB translation granule is being used, bits [3:0] of this field are RES0 and ignored when the instruction is executed, because VA[15:12] have no effect on the operation of the instruction.

Executing the TLBI VALE1IS instruction

Accesses to this instruction use the following encodings:

TLBI VALE1IS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b000	0b1000	0b0011	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TTLB == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.TTLBIS == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.TLBIVALE1IS == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        TLBI_VALE1IS(X[t]);
elsif PSTATE.EL == EL2 then
    TLBI_VALE1IS(X[t]);
elsif PSTATE.EL == EL3 then
    TLBI_VALE1IS(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI VALE1OS, TLB Invalidate by VA, Last level, EL1, Outer Shareable

The TLBI VALE1OS characteristics are:

Purpose

Invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry.
- The entry would be used to translate the specified VA, and one of the following applies:
 - The entry is a global entry from the final level of lookup.
 - The entry is a non-global entry from the final level of lookup that matches the specified ASID.
- When EL2 is implemented and enabled in the Security state described by the current value of [SCR_EL3.NS](#):
 - If [HCR_EL2](#).{E2H, TGE} is not {1, 1}, the entry would be used with the current VMID and would be required to translate the specified VA using the EL1&0 translation regime.
 - If [HCR_EL2](#).{E2H, TGE} is {1, 1}, the entry would be required to translate the specified VA using the EL2&0 translation regime.
- When EL2 is not implemented or disabled in the current Security state, the entry would be required to translate the specified VA using the EL1&0 translation regime.

The invalidation applies to all PEs in the same Outer Shareable shareability domain as the PE that executes this System instruction.

Note

When a TLB maintenance instruction is generated to the Secure EL1&0 translation regime and is defined to pass a VMID argument, or would be defined to pass a VMID argument if [SCR_EL3.EEL2](#)==1, then:

- A PE with [SCR_EL3.EEL2](#)==1 is not architecturally required to invalidate any entries in the Secure EL1&0 translation of a PE in the same required shareability domain with [SCR_EL3.EEL2](#)==0.
 - A PE with [SCR_EL3.EEL2](#)==0 is not architecturally required to invalidate any entries in the Secure EL1&0 translation of a PE in the same required shareability domain with [SCR_EL3.EEL2](#)==1.
 - A PE is architecturally required to invalidate all relevant entries in the Secure EL1&0 translation of a System MMU in the same required shareability domain with a VMID of 0.
-

Configuration

This instruction is present only when FEAT_TLBIOS is implemented. Otherwise, direct accesses to TLBI VALE1OS are UNDEFINED.

Attributes

TLBI VALE1OS is a 64-bit System instruction.

Field descriptions

The TLBI VALE1OS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32		
ASID																TTL				VA[55:12]													
VA[55:12]																																	
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		

ASID, bits [63:48]

ASID value to match. Any TLB entries that match the ASID value and VA value will be affected by this System instruction.

Global TLB entries that match the VA value will be affected by this System instruction, regardless of the value of the ASID field.

If the implementation supports 16 bits of ASID, then the upper 8 bits of the ASID must be written to 0 by software when the context being invalidated only uses 8 bits.

TTL, bits [47:44]**When FEAT_TTL is implemented:**

Translation Table Level. Indicates the level of the page table walk that holds the leaf entry for the address being invalidated.

TTL	Meaning
0b00xx	No information supplied as to the translation table level. Hardware must assume that the entry can be from any level. In this case, TTL<1:0> is RES0.
0b01xx	The entry comes from a 4KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.
0b10xx	The entry comes from a 16KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Reserved. Treat as if TTL<3:2> is 0b00. 0b10 : Level 2. 0b11 : Level 3.
0b11xx	The entry comes from a 64KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.

If an incorrect value of the TTL field is specified for the entry being invalidated by the instruction, then no entries are required by the architecture to be invalidated from the TLB.

Otherwise:

Reserved, RES0.

VA[55:12], bits [43:0]

Bits[55:12] of the virtual address to match. Any appropriate TLB entries that match the ASID value (if appropriate) and VA will be affected by this System instruction.

If the TLB maintenance instructions are targeting a translation regime that is using AArch32, and so has a VA of only 32 bits, then the software must treat bits[55:32] as RES0.

The treatment of the low-order bits of this field depends on the translation granule size, as follows:

- Where a 4KB translation granule is being used, all bits are valid and used for the invalidation.

- Where a 16KB translation granule is being used, bits [1:0] of this field are RES0 and ignored when the instruction is executed, because VA[13:12] have no effect on the operation of the instruction.
- Where a 64KB translation granule is being used, bits [3:0] of this field are RES0 and ignored when the instruction is executed, because VA[15:12] have no effect on the operation of the instruction.

Executing the TLBI VALE1OS instruction

Accesses to this instruction use the following encodings:

TLBI VALE1OS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b000	0b1000	0b0001	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TTLB == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.TTLB0S == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.TLBIVALE1OS == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        TLBI_VALE1OS(X[t]);
elsif PSTATE.EL == EL2 then
    TLBI_VALE1OS(X[t]);
elsif PSTATE.EL == EL3 then
    TLBI_VALE1OS(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI VALE2, TLB Invalidate by VA, Last level, EL2

The TLBI VALE2 characteristics are:

Purpose

When EL2 is implemented and enabled in the current Security state, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry.
- The entry would be used to translate the specified VA using the EL2 or EL2&0 translation regime.
- If [HCR_EL2.E2H](#) == 0, the entry is from the final level of the translation table walk.
- If [HCR_EL2.E2H](#) == 1, one of the following applies:
 - The entry is a global entry from the final level of the translation table walk.
 - The entry is a non-global entry from the final level of translation table walk that matches the specified ASID.

The invalidation applies to the PE that executes this System instruction.

Configuration

There are no configuration notes.

Attributes

TLBI VALE2 is a 64-bit System instruction.

Field descriptions

The TLBI VALE2 input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
ASID																TTL				VA[55:12]											
VA[55:12]																															
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

ASID, bits [63:48]

When [HCR_EL2.E2H](#) == 1:

ASID value to match. Any TLB entries that match the ASID value and VA value will be affected by this System instruction.

Global TLB entries that match the VA value will be affected by this System instruction, regardless of the value of the ASID field.

If the implementation supports 16 bits of ASID, then the upper 8 bits of the ASID must be written to 0 by software when the context being invalidated only uses 8 bits.

Otherwise:

Reserved, RES0.

TTL, bits [47:44]

When FEAT_TTL is implemented:

Translation Table Level. Indicates the level of the page table walk that holds the leaf entry for the address being invalidated.

TTL	Meaning
0b00xx	No information supplied as to the translation table level. Hardware must assume that the entry can be from any level. In this case, TTL<1:0> is RES0.
0b01xx	The entry comes from a 4KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.
0b10xx	The entry comes from a 16KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Reserved. Treat as if TTL<3:2> is 0b00. 0b10 : Level 2. 0b11 : Level 3.
0b11xx	The entry comes from a 64KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.

If an incorrect value of the TTL field is specified for the entry being invalidated by the instruction, then no entries are required by the architecture to be invalidated from the TLB.

Otherwise:

Reserved, RES0.

VA[55:12], bits [43:0]

Bits[55:12] of the virtual address to match. Any appropriate TLB entries that match the ASID value (if appropriate) and VA will be affected by this System instruction.

If the TLB maintenance instructions are targeting a translation regime that is using AArch32, and so has a VA of only 32 bits, then the software must treat bits[55:32] as RES0.

The treatment of the low-order bits of this field depends on the translation granule size, as follows:

- Where a 4KB translation granule is being used, all bits are valid and used for the invalidation.
- Where a 16KB translation granule is being used, bits [1:0] of this field are RES0 and ignored when the instruction is executed, because VA[13:12] have no effect on the operation of the instruction.
- Where a 64KB translation granule is being used, bits [3:0] of this field are RES0 and ignored when the instruction is executed, because VA[15:12] have no effect on the operation of the instruction.

Executing the TLBI VALE2 instruction

Accesses to this instruction use the following encodings:

TLBI VALE2{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b100	0b1000	0b0111	0b101

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TLBI_VALE2(X[t]);
elsif PSTATE.EL == EL3 then
    if !EL2Enabled() then
        UNDEFINED;
    else
        TLBI_VALE2(X[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI VALE2IS, TLB Invalidate by VA, Last level, EL2, Inner Shareable

The TLBI VALE2IS characteristics are:

Purpose

When EL2 is implemented and enabled in the current Security state, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry.
- The entry would be used to translate the specified VA using the EL2 or EL2&0 translation regime.
- If [HCR_EL2.E2H](#) == 0, the entry is from the final level of the translation table walk.
- If [HCR_EL2.E2H](#) == 1, one of the following applies:
 - The entry is a global entry from the final level of the translation table walk.
 - The entry is a non-global entry from the final level of translation table walk that matches the specified ASID.

The invalidation applies to all PEs in the same Inner Shareable shareability domain as the PE that executes this System instruction.

Configuration

There are no configuration notes.

Attributes

TLBI VALE2IS is a 64-bit System instruction.

Field descriptions

The TLBI VALE2IS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
ASID																TTL				VA[55:12]											
																VA[55:12]															
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

ASID, bits [63:48]

ASID value to match. Any TLB entries that match the ASID value and VA value will be affected by this System instruction.

Global TLB entries that match the VA value will be affected by this System instruction, regardless of the value of the ASID field.

If the implementation supports 16 bits of ASID, then the upper 8 bits of the ASID must be written to 0 by software when the context being invalidated only uses 8 bits.

TTL, bits [47:44]**When FEAT_TTL is implemented:**

Translation Table Level. Indicates the level of the page table walk that holds the leaf entry for the address being invalidated.

TTL	Meaning
0b00xx	No information supplied as to the translation table level. Hardware must assume that the entry can be from any level. In this case, TTL<1:0> is RES0.
0b01xx	The entry comes from a 4KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.
0b10xx	The entry comes from a 16KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Reserved. Treat as if TTL<3:2> is 0b00. 0b10 : Level 2. 0b11 : Level 3.
0b11xx	The entry comes from a 64KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.

If an incorrect value of the TTL field is specified for the entry being invalidated by the instruction, then no entries are required by the architecture to be invalidated from the TLB.

Otherwise:

Reserved, RES0.

VA[55:12], bits [43:0]

Bits[55:12] of the virtual address to match. Any appropriate TLB entries that match the ASID value (if appropriate) and VA will be affected by this System instruction.

If the TLB maintenance instructions are targeting a translation regime that is using AArch32, and so has a VA of only 32 bits, then the software must treat bits[55:32] as RES0.

The treatment of the low-order bits of this field depends on the translation granule size, as follows:

- Where a 4KB translation granule is being used, all bits are valid and used for the invalidation.
- Where a 16KB translation granule is being used, bits [1:0] of this field are RES0 and ignored when the instruction is executed, because VA[13:12] have no effect on the operation of the instruction.
- Where a 64KB translation granule is being used, bits [3:0] of this field are RES0 and ignored when the instruction is executed, because VA[15:12] have no effect on the operation of the instruction.

Executing the TLBI VALE2IS instruction

Accesses to this instruction use the following encodings:

TLBI VALE2IS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b100	0b1000	0b0011	0b101

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TLBI_VALE2IS(X[t]);
elsif PSTATE.EL == EL3 then
    if !EL2Enabled() then
        UNDEFINED;
    else
        TLBI_VALE2IS(X[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI VALE2OS, TLB Invalidate by VA, Last level, EL2, Outer Shareable

The TLBI VALE2OS characteristics are:

Purpose

When EL2 is implemented and enabled in the current Security state, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry.
- The entry would be used to translate the specified VA using the EL2 or EL2&0 translation regime.
- If [HCR_EL2.E2H](#) == 0, the entry is from the final level of the translation table walk.
- If [HCR_EL2.E2H](#) == 1, one of the following applies:
 - The entry is a global entry from the final level of the translation table walk.
 - The entry is a non-global entry from the final level of translation table walk that matches the specified ASID.

The invalidation applies to all PEs in the same Outer Shareable shareability domain as the PE that executes this System instruction.

Configuration

This instruction is present only when FEAT_TLBIOS is implemented. Otherwise, direct accesses to TLBI VALE2OS are UNDEFINED.

Attributes

TLBI VALE2OS is a 64-bit System instruction.

Field descriptions

The TLBI VALE2OS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
ASID																TTL				VA[55:12]											
																VA[55:12]															
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

ASID, bits [63:48]

When [HCR_EL2.E2H](#) == 1:

ASID value to match. Any TLB entries that match the ASID value and VA value will be affected by this System instruction.

Global TLB entries that match the VA value will be affected by this System instruction, regardless of the value of the ASID field.

If the implementation supports 16 bits of ASID, then the upper 8 bits of the ASID must be written to 0 by software when the context being invalidated only uses 8 bits.

Otherwise:

Reserved, RES0.

TTL, bits [47:44]**When FEAT_TTL is implemented:**

Translation Table Level. Indicates the level of the page table walk that holds the leaf entry for the address being invalidated.

TTL	Meaning
0b00xx	No information supplied as to the translation table level. Hardware must assume that the entry can be from any level. In this case, TTL<1:0> is RES0.
0b01xx	The entry comes from a 4KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.
0b10xx	The entry comes from a 16KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Reserved. Treat as if TTL<3:2> is 0b00. 0b10 : Level 2. 0b11 : Level 3.
0b11xx	The entry comes from a 64KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.

If an incorrect value of the TTL field is specified for the entry being invalidated by the instruction, then no entries are required by the architecture to be invalidated from the TLB.

Otherwise:

Reserved, RES0.

VA[55:12], bits [43:0]

Bits[55:12] of the virtual address to match. Any appropriate TLB entries that match the ASID value (if appropriate) and VA will be affected by this System instruction.

If the TLB maintenance instructions are targeting a translation regime that is using AArch32, and so has a VA of only 32 bits, then the software must treat bits[55:32] as RES0.

The treatment of the low-order bits of this field depends on the translation granule size, as follows:

- Where a 4KB translation granule is being used, all bits are valid and used for the invalidation.
- Where a 16KB translation granule is being used, bits [1:0] of this field are RES0 and ignored when the instruction is executed, because VA[13:12] have no effect on the operation of the instruction.
- Where a 64KB translation granule is being used, bits [3:0] of this field are RES0 and ignored when the instruction is executed, because VA[15:12] have no effect on the operation of the instruction.

Executing the TLBI VALE2OS instruction

Accesses to this instruction use the following encodings:

TLBI VALE2OS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b100	0b1000	0b0001	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TLBI_VALE2OS(X[t]);
elsif PSTATE.EL == EL3 then
    if !EL2Enabled() then
        UNDEFINED;
    else
        TLBI_VALE2OS(X[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI VALE3, TLB Invalidate by VA, Last level, EL3

The TLBI VALE3 characteristics are:

Purpose

If EL3 is implemented, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry, from the final level of the translation table walk.
- The entry would be used to translate the specified VA using the EL3 translation regime.

The invalidation applies to the PE that executes this System instruction.

Configuration

There are no configuration notes.

Attributes

TLBI VALE3 is a 64-bit System instruction.

Field descriptions

The TLBI VALE3 input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																TTL				VA[55:12]											
VA[55:12]																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:48]

Reserved, RES0.

TTL, bits [47:44]

When FEAT_TTL is implemented:

Translation Table Level. Indicates the level of the page table walk that holds the leaf entry for the address being invalidated.

TTL	Meaning
0b00xx	No information supplied as to the translation table level. Hardware must assume that the entry can be from any level. In this case, TTL<1:0> is RES0.
0b01xx	The entry comes from a 4KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.
0b10xx	The entry comes from a 16KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Reserved. Treat as if TTL<3:2> is 0b00. 0b10 : Level 2. 0b11 : Level 3.
0b11xx	The entry comes from a 64KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.

If an incorrect value of the TTL field is specified for the entry being invalidated by the instruction, then no entries are required by the architecture to be invalidated from the TLB.

Otherwise:

Reserved, RES0.

VA[55:12], bits [43:0]

Bits[55:12] of the virtual address to match. Any appropriate TLB entries that match the ASID value (if appropriate) and VA will be affected by this System instruction.

If the TLB maintenance instructions are targeting a translation regime that is using AArch32, and so has a VA of only 32 bits, then the software must treat bits[55:32] as RES0.

The treatment of the low-order bits of this field depends on the translation granule size, as follows:

- Where a 4KB translation granule is being used, all bits are valid and used for the invalidation.
- Where a 16KB translation granule is being used, bits [1:0] of this field are RES0 and ignored when the instruction is executed, because VA[13:12] have no effect on the operation of the instruction.
- Where a 64KB translation granule is being used, bits [3:0] of this field are RES0 and ignored when the instruction is executed, because VA[15:12] have no effect on the operation of the instruction.

Executing the TLBI VALE3 instruction

Accesses to this instruction use the following encodings:

TLBI VALE3{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b110	0b1000	0b0111	0b101


```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    TLBI_VALE3(X[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI VALE3IS, TLB Invalidate by VA, Last level, EL3, Inner Shareable

The TLBI VALE3IS characteristics are:

Purpose

If EL3 is implemented, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry, from the final level of the translation table walk.
- The entry would be used to translate the specified VA using the EL3 translation regime.

The invalidation applies to all PEs in the same Inner Shareable shareability domain as the PE that executes this System instruction.

Configuration

There are no configuration notes.

Attributes

TLBI VALE3IS is a 64-bit System instruction.

Field descriptions

The TLBI VALE3IS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																TTL				VA[55:12]											
VA[55:12]																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:48]

Reserved, RES0.

TTL, bits [47:44]

When FEAT_TTL is implemented:

Translation Table Level. Indicates the level of the page table walk that holds the leaf entry for the address being invalidated.

TTL	Meaning
0b00xx	No information supplied as to the translation table level. Hardware must assume that the entry can be from any level. In this case, TTL<1:0> is RES0.
0b01xx	The entry comes from a 4KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.
0b10xx	The entry comes from a 16KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Reserved. Treat as if TTL<3:2> is 0b00. 0b10 : Level 2. 0b11 : Level 3.
0b11xx	The entry comes from a 64KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.

If an incorrect value of the TTL field is specified for the entry being invalidated by the instruction, then no entries are required by the architecture to be invalidated from the TLB.

Otherwise:

Reserved, RES0.

VA[55:12], bits [43:0]

Bits[55:12] of the virtual address to match. Any appropriate TLB entries that match the ASID value (if appropriate) and VA will be affected by this System instruction.

If the TLB maintenance instructions are targeting a translation regime that is using AArch32, and so has a VA of only 32 bits, then the software must treat bits[55:32] as RES0.

The treatment of the low-order bits of this field depends on the translation granule size, as follows:

- Where a 4KB translation granule is being used, all bits are valid and used for the invalidation.
- Where a 16KB translation granule is being used, bits [1:0] of this field are RES0 and ignored when the instruction is executed, because VA[13:12] have no effect on the operation of the instruction.
- Where a 64KB translation granule is being used, bits [3:0] of this field are RES0 and ignored when the instruction is executed, because VA[15:12] have no effect on the operation of the instruction.

Executing the TLBI VALE3IS instruction

Accesses to this instruction use the following encodings:

TLBI VALE3IS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b110	0b1000	0b0011	0b101

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    TLBI_VALE3IS(X[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI VALE3OS, TLB Invalidate by VA, Last level, EL3, Outer Shareable

The TLBI VALE3OS characteristics are:

Purpose

If EL3 is implemented, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry, from the final level of the translation table walk.
- The entry would be used to translate the specified VA using the EL3 translation regime.

The invalidation applies to all PEs in the same Outer Shareable shareability domain as the PE that executes this System instruction.

Configuration

This instruction is present only when FEAT_TLBIOS is implemented. Otherwise, direct accesses to TLBI VALE3OS are UNDEFINED.

Attributes

TLBI VALE3OS is a 64-bit System instruction.

Field descriptions

The TLBI VALE3OS input value bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																TTL				VA[55:12]											
VA[55:12]																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:48]

Reserved, RES0.

TTL, bits [47:44]

When FEAT_TTL is implemented:

Translation Table Level. Indicates the level of the page table walk that holds the leaf entry for the address being invalidated.

TTL	Meaning
0b00xx	No information supplied as to the translation table level. Hardware must assume that the entry can be from any level. In this case, TTL<1:0> is RES0.
0b01xx	The entry comes from a 4KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.
0b10xx	The entry comes from a 16KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Reserved. Treat as if TTL<3:2> is 0b00. 0b10 : Level 2. 0b11 : Level 3.
0b11xx	The entry comes from a 64KB translation granule. The level of walk for the leaf level 0bxx is encoded as: 0b00 : Reserved. Treat as if TTL<3:2> is 0b00. 0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.

If an incorrect value of the TTL field is specified for the entry being invalidated by the instruction, then no entries are required by the architecture to be invalidated from the TLB.

Otherwise:

Reserved, RES0.

VA[55:12], bits [43:0]

Bits[55:12] of the virtual address to match. Any appropriate TLB entries that match the ASID value (if appropriate) and VA will be affected by this System instruction.

If the TLB maintenance instructions are targeting a translation regime that is using AArch32, and so has a VA of only 32 bits, then the software must treat bits[55:32] as RES0.

The treatment of the low-order bits of this field depends on the translation granule size, as follows:

- Where a 4KB translation granule is being used, all bits are valid and used for the invalidation.
- Where a 16KB translation granule is being used, bits [1:0] of this field are RES0 and ignored when the instruction is executed, because VA[13:12] have no effect on the operation of the instruction.
- Where a 64KB translation granule is being used, bits [3:0] of this field are RES0 and ignored when the instruction is executed, because VA[15:12] have no effect on the operation of the instruction.

Executing the TLBI VALE3OS instruction

Accesses to this instruction use the following encodings:

TLBI VALE3OS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b110	0b1000	0b0001	0b101

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    TLBI_VALE3OS(X[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI VMALLE1, TLB Invalidate by VMID, All at stage 1, EL1

The TLBI VMALLE1 characteristics are:

Purpose

Invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry, from any level of the translation table walk.
- When EL2 is implemented and enabled in the Security state described by the current value of [SCR_EL3.NS](#):
 - If [HCR_EL2](#).{E2H, TGE} is not {1, 1}, the entry would be used with the current VMID and would be required to translate the specified VA using the EL1&0 translation regime.
 - If [HCR_EL2](#).{E2H, TGE} is {1, 1}, the entry would be required to translate the specified VA using the EL2&0 translation regime.
- When EL2 is not implemented or is disabled in the current Security state, the entry would be required to translate the specified VA using the EL1&0 translation regime.

The invalidation applies to the PE that executes this System instruction.

Note

For the EL1&0 translation regimes, the invalidation applies to both global entries, and non-global entries with any ASID.

Configuration

There are no configuration notes.

Attributes

TLBI VMALLE1 is a 64-bit System instruction.

Field descriptions

This instruction has no applicable fields.

The value in the register specified by <Xt> is ignored.

Executing the TLBI VMALLE1 instruction

When executing this instruction Xt should be encoded as 0b11111. If the Xt field is not set to 0b11111, it is CONstrained UNpredictable whether:

- The instruction is UNDEFINED.
- The instruction behaves as if the Xt field is set to 0b11111.

Accesses to this instruction use the following encodings:

TLBI VMALLE1{, <Xt>}

op0	op1	CRn	CRm	op2
-----	-----	-----	-----	-----

0b01	0b000	0b1000	0b0111	0b000
------	-------	--------	--------	-------

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TTLB == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.TLBIVMALLE1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FB == '1' then
        TLBI_VMALLE1IS();
    else
        TLBI_VMALLE1();
elsif PSTATE.EL == EL2 then
    TLBI_VMALLE1();
elsif PSTATE.EL == EL3 then
    TLBI_VMALLE1();

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI VMALLE1IS, TLB Invalidate by VMID, All at stage 1, EL1, Inner Shareable

The TLBI VMALLE1IS characteristics are:

Purpose

Invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry, from any level of the translation table walk.
- When EL2 is implemented and enabled in the Security state described by the current value of [SCR_EL3.NS](#):
 - If [HCR_EL2](#).{E2H, TGE} is not {1, 1}, the entry would be used with the current VMID and would be required to translate the specified VA using the EL1&0 translation regime.
 - If [HCR_EL2](#).{E2H, TGE} is {1, 1}, the entry would be required to translate the specified VA using the EL2&0 translation regime.
- When EL2 is not implemented or is disabled in the current Security state, the entry would be required to translate the specified VA using the EL1&0 translation regime.

The invalidation applies to all PEs in the same Inner Shareable shareability domain as the PE that executes this System instruction.

Note

From Armv8.4, when a TLB maintenance instruction is generated to the Secure EL1&0 translation regime and is defined to pass a VMID argument, or would be defined to pass a VMID argument if [SCR_EL3.EEL2](#)==1, then:

- A PE with [SCR_EL3.EEL2](#)==1 is not architecturally required to invalidate any entries in the Secure EL1&0 translation of a PE in the same required shareability domain with [SCR_EL3.EEL2](#)==0.
- A PE with [SCR_EL3.EEL2](#)==0 is not architecturally required to invalidate any entries in the Secure EL1&0 translation of a PE in the same required shareability domain with [SCR_EL3.EEL2](#)==1.
- A PE is architecturally required to invalidate all relevant entries in the Secure EL1&0 translation of a System MMU in the same required shareability domain with a VMID of 0.

For the EL1&0 translation regimes, the invalidation applies to both global entries, and non-global entries with any ASID.

Configuration

There are no configuration notes.

Attributes

TLBI VMALLE1IS is a 64-bit System instruction.

Field descriptions

This instruction has no applicable fields.

The value in the register specified by <Xt> is ignored.

Executing the TLBI VMALLE1IS instruction

When executing this instruction Xt should be encoded as 0b11111. If the Xt field is not set to 0b11111, it is CONstrained UNpredictable whether:

- The instruction is UNDEFINED.
- The instruction behaves as if the Xt field is set to 0b11111.

Accesses to this instruction use the following encodings:

TLBI VMALLE1IS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b000	0b1000	0b0011	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TTLB == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.TTLBIS == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.TLBIVMALLE1IS ==
'1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        TLBI_VMALLE1IS();
elsif PSTATE.EL == EL2 then
    TLBI_VMALLE1IS();
elsif PSTATE.EL == EL3 then
    TLBI_VMALLE1IS();

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI VMALLE1OS, TLB Invalidate by VMID, All at stage 1, EL1, Outer Shareable

The TLBI VMALLE1OS characteristics are:

Purpose

Invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 translation table entry, from any level of the translation table walk.
- When EL2 is implemented and enabled in the Security state described by the current value of [SCR_EL3.NS](#):
 - If [HCR_EL2](#).{E2H, TGE} is not {1, 1}, the entry would be used with the current VMID and would be required to translate the specified VA using the EL1&0 translation regime.
 - If [HCR_EL2](#).{E2H, TGE} is {1, 1}, the entry would be required to translate the specified VA using the EL2&0 translation regime.
- When EL2 is not implemented or is disabled in the current Security state, the entry would be required to translate the specified VA using the EL1&0 translation regime.

The invalidation applies to all PEs in the same Outer Shareable shareability domain as the PE that executes this System instruction.

Note

When a TLB maintenance instruction is generated to the Secure EL1&0 translation regime and is defined to pass a VMID argument, or would be defined to pass a VMID argument if [SCR_EL3.EEL2](#)==1, then:

- A PE with [SCR_EL3.EEL2](#)==1 is not architecturally required to invalidate any entries in the Secure EL1&0 translation of a PE in the same required shareability domain with [SCR_EL3.EEL2](#)==0.
- A PE with [SCR_EL3.EEL2](#)==0 is not architecturally required to invalidate any entries in the Secure EL1&0 translation of a PE in the same required shareability domain with [SCR_EL3.EEL2](#)==1.
- A PE is architecturally required to invalidate all relevant entries in the Secure EL1&0 translation of a System MMU in the same required shareability domain with a VMID of 0.

For the EL1&0 translation regimes, the invalidation applies to both global entries, and non-global entries with any ASID.

Configuration

This instruction is present only when FEAT_TLBIOS is implemented. Otherwise, direct accesses to TLBI VMALLE1OS are UNDEFINED.

Attributes

TLBI VMALLE1OS is a 64-bit System instruction.

Field descriptions

This instruction has no applicable fields.

The value in the register specified by <Xt> is ignored.

Executing the TLBI VMALLE1OS instruction

When executing this instruction Xt should be encoded as 0b11111. If the Xt field is not set to 0b11111, it is CONstrained UNpredictable whether:

- The instruction is UNDEFINED.
- The instruction behaves as if the Xt field is set to 0b11111.

Accesses to this instruction use the following encodings:

TLBI VMALLE1OS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b000	0b1000	0b0001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TTLB == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.TTLB0S == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGITR_EL2.TLBIVMALLE1OS ==
'1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        TLBI_VMALLE1OS();
elsif PSTATE.EL == EL2 then
    TLBI_VMALLE1OS();
elsif PSTATE.EL == EL3 then
    TLBI_VMALLE1OS();

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI VMALLS12E1, TLB Invalidate by VMID, All at Stage 1 and 2, EL1

The TLBI VMALLS12E1 characteristics are:

Purpose

Invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 or stage 2 translation table entry, from any level of the translation table walk.
- If [SCR_EL3.NS](#) is 0, then
 - The entry would be required to translate an address using the Secure EL1&0 translation regime.
 - If FEAT_SEL2 is implemented and enabled, the entry would be used with the current VMID.
- If [SCR_EL3.NS](#) is 1, then:
 - The entry would be required to translate an address using the Non-secure EL1&0 translation regime.
 - If Non-secure EL2 is implemented, the entry would be used with the current VMID.

The invalidation applies to the PE that executes this System instruction.

Note

For the EL1&0 translation regimes, the invalidation applies to both global entries, and non-global entries with any ASID.

Configuration

There are no configuration notes.

Attributes

TLBI VMALLS12E1 is a 64-bit System instruction.

Field descriptions

This instruction has no applicable fields.

The value in the register specified by <Xt> is ignored.

Executing the TLBI VMALLS12E1 instruction

When executing this instruction Xt should be encoded as 0b11111. If the Xt field is not set to 0b11111, it is CONstrained UNpredictable whether:

- The instruction is UNDEFINED.
- The instruction behaves as if the Xt field is set to 0b11111.

Accesses to this instruction use the following encodings:

TLBI VMALLS12E1{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b100	0b1000	0b0111	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TLBI_VMALLS12E1();
elsif PSTATE.EL == EL3 then
    if !EL2Enabled() then
        TLBI_VMALLE1();
    else
        TLBI_VMALLS12E1();

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI VMALLS12E1IS, TLB Invalidate by VMID, All at Stage 1 and 2, EL1, Inner Shareable

The TLBI VMALLS12E1IS characteristics are:

Purpose

Invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 or stage 2 translation table entry, from any level of the translation table walk.
- If [SCR_EL3.NS](#) is 0, then
 - The entry would be required to translate an address using the Secure EL1&0 translation regime.
 - If FEAT_SEL2 is implemented and enabled, the entry would be used with the current VMID.
- If [SCR_EL3.NS](#) is 1, then:
 - The entry would be required to translate an address using the Non-secure EL1&0 translation regime.
 - If Non-secure EL2 is implemented, the entry would be used with the current VMID.

The invalidation applies to all PEs in the same Inner Shareable shareability domain as the PE that executes this System instruction.

Note

From Armv8.4, when a TLB maintenance instruction is generated to the Secure EL1&0 translation regime and is defined to pass a VMID argument, or would be defined to pass a VMID argument if [SCR_EL3.EEL2](#)==1, then:

- A PE with [SCR_EL3.EEL2](#)==1 is not architecturally required to invalidate any entries in the Secure EL1&0 translation of a PE in the same required shareability domain with [SCR_EL3.EEL2](#)==0.
- A PE with [SCR_EL3.EEL2](#)==0 is not architecturally required to invalidate any entries in the Secure EL1&0 translation of a PE in the same required shareability domain with [SCR_EL3.EEL2](#)==1.
- A PE is architecturally required to invalidate all relevant entries in the Secure EL1&0 translation of a System MMU in the same required shareability domain with a VMID of 0.

For the EL1&0 translation regimes, the invalidation applies to both global entries, and non-global entries with any ASID.

Configuration

There are no configuration notes.

Attributes

TLBI VMALLS12E1IS is a 64-bit System instruction.

Field descriptions

This instruction has no applicable fields.

The value in the register specified by <Xt> is ignored.

Executing the TLBI VMALLS12E1IS instruction

When executing this instruction Xt should be encoded as 0b11111. If the Xt field is not set to 0b11111, it is CONstrained UNpredictable whether:

- The instruction is UNDEFINED.
- The instruction behaves as if the Xt field is set to 0b11111.

Accesses to this instruction use the following encodings:

TLBI VMALLS12E1IS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b100	0b1000	0b0011	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TLBI_VMALLS12E1IS();
elsif PSTATE.EL == EL3 then
    if !EL2Enabled() then
        TLBI_VMALLE1IS();
    else
        TLBI_VMALLS12E1IS();

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBI VMALLS12E1OS, TLB Invalidate by VMID, All at Stage 1 and 2, EL1, Outer Shareable

The TLBI VMALLS12E1OS characteristics are:

Purpose

Invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a stage 1 or stage 2 translation table entry, from any level of the translation table walk.
- If [SCR_EL3.NS](#) is 0, then
 - The entry would be required to translate an address using the Secure EL1&0 translation regime.
 - If FEAT_SEL2 is implemented and enabled, the entry would be used with the current VMID.
- If [SCR_EL3.NS](#) is 1, then:
 - The entry would be required to translate an address using the Non-secure EL1&0 translation regime.
 - If Non-secure EL2 is implemented, the entry would be used with the current VMID.

The invalidation applies to all PEs in the same Outer Shareable shareability domain as the PE that executes this System instruction.

Note

When a TLB maintenance instruction is generated to the Secure EL1&0 translation regime and is defined to pass a VMID argument, or would be defined to pass a VMID argument if [SCR_EL3.EEL2](#)==1, then:

- A PE with [SCR_EL3.EEL2](#)==1 is not architecturally required to invalidate any entries in the Secure EL1&0 translation of a PE in the same required shareability domain with [SCR_EL3.EEL2](#)==0.
- A PE with [SCR_EL3.EEL2](#)==0 is not architecturally required to invalidate any entries in the Secure EL1&0 translation of a PE in the same required shareability domain with [SCR_EL3.EEL2](#)==1.
- A PE is architecturally required to invalidate all relevant entries in the Secure EL1&0 translation of a System MMU in the same required shareability domain with a VMID of 0.

For the EL1&0 translation regimes, the invalidation applies to both global entries, and non-global entries with any ASID.

Configuration

This instruction is present only when FEAT_TLBIOS is implemented. Otherwise, direct accesses to TLBI VMALLS12E1OS are UNDEFINED.

Attributes

TLBI VMALLS12E1OS is a 64-bit System instruction.

Field descriptions

This instruction has no applicable fields.

The value in the register specified by <Xt> is ignored.

Executing the TLBI VMALLS12E1OS instruction

When executing this instruction Xt should be encoded as 0b11111. If the Xt field is not set to 0b11111, it is CONstrained UNpredictable whether:

- The instruction is UNDEFINED.
- The instruction behaves as if the Xt field is set to 0b11111.

Accesses to this instruction use the following encodings:

TLBI VMALLS12E1OS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b100	0b1000	0b0001	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TLBI_VMALLS12E1OS();
elsif PSTATE.EL == EL3 then
    if !EL2Enabled() then
        TLBI_VMALLE1OS();
    else
        TLBI_VMALLS12E1OS();

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TPIDR_EL0, EL0 Read/Write Software Thread ID Register

The TPIDR_EL0 characteristics are:

Purpose

Provides a location where software executing at EL0 can store thread identifying information, for OS management purposes.

The PE makes no use of this register.

Configuration

AArch64 System register TPIDR_EL0 bits [31:0] are architecturally mapped to AArch32 System register [TPIDRURW\[31:0\]](#).

Attributes

TPIDR_EL0 is a 64-bit register.

Field descriptions

The TPIDR_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																Thread ID															
																Thread ID															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Thread ID. Thread identifying information stored by software running at this Exception level.

This field resets to an architecturally UNKNOWN value.

Accessing the TPIDR_EL0

Accesses to this register use the following encodings:

MRS <Xt>, TPIDR_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b0000	0b010

```

if PSTATE.EL == EL0 then
    if EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HFGTR_EL2.TPIDR_EL0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return TPIDR_EL0;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.TPIDR_EL0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return TPIDR_EL0;
elsif PSTATE.EL == EL2 then
    return TPIDR_EL0;
elsif PSTATE.EL == EL3 then
    return TPIDR_EL0;

```

MSR TPIDR_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b0000	0b010

```

if PSTATE.EL == EL0 then
    if EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HFGWTR_EL2.TPIDR_EL0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        TPIDR_EL0 = X[t];
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.TPIDR_EL0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        TPIDR_EL0 = X[t];
elsif PSTATE.EL == EL2 then
    TPIDR_EL0 = X[t];
elsif PSTATE.EL == EL3 then
    TPIDR_EL0 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TPIDR_EL1, EL1 Software Thread ID Register

The TPIDR_EL1 characteristics are:

Purpose

Provides a location where software executing at EL1 can store thread identifying information, for OS management purposes.

The PE makes no use of this register.

Configuration

AArch64 System register TPIDR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [TPIDRPRW\[31:0\]](#).

Attributes

TPIDR_EL1 is a 64-bit register.

Field descriptions

The TPIDR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																Thread ID															
																Thread ID															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Thread ID. Thread identifying information stored by software running at this Exception level.

This field resets to an architecturally UNKNOWN value.

Accessing the TPIDR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, TPIDR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1101	0b0000	0b100

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.TPIDR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return TPIDR_EL1;
elsif PSTATE.EL == EL2 then
    return TPIDR_EL1;
elsif PSTATE.EL == EL3 then
    return TPIDR_EL1;
```

MSR TPIDR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1101	0b0000	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.TPIDR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        TPIDR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    TPIDR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    TPIDR_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TPIDR_EL2, EL2 Software Thread ID Register

The TPIDR_EL2 characteristics are:

Purpose

Provides a location where software executing at EL2 can store thread identifying information, for OS management purposes.

The PE makes no use of this register.

Configuration

AArch64 System register TPIDR_EL2 bits [31:0] are architecturally mapped to AArch32 System register [HTPIDR\[31:0\]](#).

If EL2 is not implemented, this register is RES0 from EL3.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

TPIDR_EL2 is a 64-bit register.

Field descriptions

The TPIDR_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																Thread ID															
																Thread ID															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Thread ID. Thread identifying information stored by software running at this Exception level.

This field resets to an architecturally UNKNOWN value.

Accessing the TPIDR_EL2

Accesses to this register use the following encodings:

MRS <Xt>, TPIDR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1101	0b0000	0b010


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return NVMem[0x090];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return TPIDR_EL2;
elsif PSTATE.EL == EL3 then
    return TPIDR_EL2;

```

MSR TPIDR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1101	0b0000	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        NVMem[0x090] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TPIDR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    TPIDR_EL2 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TPIDR_EL3, EL3 Software Thread ID Register

The TPIDR_EL3 characteristics are:

Purpose

Provides a location where software executing at EL3 can store thread identifying information, for OS management purposes.

The PE makes no use of this register.

Configuration

This register is present only when EL3 is implemented. Otherwise, direct accesses to TPIDR_EL3 are UNDEFINED.

Attributes

TPIDR_EL3 is a 64-bit register.

Field descriptions

The TPIDR_EL3 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																Thread ID															
																Thread ID															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Thread ID. Thread identifying information stored by software running at this Exception level.

This field resets to an architecturally UNKNOWN value.

Accessing the TPIDR_EL3

Accesses to this register use the following encodings:

MRS <Xt>, TPIDR_EL3

op0	op1	CRn	CRm	op2
0b11	0b110	0b1101	0b0000	0b010

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    return TPIDR_EL3;
```

MSR TPIDR_EL3, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b1101	0b0000	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    TPIDR_EL3 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TPIDRRO_EL0, EL0 Read-Only Software Thread ID Register

The TPIDRRO_EL0 characteristics are:

Purpose

Provides a location where software executing at EL1 or higher can store thread identifying information that is visible to software executing at EL0, for OS management purposes.

The PE makes no use of this register.

Configuration

AArch64 System register TPIDRRO_EL0 bits [31:0] are architecturally mapped to AArch32 System register [TPIDRURO\[31:0\]](#).

Attributes

TPIDRRO_EL0 is a 64-bit register.

Field descriptions

The TPIDRRO_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Thread ID																															
Thread ID																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Thread ID. Thread identifying information stored by software running at this Exception level.

Accessing the TPIDRRO_EL0

Accesses to this register use the following encodings:

MRS <Xt>, TPIDRRO_EL0

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b0000	0b011

```

if PSTATE.EL == EL0 then
    if EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') &&
HFGTR_EL2.TPIDRR0_EL0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return TPIDRR0_EL0;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.TPIDRR0_EL0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        return TPIDRR0_EL0;
elsif PSTATE.EL == EL2 then
    return TPIDRR0_EL0;
elsif PSTATE.EL == EL3 then
    return TPIDRR0_EL0;

```

MSR TPIDRR0_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b0000	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.TPIDRR0_EL0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        TPIDRR0_EL0 = X[t];
elsif PSTATE.EL == EL2 then
    TPIDRR0_EL0 = X[t];
elsif PSTATE.EL == EL3 then
    TPIDRR0_EL0 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TRFCR_EL1, Trace Filter Control Register (EL1)

The TRFCR_EL1 characteristics are:

Purpose

Provides EL1 controls for Trace.

Configuration

AArch64 System register TRFCR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [TRFCR\[31:0\]](#).

This register is present only when FEAT_TRF is implemented. Otherwise, direct accesses to TRFCR_EL1 are UNDEFINED.

Attributes

TRFCR_EL1 is a 64-bit register.

Field descriptions

The TRFCR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																RES0															
RES0																TS		RES0		E1TRE		E0TRE									
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:7]

Reserved, RES0.

TS, bits [6:5]

Timestamp Control

TS	Meaning	Applies when
0b01	Virtual timestamp. The traced timestamp is the physical counter value, minus the value of CNTVOFF_EL2 .	When FEAT_ECV is implemented
0b10	Guest Physical timestamp. The traced timestamp is the physical counter value, minus the value of CNTPOFF_EL2 .	
0b11	Physical timestamp. The traced timestamp is the physical counter value.	

All other values are reserved

This field is ignored if any of the following are true:

- SelfHostedTraceEnabled() == FALSE.
- EL2 is implemented and [TRFCR_EL2](#).TS != 0b00.

If FEAT_ECV is implemented, and EL2 is implemented and enabled in the current Security state, the physical counter uses a fixed physical offset of zero if any of the following are true:

- [CNTHCTL_EL2](#).ECV is 0.

- [SCR_EL3](#).ECVEn is 0.
- [HCR_EL2](#).{E2H, TGE} is {1, 1}.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Bits [4:2]

Reserved, RES0.

E1TRE, bit [1]

EL1 Trace Enable.

E1TRE	Meaning
0b0	Trace is prohibited at EL1.
0b1	Trace is allowed at EL1.

This field is ignored if SelfHostedTraceEnabled() == FALSE.

On a Warm reset, this field resets to 0.

E0TRE, bit [0]

EL0 Trace Enable.

E0TRE	Meaning
0b0	Trace is prohibited at EL0.
0b1	Trace is allowed at EL0.

This field is ignored if any of the following are true:

- SelfHostedTraceEnabled() == FALSE.
- EL2 is implemented and enabled in the current Security state and [HCR_EL2](#).TGE == 1.

On a Warm reset, this field resets to 0.

Accessing the TRFCR_EL1

Accesses to this register use the following encodings:

MRS <Xt>, TRFCR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0001	0b0010	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TTRF == '1' then
        UNDEFINED;
    elsif EL2Enabled() && MDCR_EL2.TTRF == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TTRF == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x880];
    else
        return TRFCR_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TTRF == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TTRF == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HCR_EL2.E2H == '1' then
        return TRFCR_EL2;
    else
        return TRFCR_EL1;
elsif PSTATE.EL == EL3 then
    return TRFCR_EL1;

```

MSR TRFCR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0001	0b0010	0b001


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TTRF == '1' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDBGWTR_EL2.TRFCR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.TTRF == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TTRF == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x880] = X[t];
    else
        TRFCR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TTRF == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TTRF == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HCR_EL2.E2H == '1' then
        TRFCR_EL2 = X[t];
    else
        TRFCR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    TRFCR_EL1 = X[t];

```

MRS <Xt>, TRFCR_EL12

op0	op1	CRn	CRm	op2
0b11	0b101	0b0001	0b0010	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        return NVMem[0x880];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TTRF == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && MDCR_EL3.TTRF == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            return TRFCR_EL1;
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        return TRFCR_EL1;
    else
        UNDEFINED;

```

MSR TRFCR_EL12, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b101	0b0001	0b0010	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        NVMem[0x880] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TTRF == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && MDCR_EL3.TTRF == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRFCR_EL1 = X[t];
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        TRFCR_EL1 = X[t];
    else
        UNDEFINED;

```


TRFCR_EL2, Trace Filter Control Register (EL2)

The TRFCR_EL2 characteristics are:

Purpose

Provides EL2 controls for Trace.

Configuration

AArch64 System register TRFCR_EL2 bits [31:0] are architecturally mapped to AArch32 System register [HTTRFCR\[31:0\]](#).

This register is present only when FEAT_TRF is implemented. Otherwise, direct accesses to TRFCR_EL2 are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

Attributes

TRFCR_EL2 is a 64-bit register.

Field descriptions

The TRFCR_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																															

Bits [63:7]

Reserved, RES0.

TS, bits [6:5]

Timestamp Control. Controls which timebase is used for trace timestamps.

TS	Meaning	Applies when
0b00	Timestamp controlled by TRFCR_EL1 .TS or TRFCR .TS.	
0b01	Virtual timestamp. The traced timestamp is the physical counter value, minus the value of CNTVOFF_EL2 .	
0b10	Guest Physical timestamp. The traced timestamp is the physical counter value, minus the value of CNTPOFF_EL2 .	When FEAT_ECV is implemented
0b11	Physical timestamp. The traced timestamp is the physical counter value.	

All other values are reserved.

This field is ignored if SelfHostedTraceEnabled() == FALSE.

If FEAT_ECV is implemented, and EL2 is implemented and enabled in the current Security state, the physical counter uses a fixed physical offset of zero if any of the following are true:

- [CNTHCTL_EL2](#).ECV is 0.
- [SCR_EL3](#).ECVEn is 0.
- [HCR_EL2](#).{E2H, TGE} is {1, 1}.

On a Warm reset, this field resets to 0.

Bit [4]

Reserved, RES0.

CX, bit [3]

[CONTEXTIDR_EL2](#) and VMID trace enable.

CX	Meaning
0b0	CONTEXTIDR_EL2 and VMID trace prohibited.
0b1	CONTEXTIDR_EL2 and VMID trace allowed.

This field is ignored if SelfHostedTraceEnabled() == FALSE.

On a Warm reset, this field resets to 0.

Bit [2]

Reserved, RES0.

E2TRE, bit [1]

EL2 Trace Enable.

E2TRE	Meaning
0b0	Trace is prohibited at EL2.
0b1	Trace is allowed at EL2.

This field is ignored if SelfHostedTraceEnabled() == FALSE.

On a Warm reset, this field resets to 0.

EOHTRE, bit [0]

EL0 Trace Enable.

EOHTRE	Meaning
0b0	Trace is prohibited at EL0 when HCR_EL2 .TGE == 1.
0b1	Trace is allowed at EL0 when HCR_EL2 .TGE == 1.

This field is ignored if any of the following are true:

- SelfHostedTraceEnabled() == FALSE.
- EL2 is disabled in the current security state.
- [HCR_EL2](#).TGE == 0.

On a Warm reset, this field resets to 0.

Accessing the TRFCR_EL2

Accesses to this register use the following encodings:

MRS <Xt>, TRFCR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0001	0b0010	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TTRF == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TTRF == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        return TRFCR_EL2;
elsif PSTATE.EL == EL3 then
    return TRFCR_EL2;

```

MSR TRFCR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0001	0b0010	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TTRF == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TTRF == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        TRFCR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    TRFCR_EL2 = X[t];

```

MRS <Xt>, TRFCR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0001	0b0010	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TTRF == '1' then
        UNDEFINED;
    elsif EL2Enabled() && MDCR_EL2.TTRF == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TTRF == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x880];
    else
        return TRFCR_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TTRF == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TTRF == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HCR_EL2.E2H == '1' then
        return TRFCR_EL2;
    else
        return TRFCR_EL1;
elsif PSTATE.EL == EL3 then
    return TRFCR_EL1;

```

MSR TRFCR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0001	0b0010	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TTRF == '1' then
        UNDEFINED;
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HDBGWTR_EL2.TRFCR_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.TTRF == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && MDCR_EL3.TTRF == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x880] = X[t];
    else
        TRFCR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && MDCR_EL3.TTRF == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && MDCR_EL3.TTRF == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif HCR_EL2.E2H == '1' then
        TRFCR_EL2 = X[t];
    else
        TRFCR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    TRFCR_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TTBR0_EL1, Translation Table Base Register 0 (EL1)

The TTBR0_EL1 characteristics are:

Purpose

Holds the base address of the translation table for the initial lookup for stage 1 of the translation of an address from the lower VA range in the EL1&0 translation regime, and other information for this translation regime.

Configuration

AArch64 System register TTBR0_EL1 bits [63:0] are architecturally mapped to AArch32 System register [TTBR0\[63:0\]](#).

Attributes

TTBR0_EL1 is a 64-bit register.

Field descriptions

The TTBR0_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
ASID																BADDR															
BADDR																CnP															
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

ASID, bits [63:48]

An ASID for the translation table base address. The [TCR_EL1.A1](#) field selects either TTBR0_EL1.ASID or TTBR1_EL1.ASID.

If the implementation has only 8 bits of ASID, then the upper 8 bits of this field are RES0.

This field resets to an architecturally UNKNOWN value.

BADDR, bits [47:1]

Translation table base address, A[47:x] or A[51:x], bits[47:1].

Note

- Translation table base addresses of 52 bits, A[51:x], are supported only in an implementation that includes FEAT_LPA and is using the 64KB translation granule.
- A translation table must be aligned to the size of the table, except that when using a translation table base address larger than 48 bits the minimum alignment of a table containing fewer than eight entries is 64 bytes.

In an implementation that includes FEAT_LPA, if the value of [TCR_EL1.IPS](#) is 0b110, then:

- Register bits[47:z] hold bits[47:z] of the stage 1 translation table base address, where z is determined as follows:
 - If $x \geq 6$ then $z=x$.
 - Otherwise, $z=6$.
- Register bits[5:2] hold bits[51:48] of the stage 1 translation table base address.
- When $z > x$ register bits[(z-1):x] are RES0, and bits[(z-1):x] of the translation table base address are zero.
- When $x > 6$ register bits[(x-1):6] are RES0.
- Register bit[1] is RES0.
- Bits[5:2] of the stage 1 translation table base address are zero.

- In an implementation that includes FEAT_TTCNP bit[0] of the stage 1 translation table base address is zero.

Note

- In an implementation that includes FEAT_LPA a [TCR_EL1](#).IPS value of 0b110, that selects an IPA size of 52 bits, is permitted only when using the 64KB translation granule.
- When the value of [ID_AA64MMFR0_EL1](#).PARange indicates that the implementation does not support a 52 bit PA size, if a translation table lookup uses this register with the 64KB translation granule when the Effective value of [TCR_EL1](#).IPS is 0b110 and the value of register bits[5:2] is nonzero, an Address size fault is generated.

If the Effective value of [TCR_EL1](#).IPS is not 0b110 then:

- Register bits[47:x] hold bits[47:x] of the stage 1 translation table base address.
- Register bits[(x-1):1] are RES0.
- If the implementation supports 52-bit PAs and IPAs, then bits[51:48] of the translation table base addresses used in this stage of translation are 0b0000.

Note

This definition applies:

- To an implementation that includes FEAT_LPA and is using a translation granule smaller than 64KB.
- To any implementation that does not include FEAT_LPA.

If any TTBR0_EL1[47:0] bit that is defined as RES0 has the value 1 when a translation table walk is performed using TTBR0_EL1, then the translation table base address might be misaligned, with effects that are CONSTRAINED UNPREDICTABLE, and must be one of the following:

- Bits[x-1:0] of the translation table base address are treated as if all the bits are zero. The value read back from the corresponding register bits is either the value written to the register or zero.
- The result of the calculation of an address for a translation table walk using this register can be corrupted in those bits that are nonzero.

The AArch64 Virtual Memory System Architecture chapter describes how x is calculated based on the value of [TCR_EL1](#).TOSZ, the stage of translation, and the translation granule size.

This field resets to an architecturally UNKNOWN value.

CnP, bit [0]**When FEAT_TTCNP is implemented:**

Common not Private. This bit indicates whether each entry that is pointed to by TTBR0_EL1 is a member of a common set that can be used by every PE in the Inner Shareable domain for which the value of TTBR0_EL1.CnP is 1.

CnP	Meaning
0b0	The translation table entries pointed to by TTBR0_EL1, for the current translation regime and ASID, are permitted to differ from corresponding entries for TTBR0_EL1 for other PEs in the Inner Shareable domain. This is not affected by: <ul style="list-style-type: none"> • The value of TTBR0_EL1.CnP on those other PEs. • The value of the current ASID. • If EL2 is implemented and enabled in the current Security state, the value of the current VMID.
0b1	The translation table entries pointed to by TTBR0_EL1 are the same as the translation table entries for every other PE in the Inner Shareable domain for which the value of TTBR0_EL1.CnP is 1 and all of the following apply: <ul style="list-style-type: none"> • The translation table entries are pointed to by TTBR0_EL1. • The translation tables relate to the same translation regime. • The ASID is the same as the current ASID. • If EL2 is implemented and enabled in the current Security state, the value of the current VMID.

This field is permitted to be cached in a TLB.

When a TLB combines entries from stage 1 translation and stage 2 translation into a single entry, that entry can only be shared between different PEs if the value of the CnP bit is 1 for both stage 1 and stage 2.

Note

If the value of the TTBR0_EL1.CnP bit is 1 on multiple PEs in the same Inner Shareable domain and those TTBR0_EL1s do not point to the same translation table entries when the other conditions specified for the case when the value of CnP is 1 apply, then the results of translations are **CONSTRAINED UNPREDICTABLE**, see 'CONSTRAINED UNPREDICTABLE behaviors due to caching of control or data values'.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Accessing the TTBR0_EL1

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, access from EL3 using the mnemonic TTBR0_EL1 or TTBR0_EL12 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, TTBR0_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0010	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TRVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.TTBR0_EL1 == '1'
    then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x200];
    else
        return TTBR0_EL1;
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return TTBR0_EL2;
    else
        return TTBR0_EL1;
elseif PSTATE.EL == EL3 then
    return TTBR0_EL1;

```

MSR TTBR0_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0010	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.TTBR0_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x200] = X[t];
    else
        TTBR0_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        TTBR0_EL2 = X[t];
    else
        TTBR0_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    TTBR0_EL1 = X[t];

```

MRS <Xt>, TTBR0_EL12

op0	op1	CRn	CRm	op2
0b11	0b101	0b0010	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        return NVMem[0x200];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return TTBR0_EL1;
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        return TTBR0_EL1;
    else
        UNDEFINED;

```

MSR TTBR0_EL12, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b101	0b0010	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        NVMem[0x200] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        TTBR0_EL1 = X[t];
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        TTBR0_EL1 = X[t];
    else
        UNDEFINED;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TTBR0_EL2, Translation Table Base Register 0 (EL2)

The TTBR0_EL2 characteristics are:

Purpose

When [HCR_EL2.E2H](#) is 0, holds the base address of the translation table for the initial lookup for stage 1 of an address translation in the EL2 translation regime, and other information for this translation regime.

When [HCR_EL2.E2H](#) is 1, holds the base address of the translation table for the initial lookup for stage 1 of the translation of an address from the lower VA range in the EL2&0 translation regime, and other information for this translation regime.

Configuration

AArch64 System register TTBR0_EL2 bits [47:1] are architecturally mapped to AArch32 System register [HTTBR\[47:1\]](#).

If EL2 is not implemented, this register is RES0 from EL3.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

TTBR0_EL2 is a 64-bit register.

Field descriptions

The TTBR0_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
ASID																BADDR																
BADDR																																CnP
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	

ASID, bits [63:48]

When FEAT_VHE is implemented:

When [HCR_EL2.E2H](#) is 0, this field is RES0.

When [HCR_EL2.E2H](#) is 1, it holds an ASID for the translation table base address. The [TCR_EL2.A1](#) field selects either TTBR0_EL2.ASID or TTBR1_EL2.ASID.

If the implementation has only 8 bits of ASID, then the upper 8 bits of this field are RES0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

BADDR, bits [47:1]

Translation table base address, A[47:x] or A[51:x], bits[47:1].

Note

-
- Translation table base addresses of 52 bits, A[51:x], are supported only in an implementation that includes FEAT_LPA and is using the 64KB translation granule.
 - A translation table must be aligned to the size of the table, except that when using a translation table base address larger than 48 bits the minimum alignment of a table containing fewer than eight entries is 64 bytes.
-

In an implementation that includes FEAT_LPA, if the value of [TCR_EL2](#).{I}PS is 0b110, then:

- Register bits[47:z] hold bits[47:z] of the stage 1 translation table base address, where z is determined as follows:
 - If $x \geq 6$ then $z=x$.
 - Otherwise, $z=6$.
 - Register bits[5:2] hold bits[51:48] of the stage 1 translation table base address.
 - When $z > x$ register bits[(z-1):x] are RES0, and bits[(z-1):x] of the translation table base address are zero.
 - When $x > 6$ register bits[(x-1):6] are RES0.
 - Register bit[1] is RES0.
 - Bits[5:2] of the stage 1 translation table base address are zero.
 - In an implementation that includes FEAT_TTCNP bit[0] of the stage 1 translation table base address is zero.
-

Note

In an implementation that includes FEAT_LPA:

- A [TCR_EL2](#).{I}PS value of 0b110, that selects an OA size of 52 bits, is permitted only when using the 64KB translation granule.
- The OA size is specified by:
 - The value of [TCR_EL2](#).PS when the value of [HCR_EL2](#).E2H is 0.
 - The value of [TCR_EL2](#).IPS when the value of [HCR_EL2](#).E2H is 1.

When the value of [ID_AA64MMFR0_EL1](#).PARange indicates that the implementation does not support a 52 bit PA size, if a translation table lookup uses this register with the 64KB translation granule when the Effective value of [TCR_EL2](#).{I}PS is 0b110 and the value of register bits[5:2] is nonzero, an Address size fault is generated.

If the Effective value of [TCR_EL2](#).{I}PS is not 0b110 then:

- Register bits[47:x] hold bits[47:x] of the stage 1 translation table base address.
 - Register bits[(x-1):1] are RES0.
 - If the implementation supports 52-bit PAs and IPAs, then bits[51:48] of the translation table base addresses used in this stage of translation are 0b0000.
-

Note

This definition applies:

- To an implementation that includes FEAT_LPA and is using a translation granule smaller than 64KB.
 - To any implementation that does not include FEAT_LPA.
-

If any TTBR0_EL2[47:0] bit that is defined as RES0 has the value 1 when a translation table walk is performed using TTBR0_EL2, then the translation table base address might be misaligned, with effects that are CONSTRAINED UNPREDICTABLE, and must be one of the following:

- Bits[x-1:0] of the translation table base address are treated as if all the bits are zero. The value read back from the corresponding register bits is either the value written to the register or zero.
- The result of the calculation of an address for a translation table walk using this register can be corrupted in those bits that are nonzero.

The AArch64 Virtual Memory System Architecture chapter describes how x is calculated based on the value of [TCR_EL2](#).TOSZ, the stage of translation, and the translation granule size.

This field resets to an architecturally UNKNOWN value.

CnP, bit [0]

When FEAT_TTCNP is implemented:

Common not Private. This bit indicates whether each entry that is pointed to by TTBR0_EL2 is a member of a common set that can be used by every PE in the Inner Shareable domain for which the value of TTBR0_EL2.CnP is 1.

CnP	Meaning
0b0	The translation table entries pointed to by TTBR0_EL2 for the current translation regime, and ASID if applicable, are permitted to differ from corresponding entries for TTBR0_EL2 for other PEs in the Inner Shareable domain. This is not affected by: <ul style="list-style-type: none">The value of TTBR0_EL2.CnP on those other PEs.When the current translation regime is the EL2&0 regime, the value of the current ASID.
0b1	The translation table entries pointed to by TTBR0_EL2 are the same as the translation table entries for every other PE in the Inner Shareable domain for which the value of TTBR0_EL2.CnP is 1 and all of the following apply: <ul style="list-style-type: none">The translation table entries are pointed to by TTBR0_EL2.The translation tables relate to the same translation regime.If that translation regime is the EL2&0 regime, the ASID is the same as the current ASID.

This field is permitted to be cached in a TLB.

Note

If the value of the TTBR0_EL2.CnP bit is 1 on multiple PEs in the same Inner Shareable domain and those TTBR0_EL2s do not point to the same translation table entries when the other conditions specified for the case when the value of CnP is 1 apply, then the results of translations are CONstrained UNpredictable, see 'CONstrained UNpredictable behaviors due to caching of control or data values'.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Accessing the TTBR0_EL2

When HCR_EL2.E2H is 1, without explicit synchronization, access from EL2 using the mnemonic TTBR0_EL2 or TTBR0_EL1 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, TTBR0_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0010	0b0000	0b000


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return TTBR0_EL2;
elsif PSTATE.EL == EL3 then
    return TTBR0_EL2;

```

MSR TTBR0_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0010	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TTBR0_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    TTBR0_EL2 = X[t];

```

MRS <Xt>, TTBR0_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0010	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TRVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.TTBR0_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x200];
    else
        return TTBR0_EL1;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return TTBR0_EL2;
    else
        return TTBR0_EL1;
elsif PSTATE.EL == EL3 then
    return TTBR0_EL1;

```

MSR TTBR0_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0010	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.TTBR0_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x200] = X[t];
    else
        TTBR0_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        TTBR0_EL2 = X[t];
    else
        TTBR0_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    TTBR0_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TTBR0_EL3, Translation Table Base Register 0 (EL3)

The TTBR0_EL3 characteristics are:

Purpose

Holds the base address of the translation table for the initial lookup for stage 1 of an address translation in the EL3 translation regime, and other information for this translation regime.

Configuration

This register is present only when EL3 is implemented. Otherwise, direct accesses to TTBR0_EL3 are UNDEFINED.

Attributes

TTBR0_EL3 is a 64-bit register.

Field descriptions

The TTBR0_EL3 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																BADDR															
BADDR																															CnP
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:48]

Reserved, RES0.

BADDR, bits [47:1]

Translation table base address, A[47:x] or A[51:x].

Note

- Translation table base addresses of 52 bits, A[51:x], are supported only in an implementation that includes FEAT_LPA and is using the 64KB translation granule.
- A translation table must be aligned to the size of the table, except that when using translation table base address larger than 48 bits the minimum alignment of a table containing fewer than eight entries is 64 bytes.

In an implementation that includes FEAT_LPA, if the value of TCR_EL3.PS is 0b110 then:

- Register bits[47:z] hold bits[47:z] of the stage 1 translation table base address, where z is determined as follows:
 - If $x \geq 6$ then $z=x$.
 - Otherwise, $z=6$.
- Register bits[5:2] hold bits[51:48] of the stage 1 translation table base address.
- When $z > x$ register bits[(z-1):x] are RES0, and bits[(z-1):x] of the translation table base address are zero.
- When $x > 6$ register bits[(x-1):6] are RES0.
- Register bit[1] is RES0.
- Bits[5:2] of the stage 1 translation table base address are zero.
- In an implementation that includes FEAT_TTCNP bit[0] of the stage 1 translation table base address is zero.

Note

- In an implementation that includes FEAT_LPA a [TCR_EL3](#).PS value of 0b110, that selects a PA size of 52 bits, is permitted only when using the 64KB translation granule.
- When the value of [ID_AA64MMFR0_EL1](#).PARange indicates that the implementation does not support a 52 bit PA size, if a translation table lookup uses this register with the 64KB translation granule when the Effective value of [TCR_EL3](#).PS is 0b110 and the value of register bits[5:2] is nonzero, an Address size fault is generated.

If the Effective value of [TCR_EL3](#).PS is not 0b110 then:

- Register bits[47:x] hold bits[47:x] of the stage 1 translation table base address.
- Register bits[(x-1):1] are RES0.
- If the implementation supports 52-bit PAs and IPAs, then bits[51:48] of the translation table base addresses used in this stage of translation are 0b0000.

Note

This definition applies:

- To an implementation that includes FEAT_LPA and is using a translation granule smaller than 64KB.
- To any implementation that does not include FEAT_LPA.

If any TTBR0_EL3[47:0] bit that is defined as RES0 has the value 1 when a translation table walk is performed using TTBR0_EL3, then the translation table base address might be misaligned, with effects that are CONSTRAINED UNPREDICTABLE, and must be one of the following:

- Bits[x-1:0] of the translation table base address are treated as if all the bits are zero. The value read back from the corresponding register bits is either the value written to the register or zero.
- The result of the calculation of an address for a translation table walk using this register can be corrupted in those bits that are nonzero.

The AArch64 Virtual Memory System Architecture chapter describes how x is calculated based on the value of [TCR_EL3](#).TOSZ, the stage of translation, and the translation granule size.

This field resets to an architecturally UNKNOWN value.

CnP, bit [0]

When FEAT_TTCNP is implemented:

Common not Private. This bit indicates whether each entry that is pointed to by TTBR0_EL3 is a member of a common set that can be used by every PE in the Inner Shareable domain for which the value of TTBR0_EL3.CnP is 1.

CnP	Meaning
0b0	The translation table entries pointed to by TTBR0_EL3, for the current translation regime, are permitted to differ from corresponding entries for TTBR0_EL3 for other PEs in the Inner Shareable domain. This is not affected by the value of TTBR0_EL3.CnP on those other PEs.
0b1	The translation table entries pointed to by TTBR0_EL3 are the same as the translation table entries for every other PE in the Inner Shareable domain for which the value of TTBR0_EL3.CnP is 1 and the translation table entries are pointed to by TTBR0_EL3.

This field is permitted to be cached in a TLB.

Note

If the value of the TTBR0_EL3.CnP bit is 1 on multiple PEs in the same Inner Shareable domain and those TTBR0_EL3s do not point to the same translation table entries the results of translations using TTBR0_EL3 are CONSTRAINED UNPREDICTABLE, see 'CONSTRAINED UNPREDICTABLE behaviors due to caching of control or data values'.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Accessing the TTBR0_EL3

Accesses to this register use the following encodings:

MRS <Xt>, TTBR0_EL3

op0	op1	CRn	CRm	op2
0b11	0b110	0b0010	0b0000	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    return TTBR0_EL3;
```

MSR TTBR0_EL3, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b0010	0b0000	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    TTBR0_EL3 = X[t];
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TTBR1_EL1, Translation Table Base Register 1 (EL1)

The TTBR1_EL1 characteristics are:

Purpose

Holds the base address of the translation table for the initial lookup for stage 1 of the translation of an address from the higher VA range in the EL1&0 stage 1 translation regime, and other information for this translation regime.

Configuration

AArch64 System register TTBR1_EL1 bits [63:0] are architecturally mapped to AArch32 System register [TTBR1\[63:0\]](#).

Attributes

TTBR1_EL1 is a 64-bit register.

Field descriptions

The TTBR1_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
ASID																BADDR															
BADDR																															CnP
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

ASID, bits [63:48]

An ASID for the translation table base address. The [TCR_EL1.A1](#) field selects either TTBR0_EL1.ASID or TTBR1_EL1.ASID.

If the implementation has only 8 bits of ASID, then the upper 8 bits of this field are RES0.

This field resets to an architecturally UNKNOWN value.

BADDR, bits [47:1]

Translation table base address, A[47:x] or A[51:x], bits[47:1].

Note

- Translation table base addresses of 52 bits, A[51:x], are supported only in an implementation that includes FEAT_LPA and is using the 64KB translation granule.
- A translation table must be aligned to the size of the table, except that when using a translation table base address larger than 48 bits the minimum alignment of a table containing fewer than eight entries is 64 bytes.

In an implementation that includes FEAT_LPA, if the value of [TCR_EL1.IPS](#) is 0b110, then:

- Register bits[47:z] hold bits[47:z] of the stage 1 translation table base address, where z is determined as follows:
 - If $x \geq 6$ then $z=x$.
 - Otherwise, $z=6$.
- Register bits[5:2] hold bits[51:48] of the stage 1 translation table base address.
- When $z > x$ register bits[(z-1):x] are RES0, and bits[(z-1):x] of the translation table base address are zero.
- When $x > 6$ register bits[(x-1):6] are RES0.
- Register bit[1] is RES0.
- Bits[5:2] of the stage 1 translation table base address are zero.

- In an implementation that includes FEAT_TTCNP bit[0] of the stage 1 translation table base address is zero.

Note

- In an implementation that includes FEAT_LPA a [TCR_EL1](#).IPS value of 0b110, that selects an IPA size of 52 bits, is permitted only when using the 64KB translation granule.
- When the value of [ID_AA64MMFR0_EL1](#).PARange indicates that the implementation does not support a 52 bit PA size, if a translation table lookup uses this register with the 64KB translation granule when the Effective value of [TCR_EL1](#).IPS is 0b110 and the value of register bits[5:2] is nonzero, an Address size fault is generated.

If the Effective value of [TCR_EL1](#).IPS is not 0b110 then:

- Register bits[47:x] hold bits[47:x] of the stage 1 translation table base address.
- Register bits[(x-1):1] are RES0.
- If the implementation supports 52-bit PAs and IPAs, then bits[51:48] of the translation table base addresses used in this stage of translation are 0b0000.

Note

This definition applies:

- To an implementation that includes FEAT_LPA and is using a translation granule smaller than 64KB.
- To any implementation that does not include FEAT_LPA.

If any TTBR1_EL1[47:0] bit that is defined as RES0 has the value 1 when a translation table walk is performed using TTBR1_EL1, then the translation table base address might be misaligned, with effects that are CONSTRAINED UNPREDICTABLE, and must be one of the following:

- Bits[x-1:0] of the translation table base address are treated as if all the bits are zero. The value read back from the corresponding register bits is either the value written to the register or zero.
- The result of the calculation of an address for a translation table walk using this register can be corrupted in those bits that are nonzero.

The AArch64 Virtual Memory System Architecture chapter describes how x is calculated based on the value of [TCR_EL1](#).T1SZ, the stage of translation, and the translation granule size.

This field resets to an architecturally UNKNOWN value.

CnP, bit [0]**When FEAT_TTCNP is implemented:**

Common not Private. This bit indicates whether each entry that is pointed to by TBR1_EL1 is a member of a common set that can be used by every PE in the Inner Shareable domain for which the value of TTBR1_EL1.CnP is 1.

CnP	Meaning
0b0	<p>The translation table entries pointed to by TTBR1_EL1, for the current translation regime and ASID, are permitted to differ from corresponding entries for TTBR1_EL1 for other PEs in the Inner Shareable domain. This is not affected by:</p> <ul style="list-style-type: none"> • The value of TTBR1_EL1.CnP on those other PEs. • The value of the current ASID. • If EL2 is implemented and enabled in the current Security state, the value of the current VMID.
0b1	<p>The translation table entries pointed to by TTBR1_EL1 are the same as the translation table entries for every other PE in the Inner Shareable domain for which the value of TTBR1_EL1.CnP is 1 and all of the following apply:</p> <ul style="list-style-type: none"> • The translation table entries are pointed to by TTBR1_EL1. • The translation tables relate to the same translation regime. • The ASID is the same as the current ASID. • If EL2 is implemented and enabled in the current Security state, the value of the current VMID.

This field is permitted to be cached in a TLB.

When a TLB combines entries from stage 1 translation and stage 2 translation into a single entry, that entry can only be shared between different PEs if the value of the CnP bit is 1 for both stage 1 and stage 2.

Note

If the value of the TTBR1_EL1.CnP bit is 1 on multiple PEs in the same Inner Shareable domain and those TTBR1_EL1s do not point to the same translation table entries when the other conditions specified for the case when the value of CnP is 1 apply, then the results of translations are **CONSTRAINED UNPREDICTABLE**, see 'CONSTRAINED UNPREDICTABLE behaviors due to caching of control or data values'.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Accessing the TTBR1_EL1

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, access from EL3 using the mnemonic TTBR1_EL1 or TTBR1_EL12 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, TTBR1_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0010	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TRVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.TTBR1_EL1 == '1'
    then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x210];
    else
        return TTBR1_EL1;
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return TTBR1_EL2;
    else
        return TTBR1_EL1;
elseif PSTATE.EL == EL3 then
    return TTBR1_EL1;

```

MSR TTBR1_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0010	0b0000	0b001


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.TTBR1_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x210] = X[t];
    else
        TTBR1_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        TTBR1_EL2 = X[t];
    else
        TTBR1_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    TTBR1_EL1 = X[t];

```

MRS <Xt>, TTBR1_EL12

op0	op1	CRn	CRm	op2
0b11	0b101	0b0010	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        return NVMem[0x210];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return TTBR1_EL1;
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        return TTBR1_EL1;
    else
        UNDEFINED;

```

MSR TTBR1_EL12, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b101	0b0010	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        NVMem[0x210] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        TTBR1_EL1 = X[t];
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        TTBR1_EL1 = X[t];
    else
        UNDEFINED;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TTBR1_EL2, Translation Table Base Register 1 (EL2)

The TTBR1_EL2 characteristics are:

Purpose

When [HCR_EL2.E2H](#) is 1, holds the base address of the translation table for the initial lookup for stage 1 of the translation of an address from the higher VA range in the EL2&0 translation regime, and other information for this translation regime.

Note

When [HCR_EL2.E2H](#) is 0, the contents of this register are ignored by the PE, except for a direct read or write of the register.

Configuration

This register is present only when FEAT_VHE is implemented. Otherwise, direct accesses to TTBR1_EL2 are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

TTBR1_EL2 is a 64-bit register.

Field descriptions

The TTBR1_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
ASID																BADDR															
BADDR																															CnP
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

ASID, bits [63:48]

An ASID for the translation table base address. The [TCR_EL2.A1](#) field selects either TTBR0_EL2.ASID or TTBR1_EL2.ASID.

If the implementation has only 8 bits of ASID, then the upper 8 bits of this field are RES0.

This field resets to an architecturally UNKNOWN value.

BADDR, bits [47:1]

Translation table base address, A[47:x] or A[51:x], bits[47:1].

Note

- Translation table base addresses of 52 bits, A[51:x], are supported only in an implementation that includes FEAT_LPA and is using the 64KB translation granule.
- A translation table must be aligned to the size of the table, except that when using a translation table base address larger than 48 bits the minimum alignment of a table containing fewer than eight entries is 64 bytes.

In an implementation that includes FEAT_LPA, if the value of [TCR_EL2.{I}PS](#) is 0b110, then:

- Register bits[47:z] hold bits[47:z] of the stage 1 translation table base address, where z is determined as follows:
 - If $x \geq 6$ then $z=x$.
 - Otherwise, $z=6$.
- Register bits[5:2] hold bits[51:48] of the stage 1 translation table base address.
- When $z > x$ register bits[(z-1):x] are RES0, and bits[(z-1):x] of the translation table base address are zero.
- When $x > 6$ register bits[(x-1):6] are RES0.
- Register bit[1] is RES0.
- Bits[5:2] of the stage 1 translation table base address are zero.
- In an implementation that includes FEAT_TTCNP bit[0] of the stage 1 translation table base address is zero.

Note

- In an implementation that includes FEAT_LPA a [TCR_EL2.{I}PS](#) value of 0b110, that selects an OA size of 52 bits, is permitted only when using the 64KB translation granule.
 - When the value of [ID_AA64MMFR0_EL1.PARange](#) indicates that the implementation does not support a 52 bit PA size, if a translation table lookup uses this register with the 64KB translation granule when the Effective value of [TCR_EL2.{I}PS](#) is 0b110 and the value of register bits[5:2] is nonzero, an Address size fault is generated.
-

If the Effective value of [TCR_EL2.{I}PS](#) is not 0b110 then:

- Register bits[47:x] hold bits[47:x] of the stage 1 translation table base address.
 - Register bits[(x-1):1] are RES0.
 - If the implementation supports 52-bit PAs and IPAs, then bits[51:48] of the translation table base addresses used in this stage of translation are 0b0000.
-

Note

This definition applies:

- To an implementation that includes FEAT_LPA and is using a translation granule smaller than 64KB.
 - To any implementation that does not include FEAT_LPA.
-

If any TTBR1_EL2[47:0] bit that is defined as RES0 has the value 1 when a translation table walk is performed using TTBR1_EL2, then the translation table base address might be misaligned, with effects that are CONSTRAINED UNPREDICTABLE, and must be one of the following:

- Bits[x-1:0] of the translation table base address are treated as if all the bits are zero. The value read back from the corresponding register bits is either the value written to the register or zero.
- The result of the calculation of an address for a translation table walk using this register can be corrupted in those bits that are nonzero.

The AArch64 Virtual Memory System Architecture chapter describes how x is calculated based on the value of [TCR_EL2.T1SZ](#), the stage of translation, and the translation granule size.

This field resets to an architecturally UNKNOWN value.

CnP, bit [0]

When FEAT_TTCNP is implemented:

Common not Private. This bit indicates whether each entry that is pointed to by TBR1_EL2 is a member of a common set that can be used by every PE in the Inner Shareable domain for which the value of TTBR1_EL2.CnP is 1.

CnP	Meaning
0b0	The translation table entries pointed to by TTBR1_EL2 for the current ASID are permitted to differ from corresponding entries for TTBR1_EL2 for other PEs in the Inner Shareable domain. This is not affected by: <ul style="list-style-type: none"> The value of TTBR1_EL2.CnP on those other PEs. The value of the current ASID.
0b1	The translation table entries pointed to by TTBR1_EL2 are the same as the translation table entries for every other PE in the Inner Shareable domain for which the value of TTBR1_EL2.CnP is 1 and all of the following apply: <ul style="list-style-type: none"> The translation table entries are pointed to by TTBR1_EL2. The ASID is the same as the current ASID.

This field is permitted to be cached in a TLB.

Note

- TTBR1_EL2 is accessible only when the value of [HCR_EL2.E2H](#) is 1, meaning the current translation regime is the EL2&0 regime.
- If the value of the TTBR1_EL2.CnP bit is 1 on multiple PEs in the same Inner Shareable domain and those TTBR1_EL2s do not point to the same translation table entries when the other conditions specified for the case when the value of CnP is 1 apply, then the results of translations are CONstrained UNpredictable, see 'CONstrained UNpredictable behaviors due to caching of control or data values'.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Accessing the TTBR1_EL2

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, access from EL2 using the mnemonic TTBR1_EL2 or TTBR1_EL1 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, TTBR1_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0010	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return TTBR1_EL2;
elsif PSTATE.EL == EL3 then
    return TTBR1_EL2;

```

MSR TTBR1_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0010	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TTBR1_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    TTBR1_EL2 = X[t];

```

MRS <Xt>, TTBR1_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0010	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TRVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.TTBR1_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x210];
    else
        return TTBR1_EL1;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return TTBR1_EL2;
    else
        return TTBR1_EL1;
elsif PSTATE.EL == EL3 then
    return TTBR1_EL1;

```

MSR TTBR1_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0010	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.TTBR1_EL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x210] = X[t];
    else
        TTBR1_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        TTBR1_EL2 = X[t];
    else
        TTBR1_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    TTBR1_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

UAO, User Access Override

The UAO characteristics are:

Purpose

Allows access to the User Access Override bit.

Configuration

This register is present only when FEAT_UAO is implemented. Otherwise, direct accesses to UAO are UNDEFINED.

Attributes

UAO is a 64-bit register.

Field descriptions

The UAO bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																RES0															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0								UAO	RES0																						

Bits [63:24]

Reserved, RES0.

UAO, bit [23]

User Access Override.

UAO	Meaning
0b0	The behavior of LDTR* and STTR* instructions is as defined in the base Armv8 architecture.
0b1	When executed at EL1, or at EL2 with HCR_EL2 .{E2H, TGE} == {1, 1}, LDTR* and STTR* instructions behave as the equivalent LDR* and STR* instructions.

When executed at EL3, or at EL2 with [HCR_EL2](#).E2H == 0 or [HCR_EL2](#).TGE == 0, the LDTR* and STTR* instructions behave as the equivalent LDR* and STR* instructions, regardless of the setting of the PSTATE.UAO bit.

Bits [22:0]

Reserved, RES0.

Accessing the UAO

For details on the operation of the MSR (immediate) accessor, see 'MSR (immediate)'.

Accesses to this register use the following encodings:

MRS <Xt>, UA0

op0	op1	CRn	CRm	op2
0b11	0b000	0b0100	0b0010	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    return Zeros(40):PSTATE.UA0:Zeros(23);
elsif PSTATE.EL == EL2 then
    return Zeros(40):PSTATE.UA0:Zeros(23);
elsif PSTATE.EL == EL3 then
    return Zeros(40):PSTATE.UA0:Zeros(23);
    
```

MSR UA0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0100	0b0010	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    PSTATE.UA0 = X[t]<23>;
elsif PSTATE.EL == EL2 then
    PSTATE.UA0 = X[t]<23>;
elsif PSTATE.EL == EL3 then
    PSTATE.UA0 = X[t]<23>;
    
```

MSR UA0, #<imm>

op0	op1	CRn	op2
0b00	0b000	0b0100	0b011

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

VBAR_EL1, Vector Base Address Register (EL1)

The VBAR_EL1 characteristics are:

Purpose

Holds the vector base address for any exception that is taken to EL1.

Configuration

AArch64 System register VBAR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [VBAR\[31:0\]](#).

Attributes

VBAR_EL1 is a 64-bit register.

Field descriptions

The VBAR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Vector Base Address																															
Vector Base Address										RES0																					
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:11]

Vector Base Address. Base address of the exception vectors for exceptions taken to EL1.

Note

If the implementation does not support FEAT_LVA, then:

- If tagged addresses are being used, bits [55:48] of VBAR_EL1 must be the same or else the use of the vector address will result in a recursive exception.
- If tagged addresses are not being used, bits [63:48] of VBAR_EL1 must be the same or else the use of the vector address will result in a recursive exception.

If the implementation supports FEAT_LVA, then:

- If tagged addresses are being used, bits [55:52] of VBAR_EL1 must be the same or else the use of the vector address will result in a recursive exception.
- If tagged addresses are not being used, bits [63:52] of VBAR_EL1 must be the same or else the use of the vector address will result in a recursive exception.

This field resets to an architecturally UNKNOWN value.

Bits [10:0]

Reserved, RES0.

Accessing the VBAR_EL1

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, access from EL3 using the mnemonic VBAR_EL1 or VBAR_EL12 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, VBAR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1> == '01' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.VBAR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x250];
    else
        return VBAR_EL1;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return VBAR_EL2;
    else
        return VBAR_EL1;
elsif PSTATE.EL == EL3 then
    return VBAR_EL1;

```

MSR VBAR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1> == '01' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.VBAR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x250] = X[t];
    else
        VBAR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        VBAR_EL2 = X[t];
    else
        VBAR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    VBAR_EL1 = X[t];

```

MRS <Xt>, VBAR_EL12

op0	op1	CRn	CRm	op2
0b11	0b101	0b1100	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        return NVMem[0x250];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return VBAR_EL1;
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        return VBAR_EL1;
    else
        UNDEFINED;

```

MSR VBAR_EL12, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b101	0b1100	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        NVMem[0x250] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        VBAR_EL1 = X[t];
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        VBAR_EL1 = X[t];
    else
        UNDEFINED;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

VBAR_EL2, Vector Base Address Register (EL2)

The VBAR_EL2 characteristics are:

Purpose

Holds the vector base address for any exception that is taken to EL2.

Configuration

AArch64 System register VBAR_EL2 bits [31:0] are architecturally mapped to AArch32 System register [HVBAR\[31:0\]](#).

If EL2 is not implemented, this register is RES0 from EL3.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

VBAR_EL2 is a 64-bit register.

Field descriptions

The VBAR_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Vector Base Address																															
Vector Base Address																RES0															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:11]

Vector Base Address. Base address of the exception vectors for exceptions taken to EL2.

Note

If FEAT_LVA is implemented:

- If [HCR_EL2.E2H](#) == 0b1:
 - If tagged addresses are being used, bits [55:52] of VBAR_EL2 must be the same or else the use of the vector address will result in a recursive exception.
 - If tagged addresses are not being used, bits [63:52] of VBAR_EL2 must be the same or else the use of the vector address will result in a recursive exception.
- If [HCR_EL2.E2H](#) == 0b0:
 - If tagged addresses are being used, bits [55:52] of VBAR_EL2 must be 0 or else the use of the vector address will result in a recursive exception.
 - If tagged addresses are not being used, bits [63:52] of VBAR_EL2 must be 0 or else the use of the vector address will result in a recursive exception.

If FEAT_LVA is not implemented:

- If [HCR_EL2.E2H](#) == 0b1:
 - If tagged addresses are being used, bits [55:48] of VBAR_EL2 must be the same or else the use of the vector address will result in a recursive exception.

-
- If tagged addresses are not being used, bits [63:48] of VBAR_EL2 must be the same or else the use of the vector address will result in a recursive exception.
 - If [HCR_EL2.E2H](#) == 0b0:
 - If tagged addresses are being used, bits [55:48] of VBAR_EL2 must be 0 or else the use of the vector address will result in a recursive exception.
 - If tagged addresses are not being used, bits [63:48] of VBAR_EL2 must be 0 or else the use of the vector address will result in a recursive exception.
-

This field resets to an architecturally UNKNOWN value.

Bits [10:0]

Reserved, RES0.

Accessing the VBAR_EL2

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, access from EL2 using the mnemonic VBAR_EL2 or VBAR_EL1 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, VBAR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1100	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return VBAR_EL2;
elsif PSTATE.EL == EL3 then
    return VBAR_EL2;

```

MSR VBAR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1100	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    VBAR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    VBAR_EL2 = X[t];

```

MRS <Xt>, VBAR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1> == '01' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.VBAR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x250];
    else
        return VBAR_EL1;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        return VBAR_EL2;
    else
        return VBAR_EL1;
elsif PSTATE.EL == EL3 then
    return VBAR_EL1;

```

MSR VBAR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1> == '01' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGWTR_EL2.VBAR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x250] = X[t];
    else
        VBAR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        VBAR_EL2 = X[t];
    else
        VBAR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    VBAR_EL1 = X[t];

```

VBAR_EL3, Vector Base Address Register (EL3)

The VBAR_EL3 characteristics are:

Purpose

Holds the vector base address for any exception that is taken to EL3.

Configuration

This register is present only when EL3 is implemented. Otherwise, direct accesses to VBAR_EL3 are UNDEFINED.

Attributes

VBAR_EL3 is a 64-bit register.

Field descriptions

The VBAR_EL3 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Vector Base Address																															
										Vector Base Address										RES0											
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:11]

Vector Base Address. Base address of the exception vectors for exceptions taken to EL3.

Note

If the implementation does not support FEAT_LVA, then:

- If tagged addresses are being used, bits [55:48] of VBAR_EL3 must be 0 or else the use of the vector address will result in a recursive exception.
- If tagged addresses are not being used, bits [63:48] of VBAR_EL3 must be 0 or else the use of the vector address will result in a recursive exception.

If the implementation supports FEAT_LVA, then:

- If tagged addresses are being used, bits [55:52] of VBAR_EL3 must be 0 or else the use of the vector address will result in a recursive exception.
- If tagged addresses are not being used, bits [63:52] of VBAR_EL3 must be 0 or else the use of the vector address will result in a recursive exception.

This field resets to an architecturally UNKNOWN value.

Bits [10:0]

Reserved, RES0.

Accessing the VBAR_EL3

Accesses to this register use the following encodings:

MRS <Xt>, VBAR_EL3

op0	op1	CRn	CRm	op2
0b11	0b110	0b1100	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    return VBAR_EL3;

```

MSR VBAR_EL3, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b1100	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    VBAR_EL3 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

VDISR_EL2, Virtual Deferred Interrupt Status Register

The VDISR_EL2 characteristics are:

Purpose

Records that a virtual SError interrupt has been consumed by an ESB instruction executed at EL1.

An indirect write to VDISR_EL2 made by an ESB instruction does not require an explicit synchronization operation for the value written to be observed by a direct read of [DISR_EL1](#) or [DISR](#) occurring in program order after the ESB instruction.

Configuration

AArch64 System register VDISR_EL2 bits [31:0] are architecturally mapped to AArch32 System register [VDISR\[31:0\]](#).

This register is present only when FEAT_RAS is implemented. Otherwise, direct accesses to VDISR_EL2 are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

VDISR_EL2 is a 64-bit register.

Field descriptions

The VDISR_EL2 bit assignments are:

When EL1 is using AArch64:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																RES0															
A	RES0							IDS	ISS																						
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

A, bit [31]

Set to 1 when an ESB instruction defers a virtual SError interrupt.

This field resets to an architecturally UNKNOWN value.

Bits [30:25]

Reserved, RES0.

IDS, bit [24]

The value copied from [VSESR_EL2.IDS](#).

This field resets to an architecturally UNKNOWN value.

ISS, bits [23:0]

The value copied from [VSESR_EL2](#).ISS.

This field resets to an architecturally UNKNOWN value.

When EL1 is using AArch32 and VDISR_EL2.LPAE == 0:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
A	RES0														AET	RES0	ExT	RES0	FS[4]	LPAE	RES0						FS[3:0]				
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

A, bit [31]

Set to 1 when an ESB instruction defers a virtual SError interrupt.

This field resets to an architecturally UNKNOWN value.

Bits [30:16]

Reserved, RES0.

AET, bits [15:14]

The value copied from [VSESR_EL2](#).AET.

This field resets to an architecturally UNKNOWN value.

Bit [13]

Reserved, RES0.

ExT, bit [12]

The value copied from [VSESR_EL2](#).ExT.

This field resets to an architecturally UNKNOWN value.

Bit [11]

Reserved, RES0.

FS[4], bit [10]

This field is bit[4] of FS[4:0].

Fault status code. Set to 0b10110 when an ESB instruction defers a virtual SError interrupt.

FS	Meaning
0b10110	Asynchronous SError interrupt.

All other values are reserved.

The FS field is split as follows:

- FS[4] is VDISR_EL2[10].

- FS[3:0] is VDISR_EL2[3:0].

This field resets to an architecturally UNKNOWN value.

LPAE, bit [9]

Format.

Set to [TTBCR](#).EAE when an ESB instruction defers a virtual SError interrupt.

LPAE	Meaning
0b0	Using the Short-descriptor translation table format.

This field resets to an architecturally UNKNOWN value.

Bits [8:4]

Reserved, RES0.

FS[3:0], bits [3:0]

This field is bits[3:0] of FS[4:0].

See FS[4] for the field description.

When EL1 is using AArch32 and VDISR_EL2.LPAE == 1:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																RES0															
A	RES0														AET	RES0	ExT	RES0	LPAE	RES0				STATUS							
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

A, bit [31]

Set to 1 when an ESB instruction defers a virtual SError interrupt.

This field resets to an architecturally UNKNOWN value.

Bits [30:16]

Reserved, RES0.

AET, bits [15:14]

The value copied from [VSESR_EL2](#).AET.

This field resets to an architecturally UNKNOWN value.

Bit [13]

Reserved, RES0.

ExT, bit [12]

The value copied from [VSESR_EL2](#).ExT.

This field resets to an architecturally UNKNOWN value.

Bits [11:10]

Reserved, RES0.

LPAE, bit [9]

Format.

Set to [TTBCR](#).EAE when an ESB instruction defers a virtual SError interrupt.

LPAE	Meaning
0b1	Using the Long-descriptor translation table format.

This field resets to an architecturally UNKNOWN value.

Bits [8:6]

Reserved, RES0.

STATUS, bits [5:0]

Fault status code. Set to 0b010001 when an ESB instruction defers a virtual SError interrupt.

STATUS	Meaning
0b010001	Asynchronous SError interrupt.

All other values are reserved.

This field resets to an architecturally UNKNOWN value.

Accessing the VDISR_EL2

An indirect write to VDISR_EL2 made by an ESB instruction does not require an explicit synchronization operation for the value that is written to be observed by a direct read of [DISR_EL1](#) or [DISR](#) occurring in program order after the ESB instruction.

Accesses to this register use the following encodings:

MRS <Xt>, VDISR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1100	0b0001	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return NVMem[0x500];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return VDISR_EL2;
elsif PSTATE.EL == EL3 then
    return VDISR_EL2;

```

MSR VDISR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1100	0b0001	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        NVMem[0x500] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    VDISR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    VDISR_EL2 = X[t];

```

MRS <Xt>, DISR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b0001	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.AMO == '1' then
        return VDISR_EL2;
    else
        return DISR_EL1;
elsif PSTATE.EL == EL2 then
    return DISR_EL1;
elsif PSTATE.EL == EL3 then
    return DISR_EL1;

```

MSR DISR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b0001	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.AMO == '1' then
        VDISR_EL2 = X[t];
    else
        DISR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    DISR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    DISR_EL1 = X[t];

```

VMPIDR_EL2, Virtualization Multiprocessor ID Register

The VMPIDR_EL2 characteristics are:

Purpose

Holds the value of the Virtualization Multiprocessor ID. This is the value returned by EL1 reads of [MPIDR_EL1](#).

Configuration

AArch64 System register VMPIDR_EL2 bits [31:0] are architecturally mapped to AArch32 System register [VMPIDR\[31:0\]](#).

If EL2 is not implemented, reads of this register return the value of the [MPIDR_EL1](#) and writes to the register are ignored.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

VMPIDR_EL2 is a 64-bit register.

Field descriptions

The VMPIDR_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
RES0																								Aff3								
RES1	U	RES0						MT	Aff2								Aff1								Aff0							
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	

Bits [63:40]

Reserved, RES0.

Aff3, bits [39:32]

Affinity level 3. See the description of VMPIDR_EL2.Aff0 for more information.

Aff3 is not supported in AArch32 state.

This field resets to an architecturally UNKNOWN value.

Bit [31]

Reserved, RES1.

U, bit [30]

Indicates a Uniprocessor system, as distinct from PE 0 in a multiprocessor system.

U	Meaning
0b0	Processor is part of a multiprocessor system.
0b1	Processor is part of a uniprocessor system.

This field resets to an architecturally UNKNOWN value.

Bits [29:25]

Reserved, RES0.

MT, bit [24]

Indicates whether the lowest level of affinity consists of logical PEs that are implemented using a multithreading type approach. See the description of VMPIDR_EL2.Aff0 for more information about affinity levels.

MT	Meaning
0b0	Performance of PEs at the lowest affinity level is largely independent.
0b1	Performance of PEs at the lowest affinity level is very interdependent.

This field resets to an architecturally UNKNOWN value.

Aff2, bits [23:16]

Affinity level 2. See the description of VMPIDR_EL2.Aff0 for more information.

This field resets to an architecturally UNKNOWN value.

Aff1, bits [15:8]

Affinity level 1. See the description of VMPIDR_EL2.Aff0 for more information.

This field resets to an architecturally UNKNOWN value.

Aff0, bits [7:0]

Affinity level 0. This is the affinity level that is most significant for determining PE behavior. Higher affinity levels are increasingly less significant in determining PE behavior. The assigned value of the MPIDR.{Aff2, Aff1, Aff0} or [MPIDR_EL1](#).{Aff3, Aff2, Aff1, Aff0} set of fields of each PE must be unique within the system as a whole.

This field resets to an architecturally UNKNOWN value.

Accessing the VMPIDR_EL2

Accesses to this register use the following encodings:

MRS <Xt>, VMPIDR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0000	0b0000	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return NVMem[0x050];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return VMPIDR_EL2;
elsif PSTATE.EL == EL3 then
    if !HaveEL(EL2) then
        return MPIDR_EL1;
    else
        return VMPIDR_EL2;

```


MSR VMPIDR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0000	0b0000	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        NVMem[0x050] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    VMPIDR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    if !HaveEL(EL2) then
        //no operation
    else
        VMPIDR_EL2 = X[t];

```

MRS <Xt>, MPIDR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0000	0b101

```

if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.MPIDR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() then
        return VMPIDR_EL2;
    else
        return MPIDR_EL1;
elsif PSTATE.EL == EL2 then
    return MPIDR_EL1;
elsif PSTATE.EL == EL3 then
    return MPIDR_EL1;

```

VNCR_EL2, Virtual Nested Control Register

The VNCR_EL2 characteristics are:

Purpose

When FEAT_NV2 is implemented, holds the base address that is used to define the memory location that is accessed by transformed reads and writes of System registers.

Configuration

This register is present only when FEAT_NV2 is implemented. Otherwise, direct accesses to VNCR_EL2 are UNDEFINED.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

VNCR_EL2 is a 64-bit register.

Field descriptions

The VNCR_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RESS											BADDR																				
											BADDR											RES0									
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

RESS, bits [63:53]

Reserved, Sign extended. If the bits marked as RESS do not all have the same value, then there is a CONSTRAINED UNPREDICTABLE choice between:

- Generating an EL2 translation regime Translation abort on use of the VNCR_EL2 register.
- Bits[63:49] of VNCR_EL2 are treated as the same value as bit[48] for all purposes other than reading back the register.
- Bits[63:49] of VNCR_EL2 are treated as the same value as bit[48] for all purposes.
- If the virtual address space for EL2 supports more than 48 bits, bits[63:53] of VNCR_EL2 are treated as the same value as bit[52] for all purposes other than reading back the register.
- If the virtual address space for EL2 supports more than 48 bits, bits[63:53] of VNCR_EL2 are treated as the same value as bit[52].

Where the EL2 translation regime has upper and lower address ranges, bit[52] is used to select between those address ranges to determine if the address space supports more than 48 bits.

BADDR, bits [52:12]

Base Address. If the virtual address space for EL2 does not support more than 48 bits, then bits [52:49] are RESS.

When a register read/write is transformed to be a Load or Store, the address of the load/store is to SignOffset(VNCR_EL2.BADDR:Offset<11:0>, 64).

This field resets to an architecturally UNKNOWN value.

Bits [11:0]

Reserved, RES0.

Accessing the VNCR_EL2

Accesses to this register use the following encodings:

MRS <Xt>, VNCR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0010	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return NVMem[0x0B0];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return VNCR_EL2;
elsif PSTATE.EL == EL3 then
    return VNCR_EL2;

```

MSR VNCR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0010	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        NVMem[0x0B0] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    VNCR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    VNCR_EL2 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

VPIDR_EL2, Virtualization Processor ID Register

The VPIDR_EL2 characteristics are:

Purpose

Holds the value of the Virtualization Processor ID. This is the value returned by EL1 reads of [MIDR_EL1](#).

Configuration

AArch64 System register VPIDR_EL2 bits [31:0] are architecturally mapped to AArch32 System register [VPIDR\[31:0\]](#).

If EL2 is not implemented, reads of this register return the value of the [MIDR_EL1](#) and writes to the register are ignored.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

VPIDR_EL2 is a 64-bit register.

Field descriptions

The VPIDR_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32		
RES0																																	
Implementer								Variant				Architecture				PartNum														Revision			
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0		

Bits [63:32]

Reserved, RES0.

Implementer, bits [31:24]

The Implementer code. This field must hold an implementer code that has been assigned by Arm. Assigned codes include the following:

Hex representation	ASCII representation	Implementer
0x41	A	Arm Limited
0x42	B	Broadcom Corporation
0x43	C	Cavium Inc.
0x44	D	Digital Equipment Corporation
0x49	I	Infineon Technologies AG
0x4D	M	Motorola or Freescale Semiconductor Inc.
0x4E	N	NVIDIA Corporation
0x50	P	Applied Micro Circuits Corporation
0x51	Q	Qualcomm Inc.
0x56	V	Marvell International Ltd.
0x69	i	Intel Corporation

Arm can assign codes that are not published in this manual. All values not assigned by Arm are reserved and must not be used.

This field resets to an architecturally UNKNOWN value.

Variant, bits [23:20]

An IMPLEMENTATION DEFINED variant number. Typically, this field is used to distinguish between different product variants, or major revisions of a product.

This field resets to an architecturally UNKNOWN value.

Architecture, bits [19:16]

Architecture version. Defined values are:

Architecture	Meaning
0b0001	Armv4.
0b0010	Armv4T.
0b0011	Armv5 (obsolete).
0b0100	Armv5T.
0b0101	Armv5TE.
0b0110	Armv5TEJ.
0b0111	Armv6.
0b1111	Architectural features are individually identified in the ID * registers, see 'ID registers'.

All other values are reserved.

This field resets to an architecturally UNKNOWN value.

PartNum, bits [15:4]

An IMPLEMENTATION DEFINED primary part number for the device.

On processors implemented by Arm, if the top four bits of the primary part number are 0x0 or 0x7, the variant and architecture are encoded differently.

This field resets to an architecturally UNKNOWN value.

Revision, bits [3:0]

An IMPLEMENTATION DEFINED revision number for the device.

This field resets to an architecturally UNKNOWN value.

Accessing the VPIDR_EL2

Accesses to this register use the following encodings:

MRS <Xt>, VPIDR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0000	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return NVMem[0x088];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return VPIDR_EL2;
elsif PSTATE.EL == EL3 then
    if !HaveEL(EL2) then
        return MIDR_EL1;
    else
        return VPIDR_EL2;

```

MSR VPIDR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0000	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        NVMem[0x088] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    VPIDR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    if !HaveEL(EL2) then
        //no operation
    else
        VPIDR_EL2 = X[t];

```

MRS <Xt>, MIDR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0000	0b000

```

if PSTATE.EL == EL0 then
    if IsFeatureImplemented("FEAT_IDST") then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && (!HaveEL(EL3) || SCR_EL3.FGTEn == '1') && HFGTR_EL2.MIDR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() then
        return VPIDR_EL2;
    else
        return MIDR_EL1;
elsif PSTATE.EL == EL2 then
    return MIDR_EL1;
elsif PSTATE.EL == EL3 then
    return MIDR_EL1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

VSESR_EL2, Virtual SError Exception Syndrome Register

The VSESR_EL2 characteristics are:

Purpose

Provides the syndrome value reported to software on taking a virtual SError interrupt exception to EL1, or on executing an ESB instruction at EL1.

When the virtual SError interrupt is taken to EL1 using AArch64, then the syndrome value is reported in [ESR_EL1](#).

When the virtual SError interrupt is taken to EL1 using AArch32, then the syndrome value is reported in [DFSR](#). {AET, ExT} and the remainder of [DFSR](#) is set as defined by VMSAv8-32. For more information, see The AArch32 Virtual Memory System Architecture.

When the virtual SError interrupt is deferred by an ESB instruction, then the syndrome value is written to [VDISR_EL2](#).

Configuration

AArch64 System register VSESR_EL2 bits [31:0] are architecturally mapped to AArch32 System register [VDFSR\[31:0\]](#).

This register is present only when FEAT_RAS is implemented. Otherwise, direct accesses to VSESR_EL2 are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

VSESR_EL2 is a 64-bit register.

Field descriptions

The VSESR_EL2 bit assignments are:

When EL1 is using AArch32:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																RES0															
RES0																AET		RES0		ExT		RES0									
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:16]

Reserved, RES0.

AET, bits [15:14]

When a virtual SError interrupt is taken to EL1 using AArch32, [DFSR](#)[15:4] is set to VSESR_EL2.AET.

When a virtual SError interrupt is deferred by an ESB instruction, [VDISR_EL2](#)[15:4] is set to VSESR_EL2.AET.

This field resets to an architecturally UNKNOWN value.

Bit [13]

Reserved, RES0.

ExT, bit [12]

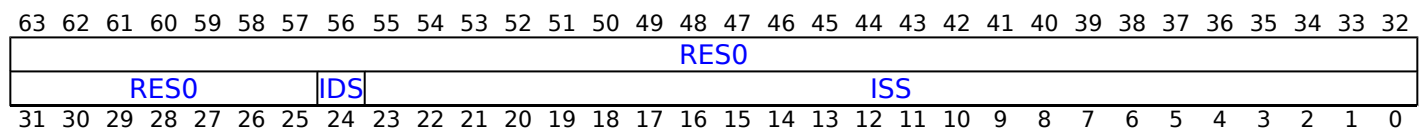
When a virtual SError interrupt is taken to EL1 using AArch32, [DFSR\[12\]](#) is set to VSESR_EL2.ExT.

When a virtual SError interrupt is deferred by an ESB instruction, [VDISR_EL2\[12\]](#) is set to VSESR_EL2.ExT.

This field resets to an architecturally UNKNOWN value.

Bits [11:0]

Reserved, RES0.

When EL1 is using AArch64:**Bits [63:25]**

Reserved, RES0.

IDS, bit [24]

When a virtual SError interrupt is taken to EL1 using AArch64, [ESR_EL1\[24\]](#) is set to VSESR_EL2.IDS.

When a virtual SError interrupt is deferred by an ESB instruction, [VDISR_EL2\[24\]](#) is set to VSESR_EL2.IDS.

This field resets to an architecturally UNKNOWN value.

ISS, bits [23:0]

When a virtual SError interrupt is taken to EL1 using AArch64, [ESR_EL1\[23:0\]](#) is set to VSESR_EL2.ISS.

When a virtual SError interrupt is deferred by an ESB instruction, [VDISR_EL2\[23:0\]](#) is set to VSESR_EL2.ISS.

This field resets to an architecturally UNKNOWN value.

Accessing the VSESR_EL2

Accesses to this register use the following encodings:

MRS <Xt>, VSESR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0101	0b0010	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return NVMem[0x508];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return VSESR_EL2;
elsif PSTATE.EL == EL3 then
    return VSESR_EL2;

```

MSR VSESR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0101	0b0010	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        NVMem[0x508] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    VSESR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    VSESR_EL2 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

VSTCR_EL2, Virtualization Secure Translation Control Register

The VSTCR_EL2 characteristics are:

Purpose

The control register for stage 2 of the Secure EL1&0 translation regime.

Configuration

This register is present only when FEAT_SEL2 is implemented. Otherwise, direct accesses to VSTCR_EL2 are UNDEFINED.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

VSTCR_EL2 is a 64-bit register.

Field descriptions

The VSTCR_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES1	SA	SW	RES0													TG0	RES0						SL0	T0SZ							
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

Any of the bits in VSTCR_EL2 are permitted to be cached in a TLB.

Bits [63:32]

Reserved, RES0.

Bit [31]

Reserved, RES1.

SA, bit [30]

Secure stage 2 translation output address space.

SA	Meaning
0b0	All stage 2 translations for the Secure IPA space access the Secure PA space.
0b1	All stage 2 translations for the Secure IPA space access the Non-secure PA space.

When the value of VSTCR_EL2.SW is 1, this bit behaves as 1 for all purposes other than reading back the value of the bit.

This field resets to an architecturally UNKNOWN value.

SW, bit [29]

Secure stage 2 translation address space.

SW	Meaning
0b0	All stage 2 translation table walks for the Secure IPA space are to the Secure PA space.
0b1	All stage 2 translation table walks for the Secure IPA space are to the Non-secure PA space.

This field resets to an architecturally UNKNOWN value.

Bits [28:16]

Reserved, RES0.

TG0, bits [15:14]

Secure stage 2 granule size for [VSTTBR_EL2](#).

TG0	Meaning
0b00	4KB.
0b01	64KB.
0b10	16KB.

Other values are reserved.

If FEAT_GTG is implemented, [ID_AA64MMFR0_EL1](#).{TGran4_2, TGran16_2, TGran64_2} indicate which granule sizes are supported for Level 2 translation.

If FEAT_GTG is not implemented, [ID_AA64MMFR0_EL1](#).{TGran4, TGran16, TGran64} indicate which granule sizes are supported.

If the value is programmed to either a reserved value, or a size that has not been implemented, then for all purposes other than read back from this register, the hardware will treat the field as if it has been programmed to an IMPLEMENTATION DEFINED choice of the sizes that has been implemented.

It is IMPLEMENTATION DEFINED whether the value read back is the value programmed or the value that corresponds to the size chosen.

This field resets to an architecturally UNKNOWN value.

Bits [13:8]

Reserved, RES0.

SL0, bits [7:6]**When FEAT_TTST is implemented:**

Starting level of the Secure stage 2 translation lookup, controlled by VSTCR_EL2. The meaning of this field depends on the value of VSTCR_EL2.TG0.

SL0	Meaning
0b00	If VSTCR_EL2.TG0 is 0b00 (4KB granule), start at level 2. If VSTCR_EL2.TG0 is 0b10 (16KB granule) or 0b01 (64KB granule), start at level 3.
0b01	If VSTCR_EL2.TG0 is 0b00 (4KB granule), start at level 1. If VSTCR_EL2.TG0 is 0b10 (16KB granule) or 0b01 (64KB granule), start at level 2.
0b10	If VSTCR_EL2.TG0 is 0b00 (4KB granule), start at level 0. If VSTCR_EL2.TG0 is 0b10 (16KB granule) or 0b01 (64KB granule), start at level 1.
0b11	If VSTCR_EL2.TG0 is 0b00 (4KB granule), start at level 3.

All other values are reserved. If this field is programmed to a reserved value, or to a value that is not consistent with the programming of VSTCR_EL2.T0SZ, then a stage 2 level 0 Translation fault is generated.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Starting level of the Secure stage 2 translation lookup, controlled by VSTCR_EL2. The meaning of this field depends on the value of VSTCR_EL2.TG0.

SL0	Meaning
0b00	If VSTCR_EL2.TG0 is 0b00 (4KB granule), start at level 2. If VSTCR_EL2.TG0 is 0b10 (16KB granule) or 0b01 (64KB granule), start at level 3.
0b01	If VSTCR_EL2.TG0 is 0b00 (4KB granule), start at level 1. If VSTCR_EL2.TG0 is 0b10 (16KB granule) or 0b01 (64KB granule), start at level 2.
0b10	If VSTCR_EL2.TG0 is 0b00 (4KB granule), start at level 0. If VSTCR_EL2.TG0 is 0b10 (16KB granule) or 0b01 (64KB granule), start at level 1.

All other values are reserved. If this field is programmed to a reserved value, or to a value that is not consistent with the programming of VSTCR_EL2.T0SZ, then a stage 2 level 0 Translation fault is generated.

This field resets to an architecturally UNKNOWN value.

T0SZ, bits [5:0]

The size offset of the memory region addressed by [VSTTBR_EL2](#). The region size is $2^{(64-T0SZ)}$ bytes.

The maximum and minimum possible values for this field depend on the level of translation table and the memory translation granule size, as described in the AArch64 Virtual Memory System Architecture chapter.

If this field is programmed to a value that is not consistent with the programming of SL0, then a stage 2 level 0 Translation fault is generated.

This field resets to an architecturally UNKNOWN value.

Accessing the VSTCR_EL2

Accesses to this register use the following encodings:

MRS <Xt>, VSTCR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0010	0b0110	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if HaveEL(EL3) && SCR_EL3.NS == '1' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return NVMem[0x048];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && SCR_EL3.NS == '1' then
        UNDEFINED;
    else
        return VSTCR_EL2;
elsif PSTATE.EL == EL3 then
    if SCR_EL3.EEL2 == '0' then
        UNDEFINED;
    else
        return VSTCR_EL2;

```

MSR VSTCR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0010	0b0110	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if HaveEL(EL3) && SCR_EL3.NS == '1' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        NVMem[0x048] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && SCR_EL3.NS == '1' then
        UNDEFINED;
    else
        VSTCR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    if SCR_EL3.EEL2 == '0' then
        UNDEFINED;
    else
        VSTCR_EL2 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

VSTTBR_EL2, Virtualization Secure Translation Table Base Register

The VSTTBR_EL2 characteristics are:

Purpose

The base register for stage 2 of the Secure EL1&0 translation regime. Holds the base address of the translation table for the initial lookup for stage 2 of an address translation in the Secure EL1&0 translation regime, and other information for this translation stage.

Configuration

This register is present only when FEAT_SEL2 is implemented. Otherwise, direct accesses to VSTTBR_EL2 are UNDEFINED.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

VSTTBR_EL2 is a 64-bit register.

Field descriptions

The VSTTBR_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																BADDR															
BADDR																CnP															
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

Any of the bits in VSTTBR_EL2 are permitted to be cached in a TLB.

Bits [63:48]

Reserved, RES0.

BADDR, bits [47:1]

Translation table base address, A[47:x] or A[51:x].

Note

- Translation table base addresses of 52 bits, A[51:x], are supported only in an implementation that includes FEAT_LPA and is using the 64KB translation granule.
- A translation table must be aligned to the size of the table, except that when using a translation table base address larger than 48 bits the minimum alignment of a table containing fewer than eight entries is 64 bytes.

If the value of [VTCR_EL2](#).PS is 0b110, then:

- Register bits[47:z] hold bits[47:z] of the stage 1 translation table base address, where z is determined as follows:
 - If $x \geq 6$ then $z=x$.
 - Otherwise, $z=6$.
- Register bits[5:2] hold bits[51:48] of the stage 1 translation table base address.
- When $z > x$ register bits[(z-1):x] are RES0, and bits[(z-1):x] of the translation table base address are zero.

- When $x > 6$ register bits $[(x-1):6]$ are RES0.
- Register bit $[1]$ is RES0.
- Bits $[5:2]$ of the stage 1 translation table base address are zero.

Note

When the value of [ID_AA64MMFR0_EL1.PARange](#) indicates that the implementation does not support a 52 bit PA size, if a translation table lookup uses this register with the 64KB translation granule when the Effective value of [VTCR_EL2.PS](#) is 0b110 and the value of register bits $[5:2]$ is nonzero, an Address size fault is generated.

If the Effective value of [VTCR_EL2.PS](#) is not 0b110 then:

- Register bits $[47:x]$ hold bits $[47:x]$ of the stage 1 translation table base address.
- Register bits $[(x-1):1]$ are RES0.
- If the implementation supports 52-bit PAs and IPAs then bits $[51:48]$ of the translation table base addresses used in this stage of translation are 0b0000.

If any VSTTBR_EL2 $[47:1]$ bit that is defined as RES0 has the value 1 when a translation table walk is performed using VSTTBR_EL2, then the translation table base address might be misaligned, with effects that are CONSTRAINED UNPREDICTABLE, and must be one of the following:

- Bits $[x-1:0]$ of the translation table base address are treated as if all the bits are zero. The value read back from the corresponding register bits is either the value written to the register or zero.
- The result of the calculation of an address for a translation table walk using this register can be corrupted in those bits that are nonzero.

The AArch64 Virtual Memory System Architecture chapter describes how x is calculated based on the value of [VSTCR_EL2.T0SZ](#), the stage of translation, and the translation granule size.

This field resets to an architecturally UNKNOWN value.

CnP, bit [0]

Common not Private, for stage 2 of the Secure EL1&0 translation regime. In an implementation that includes FEAT_TTCNP, indicates whether each entry that is pointed to by VSTTBR_EL2 is a member of a common set that can be used by every PE in the Inner Shareable domain for which the value of VSTTBR_EL2.CnP is 1.

CnP	Meaning
0b0	The translation table entries pointed to by VSTTBR_EL2 are permitted to differ from the entries for VSTTBR_EL2 for other PEs in the Inner Shareable domain. This is not affected by the value of the current VMID.
0b1	The translation table entries pointed to by VSTTBR_EL2 are the same as the translation table entries for every other PE in the Inner Shareable domain for which the value of VSTTBR_EL2.CnP is 1 and the VMID is the same as the current VMID.

Note

If the value of VSTTBR_EL2.CnP bit is 1 on multiple PEs in the same Inner Shareable domain and those VSTTBR_EL2s do not point to the same translation table entries when using the current VMID, then the results of translations using VSTTBR_EL2 are CONSTRAINED UNPREDICTABLE, see 'CONSTRAINED UNPREDICTABLE behaviors due to caching of control or data values'.

When this register has an architecturally-defined reset value, this field resets to a value that is architecturally UNKNOWN.

This field resets to an architecturally UNKNOWN value.

Accessing the VSTTBR_EL2

Accesses to this register use the following encodings:

MRS <Xt>, VSTTBR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0010	0b0110	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if HaveEL(EL3) && SCR_EL3.NS == '1' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return NVMem[0x030];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && SCR_EL3.NS == '1' then
        UNDEFINED;
    else
        return VSTTBR_EL2;
elsif PSTATE.EL == EL3 then
    if SCR_EL3.EEL2 == '0' then
        UNDEFINED;
    else
        return VSTTBR_EL2;

```

MSR VSTTBR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0010	0b0110	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if HaveEL(EL3) && SCR_EL3.NS == '1' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        NVMem[0x030] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && SCR_EL3.NS == '1' then
        UNDEFINED;
    else
        VSTTBR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    if SCR_EL3.EEL2 == '0' then
        UNDEFINED;
    else
        VSTTBR_EL2 = X[t];

```

VTCR_EL2, Virtualization Translation Control Register

The VTCR_EL2 characteristics are:

Purpose

The control register for stage 2 of the EL1&0 translation regime.

Configuration

AArch64 System register VTCR_EL2 bits [31:0] are architecturally mapped to AArch32 System register [VTCR\[31:0\]](#).

If EL2 is not implemented, this register is RES0 from EL3.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

VTCR_EL2 is a 64-bit register.

Field descriptions

The VTCR_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES1	NSA	NSW	HWU62	HWU61	HWU60	HWU59	RES0	HD	HA	RES0	VS	PS	TG0	SH0	ORGNO	IRGN0	SL0	T0SZ													
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

Any of the bits in VTCR_EL2 are permitted to be cached in a TLB.

Bits [63:32]

Reserved, RES0.

Bit [31]

Reserved, RES1.

NSA, bit [30]

When FEAT_SEL2 is implemented:

Non-secure stage 2 translation output address space.

NSA	Meaning
0b0	All stage 2 translations for the Non-secure IPA space of the Secure EL1&0 translation regime access the Secure PA space.
0b1	All stage 2 translations for the Non-secure IPA space of the Secure EL1&0 translation regime access the Non-secure PA space.

This bit behaves as 1 for all purposes other than reading back the value of the bit when one of the following is true:

- The PE is executing in Non-secure state.
- The value of VTCR_EL2.NSW is 1.
- The value of [VSTCR_EL2.SA](#) is 1.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

NSW, bit [29]**When FEAT_SEL2 is implemented:**

Non-secure stage 2 translation table address space.

NSW	Meaning
0b0	All stage 2 translation table walks for the Non-secure IPA space of the Secure EL1&0 translation regime are to the Secure PA space.
0b1	All stage 2 translation table walks for the Non-secure IPA space of the Secure EL1&0 translation regime are to the Non-secure PA space.

When the PE is executing in Non-secure state, this bit behaves as 1 for all purposes other than reading back the value of the bit.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HWU62, bit [28]**When FEAT_HPDS2 is implemented:**

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[62] of the stage 2 translation table Block or Page entry.

HWU62	Meaning
0b0	Bit[62] of each stage 2 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	Bit[62] of each stage 2 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HWU61, bit [27]**When FEAT_HPDS2 is implemented:**

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[61] of the stage 2 translation table Block or Page entry.

HWU61	Meaning
0b0	Bit[61] of each stage 2 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	Bit[61] of each stage 2 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HWU60, bit [26]**When FEAT_HPDS2 is implemented:**

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[60] of the stage 2 translation table Block or Page entry.

HWU60	Meaning
0b0	Bit[60] of each stage 2 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	Bit[60] of each stage 2 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HWU59, bit [25]**When FEAT_HPDS2 is implemented:**

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[59] of the stage 2 translation table Block or Page entry.

HWU59	Meaning
0b0	Bit[59] of each stage 2 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	Bit[59] of each stage 2 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bits [24:23]

Reserved, RES0.

HD, bit [22]**When FEAT_HAFDBS is implemented:**

Hardware management of dirty state in stage 2 translations when EL2 is enabled in the current Security state.

HD	Meaning
0b0	Stage 2 hardware management of dirty state disabled.
0b1	Stage 2 hardware management of dirty state enabled, only if the VTCR_EL2.HA bit is also set to 1.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HA, bit [21]**When FEAT_HAFDBS is implemented:**

Hardware Access flag update in Non-secure and Secure stage 2 translations when EL2 is enabled in the current Security state.

HA	Meaning
0b0	Stage 2 Access flag update disabled.
0b1	Stage 2 Access flag update enabled.

Otherwise:

Reserved, RES0.

Bit [20]

Reserved, RES0.

VS, bit [19]**When FEAT_VMID16 is implemented:**

VMID Size.

VS	Meaning
0b0	8 bit - the upper 8 bits of VTTBR_EL2 and VSTTBR_EL2 are ignored by the hardware, and treated as if they are all zeros, for every purpose except when reading back the register.
0b1	16 bit - the upper 8 bits of VTTBR_EL2 and VSTTBR_EL2 are used for allocation and matching in the TLB.

If the implementation only supports an 8-bit VMID, this field is RES0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

PS, bits [18:16]

Physical address Size for the Second Stage of translation.

PS	Meaning
0b000	32 bits, 4GB.
0b001	36 bits, 64GB.
0b010	40 bits, 1TB.
0b011	42 bits, 4TB.
0b100	44 bits, 16TB.
0b101	48 bits, 256TB.
0b110	52 bits, 4PB.

All other values are reserved.

The reserved values behave in the same way as the 0b101 or 0b110 encoding, but software must not rely on this property as the behavior of the reserved values might change in a future revision of the architecture.

If the translation granule is not 64KB, the value 0b110 is treated as reserved.

It is IMPLEMENTATION DEFINED whether an implementation that does not implement FEAT_LPA supports setting the value of 0b110 for the 64KB translation granule size or whether setting this value behaves as the 0b101 encoding.

In an implementation that supports 52-bit PAs, if the value of this field is not 0b110 or a value treated as 0b110, then bits[51:48] of every translation table base address for the stage of translation controlled by VTCR_EL2 are 0b0000.

This field resets to an architecturally UNKNOWN value.

TG0, bits [15:14]

Granule size for the [VTTBR_EL2](#).

TG0	Meaning
0b00	4KB.
0b01	64KB.
0b10	16KB.

Other values are reserved.

If FEAT_GTG is implemented, [ID_AA64MMFR0_EL1](#).{TGran4_2, TGran16_2, TGran64_2} indicate which granule sizes are supported for Level 2 translation.

If FEAT_GTG is not implemented, [ID_AA64MMFR0_EL1](#).{TGran4, TGran16, TGran64} indicate which granule sizes are supported.

If the value is programmed to either a reserved value, or a size that has not been implemented, then the hardware will treat the field as if it has been programmed to an IMPLEMENTATION DEFINED choice of the sizes that has been implemented for all purposes other than the value read back from this register.

It is IMPLEMENTATION DEFINED whether the value read back is the value programmed or the value that corresponds to the size chosen.

This field resets to an architecturally UNKNOWN value.

SH0, bits [13:12]

Shareability attribute for memory associated with translation table walks using [VTTBR_EL2](#) or [VSTTBR_EL2](#).

SH0	Meaning
0b00	Non-shareable.
0b10	Outer Shareable.
0b11	Inner Shareable.

Other values are reserved. The effect of programming this field to a Reserved value is that behavior is CONSTRAINED UNPREDICTABLE.

This field resets to an architecturally UNKNOWN value.

ORGN0, bits [11:10]

Outer cacheability attribute for memory associated with translation table walks using [VTTBR_EL2](#) or [VSTTBR_EL2](#).

ORGN0	Meaning
0b00	Normal memory, Outer Non-cacheable.
0b01	Normal memory, Outer Write-Back Read-Allocate Write-Allocate Cacheable.
0b10	Normal memory, Outer Write-Through Read-Allocate No Write-Allocate Cacheable.
0b11	Normal memory, Outer Write-Back Read-Allocate No Write-Allocate Cacheable.

This field resets to an architecturally UNKNOWN value.

IRGN0, bits [9:8]

Inner cacheability attribute for memory associated with translation table walks using [VTTBR_EL2](#) or [VSTTBR_EL2](#).

IRGN0	Meaning
0b00	Normal memory, Inner Non-cacheable.
0b01	Normal memory, Inner Write-Back Read-Allocate Write-Allocate Cacheable.
0b10	Normal memory, Inner Write-Through Read-Allocate No Write-Allocate Cacheable.
0b11	Normal memory, Inner Write-Back Read-Allocate No Write-Allocate Cacheable.

This field resets to an architecturally UNKNOWN value.

SL0, bits [7:6]

When FEAT_TTST is implemented:

Starting level of the Secure stage 2 translation lookup, controlled by VTCR_EL2. The meaning of this field depends on the value of VTCR_EL2.TG0.

SL0	Meaning
0b00	If VTCR_EL2.TG0 is 0b00 (4KB granule), start at level 2. If VTCR_EL2.TG0 is 0b10 (16KB granule) or 0b01 (64KB granule), start at level 3.
0b01	If VTCR_EL2.TG0 is 0b00 (4KB granule), start at level 1. If VTCR_EL2.TG0 is 0b10 (16KB granule) or 0b01 (64KB granule), start at level 2.
0b10	If VTCR_EL2.TG0 is 0b00 (4KB granule), start at level 0. If VTCR_EL2.TG0 is 0b10 (16KB granule) or 0b01 (64KB granule), start at level 1.
0b11	If VTCR_EL2.TG0 is 0b00 (4KB granule), start at level 3.

All other values are reserved. If this field is programmed to a reserved value, or to a value that is not consistent with the programming of VTCR_EL2.T0SZ, then a stage 2 level 0 Translation fault is generated.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Starting level of the Secure stage 2 translation lookup, controlled by VTCR_EL2. The meaning of this field depends on the value of VTCR_EL2.TG0.

SL0	Meaning
0b00	If VTCR_EL2.TG0 is 0b00 (4KB granule), start at level 2. If VTCR_EL2.TG0 is 0b10 (16KB granule) or 0b01 (64KB granule), start at level 3.
0b01	If VTCR_EL2.TG0 is 0b00 (4KB granule), start at level 1. If VTCR_EL2.TG0 is 0b10 (16KB granule) or 0b01 (64KB granule), start at level 2.
0b10	If VTCR_EL2.TG0 is 0b00 (4KB granule), start at level 0. If VTCR_EL2.TG0 is 0b10 (16KB granule) or 0b01 (64KB granule), start at level 1.

All other values are reserved. If this field is programmed to a reserved value, or to a value that is not consistent with the programming of VTCR_EL2.T0SZ, then a stage 2 level 0 Translation fault is generated.

This field resets to an architecturally UNKNOWN value.

T0SZ, bits [5:0]

The size offset of the memory region addressed by [VTTBR_EL2](#). The region size is $2^{(64-T0SZ)}$ bytes.

The maximum and minimum possible values for T0SZ depend on the level of translation table and the memory translation granule size, as described in the AArch64 Virtual Memory System Architecture chapter.

If this field is programmed to a value that is not consistent with the programming of SL0 then a stage 2 level 0 Translation fault is generated.

This field resets to an architecturally UNKNOWN value.

Accessing the VTCR_EL2

Any of the bits in VTCR_EL2 are permitted to be cached in a TLB.

Accesses to this register use the following encodings:

MRS <Xt>, VTCR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0010	0b0001	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return NVMem[0x040];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return VTCR_EL2;
elsif PSTATE.EL == EL3 then
    return VTCR_EL2;

```

MSR VTCR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0010	0b0001	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        NVMem[0x040] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    VTCR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    VTCR_EL2 = X[t];

```


VTTBR_EL2, Virtualization Translation Table Base Register

The VTTBR_EL2 characteristics are:

Purpose

Holds the base address of the translation table for the initial lookup for stage 2 of an address translation in the EL1&0 translation regime, and other information for this translation regime.

Configuration

AArch64 System register VTTBR_EL2 bits [63:0] are architecturally mapped to AArch32 System register [VTTBR\[63:0\]](#).

If EL2 is not implemented, this register is RES0 from EL3.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

VTTBR_EL2 is a 64-bit register.

Field descriptions

The VTTBR_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
VMID[15:8]								VMID[7:0]								BADDR															
BADDR																															CnP
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

VMID[15:8], bits [63:56]

When FEAT_VMID16 is implemented and VTCR_EL2.VS == 1:

Extension to VMID[7:0]. See VTTBR_EL2.VMID[7:0] for more details.

If EL2 is using AArch32, or if the implementation has an 8-bit VMID, this field is RES0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

VMID[7:0], bits [55:48]

The VMID for the translation table.

The VMID is 8 bits when any of the following are true:

- EL2 is using AArch32.
- The [VTCR_EL2.VS](#) is 0.
- FEAT_VMID16 is not implemented.

This field resets to an architecturally UNKNOWN value.

BADDR, bits [47:1]

Translation table base address, A[47:x] or A[51:x], bits[47:1].

Note

- Translation table base addresses of 52 bits, A[51:x], are supported only in an implementation that includes FEAT_LPA and is using the 64KB translation granule.
- A translation table must be aligned to the size of the table, except that when using a translation table base address larger than 48 bits the minimum alignment of a table containing fewer than eight entries is 64 bytes.

In an implementation that includes FEAT_LPA, if the value of [VTCR_EL2](#).PS is 0b110, then:

- Register bits[47:z] hold bits[47:z] of the stage 1 translation table base address, where z is determined as follows:
 - If $x \geq 6$ then $z=x$.
 - Otherwise, $z=6$.
- Register bits[5:2] hold bits[51:48] of the stage 1 translation table base address.
- When $z > x$ register bits[(z-1):x] are RES0, and bits[(z-1):x] of the translation table base address are zero.
- When $x > 6$ register bits[(x-1):6] are RES0.
- Register bit[1] is RES0.
- Bits[5:2] of the stage 1 translation table base address are zero.
- In an implementation that includes FEAT_TTCNP, bit[0] of the stage 1 translation table base address is zero.

Note

- In an implementation that includes FEAT_LPA a [VTCR_EL2](#).PS value of 0b110, that selects a PA size of 52 bits, is permitted only when using the 64KB translation granule.
- When the value of [ID_AA64MMFR0_EL1](#).PARange indicates that the implementation does not support a 52 bit PA size, if a translation table lookup uses this register with the 64KB translation granule when the Effective value of [VTCR_EL2](#).PS is 0b110 and the value of register bits[5:2] is nonzero, an Address size fault is generated.

If the Effective value of [VTCR_EL2](#).PS is not 0b110 then:

- Register bits[47:x] hold bits[47:x] of the stage 1 translation table base address.
- Register bits[(x-1):1] are RES0.
- If the implementation supports 52-bit PAs and IPAs then bits[51:48] of the translation table base addresses used in this stage of translation are 0b0000.

Note

This definition applies:

- To an implementation that includes FEAT_LPA and is using a translation granule smaller than 64KB.
- To any implementation that does not include FEAT_LPA.

If any VTTBR_EL2[47:0] bit that is defined as RES0 has the value 1 when a translation table walk is performed using VTTBR_EL2, then the translation table base address might be misaligned, with effects that are CONSTRAINED UNPREDICTABLE, and must be one of the following:

- Bits[x-1:0] of the translation table base address are treated as if all the bits are zero. The value read back from the corresponding register bits is either the value written to the register or zero.
- The result of the calculation of an address for a translation table walk using this register can be corrupted in those bits that are nonzero.

The AArch64 Virtual Memory System Architecture chapter describes how x is calculated based on the value of [VTCR_EL2](#).TOSZ, the stage of translation, and the translation granule size.

This field resets to an architecturally UNKNOWN value.

CnP, bit [0]**When FEAT_TTCNP is implemented:**

Common not Private. This bit indicates whether each entry that is pointed to by VTTBR_EL2 is a member of a common set that can be used by every PE in the Inner Shareable domain for which the value of VTTBR_EL2.CnP is 1.

CnP	Meaning
0b0	The translation table entries pointed to by VTTBR_EL2 are permitted to differ from the entries for VTTBR_EL2 for other PEs in the Inner Shareable domain. This is not affected by the value of the current VMID.
0b1	The translation table entries pointed to by VTTBR_EL2 are the same as the translation table entries for every other PE in the Inner Shareable domain for which the value of VTTBR_EL2.CnP is 1 and the VMID is the same as the current VMID.

This field is permitted to be cached in a TLB.

Note

If the value of VTTBR_EL2.CnP bit is 1 on multiple PEs in the same Inner Shareable domain and those VTTBR_EL2s do not point to the same translation table entries when using the current VMID then the results of translations using VTTBR_EL2 are CONSTRAINED UNPREDICTABLE, see 'CONSTRAINED UNPREDICTABLE behaviors due to caching of control or data values'.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Accessing the VTTBR_EL2

Accesses to this register use the following encodings:

MRS <Xt>, VTTBR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0010	0b0001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        return NVMem[0x020];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return VTTBR_EL2;
elsif PSTATE.EL == EL3 then
    return VTTBR_EL2;

```

MSR VTTBR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0010	0b0001	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV> == '11' then
        NVMem[0x020] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    VTTBR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    VTTBR_EL2 = X[t];
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ZCR_EL1, SVE Control Register for EL1

The ZCR_EL1 characteristics are:

Purpose

The SVE Control Register for EL1 is used to control aspects of SVE visible at Exception levels EL1 and EL0.

Configuration

This register is present only when FEAT_SVE is implemented. Otherwise, direct accesses to ZCR_EL1 are UNDEFINED.

When [HCR_EL2](#).{E2H, TGE} == {1, 1} and EL2 is enabled in the current Security state, the fields in this register have no effect on execution at EL0

Attributes

ZCR_EL1 is a 64-bit register.

Field descriptions

The ZCR_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																RES0															
																RES0								RAZ/WI				LEN			
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:9]

Reserved, RES0.

Bits [8:4]

Reserved, RAZ/WI.

LEN, bits [3:0]

Constrains the scalable vector register length for EL1 and EL0 to (LEN+1)x128 bits. For all purposes other than returning the result of a direct read of ZCR_EL1 then this field behaves as if it is set to the minimum of the stored value and the constrained length inherited from more privileged Exception levels in the current Security state, rounded down to the nearest implemented vector length.

An indirect read of ZCR_EL1.LEN appears to occur in program order relative to a direct write of the same register, without the need for explicit synchronization.

This field resets to an architecturally UNKNOWN value.

Accessing the ZCR_EL1

When [HCR_EL2](#).E2H is 1, without explicit synchronization, access from EL3 using the mnemonic ZCR_EL1 or ZCR_EL12 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, ZCR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0001	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.EZ == '0' then
        UNDEFINED;
    elsif CPACR_EL1.ZEN == 'x0' then
        AArch64.SystemAccessTrap(EL1, 0x19);
    elsif EL2Enabled() && HCR_EL2.E2H != '1' && CPTR_EL2.TZ == '1' then
        AArch64.SystemAccessTrap(EL2, 0x19);
    elsif EL2Enabled() && HCR_EL2.E2H == '1' && CPTR_EL2.ZEN == 'x0' then
        AArch64.SystemAccessTrap(EL2, 0x19);
    elsif HaveEL(EL3) && CPTR_EL3.EZ == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x19);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x1E0];
    else
        return ZCR_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.EZ == '0' then
        UNDEFINED;
    elsif HCR_EL2.E2H == '0' && CPTR_EL2.TZ == '1' then
        AArch64.SystemAccessTrap(EL2, 0x19);
    elsif HCR_EL2.E2H == '1' && CPTR_EL2.ZEN == 'x0' then
        AArch64.SystemAccessTrap(EL2, 0x19);
    elsif HaveEL(EL3) && CPTR_EL3.EZ == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x19);
    elsif HCR_EL2.E2H == '1' then
        return ZCR_EL2;
    else
        return ZCR_EL1;
elsif PSTATE.EL == EL3 then
    if CPTR_EL3.EZ == '0' then
        AArch64.SystemAccessTrap(EL3, 0x19);
    else
        return ZCR_EL1;

```

MSR ZCR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0001	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.EZ == '0' then
        UNDEFINED;
    elsif CPACR_EL1.ZEN == 'x0' then
        AArch64.SystemAccessTrap(EL1, 0x19);
    elsif EL2Enabled() && HCR_EL2.E2H != '1' && CPTR_EL2.TZ == '1' then
        AArch64.SystemAccessTrap(EL2, 0x19);
    elsif EL2Enabled() && HCR_EL2.E2H == '1' && CPTR_EL2.ZEN == 'x0' then
        AArch64.SystemAccessTrap(EL2, 0x19);
    elsif HaveEL(EL3) && CPTR_EL3.EZ == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x19);
        elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
            NVMem[0x1E0] = X[t];
        else
            ZCR_EL1 = X[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.EZ == '0' then
            UNDEFINED;
        elsif HCR_EL2.E2H == '0' && CPTR_EL2.TZ == '1' then
            AArch64.SystemAccessTrap(EL2, 0x19);
        elsif HCR_EL2.E2H == '1' && CPTR_EL2.ZEN == 'x0' then
            AArch64.SystemAccessTrap(EL2, 0x19);
        elsif HaveEL(EL3) && CPTR_EL3.EZ == '0' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x19);
        elsif HCR_EL2.E2H == '1' then
            ZCR_EL2 = X[t];
        else
            ZCR_EL1 = X[t];
    elsif PSTATE.EL == EL3 then
        if CPTR_EL3.EZ == '0' then
            AArch64.SystemAccessTrap(EL3, 0x19);
        else
            ZCR_EL1 = X[t];

```

MRS <Xt>, ZCR_EL12

op0	op1	CRn	CRm	op2
0b11	0b101	0b0001	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        return NVMem[0x1E0];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.EZ == '0' then
            UNDEFINED;
        elsif CPTR_EL2.ZEN == 'x0' then
            AArch64.SystemAccessTrap(EL2, 0x19);
        elsif HaveEL(EL3) && CPTR_EL3.EZ == '0' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x19);
        else
            return ZCR_EL1;
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        if CPTR_EL3.EZ == '0' then
            AArch64.SystemAccessTrap(EL3, 0x19);
        else
            return ZCR_EL1;
    else
        UNDEFINED;

```

MSR ZCR_EL12, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b101	0b0001	0b0010	0b000


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101' then
        NVMem[0x1E0] = X[t];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.EZ == '0' then
            UNDEFINED;
        elsif CPTR_EL2.ZEN == 'x0' then
            AArch64.SystemAccessTrap(EL2, 0x19);
        elsif HaveEL(EL3) && CPTR_EL3.EZ == '0' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x19);
        else
            ZCR_EL1 = X[t];
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' then
        if CPTR_EL3.EZ == '0' then
            AArch64.SystemAccessTrap(EL3, 0x19);
        else
            ZCR_EL1 = X[t];
    else
        UNDEFINED;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ZCR_EL2, SVE Control Register for EL2

The ZCR_EL2 characteristics are:

Purpose

The SVE Control Register for EL2 is used to control aspects of SVE visible at Exception levels EL2, EL1, and EL0, when EL2 is enabled in the current Security state.

Configuration

This register is present only when FEAT_SVE is implemented. Otherwise, direct accesses to ZCR_EL2 are UNDEFINED.

This register has no effect if EL2 is not enabled in the current Security state.

Attributes

ZCR_EL2 is a 64-bit register.

Field descriptions

The ZCR_EL2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																RES0															
RES0																RAZ/WI								LEN							
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:9]

Reserved, RES0.

Bits [8:4]

Reserved, RAZ/WI.

LEN, bits [3:0]

Constrains the scalable vector register length for EL2, EL1, and EL0 to (LEN+1)x128 bits, when EL2 is enabled in the current Security state. For all purposes other than returning the result of a direct read of ZCR_EL2 then this field behaves as if it is set to the minimum of the stored value and the constrained length inherited from more privileged Exception levels in the current Security state, rounded down to the nearest implemented vector length.

An indirect read of ZCR_EL2.LEN appears to occur in program order relative to a direct write of the same register, without the need for explicit synchronization.

This field resets to an architecturally UNKNOWN value.

Accessing the ZCR_EL2

When [HCR_EL2.E2H](#) is 1, without explicit synchronization, access from EL2 using the mnemonic ZCR_EL2 or ZCR_EL1 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

Accesses to this register use the following encodings:

MRS <Xt>, ZCR_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0001	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.EZ == '0' then
        UNDEFINED;
    elsif HCR_EL2.E2H == '0' && CPTR_EL2.TZ == '1' then
        AArch64.SystemAccessTrap(EL2, 0x19);
    elsif HCR_EL2.E2H == '1' && CPTR_EL2.ZEN == 'x0' then
        AArch64.SystemAccessTrap(EL2, 0x19);
    elsif HaveEL(EL3) && CPTR_EL3.EZ == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x19);
    else
        return ZCR_EL2;
elsif PSTATE.EL == EL3 then
    if CPTR_EL3.EZ == '0' then
        AArch64.SystemAccessTrap(EL3, 0x19);
    else
        return ZCR_EL2;

```

MSR ZCR_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0001	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.EZ == '0' then
        UNDEFINED;
    elsif HCR_EL2.E2H == '0' && CPTR_EL2.TZ == '1' then
        AArch64.SystemAccessTrap(EL2, 0x19);
    elsif HCR_EL2.E2H == '1' && CPTR_EL2.ZEN == 'x0' then
        AArch64.SystemAccessTrap(EL2, 0x19);
    elsif HaveEL(EL3) && CPTR_EL3.EZ == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x19);
    else
        ZCR_EL2 = X[t];
elsif PSTATE.EL == EL3 then
    if CPTR_EL3.EZ == '0' then
        AArch64.SystemAccessTrap(EL3, 0x19);
    else
        ZCR_EL2 = X[t];

```

MRS <Xt>, ZCR_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0001	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.EZ == '0' then
        UNDEFINED;
    elsif CPACR_EL1.ZEN == 'x0' then
        AArch64.SystemAccessTrap(EL1, 0x19);
    elsif EL2Enabled() && HCR_EL2.E2H != '1' && CPTR_EL2.TZ == '1' then
        AArch64.SystemAccessTrap(EL2, 0x19);
    elsif EL2Enabled() && HCR_EL2.E2H == '1' && CPTR_EL2.ZEN == 'x0' then
        AArch64.SystemAccessTrap(EL2, 0x19);
    elsif HaveEL(EL3) && CPTR_EL3.EZ == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x19);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        return NVMem[0x1E0];
    else
        return ZCR_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.EZ == '0' then
        UNDEFINED;
    elsif HCR_EL2.E2H == '0' && CPTR_EL2.TZ == '1' then
        AArch64.SystemAccessTrap(EL2, 0x19);
    elsif HCR_EL2.E2H == '1' && CPTR_EL2.ZEN == 'x0' then
        AArch64.SystemAccessTrap(EL2, 0x19);
    elsif HaveEL(EL3) && CPTR_EL3.EZ == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x19);
    elsif HCR_EL2.E2H == '1' then
        return ZCR_EL2;
    else
        return ZCR_EL1;
elsif PSTATE.EL == EL3 then
    if CPTR_EL3.EZ == '0' then
        AArch64.SystemAccessTrap(EL3, 0x19);
    else
        return ZCR_EL1;

```

MSR ZCR_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0001	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.EZ == '0' then
        UNDEFINED;
    elsif CPACR_EL1.ZEN == 'x0' then
        AArch64.SystemAccessTrap(EL1, 0x19);
    elsif EL2Enabled() && HCR_EL2.E2H != '1' && CPTR_EL2.TZ == '1' then
        AArch64.SystemAccessTrap(EL2, 0x19);
    elsif EL2Enabled() && HCR_EL2.E2H == '1' && CPTR_EL2.ZEN == 'x0' then
        AArch64.SystemAccessTrap(EL2, 0x19);
    elsif HaveEL(EL3) && CPTR_EL3.EZ == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x19);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '111' then
        NVMem[0x1E0] = X[t];
    else
        ZCR_EL1 = X[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && CPTR_EL3.EZ == '0' then
        UNDEFINED;
    elsif HCR_EL2.E2H == '0' && CPTR_EL2.TZ == '1' then
        AArch64.SystemAccessTrap(EL2, 0x19);
    elsif HCR_EL2.E2H == '1' && CPTR_EL2.ZEN == 'x0' then
        AArch64.SystemAccessTrap(EL2, 0x19);
    elsif HaveEL(EL3) && CPTR_EL3.EZ == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x19);
    elsif HCR_EL2.E2H == '1' then
        ZCR_EL2 = X[t];
    else
        ZCR_EL1 = X[t];
elsif PSTATE.EL == EL3 then
    if CPTR_EL3.EZ == '0' then
        AArch64.SystemAccessTrap(EL3, 0x19);
    else
        ZCR_EL1 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ZCR_EL3, SVE Control Register for EL3

The ZCR_EL3 characteristics are:

Purpose

The SVE Control Register for EL3 is used to control aspects of SVE visible at all Exception levels.

Configuration

This register is present only when FEAT_SVE is implemented. Otherwise, direct accesses to ZCR_EL3 are UNDEFINED.

Attributes

ZCR_EL3 is a 64-bit register.

Field descriptions

The ZCR_EL3 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																RAZ/WI								LEN							
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:9]

Reserved, RES0.

Bits [8:4]

Reserved, RAZ/WI.

LEN, bits [3:0]

Constrains the scalable vector register length for all Exception levels to (LEN+1)x128 bits. For all purposes other than returning the result of a direct read of ZCR_EL3 then this field behaves as if rounded down to the nearest implemented vector length.

An indirect read of ZCR_EL3.LEN appears to occur in program order relative to a direct write of the same register, without the need for explicit synchronization.

This field resets to an architecturally UNKNOWN value.

Accessing the ZCR_EL3

Accesses to this register use the following encodings:

MRS <Xt>, ZCR_EL3

op0	op1	CRn	CRm	op2
0b11	0b110	0b0001	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    if CPTR_EL3.EZ == '0' then
        AArch64.SystemAccessTrap(EL3, 0x19);
    else
        return ZCR_EL3;

```

MSR ZCR_EL3, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b0001	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    if CPTR_EL3.EZ == '0' then
        AArch64.SystemAccessTrap(EL3, 0x19);
    else
        ZCR_EL3 = X[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AArch32 System Registers

[ACTLR](#): Auxiliary Control Register

[ACTLR2](#): Auxiliary Control Register 2

[ADFSR](#): Auxiliary Data Fault Status Register

[AIDR](#): Auxiliary ID Register

[AIFSR](#): Auxiliary Instruction Fault Status Register

[AMAIRO](#): Auxiliary Memory Attribute Indirection Register 0

[AMAIR1](#): Auxiliary Memory Attribute Indirection Register 1

[AMCFGR](#): Activity Monitors Configuration Register

[AMCGCR](#): Activity Monitors Counter Group Configuration Register

[AMCNTENCLR0](#): Activity Monitors Count Enable Clear Register 0

[AMCNTENCLR1](#): Activity Monitors Count Enable Clear Register 1

[AMCNTENSET0](#): Activity Monitors Count Enable Set Register 0

[AMCNTENSET1](#): Activity Monitors Count Enable Set Register 1

[AMCR](#): Activity Monitors Control Register

[AMEVCNTR0<n>](#): Activity Monitors Event Counter Registers 0

[AMEVCNTR1<n>](#): Activity Monitors Event Counter Registers 1

[AMEVTYPER0<n>](#): Activity Monitors Event Type Registers 0

[AMEVTYPER1<n>](#): Activity Monitors Event Type Registers 1

[AMUSERENR](#): Activity Monitors User Enable Register

[APSR](#): Application Program Status Register

[CCSIDR](#): Current Cache Size ID Register

[CCSIDR2](#): Current Cache Size ID Register 2

[CLIDR](#): Cache Level ID Register

[CNTFRQ](#): Counter-timer Frequency register

[CNTHCTL](#): Counter-timer Hyp Control register

[CNTHPS_CTL](#): Counter-timer Secure Physical Timer Control Register (EL2)

[CNTHPS_CVAL](#): Counter-timer Secure Physical Timer CompareValue Register (EL2)

[CNTHPS_TVAL](#): Counter-timer Secure Physical Timer TimerValue Register (EL2)

[CNTHP_CTL](#): Counter-timer Hyp Physical Timer Control register

[CNTHP_CVAL](#): Counter-timer Hyp Physical CompareValue register

[CNTHP_TVAL](#): Counter-timer Hyp Physical Timer TimerValue register

[CNTHVS_CTL](#): Counter-timer Secure Virtual Timer Control Register (EL2)

[CNTHVS_CVAL](#): Counter-timer Secure Virtual Timer CompareValue Register (EL2)

[CNTHVS_TVAL](#): Counter-timer Secure Virtual Timer TimerValue Register (EL2)

[CNTHV_CTL](#): Counter-timer Virtual Timer Control register (EL2)
[CNTHV_CVAL](#): Counter-timer Virtual Timer CompareValue register (EL2)
[CNTHV_TVAL](#): Counter-timer Virtual Timer TimerValue register (EL2)
[CNTKCTL](#): Counter-timer Kernel Control register
[CNTPCT](#): Counter-timer Physical Count register
[CNTPCTSS](#): Counter-timer Self-Synchronized Physical Count register
[CNTP_CTL](#): Counter-timer Physical Timer Control register
[CNTP_CVAL](#): Counter-timer Physical Timer CompareValue register
[CNTP_TVAL](#): Counter-timer Physical Timer TimerValue register
[CNTVCT](#): Counter-timer Virtual Count register
[CNTVCTSS](#): Counter-timer Self-Synchronized Virtual Count register
[CNTVOFF](#): Counter-timer Virtual Offset register
[CNTV_CTL](#): Counter-timer Virtual Timer Control register
[CNTV_CVAL](#): Counter-timer Virtual Timer CompareValue register
[CNTV_TVAL](#): Counter-timer Virtual Timer TimerValue register
[CONTEXTIDR](#): Context ID Register
[CPACR](#): Architectural Feature Access Control Register
[CPSR](#): Current Program Status Register
[CSSELR](#): Cache Size Selection Register
[CTR](#): Cache Type Register
[DACR](#): Domain Access Control Register
[DBGAUTHSTATUS](#): Debug Authentication Status register
[DBGBCR<n>](#): Debug Breakpoint Control Registers
[DBGBVR<n>](#): Debug Breakpoint Value Registers
[DBGBXVR<n>](#): Debug Breakpoint Extended Value Registers
[DBGCLAIMCLR](#): Debug CLAIM Tag Clear register
[DBGCLAIMSET](#): Debug CLAIM Tag Set register
[DBGDCCINT](#): DCC Interrupt Enable Register
[DBGDEVID](#): Debug Device ID register 0
[DBGDEVID1](#): Debug Device ID register 1
[DBGDEVID2](#): Debug Device ID register 2
[DBGDIDR](#): Debug ID Register
[DBGDRAR](#): Debug ROM Address Register
[DBGDSAR](#): Debug Self Address Register
[DBGDSCRext](#): Debug Status and Control Register, External View
[DBGDSCRint](#): Debug Status and Control Register, Internal View

[DBGDTRRText](#): Debug OS Lock Data Transfer Register, Receive, External View

[DBGDTRRXint](#): Debug Data Transfer Register, Receive

[DBGDTRTXext](#): Debug OS Lock Data Transfer Register, Transmit

[DBGDTRTXint](#): Debug Data Transfer Register, Transmit

[DBGOSDLR](#): Debug OS Double Lock Register

[DBGOSECCR](#): Debug OS Lock Exception Catch Control Register

[DBGOSLAR](#): Debug OS Lock Access Register

[DBGOSLSR](#): Debug OS Lock Status Register

[DBGPRCR](#): Debug Power Control Register

[DBGVCR](#): Debug Vector Catch Register

[DBGWCR<n>](#): Debug Watchpoint Control Registers

[DBGWFAR](#): Debug Watchpoint Fault Address Register

[DBGWVR<n>](#): Debug Watchpoint Value Registers

[DFAR](#): Data Fault Address Register

[DFSR](#): Data Fault Status Register

[DISR](#): Deferred Interrupt Status Register

[DLR](#): Debug Link Register

[DSPSR](#): Debug Saved Program Status Register

[ELR_hyp](#): Exception Link Register (Hyp mode)

[ERRIDR](#): Error Record ID Register

[ERRSELR](#): Error Record Select Register

[ERXADDR](#): Selected Error Record Address Register

[ERXADDR2](#): Selected Error Record Address Register 2

[ERXCTLR](#): Selected Error Record Control Register

[ERXCTLR2](#): Selected Error Record Control Register 2

[ERXFR](#): Selected Error Record Feature Register

[ERXFR2](#): Selected Error Record Feature Register 2

[ERXMISC0](#): Selected Error Record Miscellaneous Register 0

[ERXMISC1](#): Selected Error Record Miscellaneous Register 1

[ERXMISC2](#): Selected Error Record Miscellaneous Register 2

[ERXMISC3](#): Selected Error Record Miscellaneous Register 3

[ERXMISC4](#): Selected Error Record Miscellaneous Register 4

[ERXMISC5](#): Selected Error Record Miscellaneous Register 5

[ERXMISC6](#): Selected Error Record Miscellaneous Register 6

[ERXMISC7](#): Selected Error Record Miscellaneous Register 7

[ERXSTATUS](#): Selected Error Record Primary Status Register

[FCSEIDR](#): FCSE Process ID register
[FPEXC](#): Floating-Point Exception Control register
[FPSCR](#): Floating-Point Status and Control Register
[FPSID](#): Floating-Point System ID register
[HACR](#): Hyp Auxiliary Configuration Register
[HACTLR](#): Hyp Auxiliary Control Register
[HACTLR2](#): Hyp Auxiliary Control Register 2
[HADESR](#): Hyp Auxiliary Data Fault Status Register
[HAIFSR](#): Hyp Auxiliary Instruction Fault Status Register
[HAMAIRO](#): Hyp Auxiliary Memory Attribute Indirection Register 0
[HAMAIR1](#): Hyp Auxiliary Memory Attribute Indirection Register 1
[HCPTR](#): Hyp Architectural Feature Trap Register
[HCR](#): Hyp Configuration Register
[HCR2](#): Hyp Configuration Register 2
[HDCR](#): Hyp Debug Control Register
[HDFAR](#): Hyp Data Fault Address Register
[HIFAR](#): Hyp Instruction Fault Address Register
[HMAIRO](#): Hyp Memory Attribute Indirection Register 0
[HMAIR1](#): Hyp Memory Attribute Indirection Register 1
[HPFAR](#): Hyp IPA Fault Address Register
[HRMR](#): Hyp Reset Management Register
[HSCTLR](#): Hyp System Control Register
[HSR](#): Hyp Syndrome Register
[HSTR](#): Hyp System Trap Register
[HTCR](#): Hyp Translation Control Register
[HTPIDR](#): Hyp Software Thread ID Register
[HTRFCR](#): Hyp Trace Filter Control Register
[HTTBR](#): Hyp Translation Table Base Register
[HVBAR](#): Hyp Vector Base Address Register
[ICC_AP0R<n>](#): Interrupt Controller Active Priorities Group 0 Registers
[ICC_AP1R<n>](#): Interrupt Controller Active Priorities Group 1 Registers
[ICC_ASGI1R](#): Interrupt Controller Alias Software Generated Interrupt Group 1 Register
[ICC_BPR0](#): Interrupt Controller Binary Point Register 0
[ICC_BPR1](#): Interrupt Controller Binary Point Register 1
[ICC_CTLR](#): Interrupt Controller Control Register
[ICC_DIR](#): Interrupt Controller Deactivate Interrupt Register

[ICC_EOIRO](#): Interrupt Controller End Of Interrupt Register 0

[ICC_EOIR1](#): Interrupt Controller End Of Interrupt Register 1

[ICC_HPPIRO](#): Interrupt Controller Highest Priority Pending Interrupt Register 0

[ICC_HPPIR1](#): Interrupt Controller Highest Priority Pending Interrupt Register 1

[ICC_HSRE](#): Interrupt Controller Hyp System Register Enable register

[ICC_IAR0](#): Interrupt Controller Interrupt Acknowledge Register 0

[ICC_IAR1](#): Interrupt Controller Interrupt Acknowledge Register 1

[ICC_IGRPEN0](#): Interrupt Controller Interrupt Group 0 Enable register

[ICC_IGRPEN1](#): Interrupt Controller Interrupt Group 1 Enable register

[ICC_MCTLR](#): Interrupt Controller Monitor Control Register

[ICC_MGRPEN1](#): Interrupt Controller Monitor Interrupt Group 1 Enable register

[ICC_MSRE](#): Interrupt Controller Monitor System Register Enable register

[ICC_PMR](#): Interrupt Controller Interrupt Priority Mask Register

[ICC_RPR](#): Interrupt Controller Running Priority Register

[ICC_SGI0R](#): Interrupt Controller Software Generated Interrupt Group 0 Register

[ICC_SGI1R](#): Interrupt Controller Software Generated Interrupt Group 1 Register

[ICC_SRE](#): Interrupt Controller System Register Enable register

[ICH_AP0R<n>](#): Interrupt Controller Hyp Active Priorities Group 0 Registers

[ICH_AP1R<n>](#): Interrupt Controller Hyp Active Priorities Group 1 Registers

[ICH_EISR](#): Interrupt Controller End of Interrupt Status Register

[ICH_ELRSR](#): Interrupt Controller Empty List Register Status Register

[ICH_HCR](#): Interrupt Controller Hyp Control Register

[ICH_LR<n>](#): Interrupt Controller List Registers

[ICH_LRC<n>](#): Interrupt Controller List Registers

[ICH_MISR](#): Interrupt Controller Maintenance Interrupt State Register

[ICH_VMCR](#): Interrupt Controller Virtual Machine Control Register

[ICH_VTR](#): Interrupt Controller VGIC Type Register

[ICV_AP0R<n>](#): Interrupt Controller Virtual Active Priorities Group 0 Registers

[ICV_AP1R<n>](#): Interrupt Controller Virtual Active Priorities Group 1 Registers

[ICV_BPR0](#): Interrupt Controller Virtual Binary Point Register 0

[ICV_BPR1](#): Interrupt Controller Virtual Binary Point Register 1

[ICV_CTLR](#): Interrupt Controller Virtual Control Register

[ICV_DIR](#): Interrupt Controller Deactivate Virtual Interrupt Register

[ICV_EOIRO](#): Interrupt Controller Virtual End Of Interrupt Register 0

[ICV_EOIR1](#): Interrupt Controller Virtual End Of Interrupt Register 1

[ICV_HPPIRO](#): Interrupt Controller Virtual Highest Priority Pending Interrupt Register 0

[ICV_HPPIR1](#): Interrupt Controller Virtual Highest Priority Pending Interrupt Register 1

[ICV_IAR0](#): Interrupt Controller Virtual Interrupt Acknowledge Register 0

[ICV_IAR1](#): Interrupt Controller Virtual Interrupt Acknowledge Register 1

[ICV_IGRPEN0](#): Interrupt Controller Virtual Interrupt Group 0 Enable register

[ICV_IGRPEN1](#): Interrupt Controller Virtual Interrupt Group 1 Enable register

[ICV_PMR](#): Interrupt Controller Virtual Interrupt Priority Mask Register

[ICV_RPR](#): Interrupt Controller Virtual Running Priority Register

[ID_AFR0](#): Auxiliary Feature Register 0

[ID_DFR0](#): Debug Feature Register 0

[ID_DFR1](#): Debug Feature Register 1

[ID_ISAR0](#): Instruction Set Attribute Register 0

[ID_ISAR1](#): Instruction Set Attribute Register 1

[ID_ISAR2](#): Instruction Set Attribute Register 2

[ID_ISAR3](#): Instruction Set Attribute Register 3

[ID_ISAR4](#): Instruction Set Attribute Register 4

[ID_ISAR5](#): Instruction Set Attribute Register 5

[ID_ISAR6](#): Instruction Set Attribute Register 6

[ID_MMFR0](#): Memory Model Feature Register 0

[ID_MMFR1](#): Memory Model Feature Register 1

[ID_MMFR2](#): Memory Model Feature Register 2

[ID_MMFR3](#): Memory Model Feature Register 3

[ID_MMFR4](#): Memory Model Feature Register 4

[ID_MMFR5](#): Memory Model Feature Register 5

[ID_PFR0](#): Processor Feature Register 0

[ID_PFR1](#): Processor Feature Register 1

[ID_PFR2](#): Processor Feature Register 2

[IFAR](#): Instruction Fault Address Register

[IFSR](#): Instruction Fault Status Register

[ISR](#): Interrupt Status Register

[JIDR](#): Jazelle ID Register

[JMCR](#): Jazelle Main Configuration Register

[JOSCR](#): Jazelle OS Control Register

[MAIR0](#): Memory Attribute Indirection Register 0

[MAIR1](#): Memory Attribute Indirection Register 1

[MIDR](#): Main ID Register

[MPIDR](#): Multiprocessor Affinity Register

[MVBAR](#): Monitor Vector Base Address Register

[MVFR0](#): Media and VFP Feature Register 0

[MVFR1](#): Media and VFP Feature Register 1

[MVFR2](#): Media and VFP Feature Register 2

[NMRR](#): Normal Memory Remap Register

[NSACR](#): Non-Secure Access Control Register

[PAR](#): Physical Address Register

[PMCCFILTR](#): Performance Monitors Cycle Count Filter Register

[PMCCNTR](#): Performance Monitors Cycle Count Register

[PMCEID0](#): Performance Monitors Common Event Identification register 0

[PMCEID1](#): Performance Monitors Common Event Identification register 1

[PMCEID2](#): Performance Monitors Common Event Identification register 2

[PMCEID3](#): Performance Monitors Common Event Identification register 3

[PMCNTENCLR](#): Performance Monitors Count Enable Clear register

[PMCNTENSET](#): Performance Monitors Count Enable Set register

[PMCR](#): Performance Monitors Control Register

[PMEVCNTR<n>](#): Performance Monitors Event Count Registers

[PMEVTYPER<n>](#): Performance Monitors Event Type Registers

[PMINTENCLR](#): Performance Monitors Interrupt Enable Clear register

[PMINTENSET](#): Performance Monitors Interrupt Enable Set register

[PMMIR](#): Performance Monitors Machine Identification Register

[PMOVSr](#): Performance Monitors Overflow Flag Status Register

[PMOVSSET](#): Performance Monitors Overflow Flag Status Set register

[PMSELR](#): Performance Monitors Event Counter Selection Register

[PMSWINC](#): Performance Monitors Software Increment register

[PMUSERENR](#): Performance Monitors User Enable Register

[PMXEVCNTR](#): Performance Monitors Selected Event Count Register

[PMXEVTYPER](#): Performance Monitors Selected Event Type Register

[PRRR](#): Primary Region Remap Register

[REVIDR](#): Revision ID Register

[RMR](#): Reset Management Register

[RVBAR](#): Reset Vector Base Address Register

[SCR](#): Secure Configuration Register

[SCTLR](#): System Control Register

[SDCR](#): Secure Debug Control Register

[SDER](#): Secure Debug Enable Register

[SPSR](#): Saved Program Status Register

[SPSR_abt](#): Saved Program Status Register (Abort mode)

[SPSR_fiq](#): Saved Program Status Register (FIQ mode)

[SPSR_hyp](#): Saved Program Status Register (Hyp mode)

[SPSR_irq](#): Saved Program Status Register (IRQ mode)

[SPSR_mon](#): Saved Program Status Register (Monitor mode)

[SPSR_svc](#): Saved Program Status Register (Supervisor mode)

[SPSR_und](#): Saved Program Status Register (Undefined mode)

[TCMTR](#): TCM Type Register

[TLBTR](#): TLB Type Register

[TPIDRPRW](#): PL1 Software Thread ID Register

[TPIDRURO](#): PL0 Read-Only Software Thread ID Register

[TPIDRURW](#): PL0 Read/Write Software Thread ID Register

[TRFCR](#): Trace Filter Control Register

[TTBCR](#): Translation Table Base Control Register

[TTBCR2](#): Translation Table Base Control Register 2

[TTBR0](#): Translation Table Base Register 0

[TTBR1](#): Translation Table Base Register 1

[VBAR](#): Vector Base Address Register

[VDFSR](#): Virtual SError Exception Syndrome Register

[VDISR](#): Virtual Deferred Interrupt Status Register

[VMPIDR](#): Virtualization Multiprocessor ID Register

[VPIDR](#): Virtualization Processor ID Register

[VTCCR](#): Virtualization Translation Control Register

[VTTBR](#): Virtualization Translation Table Base Register

01/07/2020 15:57

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AArch32 System Instructions

[ATS12NSOPR](#): Address Translate Stages 1 and 2 Non-secure Only PL1 Read

[ATS12NSOPW](#): Address Translate Stages 1 and 2 Non-secure Only PL1 Write

[ATS12NSOUR](#): Address Translate Stages 1 and 2 Non-secure Only Unprivileged Read

[ATS12NSOUW](#): Address Translate Stages 1 and 2 Non-secure Only Unprivileged Write

[ATS1CPR](#): Address Translate Stage 1 Current state PL1 Read

[ATS1CPRP](#): Address Translate Stage 1 Current state PL1 Read PAN

[ATS1CPW](#): Address Translate Stage 1 Current state PL1 Write

[ATS1CPWP](#): Address Translate Stage 1 Current state PL1 Write PAN

[ATS1CUR](#): Address Translate Stage 1 Current state Unprivileged Read

[ATS1CUW](#): Address Translate Stage 1 Current state Unprivileged Write

[ATS1HR](#): Address Translate Stage 1 Hyp mode Read

[ATS1HW](#): Address Translate Stage 1 Hyp mode Write

[BPIALL](#): Branch Predictor Invalidate All

[BPIALLIS](#): Branch Predictor Invalidate All, Inner Shareable

[BPIMVA](#): Branch Predictor Invalidate by VA

[CFPRCTX](#): Control Flow Prediction Restriction by Context

[CP15DMB](#): Data Memory Barrier System instruction

[CP15DSB](#): Data Synchronization Barrier System instruction

[CP15ISB](#): Instruction Synchronization Barrier System instruction

[CPPRCTX](#): Cache Prefetch Prediction Restriction by Context

[DCCIMVAC](#): Data Cache line Clean and Invalidate by VA to PoC

[DCCISW](#): Data Cache line Clean and Invalidate by Set/Way

[DCCMVAC](#): Data Cache line Clean by VA to PoC

[DCCMVAU](#): Data Cache line Clean by VA to PoU

[DCCSW](#): Data Cache line Clean by Set/Way

[DCIMVAC](#): Data Cache line Invalidate by VA to PoC

[DCISW](#): Data Cache line Invalidate by Set/Way

[DTLBIALL](#): Data TLB Invalidate All

[DTLBIASID](#): Data TLB Invalidate by ASID match

[DTLBIMVA](#): Data TLB Invalidate by VA

[DVPRCTX](#): Data Value Prediction Restriction by Context

[ICIALLU](#): Instruction Cache Invalidate All to PoU

[ICIALLUIS](#): Instruction Cache Invalidate All to PoU, Inner Shareable

[ICIMVAU](#): Instruction Cache line Invalidate by VA to PoU

[TLBIALL](#): Instruction TLB Invalidate All

[TLBIASID](#): Instruction TLB Invalidate by ASID match

[TLBIMVA](#): Instruction TLB Invalidate by VA

[TLBIALL](#): TLB Invalidate All

[TLBIALLH](#): TLB Invalidate All, Hyp mode

[TLBIALLHIS](#): TLB Invalidate All, Hyp mode, Inner Shareable

[TLBIAL LIS](#): TLB Invalidate All, Inner Shareable

[TLBIAL LNSNH](#): TLB Invalidate All, Non-Secure Non-Hyp

[TLBIAL LNSNHIS](#): TLB Invalidate All, Non-Secure Non-Hyp, Inner Shareable

[TLBIASID](#): TLB Invalidate by ASID match

[TLBIASIDIS](#): TLB Invalidate by ASID match, Inner Shareable

[TLBIIPAS2](#): TLB Invalidate by Intermediate Physical Address, Stage 2

[TLBIIPAS2IS](#): TLB Invalidate by Intermediate Physical Address, Stage 2, Inner Shareable

[TLBIIPAS2L](#): TLB Invalidate by Intermediate Physical Address, Stage 2, Last level

[TLBIIPAS2 LIS](#): TLB Invalidate by Intermediate Physical Address, Stage 2, Last level, Inner Shareable

[TLBIMVA](#): TLB Invalidate by VA

[TLBIMVAA](#): TLB Invalidate by VA, All ASID

[TLBIMVAAIS](#): TLB Invalidate by VA, All ASID, Inner Shareable

[TLBIMVAAAL](#): TLB Invalidate by VA, All ASID, Last level

[TLBIMVAA LIS](#): TLB Invalidate by VA, All ASID, Last level, Inner Shareable

[TLBIMVAH](#): TLB Invalidate by VA, Hyp mode

[TLBIMVAHIS](#): TLB Invalidate by VA, Hyp mode, Inner Shareable

[TLBIMVAIS](#): TLB Invalidate by VA, Inner Shareable

[TLBIMVAL](#): TLB Invalidate by VA, Last level

[TLBIMVALH](#): TLB Invalidate by VA, Last level, Hyp mode

[TLBIMVALHIS](#): TLB Invalidate by VA, Last level, Hyp mode, Inner Shareable

[TLBIMVALIS](#): TLB Invalidate by VA, Last level, Inner Shareable

01/07/2020 15:57

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ACTLR, Auxiliary Control Register

The ACTLR characteristics are:

Purpose

Provides IMPLEMENTATION DEFINED configuration and control options for execution at EL1 and EL0.

Configuration

AArch32 System register ACTLR bits [31:0] are architecturally mapped to AArch64 System register [ACTLR_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ACTLR are UNDEFINED.

Some bits might define global configuration settings, and be common to the Secure and Non-secure instances of the register.

Attributes

ACTLR is a 32-bit register.

Field descriptions

The ACTLR 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
IMPLEMENTATION DEFINED																															

IMPLEMENTATION DEFINED, bits [31:0]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

Accessing the ACTLR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0001	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TACR == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TAC == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        return ACTLR_NS;
    else
        return ACTLR;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        return ACTLR_NS;
    else
        return ACTLR;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        return ACTLR_S;
    else
        return ACTLR_NS;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0001	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TACR == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TAC == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        ACTLR_NS = R[t];
    else
        ACTLR = R[t];
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        ACTLR_NS = R[t];
    else
        ACTLR = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        ACTLR_S = R[t];
    else
        ACTLR_NS = R[t];

```

ACTLR2, Auxiliary Control Register 2

The ACTLR2 characteristics are:

Purpose

Provides additional space to the ACTLR register to hold IMPLEMENTATION DEFINED trap functionality for execution at EL1 and EL0.

Configuration

AArch32 System register ACTLR2 bits [31:0] are architecturally mapped to AArch64 System register [ACTLR_EL1\[63:32\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ACTLR2 are UNDEFINED.

In Armv8.0 and Armv8.1, it is IMPLEMENTATION DEFINED whether this register is implemented, or whether it causes UNDEFINED exceptions when accessed. The implementation of this register can be detected by examining [ID_MMFR4.AC2](#).

From Armv8.2 this register must be implemented.

Attributes

ACTLR2 is a 32-bit register.

Field descriptions

The ACTLR2 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
IMPLEMENTATION DEFINED																															

IMPLEMENTATION DEFINED, bits [31:0]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

Accessing the ACTLR2

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0001	0b0000	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TACR == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TAC == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        return ACTLR2_NS;
    else
        return ACTLR2;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        return ACTLR2_NS;
    else
        return ACTLR2;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        return ACTLR2_S;
    else
        return ACTLR2_NS;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0001	0b0000	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TACR == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TAC == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        ACTLR2_NS = R[t];
    else
        ACTLR2 = R[t];
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        ACTLR2_NS = R[t];
    else
        ACTLR2 = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        ACTLR2_S = R[t];
    else
        ACTLR2_NS = R[t];

```

ADFSR, Auxiliary Data Fault Status Register

The ADFSRS characteristics are:

Purpose

Provides additional IMPLEMENTATION DEFINED fault status information for Data Abort exceptions taken to EL1 modes, and EL3 modes when EL3 is implemented and is using AArch32.

Configuration

AArch32 System register ADFSRS bits [31:0] are architecturally mapped to AArch64 System register [AFSRO_EL1\[31:0\]](#).

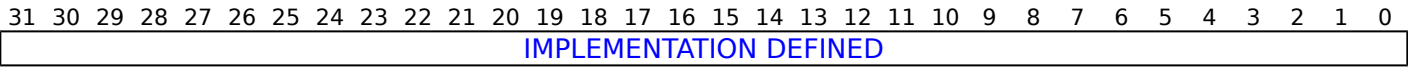
This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ADFSRS are UNDEFINED.

Attributes

ADFSRS is a 32-bit register.

Field descriptions

The ADFSRS bit assignments are:



IMPLEMENTATION DEFINED, bits [31:0]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

Accessing the ADFSRS

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0101	0b0001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TRVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TRVM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        return ADFSRS_NS;
    else
        return ADFSRS;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        return ADFSRS_NS;
    else
        return ADFSRS;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        return ADFSRS_S;
    else
        return ADFSRS_NS;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0101	0b0001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TVM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        ADFSRS_NS = R[t];
    else
        ADFSRS = R[t];
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        ADFSRS_NS = R[t];
    else
        ADFSRS = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        ADFSRS_S = R[t];
    else
        ADFSRS_NS = R[t];

```

AIDR, Auxiliary ID Register

The AIDR characteristics are:

Purpose

Provides IMPLEMENTATION DEFINED identification information.

The value of this register must be used in conjunction with the value of [MIDR](#).

Configuration

AArch32 System register AIDR bits [31:0] are architecturally mapped to AArch64 System register [AIDR_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to AIDR are UNDEFINED.

Attributes

AIDR is a 32-bit register.

Field descriptions

The AIDR 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
IMPLEMENTATION DEFINED																															

IMPLEMENTATION DEFINED, bits [31:0]

IMPLEMENTATION DEFINED.

Accessing the AIDR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b001	0b0000	0b0000	0b111


```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TID1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TID1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        return AIDR;
elsif PSTATE.EL == EL2 then
    return AIDR;
elsif PSTATE.EL == EL3 then
    return AIDR;
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AIFSR, Auxiliary Instruction Fault Status Register

The AIFSR characteristics are:

Purpose

Provides additional IMPLEMENTATION DEFINED fault status information for Prefetch Abort exceptions taken to EL1 modes, and EL3 modes when EL3 is implemented and is using AArch32.

Configuration

AArch32 System register AIFSR bits [31:0] are architecturally mapped to AArch64 System register [AFSR1_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to AIFSR are UNDEFINED.

Attributes

AIFSR is a 32-bit register.

Field descriptions

The AIFSR 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
IMPLEMENTATION DEFINED																															

IMPLEMENTATION DEFINED, bits [31:0]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

Accessing the AIFSR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0101	0b0001	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TRVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TRVM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        return AIFSR_NS;
    else
        return AIFSR;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        return AIFSR_NS;
    else
        return AIFSR;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        return AIFSR_S;
    else
        return AIFSR_NS;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0101	0b0001	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TVM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        AIFSR_NS = R[t];
    else
        AIFSR = R[t];
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        AIFSR_NS = R[t];
    else
        AIFSR = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        AIFSR_S = R[t];
    else
        AIFSR_NS = R[t];

```

AMAIRO, Auxiliary Memory Attribute Indirection Register 0

The AMAIRO characteristics are:

Purpose

When using the Long-descriptor format translation tables for stage 1 translations, provides IMPLEMENTATION DEFINED memory attributes for the memory regions specified by [MAIRO](#).

Configuration

AArch32 System register AMAIRO bits [31:0] are architecturally mapped to AArch64 System register [AMAIRO_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to AMAIRO are UNDEFINED.

Attributes

AMAIRO is a 32-bit register.

Field descriptions

The AMAIRO 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
IMPLEMENTATION DEFINED																															

This register is RES0 in the following cases:

- When an implementation does not provide any IMPLEMENTATION DEFINED memory attributes.
- When the Long-descriptor translation table format is not used.

If EL3 is implemented and is using AArch32:

- AMAIRO(S) gives the value for memory accesses from Secure state.
- AMAIRO(NS) gives the value for memory accesses from Non-secure states other than Hyp mode.

Any IMPLEMENTATION DEFINED memory attributes are additional qualifiers for the memory locations and must not change the architected behavior specified by [MAIRO](#) and [MAIR1](#).

In a typical implementation, AMAIRO and [AMAIRO1](#) split into eight one-byte fields, corresponding to the MAIRn.Attr<n> fields, but the architecture does not require them to do so.

IMPLEMENTATION DEFINED, bits [31:0]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

Accessing the AMAIRO

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1010	0b0011	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T10 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T10 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TRVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TRVM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        return AMAIRO_NS;
    else
        return AMAIRO;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        return AMAIRO_NS;
    else
        return AMAIRO;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        return AMAIRO_S;
    else
        return AMAIRO_NS;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1010	0b0011	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T10 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T10 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TVM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        AMAIRO_NS = R[t];
    else
        AMAIRO = R[t];
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        AMAIRO_NS = R[t];
    else
        AMAIRO = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' && CP15SDISABLE == HIGH then
        UNDEFINED;
    elsif SCR.NS == '0' && CP15SDISABLE2 == HIGH then
        UNDEFINED;
    else
        if SCR.NS == '0' then
            AMAIRO_S = R[t];
        else
            AMAIRO_NS = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMAIR1, Auxiliary Memory Attribute Indirection Register 1

The AMAIR1 characteristics are:

Purpose

When using the Long-descriptor format translation tables for stage 1 translations, provides IMPLEMENTATION DEFINED memory attributes for the memory regions specified by [MAIR1](#).

Configuration

AArch32 System register AMAIR1 bits [31:0] are architecturally mapped to AArch64 System register [AMAIR_EL1\[63:32\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to AMAIR1 are UNDEFINED.

When EL3 is using AArch32, write access to AMAIR1(S) is disabled when the CP15SDISABLE signal is asserted HIGH.

Attributes

AMAIR1 is a 32-bit register.

Field descriptions

The AMAIR1 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
IMPLEMENTATION DEFINED																															

This register is RES0 in the following cases:

- When an implementation does not provide any IMPLEMENTATION DEFINED memory attributes.
- When the Long-descriptor translation table format is not used.

If EL3 is implemented and is using AArch32:

- AMAIR1(S) gives the value for memory accesses from Secure state.
- AMAIR1(NS) gives the value for memory accesses from Non-secure states other than Hyp mode.

Any IMPLEMENTATION DEFINED memory attributes are additional qualifiers for the memory locations and must not change the architected behavior specified by [MAIRO](#) and [MAIR1](#).

In a typical implementation, [MAIRO](#) and AMAIR1 split into eight one-byte fields, corresponding to the MAIRn.Attr<n> fields, but the architecture does not require them to do so.

IMPLEMENTATION DEFINED, bits [31:0]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

Accessing the AMAIR1

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1010	0b0011	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T10 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T10 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TRVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TRVM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        return AMAIR1_NS;
    else
        return AMAIR1;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        return AMAIR1_NS;
    else
        return AMAIR1;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        return AMAIR1_S;
    else
        return AMAIR1_NS;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1010	0b0011	0b001


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T10 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T10 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TVM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        AMAIR1_NS = R[t];
    else
        AMAIR1 = R[t];
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        AMAIR1_NS = R[t];
    else
        AMAIR1 = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' && CP15SDISABLE == HIGH then
        UNDEFINED;
    elsif SCR.NS == '0' && CP15SDISABLE2 == HIGH then
        UNDEFINED;
    else
        if SCR.NS == '0' then
            AMAIR1_S = R[t];
        else
            AMAIR1_NS = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMCFGR, Activity Monitors Configuration Register

The AMCFGR characteristics are:

Purpose

Global configuration register for the activity monitors.

Provides information on supported features, the number of counter groups implemented, the total number of activity monitor event counters implemented, and the size of the counters. AMCFGR is applicable to both the architected and the auxiliary counter groups.

Configuration

AArch32 System register AMCFGR bits [31:0] are architecturally mapped to AArch64 System register [AMCFGR_EL0\[31:0\]](#).

AArch32 System register AMCFGR bits [31:0] are architecturally mapped to External register [AMCFGR\[31:0\]](#).

This register is present only when FEAT_AMUv1 is implemented. Otherwise, direct accesses to AMCFGR are UNDEFINED.

Attributes

AMCFGR is a 32-bit register.

Field descriptions

The AMCFGR 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
NCG				RES0			HDBG	RAZ							SIZE						N										

NCG, bits [31:28]

Defines the number of counter groups.

The number of implemented counter groups is defined as [AMCFGR.NCG + 1].

If the number of implemented auxiliary activity monitor event counters is zero, this field has a value of 0b0000. Otherwise, this field has a value of 0b0001.

Bits [27:25]

Reserved, RES0.

HDBG, bit [24]

Halt-on-debug supported.

From Armv8, this feature must be supported, and so this bit is 0b1.

HDBG	Meaning
0b0	AMCR .HDBG is RES0.
0b1	AMCR .HDBG is read/write.

Bits [23:14]

Reserved, RAZ.

SIZE, bits [13:8]

Defines the size of activity monitor event counters.

The size of the activity monitor event counters implemented by the Activity Monitors Extension is defined as [AMCFGR.SIZE + 1].

From Armv8, the counters are 64-bit, and so this field is 0b111111.

Note

Software also uses this field to determine the spacing of counters in the memory-map. From Armv8, the counters are at doubleword-aligned addresses.

N, bits [7:0]

Defines the number of activity monitor event counters.

The total number of counters implemented in all groups by the Activity Monitors Extension is defined as [AMCFGR.N + 1].

Accessing the AMCFGR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1101	0b0010	0b001

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif !ELUsingAArch32(EL1) && AMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elsif ELUsingAArch32(EL1) && AMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T13 == '1'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && CPTR_EL2.TAM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCPTR.TAM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return AMCFGR;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T13 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && CPTR_EL2.TAM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCPTR.TAM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return AMCFGR;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return AMCFGR;
elsif PSTATE.EL == EL3 then
    return AMCFGR;

```


AMCGCR, Activity Monitors Counter Group Configuration Register

The AMCGCR characteristics are:

Purpose

Provides information on the number of activity monitor event counters implemented within each counter group.

Configuration

AArch32 System register AMCGCR bits [31:0] are architecturally mapped to AArch64 System register [AMCGCR_EL0\[31:0\]](#).

AArch32 System register AMCGCR bits [31:0] are architecturally mapped to External register [AMCGCR\[31:0\]](#).

This register is present only when FEAT_AMUv1 is implemented. Otherwise, direct accesses to AMCGCR are UNDEFINED.

Attributes

AMCGCR is a 32-bit register.

Field descriptions

The AMCGCR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																CG1NC								CG0NC							

Bits [31:16]

Reserved, RES0.

CG1NC, bits [15:8]

Counter Group 1 Number of Counters. The number of counters in the auxiliary counter group.

In an implementation that includes FEAT_AMUv1, the permitted range of values is 0 to 16.

CG0NC, bits [7:0]

Counter Group 0 Number of Counters. The number of counters in the architected counter group.

In an implementation that includes FEAT_AMUv1, the value of this field is 4.

Accessing the AMCGCR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1101	0b0010	0b010

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif !ELUsingAArch32(EL1) && AMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elsif ELUsingAArch32(EL1) && AMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T13 == '1'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && CPTR_EL2.TAM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCPTR.TAM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return AMCGCR;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T13 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && CPTR_EL2.TAM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCPTR.TAM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return AMCGCR;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return AMCGCR;
elsif PSTATE.EL == EL3 then
    return AMCGCR;

```


AMCNTENCLR0, Activity Monitors Count Enable Clear Register 0

The AMCNTENCLR0 characteristics are:

Purpose

Disable control bits for the architected activity monitors event counters, [AMEVCNTR0<n>](#).

Configuration

AArch32 System register AMCNTENCLR0 bits [31:0] are architecturally mapped to AArch64 System register [AMCNTENCLR0_ELO\[31:0\]](#).

AArch32 System register AMCNTENCLR0 bits [31:0] are architecturally mapped to External register [AMCNTENCLR0\[31:0\]](#).

This register is present only when FEAT_AMUv1 is implemented. Otherwise, direct accesses to AMCNTENCLR0 are UNDEFINED.

Attributes

AMCNTENCLR0 is a 32-bit register.

Field descriptions

The AMCNTENCLR0 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																P<n>, bit [n]															

Bits [31:16]

Reserved, RES0.

P<n>, bit [n], for n = 0 to 15

Activity monitor event counter disable bit for [AMEVCNTR0<n>](#).

Bits [31:16] are RES0. Bits [15:N] are RAZ/WI. N is the value in [AMCGCR.CG0NC](#).

Possible values of each bit are:

P<n>	Meaning
0b0	When read, means that AMEVCNTR0<n> is disabled. When written, has no effect.
0b1	When read, means that AMEVCNTR0<n> is enabled. When written, disables AMEVCNTR0<n> .

On a Cold reset, this field resets to 0.

Accessing the AMCNTENCLR0

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1101	0b0010	0b100

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif !ELUsingAArch32(EL1) && AMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elsif ELUsingAArch32(EL1) && AMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T13 == '1'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && CPTR_EL2.TAM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCPTR.TAM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL1) && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) ||
SCR_EL3.FGTEN == '1') && HAFGRTR_EL2.AMCNTEN0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return AMCNTENCLR0;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T13 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && CPTR_EL2.TAM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCPTR.TAM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return AMCNTENCLR0;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return AMCNTENCLR0;
elsif PSTATE.EL == EL3 then
    return AMCNTENCLR0;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1101	0b0010	0b100

```

if PSTATE.EL == EL1 && EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T13 == '1' then
    AArch64.AArch32SystemAccessTrap(EL2, 0x03);
elsif PSTATE.EL == EL1 && EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
    AArch32.TakeHypTrapException(0x03);
elsif IsHighestEL(PSTATE.EL) then
    AMCNTENCLR0 = R[t];
else
    UNDEFINED;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMCNTENCLR1, Activity Monitors Count Enable Clear Register 1

The AMCNTENCLR1 characteristics are:

Purpose

Disable control bits for the auxiliary activity monitors event counters, [AMEVCNTR1<n>](#).

Configuration

AArch32 System register AMCNTENCLR1 bits [31:0] are architecturally mapped to AArch64 System register [AMCNTENCLR1_ELO\[31:0\]](#).

AArch32 System register AMCNTENCLR1 bits [31:0] are architecturally mapped to External register [AMCNTENCLR1\[31:0\]](#).

This register is present only when FEAT_AMUv1 is implemented. Otherwise, direct accesses to AMCNTENCLR1 are UNDEFINED.

Attributes

AMCNTENCLR1 is a 32-bit register.

Field descriptions

The AMCNTENCLR1 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																P<n>, bit [n]															

Bits [31:16]

Reserved, RES0.

P<n>, bit [n], for n = 0 to 15

Activity monitor event counter disable bit for [AMEVCNTR1<n>](#).

Bits [31:16] are RES0. Bits [15:N] are RAZ/WI. N is the value in [AMCGCR_ELO.CG1NC](#).

Possible values of each bit are:

P<n>	Meaning
0b0	When read, means that AMEVCNTR1<n> is disabled. When written, has no effect.
0b1	When read, means that AMEVCNTR1<n> is enabled. When written, disables AMEVCNTR1<n> .

On a Cold reset, this field resets to 0.

Accessing the AMCNTENCLR1

If the number of auxiliary activity monitor event counters implemented is zero, reads and writes of AMCNTENCLR1 are UNDEFINED.

Note

The number of auxiliary activity monitor event counters implemented is zero exactly when [AMCFGR](#).NCG == 0b0000.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1101	0b0011	0b000

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif !ELUsingAArch32(EL1) && AMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elsif ELUsingAArch32(EL1) && AMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T13 == '1'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && CPTR_EL2.TAM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCPTR.TAM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL1) && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) ||
SCR_EL3.FGTEN == '1') && HAFGRTR_EL2.AMCNTEN1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return AMCNTENCLR1;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T13 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && CPTR_EL2.TAM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCPTR.TAM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return AMCNTENCLR1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return AMCNTENCLR1;
elsif PSTATE.EL == EL3 then
    return AMCNTENCLR1;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1101	0b0011	0b000

```

if PSTATE.EL == EL1 && EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T13 == '1' then
    AArch64.AArch32SystemAccessTrap(EL2, 0x03);
elsif PSTATE.EL == EL1 && EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
    AArch32.TakeHypTrapException(0x03);
elsif IsHighestEL(PSTATE.EL) then
    AMCNTENCLR1 = R[t];
else
    UNDEFINED;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMCNTENSET0, Activity Monitors Count Enable Set Register 0

The AMCNTENSET0 characteristics are:

Purpose

Enable control bits for the architected activity monitors event counters, [AMEVCNTR0<n>](#).

Configuration

AArch32 System register AMCNTENSET0 bits [31:0] are architecturally mapped to AArch64 System register [AMCNTENSET0_ELO\[31:0\]](#).

AArch32 System register AMCNTENSET0 bits [31:0] are architecturally mapped to External register [AMCNTENSET0\[31:0\]](#).

This register is present only when FEAT_AMUv1 is implemented. Otherwise, direct accesses to AMCNTENSET0 are UNDEFINED.

Attributes

AMCNTENSET0 is a 32-bit register.

Field descriptions

The AMCNTENSET0 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																P<n>, bit [n]															

Bits [31:16]

Reserved, RES0.

P<n>, bit [n], for n = 0 to 15

Activity monitor event counter enable bit for [AMEVCNTR0<n>](#).

Bits [31:16] are RES0. Bits [15:N] are RAZ/WI. N is the value in [AMCGCR.CG0NC](#).

Possible values of each bit are:

P<n>	Meaning
0b0	When read, means that AMEVCNTR0<n> is disabled. When written, has no effect.
0b1	When read, means that AMEVCNTR0<n> is enabled. When written, enables AMEVCNTR0<n> .

On a Cold reset, this field resets to 0.

Accessing the AMCNTENSET0

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1101	0b0010	0b101

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif !ELUsingAArch32(EL1) && AMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elsif ELUsingAArch32(EL1) && AMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T13 == '1'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && CPTR_EL2.TAM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCPTR.TAM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL1) && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) ||
SCR_EL3.FGTEN == '1') && HAFGRTR_EL2.AMCNTEN0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return AMCNTENSET0;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T13 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && CPTR_EL2.TAM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCPTR.TAM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return AMCNTENSET0;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return AMCNTENSET0;
elsif PSTATE.EL == EL3 then
    return AMCNTENSET0;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1101	0b0010	0b101

```

if PSTATE.EL == EL1 && EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T13 == '1' then
    AArch64.AArch32SystemAccessTrap(EL2, 0x03);
elsif PSTATE.EL == EL1 && EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
    AArch32.TakeHypTrapException(0x03);
elsif IsHighestEL(PSTATE.EL) then
    AMCNTENSET0 = R[t];
else
    UNDEFINED;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMCNTENSET1, Activity Monitors Count Enable Set Register 1

The AMCNTENSET1 characteristics are:

Purpose

Enable control bits for the auxiliary activity monitors event counters, [AMEVCNTR1<n>](#).

Configuration

AArch32 System register AMCNTENSET1 bits [31:0] are architecturally mapped to AArch64 System register [AMCNTENSET1_ELO\[31:0\]](#).

AArch32 System register AMCNTENSET1 bits [31:0] are architecturally mapped to External register [AMCNTENSET1\[31:0\]](#).

This register is present only when FEAT_AMUv1 is implemented. Otherwise, direct accesses to AMCNTENSET1 are UNDEFINED.

Attributes

AMCNTENSET1 is a 32-bit register.

Field descriptions

The AMCNTENSET1 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																P<n>, bit [n]															

Bits [31:16]

Reserved, RES0.

P<n>, bit [n], for n = 0 to 15

Activity monitor event counter enable bit for [AMEVCNTR1<n>](#).

Bits [31:16] are RES0. Bits [15:N] are RAZ/WI. N is the value in [AMCGCR.CG1NC](#).

Possible values of each bit are:

P<n>	Meaning
0b0	When read, means that AMEVCNTR1<n> is disabled. When written, has no effect.
0b1	When read, means that AMEVCNTR1<n> is enabled. When written, enables AMEVCNTR1<n> .

On a Cold reset, this field resets to 0.

Accessing the AMCNTENSET1

If the number of auxiliary activity monitor event counters implemented is zero, reads and writes of AMCNTENSET1 are UNDEFINED.

Note

The number of auxiliary activity monitor counters implemented is zero when [AMCFGR](#).NCG == 0b0000.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1101	0b0011	0b001

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif !ELUsingAArch32(EL1) && AMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elsif ELUsingAArch32(EL1) && AMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T13 == '1'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && CPTR_EL2.TAM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCPTR.TAM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL1) && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) ||
SCR_EL3.FGTEN == '1') && HAFGRTR_EL2.AMCNTEN1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return AMCNTENSET1;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T13 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && CPTR_EL2.TAM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCPTR.TAM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return AMCNTENSET1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return AMCNTENSET1;
elsif PSTATE.EL == EL3 then
    return AMCNTENSET1;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1101	0b0011	0b001

```

if PSTATE.EL == EL1 && EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T13 == '1' then
    AArch64.AArch32SystemAccessTrap(EL2, 0x03);
elsif PSTATE.EL == EL1 && EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
    AArch32.TakeHypTrapException(0x03);
elsif IsHighestEL(PSTATE.EL) then
    AMCNTENSET1 = R[t];
else
    UNDEFINED;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMCR, Activity Monitors Control Register

The AMCR characteristics are:

Purpose

Global control register for the activity monitors implementation. AMCR is applicable to both the architected and the auxiliary counter groups.

Configuration

AArch32 System register AMCR bits [31:0] are architecturally mapped to AArch64 System register [AMCR_EL0\[31:0\]](#).

AArch32 System register AMCR bits [31:0] are architecturally mapped to External register [AMCR\[31:0\]](#).

This register is present only when FEAT_AMUv1 is implemented. Otherwise, direct accesses to AMCR are UNDEFINED.

Attributes

AMCR is a 32-bit register.

Field descriptions

The AMCR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0														CG1RZ	RES0						HDBG	RES0									

Bits [31:18]

Reserved, RES0.

CG1RZ, bit [17]

When FEAT_AMUv1p1 is implemented:

Counter Group 1 Read Zero.

CG1RZ	Meaning
0b0	System register reads of AMEVCNTR1<n> return the event count at all implemented and enabled Exception levels.
0b1	If the current Exception level is the highest implemented Exception level, system register reads of AMEVCNTR1<n> return the event count. Otherwise, reads of AMEVCNTR1<n> return a zero value.

Note

Reads from the memory-mapped view are unaffected by this field.

Otherwise:

Reserved, RES0.

Bits [16:11]

Reserved, RES0.

HDBG, bit [10]

This bit controls whether activity monitor counting is halted when the PE is halted in Debug state.

HDBG	Meaning
0b0	Activity monitors do not halt counting when the PE is halted in Debug state.
0b1	Activity monitors halt counting when the PE is halted in Debug state.

Bits [9:0]

Reserved, RES0.

Accessing the AMCR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1101	0b0010	0b000

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif !ELUsingAArch32(EL1) && AMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elsif ELUsingAArch32(EL1) && AMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T13 == '1'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && CPTR_EL2.TAM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCPTR.TAM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return AMCR;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T13 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && CPTR_EL2.TAM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCPTR.TAM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return AMCR;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return AMCR;
elsif PSTATE.EL == EL3 then
    return AMCR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1101	0b0010	0b000

```

if PSTATE.EL == EL1 && EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T13 == '1' then
    AArch64.AArch32SystemAccessTrap(EL2, 0x03);
elsif PSTATE.EL == EL1 && EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
    AArch32.TakeHypTrapException(0x03);
elsif IsHighestEL(PSTATE.EL) then
    AMCR = R[t];
else
    UNDEFINED;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMEVCNTR0<n>, Activity Monitors Event Counter Registers 0, n = 0 - 15

The AMEVCNTR0<n> characteristics are:

Purpose

Provides access to the architected activity monitor event counters.

Configuration

AArch32 System register AMEVCNTR0<n> bits [63:0] are architecturally mapped to AArch64 System register [AMEVCNTR0<n>_EL0\[63:0\]](#).

AArch32 System register AMEVCNTR0<n> bits [63:0] are architecturally mapped to External register [AMEVCNTR0<n>\[63:0\]](#).

This register is present only when FEAT_AMUv1 is implemented. Otherwise, direct accesses to AMEVCNTR0<n> are UNDEFINED.

Attributes

AMEVCNTR0<n> is a 64-bit register.

Field descriptions

The AMEVCNTR0<n> bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																ACNT															
																ACNT															
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

ACNT, bits [63:0]

Architected activity monitor event counter n.

Value of architected activity monitor event counter n, where n is the number of this register and is a number from 0 to 15.

If FEAT_AMUv1p1 is implemented, [HCR_EL2.AMVOFFEN](#) is 1, [SCR_EL3.AMVOFFEN](#) is 1, [HCR_EL2.{E2H, TGE}](#) is not {1,1}, and EL2 is using AArch64 and is implemented in the current Security state, access to these registers at EL0 or EL1 return (PCount<63:0> - [AMEVCNTVOFF0<n>_EL2<63:0>](#)).

PCount is the physical count returned when AMEVCNTR0<n> is read from EL2 or EL3.

If the counter is enabled, writes to this register have UNPREDICTABLE results.

On a Cold reset, this field resets to 0.

Accessing the AMEVCNTR0<n>

If <n> is greater than or equal to the number of architected activity monitor event counters, reads and writes of AMEVCNTR0<n> are UNDEFINED.

Note

[AMCGCR.CG0NC](#) identifies the number of architected activity monitor event counters.

Accesses to this register use the following encodings:

MRRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

coproc	CRm	opc1
0b1111	0b000:n[3]	0b0:n[2:0]

```

if CRm == '0000' then
    if PSTATE.EL == EL0 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
            UNDEFINED;
        elsif !ELUsingAArch32(EL1) && AMUSERENR_EL0.EN == '0' then
            if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x04);
            else
                AArch64.AArch32SystemAccessTrap(EL1, 0x04);
            elsif ELUsingAArch32(EL1) && AMUSERENR_EL0.EN == '0' then
                if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
                    AArch64.AArch32SystemAccessTrap(EL2, 0x04);
                elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
                    AArch32.TakeHypTrapException(0x00);
                else
                    UNDEFINED;
            elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T0 ==
'1' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x04);
            elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T0 == '1' then
                AArch32.TakeHypTrapException(0x04);
            elsif EL2Enabled() && !ELUsingAArch32(EL2) && CPTR_EL2.TAM == '1' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x04);
            elsif EL2Enabled() && ELUsingAArch32(EL2) && HCPTR.TAM == '1' then
                AArch32.TakeHypTrapException(0x04);
            elsif EL2Enabled() && !ELUsingAArch32(EL1) && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3)
|| SCR_EL3.FGTEn == '1') && HAFGRTR_EL2.AMEVCNTR0<n>_EL0 == '1' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x04);
            elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.AArch32SystemAccessTrap(EL3, 0x04);
                else
                    return AMEVCNTR0[UInt(CRm<0>:opc1<2:0>)];
            elsif PSTATE.EL == EL1 then
                if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
                    UNDEFINED;
                elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T0 == '1' then
                    AArch64.AArch32SystemAccessTrap(EL2, 0x04);
                elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T0 == '1' then
                    AArch32.TakeHypTrapException(0x04);
                elsif EL2Enabled() && !ELUsingAArch32(EL2) && CPTR_EL2.TAM == '1' then
                    AArch64.AArch32SystemAccessTrap(EL2, 0x04);
                elsif EL2Enabled() && ELUsingAArch32(EL2) && HCPTR.TAM == '1' then
                    AArch32.TakeHypTrapException(0x04);
                elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
                    if Halted() && EDSCR.SDD == '1' then
                        UNDEFINED;
                    else
                        AArch64.AArch32SystemAccessTrap(EL3, 0x04);
                    else
                        return AMEVCNTR0[UInt(CRm<0>:opc1<2:0>)];
            elsif PSTATE.EL == EL2 then
                if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
                    UNDEFINED;
                elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
                    if Halted() && EDSCR.SDD == '1' then
                        UNDEFINED;
                    else
                        AArch64.AArch32SystemAccessTrap(EL3, 0x04);
                    else
                        return AMEVCNTR0[UInt(CRm<0>:opc1<2:0>)];
            elsif PSTATE.EL == EL3 then
                return AMEVCNTR0[UInt(CRm<0>:opc1<2:0>)];
            else

```

UNDEFINED;

MCRR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

coproc	CRm	opc1
0b1111	0b000:n[3]	0b0:n[2:0]

```

if CRm == '0000' then
  if PSTATE.EL == EL1 && EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T0 == '1' then
    AArch64.AArch32SystemAccessTrap(EL2, 0x04);
  elsif PSTATE.EL == EL1 && EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T0 == '1' then
    AArch32.TakeHypTrapException(0x04);
  elsif IsHighestEL(PSTATE.EL) then
    AMEVCNTR0[UInt(CRm<0>:opc1<2:0>)] = R[t2]:R[t];
  else
    UNDEFINED;
else
  UNDEFINED;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMEVCNTR1<n>, Activity Monitors Event Counter Registers 1, n = 0 - 15

The AMEVCNTR1<n> characteristics are:

Purpose

Provides access to the auxiliary activity monitor event counters.

Configuration

AArch32 System register AMEVCNTR1<n> bits [63:0] are architecturally mapped to AArch64 System register [AMEVCNTR1<n>_EL0\[63:0\]](#).

AArch32 System register AMEVCNTR1<n> bits [63:0] are architecturally mapped to External register [AMEVCNTR1<n>\[63:0\]](#).

This register is present only when FEAT_AMUv1 is implemented. Otherwise, direct accesses to AMEVCNTR1<n> are UNDEFINED.

Attributes

AMEVCNTR1<n> is a 64-bit register.

Field descriptions

The AMEVCNTR1<n> bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																ACNT															
																ACNT															
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

ACNT, bits [63:0]

Auxiliary activity monitor event counter n.

Value of auxiliary activity monitor event counter n, where n is the number of this register and is a number from 0 to 15.

If FEAT_AMUv1p1 is implemented, [HCR_EL2.AMVOFFEN](#) is 1, [SCR_EL3.AMVOFFEN](#) is 1, [HCR_EL2.{E2H, TGE}](#) is not {1,1}, EL2 is using AArch64 and is implemented in the current Security state, and [AMCR_EL0.CG1RZ](#) is 0, reads to these registers at EL0 or EL1 return (PCount<63:0> - [AMEVCNTVOFF1<n>_EL2<63:0>](#)).

PCount is the physical count returned when AMEVCNTR1<n> is read from EL2 or EL3.

If the counter is enabled, writes to this register have UNPREDICTABLE results.

On a Cold reset, this field resets to 0.

Accessing the AMEVCNTR1<n>

If <n> is greater than or equal to the number of auxiliary activity monitor event counters, reads and writes of AMEVCNTR1<n> are UNDEFINED.

Note

[AMCGCR](#).CG1NC identifies the number of auxiliary activity monitor event counters.

Accesses to this register use the following encodings:

MRRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

coproc	CRm	opc1
0b1111	0b010:n[3]	0b0:n[2:0]

```

if CRm == '0100' then
    if PSTATE.EL == EL0 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
            UNDEFINED;
        elseif !ELUsingAArch32(EL1) && AMUSERENR_EL0.EN == '0' then
            if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x04);
            else
                AArch64.AArch32SystemAccessTrap(EL1, 0x04);
            elseif ELUsingAArch32(EL1) && AMUSERENR_EL0.EN == '0' then
                if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
                    AArch64.AArch32SystemAccessTrap(EL2, 0x04);
                elseif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
                    AArch32.TakeHypTrapException(0x00);
                else
                    UNDEFINED;
            elseif EL2Enabled() && !ELUsingAArch32(EL2) && CPTR_EL2.TAM == '1' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x04);
            elseif EL2Enabled() && ELUsingAArch32(EL2) && HCPTR.TAM == '1' then
                AArch32.TakeHypTrapException(0x04);
            elseif EL2Enabled() && !ELUsingAArch32(EL1) && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3)
|| SCR_EL3.FGTEn == '1') && HAFGRTR_EL2.AMEVCNTR1<n>_EL0 == '1' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x04);
            elseif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.AArch32SystemAccessTrap(EL3, 0x04);
            elseif !HighestELUsingAArch32() && AMCR_EL0.CG1RZ == '1' then
                return Zeros();
            elseif HighestELUsingAArch32() && AMCR.CG1RZ == '1' then
                return Zeros();
            else
                return AMEVCNTR1[UInt(CRm<0>:opc1<2:0>)];
        elseif PSTATE.EL == EL1 then
            if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
                UNDEFINED;
            elseif EL2Enabled() && !ELUsingAArch32(EL2) && CPTR_EL2.TAM == '1' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x04);
            elseif EL2Enabled() && ELUsingAArch32(EL2) && HCPTR.TAM == '1' then
                AArch32.TakeHypTrapException(0x04);
            elseif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.AArch32SystemAccessTrap(EL3, 0x04);
            elseif !IsHighestEL(PSTATE.EL) && !HighestELUsingAArch32() && AMCR_EL0.CG1RZ == '1' then
                return Zeros();
            elseif !IsHighestEL(PSTATE.EL) && HighestELUsingAArch32() && AMCR.CG1RZ == '1' then
                return Zeros();
            else
                return AMEVCNTR1[UInt(CRm<0>:opc1<2:0>)];
        elseif PSTATE.EL == EL2 then
            if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
                UNDEFINED;
            elseif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.AArch32SystemAccessTrap(EL3, 0x04);
            elseif !IsHighestEL(PSTATE.EL) && !HighestELUsingAArch32() && AMCR_EL0.CG1RZ == '1' then
                return Zeros();
            elseif !IsHighestEL(PSTATE.EL) && HighestELUsingAArch32() && AMCR.CG1RZ == '1' then
                return Zeros();
            else
                return AMEVCNTR1[UInt(CRm<0>:opc1<2:0>)];
        elseif PSTATE.EL == EL3 then

```

```

        return AMEVCNTR1[UInt(CRm<0>:opc1<2:0>)];
elseif CRm == '0101' then
    if PSTATE.EL == EL0 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
            UNDEFINED;
        elseif !ELUsingAArch32(EL1) && AMUSERENR_EL0.EN == '0' then
            if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x04);
            else
                AArch64.AArch32SystemAccessTrap(EL1, 0x04);
            elseif ELUsingAArch32(EL1) && AMUSERENR_EL0.EN == '0' then
                if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
                    AArch64.AArch32SystemAccessTrap(EL2, 0x04);
                elseif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
                    AArch32.TakeHypTrapException(0x00);
                else
                    UNDEFINED;
            elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T5 ==
'1' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x04);
            elseif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
                AArch32.TakeHypTrapException(0x04);
            elseif EL2Enabled() && !ELUsingAArch32(EL2) && CPTR_EL2.TAM == '1' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x04);
            elseif EL2Enabled() && ELUsingAArch32(EL2) && HCPTR.TAM == '1' then
                AArch32.TakeHypTrapException(0x04);
            elseif EL2Enabled() && !ELUsingAArch32(EL1) && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3)
|| SCR_EL3.FGTEn == '1') && HAFGRTR_EL2.AMEVCNTR1<n>_EL0 == '1' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x04);
            elseif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.AArch32SystemAccessTrap(EL3, 0x04);
            elseif !HighestELUsingAArch32() && AMCR_EL0.CG1RZ == '1' then
                return Zeros();
            elseif HighestELUsingAArch32() && AMCR.CG1RZ == '1' then
                return Zeros();
            else
                return AMEVCNTR1[UInt(CRm<0>:opc1<2:0>)];
        elseif PSTATE.EL == EL1 then
            if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
                UNDEFINED;
            elseif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x04);
            elseif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
                AArch32.TakeHypTrapException(0x04);
            elseif EL2Enabled() && !ELUsingAArch32(EL2) && CPTR_EL2.TAM == '1' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x04);
            elseif EL2Enabled() && ELUsingAArch32(EL2) && HCPTR.TAM == '1' then
                AArch32.TakeHypTrapException(0x04);
            elseif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.AArch32SystemAccessTrap(EL3, 0x04);
            elseif !IsHighestEL(PSTATE.EL) && !HighestELUsingAArch32() && AMCR_EL0.CG1RZ == '1' then
                return Zeros();
            elseif !IsHighestEL(PSTATE.EL) && HighestELUsingAArch32() && AMCR.CG1RZ == '1' then
                return Zeros();
            else
                return AMEVCNTR1[UInt(CRm<0>:opc1<2:0>)];
        elseif PSTATE.EL == EL2 then
            if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
                UNDEFINED;
            elseif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
                if Halted() && EDSCR.SDD == '1' then

```

```

        UNDEFINED;
    else
        AArch64.AArch32SystemAccessTrap(EL3, 0x04);
    elseif !IsHighestEL(PSTATE.EL) && !HighestELUsingAArch32() && AMCR_EL0.CG1RZ == '1' then
        return Zeros();
    elseif !IsHighestEL(PSTATE.EL) && HighestELUsingAArch32() && AMCR.CG1RZ == '1' then
        return Zeros();
    else
        return AMEVCNTR1[UInt(CRm<0>:opc1<2:0>)];
elseif PSTATE.EL == EL3 then
    return AMEVCNTR1[UInt(CRm<0>:opc1<2:0>)];
else
    UNDEFINED;

```

MCCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

coproc	CRm	opc1
0b1111	0b010:n[3]	0b0:n[2:0]

```

if CRm == '0100' then
    if IsHighestEL(PSTATE.EL) then
        AMEVCNTR1[UInt(CRm<0>:opc1<2:0>)] = R[t2]:R[t];
    else
        UNDEFINED;
elseif CRm == '0101' then
    if PSTATE.EL == EL1 && EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elseif PSTATE.EL == EL1 && EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x04);
    elseif IsHighestEL(PSTATE.EL) then
        AMEVCNTR1[UInt(CRm<0>:opc1<2:0>)] = R[t2]:R[t];
    else
        UNDEFINED;
else
    UNDEFINED;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMEVTYPER0<n>, Activity Monitors Event Type Registers 0, n = 0 - 15

The AMEVTYPER0<n> characteristics are:

Purpose

Provides information on the events that an architected activity monitor event counter [AMEVCNTR0<n>](#) counts.

Configuration

AArch32 System register AMEVTYPER0<n> bits [31:0] are architecturally mapped to AArch64 System register [AMEVTYPER0<n>_EL0\[31:0\]](#).

AArch32 System register AMEVTYPER0<n> bits [31:0] are architecturally mapped to External register [AMEVTYPER0<n>\[31:0\]](#).

This register is present only when FEAT_AMUv1 is implemented. Otherwise, direct accesses to AMEVTYPER0<n> are UNDEFINED.

Attributes

AMEVTYPER0<n> is a 32-bit register.

Field descriptions

The AMEVTYPER0<n> bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																evtCount															

Bits [31:16]

Reserved, RES0.

evtCount, bits [15:0]

Event to count. The event number of the event that is counted by the architected activity monitor event counter [AMEVCNTR0<n>](#). The value of this field is architecturally mandated for each architected counter.

The following table shows the mapping between required event numbers and the corresponding counters:

evtCount	Meaning	Applies when
0x0011	Processor frequency cycles	When n == 0
0x4004	Constant frequency cycles	When n == 1
0x0008	Instructions retired	When n == 2
0x4005	Memory stall cycles	When n == 3

Accessing the AMEVTYPER0<n>

If <n> is greater than or equal to the number of architected activity monitor event counters, reads and writes of AMEVTYPER0<n> are UNDEFINED.

Note

[AMCGCR](#).CG0NC identifies the number of architected activity monitor event counters.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1101	0b011.n[3]	n[2:0]

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif !ELUsingAArch32(EL1) && AMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elsif ELUsingAArch32(EL1) && AMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T13 == '1'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && CPTR_EL2.TAM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCPTR.TAM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return AMEVTYPER0[UInt(CRm<0>:opc2<2:0>)];
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T13 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && CPTR_EL2.TAM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCPTR.TAM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return AMEVTYPER0[UInt(CRm<0>:opc2<2:0>)];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return AMEVTYPER0[UInt(CRm<0>:opc2<2:0>)];
elsif PSTATE.EL == EL3 then
    return AMEVTYPER0[UInt(CRm<0>:opc2<2:0>)];

```


AMEVTYPER1<n>, Activity Monitors Event Type Registers 1, n = 0 - 15

The AMEVTYPER1<n> characteristics are:

Purpose

Provides information on the events that an auxiliary activity monitor event counter [AMEVCNTR1<n>](#) counts.

Configuration

AArch32 System register AMEVTYPER1<n> bits [31:0] are architecturally mapped to AArch64 System register [AMEVTYPER1<n>_EL0\[31:0\]](#).

AArch32 System register AMEVTYPER1<n> bits [31:0] are architecturally mapped to External register [AMEVTYPER1<n>\[31:0\]](#).

This register is present only when FEAT_AMUv1 is implemented. Otherwise, direct accesses to AMEVTYPER1<n> are UNDEFINED.

Attributes

AMEVTYPER1<n> is a 32-bit register.

Field descriptions

The AMEVTYPER1<n> bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																evtCount															

Bits [31:16]

Reserved, RES0.

evtCount, bits [15:0]

Event to count. The event number of the event that is counted by the auxiliary activity monitor event counter [AMEVCNTR1<n>](#).

It is IMPLEMENTATION DEFINED what values are supported by each counter.

If software writes a value to this field which is not supported by the corresponding counter [AMEVCNTR1<n>](#), then:

- It is UNPREDICTABLE which event will be counted.
- The value read back is UNKNOWN.

The event counted by [AMEVCNTR1<n>](#) might be fixed at implementation. In this case, the field is read-only and writes are UNDEFINED.

If the corresponding counter [AMEVCNTR1<n>](#) is enabled, writes to this register have UNPREDICTABLE results.

Accessing the AMEVTYPER1<n>

If <n> is greater than or equal to the number of auxiliary activity monitor event counters, reads and writes of AMEVTYPER1<n> are UNDEFINED.

Note

[AMCGCR.CG1NC](#) identifies the number of auxiliary activity monitor event counters.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1101	0b111:n[3]	n[2:0]

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif !ELUsingAArch32(EL1) && AMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elsif ELUsingAArch32(EL1) && AMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T13 == '1'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && CPTR_EL2.TAM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCPTR.TAM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL1) && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) ||
SCR_EL3.FGTEn == '1') && HAFGRTR_EL2.AMEVTYPER1<n>_EL0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return AMEVTYPER1[UInt(CRm<0>:opc2<2:0>)];
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T13 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && CPTR_EL2.TAM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCPTR.TAM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return AMEVTYPER1[UInt(CRm<0>:opc2<2:0>)];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return AMEVTYPER1[UInt(CRm<0>:opc2<2:0>)];
elsif PSTATE.EL == EL3 then
    return AMEVTYPER1[UInt(CRm<0>:opc2<2:0>)];

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1101	0b111.n[3]	n[2:0]

```

if PSTATE.EL == EL1 && EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T13 == '1' then
    AArch64.AArch32SystemAccessTrap(EL2, 0x03);
elsif PSTATE.EL == EL1 && EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
    AArch32.TakeHypTrapException(0x03);
elsif IsHighestEL(PSTATE.EL) && !boolean IMPLEMENTATION_DEFINED "AMEVCNTR1<n> is fixed" then
    AMEVTYPER1[UInt(CRm<0>:opc2<2:0>)] = R[t];
else
    UNDEFINED;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMUSERENR, Activity Monitors User Enable Register

The AMUSERENR characteristics are:

Purpose

Global user enable register for the activity monitors. Enables or disables EL0 access to the activity monitors. AMUSERENR is applicable to both the architected and the auxiliary counter groups.

Configuration

AArch32 System register AMUSERENR bits [31:0] are architecturally mapped to AArch64 System register [AMUSERENR_ELO\[31:0\]](#).

This register is present only when FEAT_AMUv1 is implemented. Otherwise, direct accesses to AMUSERENR are UNDEFINED.

Attributes

AMUSERENR is a 32-bit register.

Field descriptions

The AMUSERENR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																															EN

Bits [31:1]

Reserved, RES0.

EN, bit [0]

Traps EL0 accesses to the activity monitors registers to EL1.

EN	Meaning
0b0	EL0 accesses to the activity monitors registers are trapped to EL1.
0b1	This control does not cause any instructions to be trapped. Software can access all activity monitor registers at EL0.

Note

- AMUSERENR can always be read at EL0 and is not governed by this bit.

Accessing the AMUSERENR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1101	0b0010	0b011

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T13 == '1'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && CPTR_EL2.TAM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCPTR.TAM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        else
            return AMUSERENR;
    elsif PSTATE.EL == EL1 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
            UNDEFINED;
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T13 == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
            AArch32.TakeHypTrapException(0x03);
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && CPTR_EL2.TAM == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCPTR.TAM == '1' then
            AArch32.TakeHypTrapException(0x03);
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
            else
                return AMUSERENR;
        elsif PSTATE.EL == EL2 then
            if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
                UNDEFINED;
            elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.AArch32SystemAccessTrap(EL3, 0x03);
                else
                    return AMUSERENR;
        elsif PSTATE.EL == EL3 then
            return AMUSERENR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1101	0b0010	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T13 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && CPTR_EL2.TAM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCPTR.TAM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        else
            AMUSERENR = R[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
            else
                AMUSERENR = R[t];
    elsif PSTATE.EL == EL3 then
        AMUSERENR = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

APSR, Application Program Status Register

The APSR characteristics are:

Purpose

Hold program status and control information.

Configuration

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to APSR are UNDEFINED.

Attributes

APSR is a 32-bit register.

Field descriptions

The APSR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
N	Z	C	V	Q	RES0						GE					RES0								RES1		RES0					

N, bit [31]

Negative condition flag. Set to bit[31] of the result of the last flag-setting instruction. If the result is regarded as a two's complement signed integer, then N is set to 1 if the result was negative, and N is set to 0 if the result was positive or zero.

Z, bit [30]

Zero condition flag. Set to 1 if the result of the last flag-setting instruction was zero, and to 0 otherwise. A result of zero often indicates an equal result from a comparison.

C, bit [29]

Carry condition flag. Set to 1 if the last flag-setting instruction resulted in a carry condition, for example an unsigned overflow on an addition.

V, bit [28]

Overflow condition flag. Set to 1 if the last flag-setting instruction resulted in an overflow condition, for example a signed overflow on an addition.

Q, bit [27]

Cumulative saturation bit. Set to 1 to indicate that overflow or saturation occurred in some instructions.

Bits [26:20]

Reserved, RES0.

GE, bits [19:16]

Greater than or Equal flags, for parallel addition and subtraction.

Bits [15:5]

Reserved, RES0.

Bit [4]

Reserved, RES1.

Bits [3:0]

Reserved, RES0.

It is permitted that, on a read of APSR:

- Bit[22] returns the value of PSTATE.PAN
- Bit[9] returns the value of PSTATE.E.
- Bits[8:6] return the value of PSTATE.{A, I, F}, the mask bits.
- Bit[4:0] returns the value of PSTATE.M[4:0]

Note

This is an exception to the general rule that an UNKNOWN field must not return information that cannot be obtained, at the current Privilege level, by an architected mechanism.

For more information see 'The Application Program Status Register, APSR'.

Accessing the APSR

APSR can be read using the MRS instruction and written using the MSR (register) or MSR (immediate) instructions.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ATS12NSOPR, Address Translate Stages 1 and 2 Non-secure Only PL1 Read

The ATS12NSOPR characteristics are:

Purpose

Performs stage 1 and 2 address translations as defined for PL1 and the Non-secure state, with permissions as if reading from the given virtual address.

Configuration

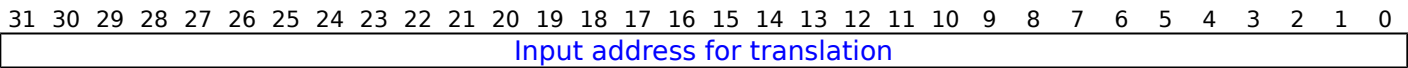
This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ATS12NSOPR are UNDEFINED.

Attributes

ATS12NSOPR is a 32-bit System instruction.

Field descriptions

The ATS12NSOPR input value bit assignments are:



Bits [31:0]

Input address for translation. The resulting address can be read from the [PAR](#).

This System instruction takes a VA as input. The resulting address is the PA that is the output address of the stage 2 translation.

Executing the ATS12NSOPR instruction

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0111	0b1000	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T7 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T7 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif !ELUsingAArch32(EL2) && SCR_EL3.<NS,EEL2> == '01' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif !ELUsingAArch32(EL3) && SCR_EL3.NS == '0' then
        AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    ATS12NSOPR(R[t]);
elsif PSTATE.EL == EL3 then
    ATS12NSOPR(R[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ATS12NSOPW, Address Translate Stages 1 and 2 Non-secure Only PL1 Write

The ATS12NSOPW characteristics are:

Purpose

Performs stage 1 and 2 address translations as defined for PL1 and the Non-secure state, with permissions as if writing to the given virtual address.

Configuration

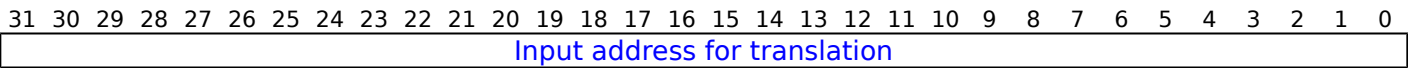
This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ATS12NSOPW are UNDEFINED.

Attributes

ATS12NSOPW is a 32-bit System instruction.

Field descriptions

The ATS12NSOPW input value bit assignments are:



Bits [31:0]

Input address for translation. The resulting address can be read from the [PAR](#).

This System instruction takes a VA as input. The resulting address is the PA that is the output address of the stage 2 translation.

Executing the ATS12NSOPW instruction

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0111	0b1000	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T7 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T7 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif !ELUsingAArch32(EL2) && SCR_EL3.<NS,EEL2> == '01' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif !ELUsingAArch32(EL3) && SCR_EL3.NS == '0' then
        AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    ATS12NSOPW(R[t]);
elsif PSTATE.EL == EL3 then
    ATS12NSOPW(R[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ATS12NSOUR, Address Translate Stages 1 and 2 Non-secure Only Unprivileged Read

The ATS12NSOUR characteristics are:

Purpose

Performs stage 1 and 2 address translations as defined for PL0 and the Non-secure state, with permissions as if reading from the given virtual address.

Configuration

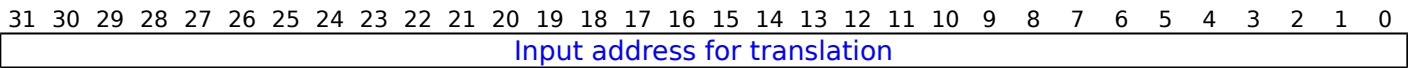
This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ATS12NSOUR are UNDEFINED.

Attributes

ATS12NSOUR is a 32-bit System instruction.

Field descriptions

The ATS12NSOUR input value bit assignments are:



Bits [31:0]

Input address for translation. The resulting address can be read from the [PAR](#).

This System instruction takes a VA as input. The resulting address is the PA that is the output address of the stage 2 translation.

Executing the ATS12NSOUR instruction

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0111	0b1000	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T7 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T7 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif !ELUsingAArch32(EL2) && SCR_EL3.<NS,EEL2> == '01' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif !ELUsingAArch32(EL3) && SCR_EL3.NS == '0' then
        AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    ATS12NSOUR(R[t]);
elsif PSTATE.EL == EL3 then
    ATS12NSOUR(R[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ATS12NSOUW, Address Translate Stages 1 and 2 Non-secure Only Unprivileged Write

The ATS12NSOUW characteristics are:

Purpose

Performs stage 1 and 2 address translations as defined for PL0 and the Non-secure state, with permissions as if writing to the given virtual address.

Configuration

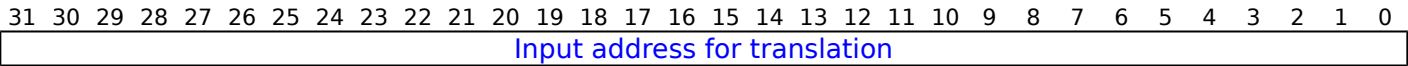
This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ATS12NSOUW are UNDEFINED.

Attributes

ATS12NSOUW is a 32-bit System instruction.

Field descriptions

The ATS12NSOUW input value bit assignments are:



Bits [31:0]

Input address for translation. The resulting address can be read from the [PAR](#).

This System instruction takes a VA as input. The resulting address is the PA that is the output address of the stage 2 translation.

Executing the ATS12NSOUW instruction

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0111	0b1000	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T7 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T7 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif !ELUsingAArch32(EL2) && SCR_EL3.<NS,EEL2> == '01' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif !ELUsingAArch32(EL3) && SCR_EL3.NS == '0' then
        AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    ATS12NSOUW(R[t]);
elsif PSTATE.EL == EL3 then
    ATS12NSOUW(R[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ATS1CPR, Address Translate Stage 1 Current state PL1 Read

The ATS1CPR characteristics are:

Purpose

Performs stage 1 address translation as defined for PL1 and the current Security state, with permissions as if reading from the given virtual address.

Configuration

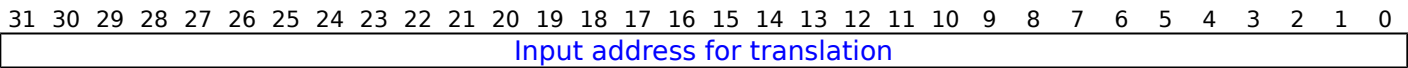
This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ATS1CPR are UNDEFINED.

Attributes

ATS1CPR is a 32-bit System instruction.

Field descriptions

The ATS1CPR input value bit assignments are:



Bits [31:0]

Input address for translation. The resulting address can be read from the [PAR](#).

This System instruction takes a VA as input. If EL2 is implemented and enabled in the current Security state, the resulting address is the IPA that is the output address of the stage 1 translation. Otherwise, the resulting address is a PA.

Executing the ATS1CPR instruction

Accesses to this instruction use the following encodings:

```
MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}
```

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0111	0b1000	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T7 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T7 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        ATS1CPR(R[t]);
elsif PSTATE.EL == EL2 then
    ATS1CPR(R[t]);
elsif PSTATE.EL == EL3 then
    ATS1CPR(R[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ATS1CPRP, Address Translate Stage 1 Current state PL1 Read PAN

The ATS1CPRP characteristics are:

Purpose

Performs a stage 1 address translation at PL1 and in the current Security state, where the value of PSTATE.PAN determines if a read from a location will generate a permission fault for a privileged access.

Configuration

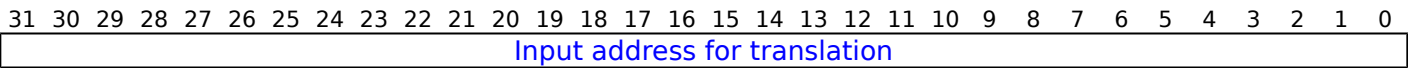
This instruction is present only when AArch32 is supported at any Exception level and FEAT_PAN2 is implemented. Otherwise, direct accesses to ATS1CPRP are UNDEFINED.

Attributes

ATS1CPRP is a 32-bit System instruction.

Field descriptions

The ATS1CPRP input value bit assignments are:



Bits [31:0]

Input address for translation. The resulting address can be read from the [PAR](#).

This System instruction takes a VA as input. If EL2 is implemented and enabled in the current Security state, the resulting address is the IPA that is the output address of the stage 1 translation. Otherwise, the resulting address is a PA.

Executing the ATS1CPRP instruction

Accesses to this instruction use the following encodings:

```
MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}
```

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0111	0b1001	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T7 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T7 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        ATS1CPRP(R[t]);
elsif PSTATE.EL == EL2 then
    ATS1CPRP(R[t]);
elsif PSTATE.EL == EL3 then
    ATS1CPRP(R[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ATS1CPW, Address Translate Stage 1 Current state PL1 Write

The ATS1CPW characteristics are:

Purpose

Performs stage 1 address translation as defined for PL1 and the current Security state, with permissions as if writing to the given virtual address.

Configuration

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ATS1CPW are UNDEFINED.

Attributes

ATS1CPW is a 32-bit System instruction.

Field descriptions

The ATS1CPW input value 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
Input address for translation																															

Bits [31:0]

Input address for translation. The resulting address can be read from the [PAR](#).

This System instruction takes a VA as input. If EL2 is implemented and enabled in the current Security state, the resulting address is the IPA that is the output address of the stage 1 translation. Otherwise, the resulting address is a PA.

Executing the ATS1CPW instruction

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0111	0b1000	0b001

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T7 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T7 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        ATS1CPW(R[t]);
elsif PSTATE.EL == EL2 then
    ATS1CPW(R[t]);
elsif PSTATE.EL == EL3 then
    ATS1CPW(R[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ATS1CPWP, Address Translate Stage 1 Current state PL1 Write PAN

The ATS1CPWP characteristics are:

Purpose

Performs a stage 1 address translation at PL1 and in the current Security state, where the value of PSTATE.PAN determines if a write to the location will generate a permission fault for a privileged access.

Configuration

This instruction is present only when AArch32 is supported at any Exception level and FEAT_PAN2 is implemented. Otherwise, direct accesses to ATS1CPWP are UNDEFINED.

Attributes

ATS1CPWP is a 32-bit System instruction.

Field descriptions

The ATS1CPWP input value 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
Input address for translation																															

Bits [31:0]

Input address for translation. The resulting address can be read from the [PAR](#).

This System instruction takes a VA as input. If EL2 is implemented and enabled in the current Security state, the resulting address is the IPA that is the output address of the stage 1 translation. Otherwise, the resulting address is a PA.

Executing the ATS1CPWP instruction

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0111	0b1001	0b001

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T7 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T7 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        ATS1CPWP(R[t]);
elsif PSTATE.EL == EL2 then
    ATS1CPWP(R[t]);
elsif PSTATE.EL == EL3 then
    ATS1CPWP(R[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ATS1CUR, Address Translate Stage 1 Current state Unprivileged Read

The ATS1CUR characteristics are:

Purpose

Performs stage 1 address translation as defined for PL0 and the current Security state, with permissions as if reading from the given virtual address.

Configuration

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ATS1CUR are UNDEFINED.

Attributes

ATS1CUR is a 32-bit System instruction.

Field descriptions

The ATS1CUR input value 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
Input address for translation																															

Bits [31:0]

Input address for translation. The resulting address can be read from the [PAR](#).

This System instruction takes a VA as input. If EL2 is implemented and enabled in the current Security state, the resulting address is the IPA that is the output address of the stage 1 translation. Otherwise, the resulting address is a PA.

Executing the ATS1CUR instruction

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0111	0b1000	0b010

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T7 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T7 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        ATS1CUR(R[t]);
elsif PSTATE.EL == EL2 then
    ATS1CUR(R[t]);
elsif PSTATE.EL == EL3 then
    ATS1CUR(R[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ATS1CUW, Address Translate Stage 1 Current state Unprivileged Write

The ATS1CUW characteristics are:

Purpose

Performs stage 1 address translation as defined for PL0 and the current Security state, with permissions as if writing to the given virtual address.

Configuration

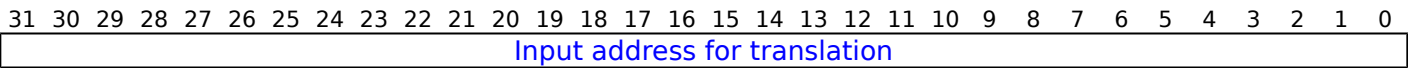
This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ATS1CUW are UNDEFINED.

Attributes

ATS1CUW is a 32-bit System instruction.

Field descriptions

The ATS1CUW input value bit assignments are:



Bits [31:0]

Input address for translation. The resulting address can be read from the [PAR](#).

This System instruction takes a VA as input. If EL2 is implemented and enabled in the current Security state, the resulting address is the IPA that is the output address of the stage 1 translation. Otherwise, the resulting address is a PA.

Executing the ATS1CUW instruction

Accesses to this instruction use the following encodings:

```
MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}
```

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0111	0b1000	0b011

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T7 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T7 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        ATS1CUW(R[t]);
elsif PSTATE.EL == EL2 then
    ATS1CUW(R[t]);
elsif PSTATE.EL == EL3 then
    ATS1CUW(R[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ATS1HR, Address Translate Stage 1 Hyp mode Read

The ATS1HR characteristics are:

Purpose

Performs stage 1 address translation as defined for PL2 and the Non-secure state, with permissions as if reading from the given virtual address.

Configuration

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ATS1HR are UNDEFINED.

Attributes

ATS1HR is a 32-bit System instruction.

Field descriptions

The ATS1HR input value 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
Input address for translation																															

Bits [31:0]

Input address for translation. The resulting address can be read from the [PAR](#).

This System instruction takes a VA as input. The resulting address is the PA that is the output address of the translation.

Executing the ATS1HR instruction

If this instruction is executed in a Secure privileged mode other than Monitor mode, then the behavior is CONSTRAINED UNPREDICTABLE, and one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction is treated as a NOP.
- The instruction executes as if it had been executed in Monitor mode.

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0111	0b1000	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T7 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T7 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        ATS1HR(R[t]);
elsif PSTATE.EL == EL2 then
    ATS1HR(R[t]);
elsif PSTATE.EL == EL3 then
    ATS1HR(R[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ATS1HW, Address Translate Stage 1 Hyp mode Write

The ATS1HW characteristics are:

Purpose

Performs stage 1 address translation as defined for PL2 and the Non-secure state, with permissions as if writing to the given virtual address.

Configuration

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ATS1HW are UNDEFINED.

Attributes

ATS1HW is a 32-bit System instruction.

Field descriptions

The ATS1HW input value 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
Input address for translation																															

Bits [31:0]

Input address for translation. The resulting address can be read from the [PAR](#).

This System instruction takes a VA as input. The resulting address is the PA that is the output address of the translation.

Executing the ATS1HW instruction

If this instruction is executed in a Secure privileged mode other than Monitor mode, then the behavior is CONSTRAINED UNPREDICTABLE, and one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction is treated as a NOP.
- The instruction executes as if it had been executed in Monitor mode.

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0111	0b1000	0b001

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T7 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T7 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        ATS1HW(R[t]);
elsif PSTATE.EL == EL2 then
    ATS1HW(R[t]);
elsif PSTATE.EL == EL3 then
    ATS1HW(R[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

BPIALL, Branch Predictor Invalidate All

The BPIALL characteristics are:

Purpose

Invalidate all entries from branch predictors.

Configuration

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to BPIALL are UNDEFINED.

In an implementation where the branch predictors are architecturally invisible, this instruction can execute as a NOP.

Attributes

BPIALL is a 32-bit System instruction.

Field descriptions

This instruction has no applicable fields.

The value in the register specified by <Rt> is ignored.

Executing the BPIALL instruction

The PE ignores the value of <Rt>. Software does not have to write a value to this register before issuing this instruction.

When [HCR.FB](#) is 1, at Non-secure EL1 this instruction executes as a [BPIALLIS](#).

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0111	0b0101	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T7 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T7 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.FB == '1' then
        BPIALLIS();
    else
        BPIALL();
elsif PSTATE.EL == EL2 then
    BPIALL();
elsif PSTATE.EL == EL3 then
    BPIALL();

```


BPIALLIS, Branch Predictor Invalidate All, Inner Shareable

The BPIALLIS characteristics are:

Purpose

Invalidate all entries from branch predictors Inner Shareable.

Configuration

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to BPIALLIS are UNDEFINED.

In an implementation where the branch predictors are architecturally invisible, this instruction can execute as a NOP.

Attributes

BPIALLIS is a 32-bit System instruction.

Field descriptions

This instruction has no applicable fields.

The value in the register specified by <Rt> is ignored.

Executing the BPIALLIS instruction

The PE ignores the value of <Rt>. Software does not have to write a value to this register before issuing this instruction.

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0111	0b0001	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T7 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T7 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        BPIALLIS();
elsif PSTATE.EL == EL2 then
    BPIALLIS();
elsif PSTATE.EL == EL3 then
    BPIALLIS();

```


BPIMVA, Branch Predictor Invalidate by VA

The BPIMVA characteristics are:

Purpose

Invalidate virtual address from branch predictors.

Configuration

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to BPIMVA are UNDEFINED.

In an implementation where the branch predictors are architecturally invisible, this instruction can execute as a NOP.

Attributes

BPIMVA is a 32-bit System instruction.

Field descriptions

The BPIMVA input value 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
Virtual address to use																															

Bits [31:0]

Virtual address to use.

Executing the BPIMVA instruction

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0111	0b0101	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T7 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T7 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        BPIMVA(R[t]);
elsif PSTATE.EL == EL2 then
    BPIMVA(R[t]);
elsif PSTATE.EL == EL3 then
    BPIMVA(R[t]);

```


CCSIDR, Current Cache Size ID Register

The CCSIDR characteristics are:

Purpose

Provides information about the architecture of the currently selected cache.

When FEAT_CCIDX is implemented, this register is used in conjunction with [CCSIDR2](#).

Configuration

AArch32 System register CCSIDR bits [31:0] are architecturally mapped to AArch64 System register [CCSIDR_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to CCSIDR are UNDEFINED.

The implementation includes one CCSIDR for each cache that it can access. [CSSELR](#) and the Security state select which Cache Size ID Register is accessible.

Attributes

CCSIDR is a 32-bit register.

Field descriptions

The CCSIDR bit assignments are:

When FEAT_CCIDX is implemented:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0								Associativity																				LineSize			

Note

The parameters NumSets, Associativity, and LineSize in these registers define the architecturally visible parameters that are required for the cache maintenance by Set/Way instructions. They are not guaranteed to represent the actual microarchitectural features of a design. You cannot make any inference about the actual sizes of caches based on these parameters.

Bits [31:24]

Reserved, RES0.

Associativity, bits [23:3]

(Associativity of cache) - 1, therefore a value of 0 indicates an associativity of 1. The associativity does not have to be a power of 2.

LineSize, bits [2:0]

(Log₂(Number of bytes in cache line)) - 4. For example:

For a line length of 16 bytes: Log₂(16) = 4, LineSize entry = 0. This is the minimum line length.

For a line length of 32 bytes: $\text{Log}_2(32) = 5$, LineSize entry = 1.

Otherwise:

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
UNKNOWN				NumSets																Associativity								LineSize			

Note

The parameters NumSets, Associativity, and LineSize in these registers define the architecturally visible parameters that are required for the cache maintenance by Set/Way instructions. They are not guaranteed to represent the actual microarchitectural features of a design. You cannot make any inference about the actual sizes of caches based on these parameters.

Bits [31:28]

Reserved, UNKNOWN.

NumSets, bits [27:13]

(Number of sets in cache) - 1, therefore a value of 0 indicates 1 set in the cache. The number of sets does not have to be a power of 2.

Associativity, bits [12:3]

(Associativity of cache) - 1, therefore a value of 0 indicates an associativity of 1. The associativity does not have to be a power of 2.

LineSize, bits [2:0]

$(\text{Log}_2(\text{Number of bytes in cache line})) - 4$. For example:

For a line length of 16 bytes: $\text{Log}_2(16) = 4$, LineSize entry = 0. This is the minimum line length.

For a line length of 32 bytes: $\text{Log}_2(32) = 5$, LineSize entry = 1.

Accessing the CCSIDR

If [CSSELR](#).Level is programmed to a cache level that is not implemented, then on a read of the CCSIDR the behavior is CONSTRAINED UNPREDICTABLE, and can be one of the following:

- The CCSIDR read is treated as NOP.
- The CCSIDR read is UNDEFINED.
- The CCSIDR read returns an UNKNOWN value.

Accesses to this register use the following encodings:

$\text{MRC}\{\text{<c>}\}\{\text{<q>}\} \text{ <coproc>, \{\#\}\text{<opc1>, <Rt>, <CRn>, <CRm>\{, \{\#\}\text{<opc2>}\}$

coproc	opc1	CRn	CRm	opc2
0b1111	0b001	0b0000	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TID2 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TID4 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TID2 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TID4 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        return CCSIDR;
elsif PSTATE.EL == EL2 then
    return CCSIDR;
elsif PSTATE.EL == EL3 then
    return CCSIDR;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CCSIDR2, Current Cache Size ID Register 2

The CCSIDR2 characteristics are:

Purpose

When FEAT_CCIDX is implemented, in conjunction with [CCSIDR](#), provides information about the architecture of the currently selected cache.

When FEAT_CCIDX is not implemented, this register is not implemented.

Configuration

AArch32 System register CCSIDR2 bits [31:0] are architecturally mapped to AArch64 System register [CCSIDR2_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level and FEAT_CCIDX is implemented. Otherwise, direct accesses to CCSIDR2 are UNDEFINED.

The implementation includes one CCSIDR2 for each cache that it can access. [CSSELR](#) and the Security state select which Cache Size ID Register is accessible.

Attributes

CCSIDR2 is a 32-bit register.

Field descriptions

The CCSIDR2 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0								NumSets																							

Bits [31:24]

Reserved, RES0.

NumSets, bits [23:0]

(Number of sets in cache) - 1, therefore a value of 0 indicates 1 set in the cache. The number of sets does not have to be a power of 2.

Accessing the CCSIDR2

If [CSSELR](#).Level is programmed to a cache level that is not implemented, then on a read of the CCSIDR2 the behavior is CONSTRAINED UNPREDICTABLE, and can be one of the following:

- The CCSIDR2 read is treated as NOP.
- The CCSIDR2 read is UNDEFINED.
- The CCSIDR2 read returns an UNKNOWN value.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
--------	------	-----	-----	------

0b1111	0b001	0b0000	0b0000	0b010
--------	-------	--------	--------	-------

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TID2 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TID4 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TID2 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TID4 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        return CCSIDR2;
elsif PSTATE.EL == EL2 then
    return CCSIDR2;
elsif PSTATE.EL == EL3 then
    return CCSIDR2;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CFPRCTX, Control Flow Prediction Restriction by Context

The CFPRCTX characteristics are:

Purpose

Control Flow Prediction Restriction by Context applies to all Control Flow Prediction Resources that predict execution based on information gathered within the target execution context or contexts.

When this instruction is complete and synchronized, control flow prediction does not permit later speculative execution within the target execution context to be observable through side channels.

This instruction is guaranteed to be complete following a DSB that covers both read and write behavior on the same PE as executed the original restriction instruction, and a subsequent context synchronization event is required to ensure that the effect of the completion of the instructions is synchronized to the current execution.

Note

This instruction does not require the invalidation of prediction structures so long as the behavior described for completion of this instruction is met by the implementation.

On some implementations the instruction is likely to take a significant number of cycles to execute. This instruction is expected to be used very rarely, such as on the roll-over of an ASID or VMID, but should not be used on every context switch.

Configuration

This instruction is present only when AArch32 is supported at any Exception level and FEAT_SPECRES is implemented. Otherwise, direct accesses to CFPRCTX are UNDEFINED.

Attributes

CFPRCTX is a 32-bit System instruction.

Field descriptions

The CFPRCTX input value bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0				GV	MID	NS	EL	VMID				RES0				GASID		ASID													

Bits [31:28]

Reserved, RES0.

GVMID, bit [27]

Execution of this instruction applies to all VMIDs or a specified VMID.

GVMID	Meaning
0b0	Applies to specified VMID for an EL0 or EL1 target execution context.
0b1	Applies to all VMIDs for an EL0 or EL1 target execution context.

For target execution contexts other than EL0 or EL1, this field is RES0.

If the instruction is executed at EL0 or EL1, this field has an Effective value of 0.

If EL2 is not implemented or not enabled for the target Security state, this field is RES0.

NS, bit [26]

Security State.

NS	Meaning
0b0	Secure state.
0b1	Non-secure state.

If the instruction is executed in Non-secure state, this field has an Effective value of 1.

EL, bits [25:24]

Exception Level. Indicates the Exception level of the target execution context.

EL	Meaning
0b00	EL0.
0b01	EL1.
0b10	EL2.
0b11	EL3.

If the instruction is executed at an Exception level lower than the specified level, this instruction is treated as a NOP.

VMID, bits [23:16]

Only applies when bit[27] is 0 and the target execution context is either:

- EL1.
- EL0 when ([HCR_EL2.E2H==0](#) or [HCR_EL2.TGE==0](#)) or EL2 is using AArch32 state.

Otherwise this field is RES0.

When the instruction is executed at EL1, this field is treated as the current VMID.

When the instruction is executed at EL0 and ([HCR_EL2.E2H==0](#) or [HCR_EL2.TGE==0](#) or [ELUsingAArch32\(EL2\)](#)), this field is treated as the current VMID.

When the instruction is executed at EL0 and ([HCR_EL2.E2H==1](#) and [HCR_EL2.TGE==1](#) and [!ELUsingAArch32\(EL2\)](#)), this field is ignored.

If EL2 is not implemented or not enabled for the target Security state, this field is RES0.

Bits [15:9]

Reserved, RES0.

GASID, bit [8]

Execution of this instruction applies to all ASIDs or a specified ASID.

GASID	Meaning
0b0	Applies to specified ASID for an EL0 target execution context.
0b1	Applies to all ASID for an EL0 target execution context.

For target execution contexts other than EL0, this field is RES0.

If the instruction is executed at EL0, this field is treated as 0.

ASID, bits [7:0]

Only applies for an EL0 target execution context and when bit[8] is 0.

Otherwise, this field is RES0.

When the instruction is executed at EL0, this field is treated as the current ASID.

Executing the CFPRCTX instruction

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0111	0b0011	0b100

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && SCTLR_EL1.EnRCTX ==
'0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
        elsif ELUsingAArch32(EL1) && SCTLR.EnRCTX == '0' then
            if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x03);
            elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
                AArch32.TakeHypTrapException(0x00);
            else
                UNDEFINED;
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T7 == '1'
then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T7 == '1' then
            AArch32.TakeHypTrapException(0x03);
        elsif EL2Enabled() && !ELUsingAArch32(EL1) && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) ||
SCR_EL3.FGTEn == '1') && HFGITR_EL2.CFPRCTX == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCTLR_EL2.EnRCTX ==
'0' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            CFPRCTX(R[t]);
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T7 == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T7 == '1' then
            AArch32.TakeHypTrapException(0x03);
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.NV == '1' then
            AArch64.SystemAccessTrap(EL2, 0x03);
        else
            CFPRCTX(R[t]);
    elsif PSTATE.EL == EL2 then
        CFPRCTX(R[t]);
    elsif PSTATE.EL == EL3 then
        CFPRCTX(R[t]);

```


CLIDR, Cache Level ID Register

The CLIDR characteristics are:

Purpose

Identifies the type of cache, or caches, that are implemented at each level and can be managed using the architected cache maintenance instructions that operate by set/way, up to a maximum of seven levels. Also identifies the Level of Coherence (LoC) and Level of Unification (LoU) for the cache hierarchy.

Configuration

AArch32 System register CLIDR bits [31:0] are architecturally mapped to AArch64 System register [CLIDR_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to CLIDR are UNDEFINED.

Attributes

CLIDR is a 32-bit register.

Field descriptions

The CLIDR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
ICB	LoUU	LoC	LoUIS	Ctype7	Ctype6	Ctype5	Ctype4	Ctype3	Ctype2	Ctype1																					

ICB, bits [31:30]

Inner cache boundary. This field indicates the boundary for caching Inner Cacheable memory regions.

The possible values are:

ICB	Meaning
0b00	Not disclosed by this mechanism.
0b01	L1 cache is the highest Inner Cacheable level.
0b10	L2 cache is the highest Inner Cacheable level.
0b11	L3 cache is the highest Inner Cacheable level.

LoUU, bits [29:27]

Level of Unification Uniprocessor for the cache hierarchy.

Note

When FEAT_S2FWB is implemented, the architecture requires that this field is zero so that no levels of data cache need to be cleaned in order to manage coherency with instruction fetches.

LoC, bits [26:24]

Level of Coherence for the cache hierarchy.

LoUIS, bits [23:21]

Level of Unification Inner Shareable for the cache hierarchy.

Note

When FEAT_S2FWB is implemented, the architecture requires that this field is zero so that no levels of data cache need to be cleaned in order to manage coherency with instruction fetches.

Ctype<n>, bits [3(n-1)+2:3(n-1)], for n = 1 to 7

Cache Type fields. Indicate the type of cache that is implemented and can be managed using the architected cache maintenance instructions that operate by set/way at each level, from Level 1 up to a maximum of seven levels of cache hierarchy. Possible values of each field are:

Ctype<n>	Meaning
0b000	No cache.
0b001	Instruction cache only.
0b010	Data cache only.
0b011	Separate instruction and data caches.
0b100	Unified cache.

All other values are reserved.

If software reads the Cache Type fields from Ctype1 upwards, once it has seen a value of 000, no caches that can be managed using the architected cache maintenance instructions that operate by set/way exist at further-out levels of the hierarchy. So, for example, if Ctype3 is the first Cache Type field with a value of 000, the values of Ctype4 to Ctype7 must be ignored.

Accessing the CLIDR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b001	0b0000	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TID2 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TID4 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TID2 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TID4 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        return CLIDR;
elseif PSTATE.EL == EL2 then
    return CLIDR;
elseif PSTATE.EL == EL3 then
    return CLIDR;

```


CNTFRQ, Counter-timer Frequency register

The CNTFRQ characteristics are:

Purpose

This register is provided so that software can discover the frequency of the system counter. It must be programmed with this value as part of system initialization. The value of the register is not interpreted by hardware.

Configuration

AArch32 System register CNTFRQ bits [31:0] are architecturally mapped to AArch64 System register [CNTFRQ_ELO\[31:0\]](#).

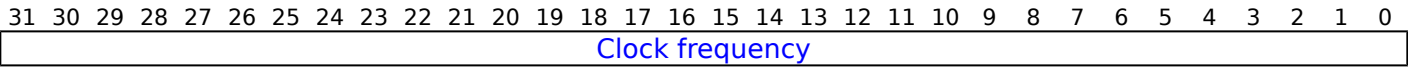
This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to CNTFRQ are UNDEFINED.

Attributes

CNTFRQ is a 32-bit register.

Field descriptions

The CNTFRQ bit assignments are:



Bits [31:0]

Clock frequency. Indicates the system counter clock frequency, in Hz.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTFRQ

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1110	0b0000	0b000

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') &&
    CNTKCTL_EL1.<EL0PCTEN,EL0VCTEN> == '00' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
        elsif ELUsingAArch32(EL1) && CNTKCTL.PL0PCTEN == '0' && CNTKCTL.PL0VCTEN == '0' then
            if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x03);
            elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
                AArch32.TakeHypTrapException(0x00);
            else
                UNDEFINED;
            elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' &&
            CNTHCTL_EL2.<EL0PCTEN,EL0VCTEN> == '00' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x03);
            else
                return CNTFRQ;
        elsif PSTATE.EL == EL1 then
            return CNTFRQ;
        elsif PSTATE.EL == EL2 then
            return CNTFRQ;
        elsif PSTATE.EL == EL3 then
            return CNTFRQ;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1110	0b0000	0b000

```

if IsHighestEL(PSTATE.EL) then
    CNTFRQ = R[t];
else
    UNDEFINED;

```

CNTHCTL, Counter-timer Hyp Control register

The CNTHCTL characteristics are:

Purpose

Controls the generation of an event stream from the physical counter, and access from Non-secure EL1 modes to the physical counter and the Non-secure EL1 physical timer.

Configuration

AArch32 System register CNTHCTL bits [31:0] are architecturally mapped to AArch64 System register [CNTHCTL_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to CNTHCTL are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

Attributes

CNTHCTL is a 32-bit register.

Field descriptions

The CNTHCTL bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0														EVNTIS	RES0						EVNTI	EVNTDIR	EVNTEN	PL1PCEN	PL1PCTEN						

Bits [31:18]

Reserved, RES0.

EVNTIS, bit [17]

When FEAT_ECV is implemented:

Controls the scale of the generation of the event stream.

EVNTIS	Meaning
0b0	The CNTHCTL.EVNTI field applies to CNTPCT [15:0].
0b1	The CNTHCTL.EVNTI field applies to CNTPCT [23:8].

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bits [16:8]

Reserved, RES0.

EVNTI, bits [7:4]

Selects which bit of the counter register [CNTPCT](#) is the trigger for the event stream generated from that counter, when that stream is enabled.

If FEAT_ECV is implemented, and CNTHCTL.EVNTIS is 1, this field selects a trigger bit in the range 8 to 23 of the counter register [CNTPCT](#) is the trigger.

Otherwise, this field selects a trigger bit in the range 0 to 15 of the counter register.

This field resets to an architecturally UNKNOWN value.

EVNTDIR, bit [3]

Controls which transition of the counter register [CNTPCT](#) trigger bit, defined by EVNTI, generates an event when the event stream is enabled:

EVNTDIR	Meaning
0b0	A 0 to 1 transition of the trigger bit triggers an event.
0b1	A 1 to 0 transition of the trigger bit triggers an event.

This field resets to an architecturally UNKNOWN value.

EVNTEN, bit [2]

Enables the generation of an event stream from the counter register [CNTPCT](#):

EVNTEN	Meaning
0b0	Disables the event stream.
0b1	Enables the event stream.

This field resets to an architecturally UNKNOWN value.

PL1PCEN, bit [1]

Traps Non-secure EL0 and EL1 accesses to the physical timer registers to Hyp mode.

PL1PCEN	Meaning
0b0	Non-secure EL0 and EL1 accesses to the CNTP_CTL , CNTP_CVAL , and CNTP_TVAL are trapped to Hyp mode, unless the it is trapped by CNTKCTL.PL0PTEN .
0b1	This control does not cause any instructions to be trapped.

If EL3 is implemented and EL2 is not implemented, behavior is as if this bit is 1 other than for the purpose of a direct read.

This field resets to an architecturally UNKNOWN value.

PL1PCTEN, bit [0]

Traps Non-secure EL0 and EL1 accesses to the physical counter register to Hyp mode.

PL1PCTEN	Meaning
0b0	Non-secure EL0 and EL1 accesses to the CNTPCT are trapped to Hyp mode, unless it is trapped by CNTKCTL.PL0PCTEN .
0b1	This control does not cause any instructions to be trapped.

If EL3 is implemented and EL2 is not implemented, behavior is as if this bit is 1 other than for the purpose of a direct read.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTHCTL

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1110	0b0001	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    return CNTHCTL;
elsif PSTATE.EL == EL3 then
    return CNTHCTL;
```

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1110	0b0001	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    CNTHCTL = R[t];
elsif PSTATE.EL == EL3 then
    CNTHCTL = R[t];
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTHP_CTL, Counter-timer Hyp Physical Timer Control register

The CNTHP_CTL characteristics are:

Purpose

Control register for the Hyp mode physical timer.

Configuration

AArch32 System register CNTHP_CTL bits [31:0] are architecturally mapped to AArch64 System register [CNTHP_CTL_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to CNTHP_CTL are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

Attributes

CNTHP_CTL is a 32-bit register.

Field descriptions

The CNTHP_CTL bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0		
RES0																												ISTATUS		IMASK		ENABLE	

Bits [31:3]

Reserved, RES0.

ISTATUS, bit [2]

The status of the timer. This bit indicates whether the timer condition is met:

ISTATUS	Meaning
0b0	Timer condition is not met.
0b1	Timer condition is met.

When the value of the ENABLE bit is 1, ISTATUS indicates whether the timer condition is met. ISTATUS takes no account of the value of the IMASK bit. If the value of ISTATUS is 1 and the value of IMASK is 0 then the timer interrupt is asserted.

When the value of the ENABLE bit is 0, the ISTATUS field is UNKNOWN.

This bit is read-only.

IMASK, bit [1]

Timer interrupt mask bit. Permitted values are:

IMASK	Meaning
0b0	Timer interrupt is not masked by the IMASK bit.
0b1	Timer interrupt is masked by the IMASK bit.

For more information, see the description of the ISTATUS bit.

In a system where the PE resets into EL2 or EL3, this field resets to an architecturally UNKNOWN value.

ENABLE, bit [0]

Enables the timer. Permitted values are:

ENABLE	Meaning
0b0	Timer disabled.
0b1	Timer enabled.

Setting this bit to 0 disables the timer output signal, but the timer value accessible from [CNTHP_TVAL](#) continues to count down.

Note

Disabling the output signal might be a power-saving option.

In a system where the PE resets into EL2 or EL3, this field resets to 0.

Accessing the CNTHP_CTL

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1110	0b0010	0b001

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    return CNTHP_CTL;
elsif PSTATE.EL == EL3 then
    return CNTHP_CTL;
```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1110	0b0010	0b001

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    CNTHP_CTL = R[t];
elsif PSTATE.EL == EL3 then
    CNTHP_CTL = R[t];
```

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1110	0b0010	0b001

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0PTEN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
        elsif ELUsingAArch32(EL1) && CNTKCTL.PL0PTEN == '0' then
            if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x03);
            elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
                AArch32.TakeHypTrapException(0x00);
            else
                UNDEFINED;
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0'
    then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '10' && CNTHCTL_EL2.EL1PTEN == '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0PTEN == '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && CNTHCTL.PL1PCEN == '0' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
        return CNTHPS_CTL_EL2;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1'
    then
        return CNTHP_CTL_EL2;
    else
        return CNTP_CTL;
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0'
    then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' && CNTHCTL_EL2.EL1PTEN == '0'
    then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && CNTHCTL.PL1PCEN == '0' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        return CNTP_CTL_NS;
    else
        return CNTP_CTL;
    elsif PSTATE.EL == EL2 then
        if HaveEL(EL3) && ELUsingAArch32(EL3) then
            return CNTP_CTL_NS;
        else
            return CNTP_CTL;
    elsif PSTATE.EL == EL3 then
        if SCR.NS == '0' then
            return CNTP_CTL_S;
        else
            return CNTP_CTL_NS;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1110	0b0010	0b001

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0PTEN
== '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elseif ELUsingAArch32(EL1) && CNTKCTL.PL0PTEN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elseif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '10' && CNTHCTL_EL2.EL1PTEN
== '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0PTEN
== '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && CNTHCTL.PL1PCEN == '0' then
        AArch32.TakeHypTrapException(0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0'
&& IsFeatureImplemented("FEAT_SEL2") then
        CNTHPS_CTL_EL2 = R[t];
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1'
then
        CNTHP_CTL_EL2 = R[t];
    else
        CNTP_CTL = R[t];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' && CNTHCTL_EL2.EL1PTEN == '0'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && CNTHCTL.PL1PCEN == '0' then
        AArch32.TakeHypTrapException(0x03);
    elseif HaveEL(EL3) && ELUsingAArch32(EL3) then
        CNTP_CTL_NS = R[t];
    else
        CNTP_CTL = R[t];
elseif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        CNTP_CTL_NS = R[t];
    else
        CNTP_CTL = R[t];
elseif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        CNTP_CTL_S = R[t];
    else
        CNTP_CTL_NS = R[t];

```

CNTHP_CVAL, Counter-timer Hyp Physical CompareValue register

The CNTHP_CVAL characteristics are:

Purpose

Holds the compare value for the Hyp mode physical timer.

Configuration

AArch32 System register CNTHP_CVAL bits [63:0] are architecturally mapped to AArch64 System register [CNTHP_CVAL_EL2\[63:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to CNTHP_CVAL are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

Attributes

CNTHP_CVAL is a 64-bit register.

Field descriptions

The CNTHP_CVAL bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
														CompareValue																	
														CompareValue																	
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

CompareValue, bits [63:0]

Holds the EL2 physical timer CompareValue.

When [CNTHP_CTL.ENABLE](#) is 1, the timer condition is met when ([CNTPCT](#) - CompareValue) is greater than or equal to zero. This means that CompareValue acts like a 64-bit upcounter timer. When the timer condition is met:

- [CNTHP_CTL.ISTATUS](#) is set to 1.
- If [CNTHP_CTL.IMASK](#) is 0, an interrupt is generated.

When [CNTHP_CTL.ENABLE](#) is 0, the timer condition is not met, but [CNTPCT](#) continues to count.

If the Generic counter is implemented at a size less than 64 bits, then this field is permitted to be implemented at the same width as the counter, and the upper bits are RES0.

The value of this field is treated as zero-extended in all counter calculations.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTHP_CVAL

Accesses to this register use the following encodings:

MRRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

coproc	CRm	opc1
0b1111	0b1110	0b0110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    return CNTHP_CVAL;
elsif PSTATE.EL == EL3 then
    return CNTHP_CVAL;

```

MCRR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

coproc	CRm	opc1
0b1111	0b1110	0b0110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    CNTHP_CVAL = R[t2]:R[t];
elsif PSTATE.EL == EL3 then
    CNTHP_CVAL = R[t2]:R[t];

```

MRRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

coproc	CRm	opc1
0b1111	0b1110	0b0010

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0PTEN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x04);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x04);
    elseif ELUsingAArch32(EL1) && CNTKCTL.PL0PTEN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x04);
        elseif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '10' && CNTHCTL_EL2.EL1PTEN == '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0PTEN == '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && CNTHCTL.PL1PCEN == '0' then
        AArch32.TakeHypTrapException(0x04);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
        return CNTHPS_CVAL_EL2;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1' then
        return CNTHP_CVAL_EL2;
    else
        return CNTP_CVAL;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' && CNTHCTL_EL2.EL1PTEN == '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && CNTHCTL.PL1PCEN == '0' then
        AArch32.TakeHypTrapException(0x04);
    elseif HaveEL(EL3) && ELUsingAArch32(EL3) then
        return CNTP_CVAL_NS;
    else
        return CNTP_CVAL;
elseif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        return CNTP_CVAL_NS;
    else
        return CNTP_CVAL;
elseif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        return CNTP_CVAL_S;
    else
        return CNTP_CVAL_NS;

```

MCRR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

coproc	CRm	opc1
0b1111	0b1110	0b0010

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0PTEN
    == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x04);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x04);
        elsif ELUsingAArch32(EL1) && CNTKCTL.PL0PTEN == '0' then
            if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x04);
            elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
                AArch32.TakeHypTrapException(0x00);
            else
                UNDEFINED;
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0'
    then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '10' && CNTHCTL_EL2.EL1PTEN
    == '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0PTEN
    == '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && CNTHCTL.PL1PCEN == '0' then
        AArch32.TakeHypTrapException(0x04);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0'
    && IsFeatureImplemented("FEAT_SEL2") then
        CNTHPS_CVAL_EL2 = R[t2]:R[t];
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1'
    then
        CNTHP_CVAL_EL2 = R[t2]:R[t];
    else
        CNTP_CVAL = R[t2]:R[t];
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0'
    then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' && CNTHCTL_EL2.EL1PTEN == '0'
    then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && CNTHCTL.PL1PCEN == '0' then
        AArch32.TakeHypTrapException(0x04);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        CNTP_CVAL_NS = R[t2]:R[t];
    else
        CNTP_CVAL = R[t2]:R[t];
    elsif PSTATE.EL == EL2 then
        if HaveEL(EL3) && ELUsingAArch32(EL3) then
            CNTP_CVAL_NS = R[t2]:R[t];
        else
            CNTP_CVAL = R[t2]:R[t];
    elsif PSTATE.EL == EL3 then
        if SCR.NS == '0' then
            CNTP_CVAL_S = R[t2]:R[t];
        else
            CNTP_CVAL_NS = R[t2]:R[t];

```


CNTHP_TVAL, Counter-timer Hyp Physical Timer TimerValue register

The CNTHP_TVAL characteristics are:

Purpose

Holds the timer value for the Hyp mode physical timer.

Configuration

AArch32 System register CNTHP_TVAL bits [31:0] are architecturally mapped to AArch64 System register [CNTHP_TVAL_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to CNTHP_TVAL are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

Attributes

CNTHP_TVAL is a 32-bit register.

Field descriptions

The CNTHP_TVAL 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
																TimerValue															

TimerValue, bits [31:0]

The TimerValue view of the EL2 physical timer.

On a read of this register:

- If [CNTHP_CTL.ENABLE](#) is 0, the value returned is UNKNOWN.
- If [CNTHP_CTL.ENABLE](#) is 1, the value returned is ([CNTHP_CVAL](#) - [CNTPTCT](#)).

On a write of this register, [CNTHP_CVAL](#) is set to ([CNTPTCT](#) + TimerValue), where TimerValue is treated as a signed 32-bit integer.

When [CNTHP_CTL.ENABLE](#) is 1, the timer condition is met when ([CNTPTCT](#) - [CNTHP_CVAL](#)) is greater than or equal to zero. This means that TimerValue acts like a 32-bit downcounter timer. When the timer condition is met:

- [CNTHP_CTL.ISTATUS](#) is set to 1.
- If [CNTHP_CTL.IMASK](#) is 0, an interrupt is generated.

When [CNTHP_CTL.ENABLE](#) is 0, the timer condition is not met, but [CNTPTCT](#) continues to count, so the TimerValue view appears to continue to count down.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTHP_TVAL

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1110	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    return CNTHP_TVAL;
elsif PSTATE.EL == EL3 then
    return CNTHP_TVAL;

```

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1110	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    CNTHP_TVAL = R[t];
elsif PSTATE.EL == EL3 then
    CNTHP_TVAL = R[t];

```

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1110	0b0010	0b000

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0PTEN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
        elsif ELUsingAArch32(EL1) && CNTKCTL.PL0PTEN == '0' then
            if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x03);
            elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
                AArch32.TakeHypTrapException(0x00);
            else
                UNDEFINED;
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0'
    then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '10' && CNTHCTL_EL2.EL1PTEN == '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0PTEN == '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && CNTHCTL.PL1PCEN == '0' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
        return CNTHPS_TVAL_EL2;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1'
    then
        return CNTHP_TVAL_EL2;
    else
        return CNTP_TVAL;
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0'
    then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' && CNTHCTL_EL2.EL1PTEN == '0'
    then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && CNTHCTL.PL1PCEN == '0' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        return CNTP_TVAL_NS;
    else
        return CNTP_TVAL;
    elsif PSTATE.EL == EL2 then
        if HaveEL(EL3) && ELUsingAArch32(EL3) then
            return CNTP_TVAL_NS;
        else
            return CNTP_TVAL;
    elsif PSTATE.EL == EL3 then
        if SCR.NS == '0' then
            return CNTP_TVAL_S;
        else
            return CNTP_TVAL_NS;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1110	0b0010	0b000

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0PTEN
== '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elseif ELUsingAArch32(EL1) && CNTKCTL.PL0PTEN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elseif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '10' && CNTHCTL_EL2.EL1PTEN
== '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0PTEN
== '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && CNTHCTL.PL1PCEN == '0' then
        AArch32.TakeHypTrapException(0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0'
&& IsFeatureImplemented("FEAT_SEL2") then
        CNTHPS_TVAL_EL2 = R[t];
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1'
then
        CNTHP_TVAL_EL2 = R[t];
    else
        CNTP_TVAL = R[t];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' && CNTHCTL_EL2.EL1PTEN == '0'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && CNTHCTL.PL1PCEN == '0' then
        AArch32.TakeHypTrapException(0x03);
    elseif HaveEL(EL3) && ELUsingAArch32(EL3) then
        CNTP_TVAL_NS = R[t];
    else
        CNTP_TVAL = R[t];
elseif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        CNTP_TVAL_NS = R[t];
    else
        CNTP_TVAL = R[t];
elseif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        CNTP_TVAL_S = R[t];
    else
        CNTP_TVAL_NS = R[t];

```

CNTHPS_CTL, Counter-timer Secure Physical Timer Control Register (EL2)

The CNTHPS_CTL characteristics are:

Purpose

Provides AArch32 access from EL0 to the Secure EL2 physical timer.

Configuration

AArch32 System register CNTHPS_CTL bits [31:0] are architecturally mapped to AArch64 System register [CNTHPS_CTL_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level and FEAT_SEL2 is implemented. Otherwise, direct accesses to CNTHPS_CTL are UNDEFINED.

Attributes

CNTHPS_CTL is a 32-bit register.

Field descriptions

The CNTHPS_CTL bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																		ISTATUS		IMASK		ENABLE									

Bits [31:3]

Reserved, RES0.

ISTATUS, bit [2]

The status of the timer. This bit indicates whether the timer condition is met:

ISTATUS	Meaning
0b0	Timer condition is not met.
0b1	Timer condition is met.

When the value of the CNTHPS_CTL.ENABLE bit is 1, ISTATUS indicates whether the timer condition is met. ISTATUS takes no account of the value of the IMASK bit. If the value of ISTATUS is 1 and the value of IMASK is 0 then the timer interrupt is asserted.

When the value of the CNTHPS_CTL.ENABLE bit is 0, the ISTATUS field is UNKNOWN.

This bit is read-only.

IMASK, bit [1]

Timer interrupt mask bit. Permitted values are:

IMASK	Meaning
0b0	Timer interrupt is not masked by the IMASK bit.
0b1	Timer interrupt is masked by the IMASK bit.

For more information, see the description of the ISTATUS bit.

This field resets to an architecturally UNKNOWN value.

ENABLE, bit [0]

Enables the timer. Permitted values are:

ENABLE	Meaning
0b0	Timer disabled.
0b1	Timer enabled.

Setting this bit to 0 disables the timer output signal, but the timer value accessible from [CNTHPS_TVAL_EL2](#) continues to count down.

Note

Disabling the output signal might be a power-saving option.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTHPS_CTL

This register is accessed using the encoding for [CNTP_CTL](#).

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1110	0b0010	0b001

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0PTEN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
        elsif ELUsingAArch32(EL1) && CNTKCTL.PL0PTEN == '0' then
            if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x03);
            elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
                AArch32.TakeHypTrapException(0x00);
            else
                UNDEFINED;
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0'
then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '10' && CNTHCTL_EL2.EL1PTEN == '0' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0PTEN == '0' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && CNTHCTL.PL1PCEN == '0' then
            AArch32.TakeHypTrapException(0x03);
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
            return CNTHPS_CTL_EL2;
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1'
then
            return CNTHPS_CTL_EL2;
        else
            return CNTP_CTL;
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0'
then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' && CNTHCTL_EL2.EL1PTEN == '0'
then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && CNTHCTL.PL1PCEN == '0' then
            AArch32.TakeHypTrapException(0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
            return CNTP_CTL_NS;
        else
            return CNTP_CTL;
    elsif PSTATE.EL == EL2 then
        if HaveEL(EL3) && ELUsingAArch32(EL3) then
            return CNTP_CTL_NS;
        else
            return CNTP_CTL;
    elsif PSTATE.EL == EL3 then
        if SCR.NS == '0' then
            return CNTP_CTL_S;
        else
            return CNTP_CTL_NS;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1110	0b0010	0b001

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0PTEN
    == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elseif ELUsingAArch32(EL1) && CNTKCTL.PL0PTEN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elseif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0'
    then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '10' && CNTHCTL_EL2.EL1PTEN
    == '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0PTEN
    == '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && CNTHCTL.PL1PCEN == '0' then
        AArch32.TakeHypTrapException(0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0'
    && IsFeatureImplemented("FEAT_SEL2") then
        CNTHPS_CTL_EL2 = R[t];
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1'
    then
        CNTHP_CTL_EL2 = R[t];
    else
        CNTP_CTL = R[t];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0'
    then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' && CNTHCTL_EL2.EL1PTEN == '0'
    then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && CNTHCTL.PL1PCEN == '0' then
        AArch32.TakeHypTrapException(0x03);
    elseif HaveEL(EL3) && ELUsingAArch32(EL3) then
        CNTP_CTL_NS = R[t];
    else
        CNTP_CTL = R[t];
elseif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        CNTP_CTL_NS = R[t];
    else
        CNTP_CTL = R[t];
elseif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        CNTP_CTL_S = R[t];
    else
        CNTP_CTL_NS = R[t];

```


CNTHPS_CVAL, Counter-timer Secure Physical Timer CompareValue Register (EL2)

The CNTHPS_CVAL characteristics are:

Purpose

Provides AArch32 access from EL0 to the compare value for the Secure EL2 physical timer.

Configuration

AArch32 System register CNTHPS_CVAL bits [63:0] are architecturally mapped to AArch64 System register [CNTHPS_CVAL_EL2\[63:0\]](#).

This register is present only when AArch32 is supported at any Exception level and FEAT_SEL2 is implemented. Otherwise, direct accesses to CNTHPS_CVAL are UNDEFINED.

Attributes

CNTHPS_CVAL is a 64-bit register.

Field descriptions

The CNTHPS_CVAL bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
CompareValue																															
CompareValue																															
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

CompareValue, bits [63:0]

Holds the EL2 physical timer CompareValue.

When [CNTHPS_CTL_EL2.ENABLE](#) is 1, the timer condition is met when ([CNTPTCT_EL0](#) - CompareValue) is greater than or equal to zero. This means that CompareValue acts like a 64-bit upcounter timer. When the timer condition is met:

- [CNTHPS_CTL_EL2.ISTATUS](#) is set to 1.
- If [CNTHPS_CTL_EL2.IMASK](#) is 0, an interrupt is generated.

When [CNTHPS_CTL_EL2.ENABLE](#) is 0, the timer condition is not met, but [CNTPTCT_EL0](#) continues to count

If the Generic counter is implemented at a size less than 64 bits, then this field is permitted to be implemented at the same width as the counter, and the upper bits are RES0.

The value of this field is treated as zero-extended in all counter calculations.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTHPS_CVAL

This register is accessed using the encoding for [CNTP_CVAL](#).

Accesses to this register use the following encodings:

MRRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

coproc	CRm	opc1
0b1111	0b1110	0b0010

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0PTEN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x04);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x04);
        elsif ELUsingAArch32(EL1) && CNTKCTL.PL0PTEN == '0' then
            if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x04);
            elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
                AArch32.TakeHypTrapException(0x00);
            else
                UNDEFINED;
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0'
then
            AArch64.AArch32SystemAccessTrap(EL2, 0x04);
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '10' && CNTHCTL_EL2.EL1PTEN == '0' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x04);
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0PTEN == '0' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x04);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && CNTHCTL.PL1PCEN == '0' then
            AArch32.TakeHypTrapException(0x04);
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0'
&& IsFeatureImplemented("FEAT_SEL2") then
            return CNTHPS_CVAL_EL2;
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1'
then
            return CNTHP_CVAL_EL2;
        else
            return CNTP_CVAL;
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0'
then
            AArch64.AArch32SystemAccessTrap(EL2, 0x04);
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' && CNTHCTL_EL2.EL1PTEN == '0'
then
            AArch64.AArch32SystemAccessTrap(EL2, 0x04);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && CNTHCTL.PL1PCEN == '0' then
            AArch32.TakeHypTrapException(0x04);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
            return CNTP_CVAL_NS;
        else
            return CNTP_CVAL;
    elsif PSTATE.EL == EL2 then
        if HaveEL(EL3) && ELUsingAArch32(EL3) then
            return CNTP_CVAL_NS;
        else
            return CNTP_CVAL;
    elsif PSTATE.EL == EL3 then
        if SCR.NS == '0' then
            return CNTP_CVAL_S;
        else
            return CNTP_CVAL_NS;

```

MCRR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

coproc	CRm	opc1
0b1111	0b1110	0b0010

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0PTEN
    == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x04);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x04);
    elseif ELUsingAArch32(EL1) && CNTKCTL.PL0PTEN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x04);
        elseif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0'
    then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '10' && CNTHCTL_EL2.EL1PTEN
    == '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0PTEN
    == '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && CNTHCTL.PL1PCEN == '0' then
        AArch32.TakeHypTrapException(0x04);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0'
    && IsFeatureImplemented("FEAT_SEL2") then
        CNTHPS_CVAL_EL2 = R[t2]:R[t];
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1'
    then
        CNTHP_CVAL_EL2 = R[t2]:R[t];
    else
        CNTP_CVAL = R[t2]:R[t];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0'
    then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' && CNTHCTL_EL2.EL1PTEN == '0'
    then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && CNTHCTL.PL1PCEN == '0' then
        AArch32.TakeHypTrapException(0x04);
    elseif HaveEL(EL3) && ELUsingAArch32(EL3) then
        CNTP_CVAL_NS = R[t2]:R[t];
    else
        CNTP_CVAL = R[t2]:R[t];
elseif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        CNTP_CVAL_NS = R[t2]:R[t];
    else
        CNTP_CVAL = R[t2]:R[t];
elseif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        CNTP_CVAL_S = R[t2]:R[t];
    else
        CNTP_CVAL_NS = R[t2]:R[t];

```

CNTHPS_TVAL, Counter-timer Secure Physical Timer TimerValue Register (EL2)

The CNTHPS_TVAL characteristics are:

Purpose

Provides AArch32 access from EL0 to the timer value for the Secure EL2 physical timer.

Configuration

AArch32 System register CNTHPS_TVAL bits [31:0] are architecturally mapped to AArch64 System register [CNTHPS_TVAL_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level and FEAT_SEL2 is implemented. Otherwise, direct accesses to CNTHPS_TVAL are UNDEFINED.

Attributes

CNTHPS_TVAL is a 32-bit register.

Field descriptions

The CNTHPS_TVAL 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
TimerValue																															

TimerValue, bits [31:0]

The TimerValue view of the EL2 physical timer.

On a read of this register:

- If [CNTHPS_CTL_EL2.ENABLE](#) is 0, the value returned is UNKNOWN.
- If [CNTHPS_CTL_EL2.ENABLE](#) is 1, the value returned is ([CNTHPS_CVAL_EL2](#) - [CNTPTCT_EL0](#)).

On a write of this register, [CNTHPS_CVAL_EL2](#) is set to ([CNTPTCT_EL0](#) + TimerValue), where TimerValue is treated as a signed 32-bit integer.

When [CNTHPS_CTL_EL2.ENABLE](#) is 1, the timer condition is met when ([CNTPTCT_EL0](#) - [CNTHPS_CVAL_EL2](#)) is greater than or equal to zero. This means that TimerValue acts like a 32-bit downcounter timer. When the timer condition is met:

- [CNTHPS_CTL_EL2.ISTATUS](#) is set to 1.
- If [CNTHPS_CTL_EL2.IMASK](#) is 0, an interrupt is generated.

When [CNTHPS_CTL_EL2.ENABLE](#) is 0, the timer condition is not met, but [CNTPTCT_EL0](#) continues to count, so the TimerValue view appears to continue to count down.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTHPS_TVAL

This register is accessed using the encoding for [CNTPT_TVAL](#).

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1110	0b0010	0b000

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0PTEN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
        elsif ELUsingAArch32(EL1) && CNTKCTL.PL0PTEN == '0' then
            if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x03);
            elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
                AArch32.TakeHypTrapException(0x00);
            else
                UNDEFINED;
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '10' && CNTHCTL_EL2.EL1PTEN == '0' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0PTEN == '0' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && CNTHCTL.PL1PCEN == '0' then
            AArch32.TakeHypTrapException(0x03);
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
            return CNTHPS_TVAL_EL2;
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1' then
            return CNTHPS_TVAL_EL2;
        else
            return CNTP_TVAL;
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' && CNTHCTL_EL2.EL1PTEN == '0' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && CNTHCTL.PL1PCEN == '0' then
            AArch32.TakeHypTrapException(0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
            return CNTP_TVAL_NS;
        else
            return CNTP_TVAL;
    elsif PSTATE.EL == EL2 then
        if HaveEL(EL3) && ELUsingAArch32(EL3) then
            return CNTP_TVAL_NS;
        else
            return CNTP_TVAL;
    elsif PSTATE.EL == EL3 then
        if SCR.NS == '0' then
            return CNTP_TVAL_S;
        else
            return CNTP_TVAL_NS;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1110	0b0010	0b000

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0PTEN
== '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elseif ELUsingAArch32(EL1) && CNTKCTL.PL0PTEN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elseif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '10' && CNTHCTL_EL2.EL1PTEN
== '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0PTEN
== '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && CNTHCTL.PL1PCEN == '0' then
        AArch32.TakeHypTrapException(0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0'
&& IsFeatureImplemented("FEAT_SEL2") then
        CNTHPS_TVAL_EL2 = R[t];
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1'
then
        CNTHPS_TVAL_EL2 = R[t];
    else
        CNTP_TVAL = R[t];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' && CNTHCTL_EL2.EL1PTEN == '0'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && CNTHCTL.PL1PCEN == '0' then
        AArch32.TakeHypTrapException(0x03);
    elseif HaveEL(EL3) && ELUsingAArch32(EL3) then
        CNTP_TVAL_NS = R[t];
    else
        CNTP_TVAL = R[t];
elseif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        CNTP_TVAL_NS = R[t];
    else
        CNTP_TVAL = R[t];
elseif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        CNTP_TVAL_S = R[t];
    else
        CNTP_TVAL_NS = R[t];

```

CNTHV_CTL, Counter-timer Virtual Timer Control register (EL2)

The CNTHV_CTL characteristics are:

Purpose

Provides AArch32 access to the control register for the EL2 virtual timer.

Configuration

AArch32 System register CNTHV_CTL bits [31:0] are architecturally mapped to AArch64 System register [CNTHV_CTL_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level and FEAT_VHE is implemented. Otherwise, direct accesses to CNTHV_CTL are UNDEFINED.

Attributes

CNTHV_CTL is a 32-bit register.

Field descriptions

The CNTHV_CTL bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																		ISTATUS		IMASK		ENABLE									

Bits [31:3]

Reserved, RES0.

ISTATUS, bit [2]

The status of the timer. This bit indicates whether the timer condition is met:

ISTATUS	Meaning
0b0	Timer condition is not met.
0b1	Timer condition is met.

When the value of the ENABLE bit is 1, ISTATUS indicates whether the timer condition is met. ISTATUS takes no account of the value of the IMASK bit. If the value of ISTATUS is 1 and the value of IMASK is 0 then the timer interrupt is asserted.

When the value of the ENABLE bit is 0, the ISTATUS field is UNKNOWN.

This bit is read-only.

IMASK, bit [1]

Timer interrupt mask bit. Permitted values are:

IMASK	Meaning
0b0	Timer interrupt is not masked by the IMASK bit.
0b1	Timer interrupt is masked by the IMASK bit.

For more information, see the description of the ISTATUS bit.

ENABLE, bit [0]

Enables the timer. Permitted values are:

ENABLE	Meaning
0b0	Timer disabled.
0b1	Timer enabled.

Setting this bit to 0 disables the timer output signal, but the timer value accessible from [CNTHV_TVAL](#) continues to count down.

Note

Disabling the output signal might be a power-saving option.

Accessing the CNTHV_CTL

This register is accessed using the encoding for [CNTV_CTL](#).

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1110	0b0011	0b001

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0VTEN
== '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elseif ELUsingAArch32(EL1) && CNTKCTL.PL0VTEN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elseif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0VTEN
== '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1TVT
== '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0'
&& IsFeatureImplemented("FEAT_SEL2") then
        return CNTHVS_CTL_EL2;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1'
then
        return CNTHV_CTL_EL2;
    else
        return CNTV_CTL;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    else
        return CNTV_CTL;
elseif PSTATE.EL == EL2 then
    return CNTV_CTL;
elseif PSTATE.EL == EL3 then
    return CNTV_CTL;

```


MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1110	0b0011	0b001

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0VTEN
== '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elsif ELUsingAArch32(EL1) && CNTKCTL.PL0VTEN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0VTEN
== '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1TVT
== '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0'
&& IsFeatureImplemented("FEAT_SEL2") then
        CNTHVS_CTL_EL2 = R[t];
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1'
then
        CNTHV_CTL_EL2 = R[t];
    else
        CNTV_CTL = R[t];
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    else
        CNTV_CTL = R[t];
elsif PSTATE.EL == EL2 then
    CNTV_CTL = R[t];
elsif PSTATE.EL == EL3 then
    CNTV_CTL = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTHV_CVAL, Counter-timer Virtual Timer CompareValue register (EL2)

The CNTHV_CVAL characteristics are:

Purpose

Provides AArch32 access to the compare value for the EL2 virtual timer.

Configuration

AArch32 System register CNTHV_CVAL bits [63:0] are architecturally mapped to AArch64 System register [CNTHV_CVAL_EL2\[63:0\]](#).

This register is present only when FEAT_VHE is implemented. Otherwise, direct accesses to CNTHV_CVAL are UNDEFINED.

Attributes

CNTHV_CVAL is a 64-bit register.

Field descriptions

The CNTHV_CVAL bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
CompareValue																															
CompareValue																															
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

CompareValue, bits [63:0]

Holds the EL2 virtual timer CompareValue.

When [CNTHV_CTL](#).ENABLE is 1, the timer condition is met when ([CNTVCT](#) - CompareValue) is greater than or equal to zero. This means that CompareValue acts like a 64-bit upcounter timer. When the timer condition is met:

- [CNTHV_CTL](#).ISTATUS is set to 1.
- If [CNTHV_CTL](#).IMASK is 0, an interrupt is generated.

When [CNTHV_CTL](#).ENABLE is 0, the timer condition is not met, but [CNTVCT](#) continues to count.

If the Generic counter is implemented at a size less than 64 bits, then this field is permitted to be implemented at the same width as the counter, and the upper bits are RES0.

The value of this field is treated as zero-extended in all counter calculations.

Accessing the CNTHV_CVAL

Accesses to this register use the following encodings:

MRRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

coproc	CRm	opc1
0b1111	0b1110	0b0011

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0VTEN
== '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x04);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x04);
    elseif ELUsingAArch32(EL1) && CNTKCTL.PL0VTEN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x04);
        elseif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0VTEN
== '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1TVT
== '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0'
&& IsFeatureImplemented("FEAT_SEL2") then
        return CNTHVS_CVAL_EL2;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1'
then
        return CNTHV_CVAL_EL2;
    else
        return CNTV_CVAL;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    else
        return CNTV_CVAL;
elseif PSTATE.EL == EL2 then
    return CNTV_CVAL;
elseif PSTATE.EL == EL3 then
    return CNTV_CVAL;

```

MCRR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

coproc	CRm	opc1
0b1111	0b1110	0b0011

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0VTEN
== '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x04);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x04);
    elseif ELUsingAArch32(EL1) && CNTKCTL_EL1.EL0VTEN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x04);
        elseif EL2Enabled() && ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0VTEN
== '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1TVT
== '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0'
&& IsFeatureImplemented("FEAT_SEL2") then
        CNTHVS_CVAL_EL2 = R[t2]:R[t];
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1'
then
        CNTHV_CVAL_EL2 = R[t2]:R[t];
    else
        CNTV_CVAL = R[t2]:R[t];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    else
        CNTV_CVAL = R[t2]:R[t];
elseif PSTATE.EL == EL2 then
    CNTV_CVAL = R[t2]:R[t];
elseif PSTATE.EL == EL3 then
    CNTV_CVAL = R[t2]:R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTHV_TVAL, Counter-timer Virtual Timer TimerValue register (EL2)

The CNTHV_TVAL characteristics are:

Purpose

Provides AArch32 access to the timer value for the EL2 virtual timer.

Configuration

AArch32 System register CNTHV_TVAL bits [31:0] are architecturally mapped to AArch64 System register [CNTHV_TVAL_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level and FEAT_VHE is implemented. Otherwise, direct accesses to CNTHV_TVAL are UNDEFINED.

Attributes

CNTHV_TVAL is a 32-bit register.

Field descriptions

The CNTHV_TVAL 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
TimerValue																															

TimerValue, bits [31:0]

The TimerValue view of the EL2 virtual timer.

On a read of this register:

- If [CNTHV_CTL.ENABLE](#) is 0, the value returned is UNKNOWN.
- If [CNTHV_CTL.ENABLE](#) is 1, the value returned is ([CNTHV_CVAL](#) - [CNTVCT](#)).

On a write of this register, [CNTHV_CVAL](#) is set to ([CNTVCT](#) + TimerValue), where TimerValue is treated as a signed 32-bit integer.

When [CNTHV_CTL.ENABLE](#) is 1, the timer condition is met when ([CNTVCT](#) - [CNTHV_CVAL](#)) is greater than or equal to zero. This means that TimerValue acts like a 32-bit downcounter timer. When the timer condition is met:

- [CNTHV_CTL.ISTATUS](#) is set to 1.
- If [CNTHV_CTL.IMASK](#) is 0, an interrupt is generated.

When [CNTHV_CTL.ENABLE](#) is 0, the timer condition is not met, but [CNTVCT](#) continues to count, so the TimerValue view appears to continue to count down.

Accessing the CNTHV_TVAL

This register is accessed using the encoding for [CNTV_TVAL](#).

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1110	0b0011	0b000

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0VTEN
== '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elsif ELUsingAArch32(EL1) && CNTKCTL.PL0VTEN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0VTEN
== '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1TVT
== '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0'
&& IsFeatureImplemented("FEAT_SEL2") then
        return CNTHVS_TVAL_EL2;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1'
then
        return CNTHV_TVAL_EL2;
    else
        return CNTV_TVAL;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    else
        return CNTV_TVAL;
elsif PSTATE.EL == EL2 then
    return CNTV_TVAL;
elsif PSTATE.EL == EL3 then
    return CNTV_TVAL;

```

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1110	0b0011	0b000

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0VTEN
== '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elseif ELUsingAArch32(EL1) && CNTKCTL_EL1.EL0VTEN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elseif EL2Enabled() && ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0VTEN
== '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1TVT
== '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0'
&& IsFeatureImplemented("FEAT_SEL2") then
        CNTHVS_TVAL_EL2 = R[t];
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1'
then
        CNTHV_TVAL_EL2 = R[t];
    else
        CNTV_TVAL = R[t];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    else
        CNTV_TVAL = R[t];
elseif PSTATE.EL == EL2 then
    CNTV_TVAL = R[t];
elseif PSTATE.EL == EL3 then
    CNTV_TVAL = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTHVS_CTL, Counter-timer Secure Virtual Timer Control Register (EL2)

The CNTHVS_CTL characteristics are:

Purpose

Provides AArch32 access from EL0 to the Secure EL2 virtual timer.

Configuration

AArch32 System register CNTHVS_CTL bits [31:0] are architecturally mapped to AArch64 System register [CNTHVS_CTL_EL2\[31:0\]](#).
This register is present only when AArch32 is supported at any Exception level and FEAT_SEL2 is implemented. Otherwise, direct accesses to CNTHVS_CTL are UNDEFINED.

Attributes

CNTHVS_CTL is a 32-bit register.

Field descriptions

The CNTHVS_CTL bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																ISTATUS		IMASK		ENABLE											

Bits [31:3]

Reserved, RES0.

ISTATUS, bit [2]

The status of the timer. This bit indicates whether the timer condition is met:

ISTATUS	Meaning
0b0	Timer condition is not met.
0b1	Timer condition is met.

When the value of the ENABLE bit is 1, ISTATUS indicates whether the timer condition is met. ISTATUS takes no account of the value of the IMASK bit. If the value of ISTATUS is 1 and the value of IMASK is 0 then the timer interrupt is asserted.

When the value of the ENABLE bit is 0, the ISTATUS field is UNKNOWN.

This bit is read-only.

IMASK, bit [1]

Timer interrupt mask bit. Permitted values are:

IMASK	Meaning
0b0	Timer interrupt is not masked by the IMASK bit.
0b1	Timer interrupt is masked by the IMASK bit.

For more information, see the description of the ISTATUS bit.

ENABLE, bit [0]

Enables the timer. Permitted values are:

ENABLE	Meaning
0b0	Timer disabled.
0b1	Timer enabled.

Setting this bit to 0 disables the timer output signal, but the timer value accessible from [CNTHVS_TVAL](#) continues to count down.

Note

Disabling the output signal might be a power-saving option.

Accessing the CNTHVS_CTL

This register is accessed using the encoding for [CNTV_CTL](#).

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1110	0b0011	0b001

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0VTEN
== '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elsif ELUsingAArch32(EL1) && CNTKCTL.PL0VTEN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0VTEN
== '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1TVT
== '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0'
&& IsFeatureImplemented("FEAT_SEL2") then
        return CNTHVS_CTL_EL2;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1'
then
        return CNTHV_CTL_EL2;
    else
        return CNTV_CTL;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    else
        return CNTV_CTL;
elsif PSTATE.EL == EL2 then
    return CNTV_CTL;
elsif PSTATE.EL == EL3 then
    return CNTV_CTL;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1110	0b0011	0b001

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0VTEN
== '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elsif ELUsingAArch32(EL1) && CNTKCTL_EL1.EL0VTEN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0VTEN
== '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1TVT
== '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0'
&& IsFeatureImplemented("FEAT_SEL2") then
        CNTHVS_CTL_EL2 = R[t];
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1'
then
        CNTHV_CTL_EL2 = R[t];
    else
        CNTV_CTL = R[t];
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    else
        CNTV_CTL = R[t];
elsif PSTATE.EL == EL2 then
    CNTV_CTL = R[t];
elsif PSTATE.EL == EL3 then
    CNTV_CTL = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTHVS_CVAL, Counter-timer Secure Virtual Timer CompareValue Register (EL2)

The CNTHVS_CVAL characteristics are:

Purpose

Provides AArch32 access to the compare value for the Secure EL2 virtual timer.

Configuration

AArch32 System register CNTHVS_CVAL bits [63:0] are architecturally mapped to AArch64 System register [CNTHVS_CVAL_EL2\[63:0\]](#).

This register is present only when AArch32 is supported at any Exception level and FEAT_SEL2 is implemented. Otherwise, direct accesses to CNTHVS_CVAL are UNDEFINED.

Attributes

CNTHVS_CVAL is a 64-bit register.

Field descriptions

The CNTHVS_CVAL bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
CompareValue																															
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
CompareValue																															

CompareValue, bits [63:0]

Holds the EL2 virtual timer CompareValue.

When [CNTHVS_CTL](#).ENABLE is 1, the timer condition is met when ([CNTVCT](#) - CompareValue) is greater than or equal to zero. This means that CompareValue acts like a 64-bit upcounter timer. When the timer condition is met:

- [CNTHVS_CTL](#).ISTATUS is set to 1.
- If [CNTHVS_CTL](#).IMASK is 0, an interrupt is generated.

When [CNTHVS_CTL](#).ENABLE is 0, the timer condition is not met, but [CNTVCT](#) continues to count.

If the Generic counter is implemented at a size less than 64 bits, then this field is permitted to be implemented at the same width as the counter, and the upper bits are RES0.

The value of this field is treated as zero-extended in all counter calculations.

Accessing the CNTHVS_CVAL

This register is accessed using the encoding for [CNTV_CVAL](#).

Accesses to this register use the following encodings:

MRRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

coproc	CRm	opc1
--------	-----	------

0b1111	0b1110	0b0011
--------	--------	--------

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0VTEN
== '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x04);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x04);
    elseif ELUsingAArch32(EL1) && CNTKCTL.PL0VTEN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x04);
        elseif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0VTEN
== '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1TVT
== '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0'
&& IsFeatureImplemented("FEAT_SEL2") then
        return CNTHVS_CVAL_EL2;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1'
then
        return CNTHV_CVAL_EL2;
    else
        return CNTV_CVAL;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    else
        return CNTV_CVAL;
elseif PSTATE.EL == EL2 then
    return CNTV_CVAL;
elseif PSTATE.EL == EL3 then
    return CNTV_CVAL;

```

MCRR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

coproc	CRm	opc1
0b1111	0b1110	0b0011

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0VTEN
== '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x04);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x04);
    elseif ELUsingAArch32(EL1) && CNTKCTL_EL1.EL0VTEN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x04);
        elseif EL2Enabled() && ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0VTEN
== '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1TVT
== '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0'
&& IsFeatureImplemented("FEAT_SEL2") then
        CNTHVS_CVAL_EL2 = R[t2]:R[t];
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1'
then
        CNTHV_CVAL_EL2 = R[t2]:R[t];
    else
        CNTV_CVAL = R[t2]:R[t];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    else
        CNTV_CVAL = R[t2]:R[t];
elseif PSTATE.EL == EL2 then
    CNTV_CVAL = R[t2]:R[t];
elseif PSTATE.EL == EL3 then
    CNTV_CVAL = R[t2]:R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTHVS_TVAL, Counter-timer Secure Virtual Timer TimerValue Register (EL2)

The CNTHVS_TVAL characteristics are:

Purpose

Provides AArch32 access to the timer value for the Secure EL2 virtual timer.

Configuration

AArch32 System register CNTHVS_TVAL bits [31:0] are architecturally mapped to AArch64 System register [CNTHVS_TVAL_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level and FEAT_SEL2 is implemented. Otherwise, direct accesses to CNTHVS_TVAL are UNDEFINED.

Attributes

CNTHVS_TVAL is a 32-bit register.

Field descriptions

The CNTHVS_TVAL 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
TimerValue																															

TimerValue, bits [31:0]

The TimerValue view of the EL2 virtual timer.

On a read of this register:

- If [CNTHVS_CTL.ENABLE](#) is 0, the value returned is UNKNOWN.
- If [CNTHVS_CTL.ENABLE](#) is 1, the value returned is ([CNTHVS_CVAL](#) - [CNTVCT](#)).

On a write of this register, [CNTHVS_CVAL](#) is set to ([CNTVCT](#) + TimerValue), where TimerValue is treated as a signed 32-bit integer.

When [CNTHVS_CTL.ENABLE](#) is 1, the timer condition is met when ([CNTVCT](#) - [CNTHVS_CVAL](#)) is greater than or equal to zero. This means that TimerValue acts like a 32-bit downcounter timer. When the timer condition is met:

- [CNTHVS_CTL.ISTATUS](#) is set to 1.
- If [CNTHVS_CTL.IMASK](#) is 0, an interrupt is generated.

When [CNTHVS_CTL.ENABLE](#) is 0, the timer condition is not met, but [CNTVCT](#) continues to count, so the TimerValue view appears to continue to count down.

Accessing the CNTHVS_TVAL

This register is accessed using the encoding for [CNTV_TVAL](#).

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1110	0b0011	0b000

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0VTEN
== '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elsif ELUsingAArch32(EL1) && CNTKCTL.PL0VTEN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0VTEN
== '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1TVT
== '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0'
&& IsFeatureImplemented("FEAT_SEL2") then
        return CNTHVS_TVAL_EL2;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1'
then
        return CNTHV_TVAL_EL2;
    else
        return CNTV_TVAL;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    else
        return CNTV_TVAL;
elsif PSTATE.EL == EL2 then
    return CNTV_TVAL;
elsif PSTATE.EL == EL3 then
    return CNTV_TVAL;

```

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1110	0b0011	0b000

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0VTEN
== '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elseif ELUsingAArch32(EL1) && CNTKCTL_EL1.EL0VTEN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elseif EL2Enabled() && ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0VTEN
== '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1TVT
== '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0'
&& IsFeatureImplemented("FEAT_SEL2") then
        CNTHVS_TVAL_EL2 = R[t];
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1'
then
        CNTHV_TVAL_EL2 = R[t];
    else
        CNTV_TVAL = R[t];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    else
        CNTV_TVAL = R[t];
elseif PSTATE.EL == EL2 then
    CNTV_TVAL = R[t];
elseif PSTATE.EL == EL3 then
    CNTV_TVAL = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTKCTL, Counter-timer Kernel Control register

The CNTKCTL characteristics are:

Purpose

Controls the generation of an event stream from the virtual counter, and access from EL0 modes to the physical counter, virtual counter, EL1 physical timers, and the virtual timer.

Configuration

AArch32 System register CNTKCTL bits [31:0] are architecturally mapped to AArch64 System register [CNTKCTL_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to CNTKCTL are UNDEFINED.

Attributes

CNTKCTL is a 32-bit register.

Field descriptions

The CNTKCTL bit assignments are:

3130292827262524232221201918														17	16151413121110				9	8	7	6	5	4	3	2	1	0
RES0														EVNTIS	RES0				PLOPTEN	PLOVTEN	EVNTI	EVNTDIR	EVNTEN	PLOVCTEN	PLOPTEN			

Bits [31:18]

Reserved, RES0.

EVNTIS, bit [17]

When FEAT_ECV is implemented:

Controls the scale of the generation of the event stream.

EVNTIS	Meaning
0b0	The CNTKCTL.EVNTI field applies to CNTVCT [15:0].
0b1	The CNTKCTL.EVNTI field applies to CNTVCT [23:8].

This control applies regardless of the value of the [CNTHCTL_EL2](#).ECV bit.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bits [16:10]

Reserved, RES0.

PLOPTEN, bit [9]

Traps PL0 accesses to the physical timer registers to Undefined mode.

PLOPTEN	Meaning
0b0	PL0 accesses to the CNTP_CTL , CNTP_CVAL , and CNTP_TVAL registers are trapped to Undefined mode.
0b1	This control does not cause any instructions to be trapped.

This field resets to an architecturally UNKNOWN value.

PLOVTEN, bit [8]

Traps PL0 accesses to the virtual timer registers to Undefined mode.

PLOVTEN	Meaning
0b0	PL0 accesses to the CNTV_CTL , CNTV_CVAL , and CNTV_TVAL registers are trapped to Undefined mode.
0b1	This control does not cause any instructions to be trapped.

This field resets to an architecturally UNKNOWN value.

EVNTI, bits [7:4]

Selects which bit of the counter register [CNTVCT](#) is the trigger for the event stream generated from that counter, when that stream is enabled.

If FEAT_ECV is implemented, and CNTKCTL.EVNTIS is 1, this field selects a trigger bit in the range 8 to 23 of the counter register [CNTVCT](#).

Otherwise, this field selects a trigger bit in the range 0 to 15 of the counter register.

This field resets to an architecturally UNKNOWN value.

EVNTDIR, bit [3]

Controls which transition of the counter register [CNTVCT](#) trigger bit, defined by EVNTI, generates an event when the event stream is enabled:

EVNTDIR	Meaning
0b0	A 0 to 1 transition of the trigger bit triggers an event.
0b1	A 1 to 0 transition of the trigger bit triggers an event.

This field resets to an architecturally UNKNOWN value.

EVNTEN, bit [2]

Enables the generation of an event stream from the counter register [CNTVCT](#):

EVNTEN	Meaning
0b0	Disables the event stream.
0b1	Enables the event stream.

This field resets to an architecturally UNKNOWN value.

PLOVCTEN, bit [1]

Traps PL0 accesses to the frequency register and virtual counter register to Undefined mode.

PLOVCTEN	Meaning
0b0	PL0 accesses to the CNTVCT are trapped to Undefined mode. PL0 accesses to the CNTFRQ register are trapped to Undefined mode, if CNTKCTL.PL0PCTEN is also 0.
0b1	This control does not cause any instructions to be trapped.

This field resets to an architecturally UNKNOWN value.

PLOPCTEN, bit [0]

Traps PL0 accesses to the frequency register and physical counter register to Undefined mode.

PLOPCTEN	Meaning
0b0	PL0 accesses to the CNTPCT are trapped to Undefined mode.
	PL0 accesses to the CNTFRQ register are trapped to Undefined mode, if CNTKCTL.PL0VCTEN is also 0.
0b1	This control does not cause any instructions to be trapped.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTKCTL

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1110	0b0001	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    return CNTKCTL;
elsif PSTATE.EL == EL2 then
    return CNTKCTL;
elsif PSTATE.EL == EL3 then
    return CNTKCTL;
```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1110	0b0001	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    CNTKCTL = R[t];
elsif PSTATE.EL == EL2 then
    CNTKCTL = R[t];
elsif PSTATE.EL == EL3 then
    CNTKCTL = R[t];
```

CNTP_CTL, Counter-timer Physical Timer Control register

The CNTP_CTL characteristics are:

Purpose

Control register for the EL1 physical timer.

Configuration

AArch32 System register CNTP_CTL bits [31:0] are architecturally mapped to AArch64 System register [CNTP_CTL_EL0\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to CNTP_CTL are UNDEFINED.

Attributes

CNTP_CTL is a 32-bit register.

Field descriptions

The CNTP_CTL bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																ISTATUS				IMASK				ENABLE							

Bits [31:3]

Reserved, RES0.

ISTATUS, bit [2]

The status of the timer. This bit indicates whether the timer condition is met:

ISTATUS	Meaning
0b0	Timer condition is not met.
0b1	Timer condition is met.

When the value of the ENABLE bit is 1, ISTATUS indicates whether the timer condition is met. ISTATUS takes no account of the value of the IMASK bit. If the value of ISTATUS is 1 and the value of IMASK is 0 then the timer interrupt is asserted.

When the value of the ENABLE bit is 0, the ISTATUS field is UNKNOWN.

This bit is read-only.

IMASK, bit [1]

Timer interrupt mask bit. Permitted values are:

IMASK	Meaning
0b0	Timer interrupt is not masked by the IMASK bit.
0b1	Timer interrupt is masked by the IMASK bit.

For more information, see the description of the ISTATUS bit.

This field resets to an architecturally UNKNOWN value.

ENABLE, bit [0]

Enables the timer. Permitted values are:

ENABLE	Meaning
0b0	Timer disabled.
0b1	Timer enabled.

Setting this bit to 0 disables the timer output signal, but the timer value accessible from [CNTP_TVAL](#) continues to count down.

Note

Disabling the output signal might be a power-saving option.

This field resets to 0.

Accessing the CNTP_CTL

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1110	0b0010	0b001

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0PTEN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
        elsif ELUsingAArch32(EL1) && CNTKCTL.PL0PTEN == '0' then
            if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x03);
            elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
                AArch32.TakeHypTrapException(0x00);
            else
                UNDEFINED;
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0'
then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '10' && CNTHCTL_EL2.EL1PTEN == '0' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0PTEN == '0' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && CNTHCTL.PL1PCEN == '0' then
            AArch32.TakeHypTrapException(0x03);
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0' && IsFeatureImplemented("FEAT_SEL2") then
            return CNTHPS_CTL_EL2;
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1'
then
            return CNTHP_CTL_EL2;
        else
            return CNTP_CTL;
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0'
then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' && CNTHCTL_EL2.EL1PTEN == '0'
then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && CNTHCTL.PL1PCEN == '0' then
            AArch32.TakeHypTrapException(0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
            return CNTP_CTL_NS;
        else
            return CNTP_CTL;
    elsif PSTATE.EL == EL2 then
        if HaveEL(EL3) && ELUsingAArch32(EL3) then
            return CNTP_CTL_NS;
        else
            return CNTP_CTL;
    elsif PSTATE.EL == EL3 then
        if SCR.NS == '0' then
            return CNTP_CTL_S;
        else
            return CNTP_CTL_NS;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1110	0b0010	0b001

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0PTEN
    == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
        elsif ELUsingAArch32(EL1) && CNTKCTL.PL0PTEN == '0' then
            if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x03);
            elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
                AArch32.TakeHypTrapException(0x00);
            else
                UNDEFINED;
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0'
    then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '10' && CNTHCTL_EL2.EL1PTEN
    == '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0PTEN
    == '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && CNTHCTL.PL1PCEN == '0' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0'
    && IsFeatureImplemented("FEAT_SEL2") then
        CNTHPS_CTL_EL2 = R[t];
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1'
    then
        CNTHP_CTL_EL2 = R[t];
    else
        CNTP_CTL = R[t];
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0'
    then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' && CNTHCTL_EL2.EL1PTEN == '0'
    then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && CNTHCTL.PL1PCEN == '0' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        CNTP_CTL_NS = R[t];
    else
        CNTP_CTL = R[t];
    elsif PSTATE.EL == EL2 then
        if HaveEL(EL3) && ELUsingAArch32(EL3) then
            CNTP_CTL_NS = R[t];
        else
            CNTP_CTL = R[t];
    elsif PSTATE.EL == EL3 then
        if SCR.NS == '0' then
            CNTP_CTL_S = R[t];
        else
            CNTP_CTL_NS = R[t];

```

CNTP_CVAL, Counter-timer Physical Timer CompareValue register

The CNTP_CVAL characteristics are:

Purpose

Holds the compare value for the EL1 physical timer.

Configuration

AArch32 System register CNTP_CVAL bits [63:0] are architecturally mapped to AArch64 System register [CNTP_CVAL_EL0\[63:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to CNTP_CVAL are UNDEFINED.

Attributes

CNTP_CVAL is a 64-bit register.

Field descriptions

The CNTP_CVAL bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
CompareValue																															
CompareValue																															
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

CompareValue, bits [63:0]

Holds the EL1 physical timer CompareValue.

When [CNTP_CTL](#).ENABLE is 1, the timer condition is met when ([CNTPCT](#) - CompareValue) is greater than or equal to zero. This means that CompareValue acts like a 64-bit upcounter timer. When the timer condition is met:

- [CNTP_CTL](#).ISTATUS is set to 1.
- If [CNTP_CTL](#).IMASK is 0, an interrupt is generated.

When [CNTP_CTL](#).ENABLE is 0, the timer condition is not met, but [CNTPCT](#) continues to count.

If the Generic counter is implemented at a size less than 64 bits, then this field is permitted to be implemented at the same width as the counter, and the upper bits are RES0.

The value of this field is treated as zero-extended in all counter calculations.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTP_CVAL

Accesses to this register use the following encodings:

MRRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

coproc	CRm	opc1
--------	-----	------

0b1111	0b1110	0b0010
--------	--------	--------

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0PTEN
== '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x04);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x04);
    elseif ELUsingAArch32(EL1) && CNTKCTL.PL0PTEN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x04);
        elseif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '10' && CNTHCTL_EL2.EL1PTEN
== '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0PTEN
== '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && CNTHCTL.PL1PCEN == '0' then
        AArch32.TakeHypTrapException(0x04);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0'
&& IsFeatureImplemented("FEAT_SEL2") then
        return CNTHPS_CVAL_EL2;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1'
then
        return CNTHP_CVAL_EL2;
    else
        return CNTP_CVAL;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' && CNTHCTL_EL2.EL1PTEN == '0'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && CNTHCTL.PL1PCEN == '0' then
        AArch32.TakeHypTrapException(0x04);
    elseif HaveEL(EL3) && ELUsingAArch32(EL3) then
        return CNTP_CVAL_NS;
    else
        return CNTP_CVAL;
elseif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        return CNTP_CVAL_NS;
    else
        return CNTP_CVAL;
elseif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        return CNTP_CVAL_S;
    else
        return CNTP_CVAL_NS;

```

MCRR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

coproc	CRm	opc1
0b1111	0b1110	0b0010

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0PTEN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x04);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x04);
        elsif ELUsingAArch32(EL1) && CNTKCTL.PL0PTEN == '0' then
            if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x04);
            elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
                AArch32.TakeHypTrapException(0x00);
            else
                UNDEFINED;
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0'
then
            AArch64.AArch32SystemAccessTrap(EL2, 0x04);
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '10' && CNTHCTL_EL2.EL1PTEN == '0' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x04);
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0PTEN == '0' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x04);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && CNTHCTL.PL1PCEN == '0' then
            AArch32.TakeHypTrapException(0x04);
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0'
&& IsFeatureImplemented("FEAT_SEL2") then
            CNTHPS_CVAL_EL2 = R[t2]:R[t];
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1'
then
            CNTHP_CVAL_EL2 = R[t2]:R[t];
        else
            CNTP_CVAL = R[t2]:R[t];
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0'
then
            AArch64.AArch32SystemAccessTrap(EL2, 0x04);
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' && CNTHCTL_EL2.EL1PTEN == '0'
then
            AArch64.AArch32SystemAccessTrap(EL2, 0x04);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && CNTHCTL.PL1PCEN == '0' then
            AArch32.TakeHypTrapException(0x04);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
            CNTP_CVAL_NS = R[t2]:R[t];
        else
            CNTP_CVAL = R[t2]:R[t];
    elsif PSTATE.EL == EL2 then
        if HaveEL(EL3) && ELUsingAArch32(EL3) then
            CNTP_CVAL_NS = R[t2]:R[t];
        else
            CNTP_CVAL = R[t2]:R[t];
    elsif PSTATE.EL == EL3 then
        if SCR.NS == '0' then
            CNTP_CVAL_S = R[t2]:R[t];
        else
            CNTP_CVAL_NS = R[t2]:R[t];

```

CNTP_TVAL, Counter-timer Physical Timer TimerValue register

The CNTP_TVAL characteristics are:

Purpose

Holds the timer value for the EL1 physical timer.

Configuration

AArch32 System register CNTP_TVAL bits [31:0] are architecturally mapped to AArch64 System register [CNTP_TVAL_EL0\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to CNTP_TVAL are UNDEFINED.

Attributes

CNTP_TVAL is a 32-bit register.

Field descriptions

The CNTP_TVAL 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
TimerValue																															

TimerValue, bits [31:0]

The TimerValue view of the EL1 physical timer.

On a read of this register:

- If [CNTP_CTL.ENABLE](#) is 0, the value returned is UNKNOWN.
- If [CNTP_CTL.ENABLE](#) is 1, the value returned is ([CNTP_CVAL](#) - [CNTPCT](#)).

On a write of this register, [CNTP_CVAL](#) is set to ([CNTPCT](#) + TimerValue), where TimerValue is treated as a signed 32-bit integer.

When [CNTP_CTL.ENABLE](#) is 1, the timer condition is met when ([CNTPCT](#) - [CNTP_CVAL](#)) is greater than or equal to zero. This means that TimerValue acts like a 32-bit downcounter timer. When the timer condition is met:

- [CNTP_CTL.ISTATUS](#) is set to 1.
- If [CNTP_CTL.IMASK](#) is 0, an interrupt is generated.

When [CNTP_CTL.ENABLE](#) is 0, the timer condition is not met, but [CNTPCT](#) continues to count, so the TimerValue view appears to continue to count down.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTP_TVAL

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1110	0b0010	0b000

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0PTEN
== '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elsif ELUsingAArch32(EL1) && CNTKCTL.PL0PTEN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '10' && CNTHCTL_EL2.EL1PTEN
== '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0PTEN
== '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && CNTHCTL.PL1PCEN == '0' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0'
&& IsFeatureImplemented("FEAT_SEL2") then
        return CNTHPS_TVAL_EL2;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1'
then
        return CNTHP_TVAL_EL2;
    else
        return CNTP_TVAL;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' && CNTHCTL_EL2.EL1PTEN == '0'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && CNTHCTL.PL1PCEN == '0' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        return CNTP_TVAL_NS;
    else
        return CNTP_TVAL;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        return CNTP_TVAL_NS;
    else
        return CNTP_TVAL;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        return CNTP_TVAL_S;
    else
        return CNTP_TVAL_NS;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1110	0b0010	0b000

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0PTEN
    == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elseif ELUsingAArch32(EL1) && CNTKCTL.PL0PTEN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elseif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0'
    then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '10' && CNTHCTL_EL2.EL1PTEN
    == '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0PTEN
    == '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && CNTHCTL.PL1PCEN == '0' then
        AArch32.TakeHypTrapException(0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0'
    && IsFeatureImplemented("FEAT_SEL2") then
        CNTHPS_TVAL_EL2 = R[t];
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1'
    then
        CNTHP_TVAL_EL2 = R[t];
    else
        CNTP_TVAL = R[t];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCEN == '0'
    then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' && CNTHCTL_EL2.EL1PTEN == '0'
    then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && CNTHCTL.PL1PCEN == '0' then
        AArch32.TakeHypTrapException(0x03);
    elseif HaveEL(EL3) && ELUsingAArch32(EL3) then
        CNTP_TVAL_NS = R[t];
    else
        CNTP_TVAL = R[t];
elseif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        CNTP_TVAL_NS = R[t];
    else
        CNTP_TVAL = R[t];
elseif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        CNTP_TVAL_S = R[t];
    else
        CNTP_TVAL_NS = R[t];

```

CNTPCT, Counter-timer Physical Count register

The CNTPCT characteristics are:

Purpose

Holds the 64-bit physical count value.

Configuration

AArch32 System register CNTPCT bits [63:0] are architecturally mapped to AArch64 System register [CNTPCT_ELO\[63:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to CNTPCT are UNDEFINED.

All reads to the CNTPCT occur in program order relative to reads to [CNTPCTSS](#) or CNTPCT.

Attributes

CNTPCT is a 64-bit register.

Field descriptions

The CNTPCT bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Physical count value																															
Physical count value																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Physical count value.

Accessing the CNTPCT

Accesses to this register use the following encodings:

MRRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

coproc	CRm	opc1
0b1111	0b1110	0b0000

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') &&
CNTKCTL_EL1.EL0PCTEN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x04);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x04);
    elsif ELUsingAArch32(EL1) && CNTKCTL.PL0PCTEN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x04);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCTEN ==
'0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '10' &&
CNTHCTL_EL2.EL1PCTEN == '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' &&
CNTHCTL_EL2.EL0PCTEN == '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && CNTHCTL.PL1PCTEN == '0' then
        AArch32.TakeHypTrapException(0x04);
    else
        return CNTPCT;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && CNTHCTL_EL2.EL1PCTEN == '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && CNTHCTL.PL1PCTEN == '0' then
        AArch32.TakeHypTrapException(0x04);
    else
        return CNTPCT;
elsif PSTATE.EL == EL2 then
    return CNTPCT;
elsif PSTATE.EL == EL3 then
    return CNTPCT;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTPCTSS, Counter-timer Self-Synchronized Physical Count register

The CNTPCTSS characteristics are:

Purpose

Holds the 64-bit physical count value.

Configuration

AArch32 System register CNTPCTSS bits [63:0] are architecturally mapped to AArch64 System register [CNTPCTSS_ELO\[63:0\]](#).

This register is present only when AArch32 is supported at any Exception level and FEAT_ECV is implemented. Otherwise, direct accesses to CNTPCTSS are UNDEFINED.

All reads to the CNTPCTSS occur in program order relative to reads to [CNTPCT](#) or CNTPCTSS.

This register is a self-synchronised view of the [CNTPCT](#) counter, and cannot be read speculatively.

Attributes

CNTPCTSS is a 64-bit register.

Field descriptions

The CNTPCTSS bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Self-Synchronized Physical count value																															
Self-Synchronized Physical count value																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Self-Synchronized Physical count value.

Accessing the CNTPCTSS

Accesses to this register use the following encodings:

`MRRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>`

coproc	CRm	opc1
0b1111	0b1110	0b1000


```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') &&
    CNTKCTL_EL1.EL0PCTEN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x04);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x04);
        elsif ELUsingAArch32(EL1) && CNTKCTL.PL0PCTEN == '0' then
            if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x04);
            elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
                AArch32.TakeHypTrapException(0x00);
            else
                UNDEFINED;
            elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '0' && CNTHCTL_EL2.EL1PCTEN ==
            '0' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x04);
            elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '10' &&
            CNTHCTL_EL2.EL1PCTEN == '0' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x04);
            elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' &&
            CNTHCTL_EL2.EL0PCTEN == '0' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x04);
            elsif EL2Enabled() && ELUsingAArch32(EL2) && CNTHCTL.PL1PCTEN == '0' then
                AArch32.TakeHypTrapException(0x04);
            else
                return CNTPCTSS;
        elsif PSTATE.EL == EL1 then
            if EL2Enabled() && !ELUsingAArch32(EL2) && CNTHCTL_EL2.EL1PCTEN == '0' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x04);
            elsif EL2Enabled() && ELUsingAArch32(EL2) && CNTHCTL.PL1PCTEN == '0' then
                AArch32.TakeHypTrapException(0x04);
            else
                return CNTPCTSS;
        elsif PSTATE.EL == EL2 then
            return CNTPCTSS;
        elsif PSTATE.EL == EL3 then
            return CNTPCTSS;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTV_CTL, Counter-timer Virtual Timer Control register

The CNTV_CTL characteristics are:

Purpose

Control register for the virtual timer.

Configuration

AArch32 System register CNTV_CTL bits [31:0] are architecturally mapped to AArch64 System register [CNTV_CTL_EL0\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to CNTV_CTL are UNDEFINED.

Attributes

CNTV_CTL is a 32-bit register.

Field descriptions

The CNTV_CTL bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																ISTATUS				IMASK				ENABLE							

Bits [31:3]

Reserved, RES0.

ISTATUS, bit [2]

The status of the timer. This bit indicates whether the timer condition is met:

ISTATUS	Meaning
0b0	Timer condition is not met.
0b1	Timer condition is met.

When the value of the ENABLE bit is 1, ISTATUS indicates whether the timer condition is met. ISTATUS takes no account of the value of the IMASK bit. If the value of ISTATUS is 1 and the value of IMASK is 0 then the timer interrupt is asserted.

When the value of the ENABLE bit is 0, the ISTATUS field is UNKNOWN.

This bit is read-only.

IMASK, bit [1]

Timer interrupt mask bit. Permitted values are:

IMASK	Meaning
0b0	Timer interrupt is not masked by the IMASK bit.
0b1	Timer interrupt is masked by the IMASK bit.

For more information, see the description of the ISTATUS bit.

This field resets to an architecturally UNKNOWN value.

ENABLE, bit [0]

Enables the timer. Permitted values are:

ENABLE	Meaning
0b0	Timer disabled.
0b1	Timer enabled.

Setting this bit to 0 disables the timer output signal, but the timer value accessible from [CNTV_TVAL](#) continues to count down.

Note

Disabling the output signal might be a power-saving option.

This field resets to 0.

Accessing the CNTV_CTL

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1110	0b0011	0b001

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0VTEN
== '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elseif ELUsingAArch32(EL1) && CNTKCTL.PL0VTEN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elseif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0VTEN
== '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1TVT
== '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0'
&& IsFeatureImplemented("FEAT_SEL2") then
        return CNTHVS_CTL_EL2;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1'
then
        return CNTHV_CTL_EL2;
    else
        return CNTV_CTL;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    else
        return CNTV_CTL;
elseif PSTATE.EL == EL2 then
    return CNTV_CTL;
elseif PSTATE.EL == EL3 then
    return CNTV_CTL;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1110	0b0011	0b001

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0VTEN
== '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elseif ELUsingAArch32(EL1) && CNTKCTL.PL0VTEN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elseif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0VTEN
== '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1TVT
== '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0'
&& IsFeatureImplemented("FEAT_SEL2") then
        CNTHVS_CTL_EL2 = R[t];
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1'
then
        CNTHV_CTL_EL2 = R[t];
    else
        CNTV_CTL = R[t];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    else
        CNTV_CTL = R[t];
elseif PSTATE.EL == EL2 then
    CNTV_CTL = R[t];
elseif PSTATE.EL == EL3 then
    CNTV_CTL = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTV_CVAL, Counter-timer Virtual Timer CompareValue register

The CNTV_CVAL characteristics are:

Purpose

Holds the compare value for the virtual timer.

Configuration

AArch32 System register CNTV_CVAL bits [63:0] are architecturally mapped to AArch64 System register [CNTV_CVAL_ELO\[63:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to CNTV_CVAL are UNDEFINED.

Attributes

CNTV_CVAL is a 64-bit register.

Field descriptions

The CNTV_CVAL bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
CompareValue																															
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
CompareValue																															

CompareValue, bits [63:0]

Holds the EL1 virtual timer CompareValue.

When [CNTV_CTL](#).ENABLE is 1, the timer condition is met when ([CNTVCT](#) - CompareValue) is greater than or equal to zero. This means that CompareValue acts like a 64-bit upcounter timer. When the timer condition is met:

- [CNTV_CTL](#).ISTATUS is set to 1.
- If [CNTV_CTL](#).IMASK is 0, an interrupt is generated.

When [CNTV_CTL](#).ENABLE is 0, the timer condition is not met, but [CNTVCT](#) continues to count.

If the Generic counter is implemented at a size less than 64 bits, then this field is permitted to be implemented at the same width as the counter, and the upper bits are RES0.

The value of this field is treated as zero-extended in all counter calculations.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTV_CVAL

Accesses to this register use the following encodings:

MRRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

coproc	CRm	opc1
--------	-----	------

0b1111	0b1110	0b0011
--------	--------	--------

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0VTEN
== '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x04);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x04);
    elseif ELUsingAArch32(EL1) && CNTKCTL.PL0VTEN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x04);
        elseif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0VTEN
== '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1TVT
== '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0'
&& IsFeatureImplemented("FEAT_SEL2") then
        return CNTHVS_CVAL_EL2;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1'
then
        return CNTHV_CVAL_EL2;
    else
        return CNTV_CVAL;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    else
        return CNTV_CVAL;
elseif PSTATE.EL == EL2 then
    return CNTV_CVAL;
elseif PSTATE.EL == EL3 then
    return CNTV_CVAL;

```

MCRR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

coproc	CRm	opc1
0b1111	0b1110	0b0011

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0VTEN
== '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x04);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x04);
    elseif ELUsingAArch32(EL1) && CNTKCTL_EL1.EL0VTEN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x04);
        elseif EL2Enabled() && ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0VTEN
== '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1TVT
== '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0'
&& IsFeatureImplemented("FEAT_SEL2") then
        CNTHVS_CVAL_EL2 = R[t2]:R[t];
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1'
then
        CNTHV_CVAL_EL2 = R[t2]:R[t];
    else
        CNTV_CVAL = R[t2]:R[t];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    else
        CNTV_CVAL = R[t2]:R[t];
elseif PSTATE.EL == EL2 then
    CNTV_CVAL = R[t2]:R[t];
elseif PSTATE.EL == EL3 then
    CNTV_CVAL = R[t2]:R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTV_TVAL, Counter-timer Virtual Timer TimerValue register

The CNTV_TVAL characteristics are:

Purpose

Holds the timer value for the virtual timer.

Configuration

AArch32 System register CNTV_TVAL bits [31:0] are architecturally mapped to AArch64 System register [CNTV_TVAL_EL0\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to CNTV_TVAL are UNDEFINED.

Attributes

CNTV_TVAL is a 32-bit register.

Field descriptions

The CNTV_TVAL 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
TimerValue																															

TimerValue, bits [31:0]

The TimerValue view of the virtual timer.

On a read of this register:

- If [CNTV_CTL.ENABLE](#) is 0, the value returned is UNKNOWN.
- If [CNTV_CTL.ENABLE](#) is 1, the value returned is ([CNTV_CVAL](#) - [CNTVCT](#)).

On a write of this register, [CNTV_CVAL](#) is set to ([CNTVCT](#) + TimerValue), where TimerValue is treated as a signed 32-bit integer.

When [CNTP_CTL.ENABLE](#) is 1, the timer condition is met when ([CNTVCT](#) - [CNTP_CVAL](#)) is greater than or equal to zero. This means that TimerValue acts like a 32-bit downcounter timer. When the timer condition is met:

- [CNTV_CTL.ISTATUS](#) is set to 1.
- If [CNTV_CTL.IMASK](#) is 0, an interrupt is generated.

When [CNTV_CTL.ENABLE](#) is 0, the timer condition is not met, but [CNTVCT](#) continues to count, so the TimerValue view appears to continue to count down.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTV_TVAL

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1110	0b0011	0b000

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0VTEN
== '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elsif ELUsingAArch32(EL1) && CNTKCTL.PL0VTEN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0VTEN
== '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1TVT
== '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0'
&& IsFeatureImplemented("FEAT_SEL2") then
        return CNTHVS_TVAL_EL2;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1'
then
        return CNTHV_TVAL_EL2;
    else
        return CNTV_TVAL;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    else
        return CNTV_TVAL;
elsif PSTATE.EL == EL2 then
    return CNTV_TVAL;
elsif PSTATE.EL == EL3 then
    return CNTV_TVAL;

```

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1110	0b0011	0b000

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CNTKCTL_EL1.EL0VTEN
== '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elseif ELUsingAArch32(EL1) && CNTKCTL_EL1.EL0VTEN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elseif EL2Enabled() && ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && CNTHCTL_EL2.EL0VTEN
== '0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1TVT
== '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '0'
&& IsFeatureImplemented("FEAT_SEL2") then
        CNTHVS_TVAL_EL2 = R[t];
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCR_EL3.NS == '1'
then
        CNTHV_TVAL_EL2 = R[t];
    else
        CNTV_TVAL = R[t];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    else
        CNTV_TVAL = R[t];
elseif PSTATE.EL == EL2 then
    CNTV_TVAL = R[t];
elseif PSTATE.EL == EL3 then
    CNTV_TVAL = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTVCT, Counter-timer Virtual Count register

The CNTVCT characteristics are:

Purpose

Holds the 64-bit virtual count value. The virtual count value is equal to the physical count value minus the virtual offset visible in [CNTVOFF](#).

Configuration

AArch32 System register CNTVCT bits [63:0] are architecturally mapped to AArch64 System register [CNTVCT_ELO\[63:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to CNTVCT are UNDEFINED.

The value of this register is the same as the value of [CNTPCT](#) in the following conditions:

- When EL2 is not implemented.
- When EL2 is implemented and is using AArch64, [HCR_EL2](#).{E2H, TGE} is {1, 1}, and this register is read from Non-secure EL0.

All reads to the CNTVCT occur in program order relative to reads to [CNTVCTSS](#) or CNTVCT.

Attributes

CNTVCT is a 64-bit register.

Field descriptions

The CNTVCT bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Virtual count value																															
Virtual count value																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Virtual count value.

Accessing the CNTVCT

Accesses to this register use the following encodings:

MRRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

coproc	CRm	opc1
0b1111	0b1110	0b0001

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') &&
CNTKCTL_EL1.EL0VCTEN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x04);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x04);
        elsif ELUsingAArch32(EL1) && CNTKCTL.PL0VCTEN == '0' then
            if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x04);
            elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
                AArch32.TakeHypTrapException(0x00);
            else
                UNDEFINED;
            elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' &&
CNTHCTL_EL2.EL0VCTEN == '0' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x04);
            elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1TVCT
== '1' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x04);
            else
                return CNTVCT;
        elsif PSTATE.EL == EL1 then
            if EL2Enabled() && !ELUsingAArch32(EL2) && CNTHCTL_EL2.EL1TVCT == '1' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x04);
            else
                return CNTVCT;
        elsif PSTATE.EL == EL2 then
            return CNTVCT;
        elsif PSTATE.EL == EL3 then
            return CNTVCT;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTVCTSS, Counter-timer Self-Synchronized Virtual Count register

The CNTVCTSS characteristics are:

Purpose

Holds the 64-bit virtual count value. The virtual count value is equal to the physical count value visible in [CNTPCT](#) minus the virtual offset visible in [CNTVOFF](#).

Configuration

AArch32 System register CNTVCTSS bits [63:0] are architecturally mapped to AArch64 System register [CNTVCTSS_EL0\[63:0\]](#).

This register is present only when AArch32 is supported at any Exception level and FEAT_ECV is implemented. Otherwise, direct accesses to CNTVCTSS are UNDEFINED.

All reads to the CNTVCTSS occur in program order relative to reads to [CNTVCT](#) or CNTVCTSS.

This register is a self-synchronised view of the [CNTVCT](#) counter, and cannot be read speculatively.

Attributes

CNTVCTSS is a 64-bit register.

Field descriptions

The CNTVCTSS bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Self-Synchronized Virtual count value																															
Self-Synchronized Virtual count value																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Self-Synchronized Virtual count value.

Accessing the CNTVCTSS

Accesses to this register use the following encodings:

MRRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

coproc	CRm	opc1
0b1111	0b1110	0b1001

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') &&
CNTKCTL_EL1.EL0VCTEN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x04);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x04);
        elsif ELUsingAArch32(EL1) && CNTKCTL_EL1.EL0VCTEN == '0' then
            if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x04);
            elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
                AArch32.TakeHypTrapException(0x00);
            else
                UNDEFINED;
            elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' &&
CNTHCTL_EL2.EL0VCTEN == '0' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x04);
            elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && CNTHCTL_EL2.EL1TVCT
== '1' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x04);
            else
                return CNTVCTSS;
        elsif PSTATE.EL == EL1 then
            if EL2Enabled() && !ELUsingAArch32(EL2) && CNTHCTL_EL2.EL1TVCT == '1' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x04);
            else
                return CNTVCTSS;
        elsif PSTATE.EL == EL2 then
            return CNTVCTSS;
        elsif PSTATE.EL == EL3 then
            return CNTVCTSS;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTVOFF, Counter-timer Virtual Offset register

The CNTVOFF characteristics are:

Purpose

Holds the 64-bit virtual offset. This is the offset between the physical count value visible in [CNTPCT](#) and the virtual count value visible in [CNTVCT](#).

Configuration

AArch32 System register CNTVOFF bits [63:0] are architecturally mapped to AArch64 System register [CNTVOFF_EL2\[63:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to CNTVOFF are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3 and the virtual counter uses a fixed virtual offset of zero.

Note

When EL2 is implemented and is using AArch64, if [HCR_EL2](#).{E2H, TGE} is {1, 1}, the virtual counter uses a fixed virtual offset of zero when [CNTVCT](#) is read from Non-secure EL0.

Attributes

CNTVOFF is a 64-bit register.

Field descriptions

The CNTVOFF bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Virtual offset																															
Virtual offset																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Virtual offset.

If the Generic counter is implemented at a size less than 64 bits, then this field is permitted to be implemented at the same width as the counter, and the upper bits are RES0.

The value of this field is treated as zero-extended in all counter calculations.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTVOFF

Accesses to this register use the following encodings:

MRRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

coproc	CRm	opc1
--------	-----	------

0b1111	0b1110	0b0100
--------	--------	--------

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    return CNTVOFF;
elsif PSTATE.EL == EL3 then
    return CNTVOFF;

```

MCRR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

coproc	CRm	opc1
0b1111	0b1110	0b0100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    CNTVOFF = R[t2]:R[t];
elsif PSTATE.EL == EL3 then
    CNTVOFF = R[t2]:R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CONTEXTIDR, Context ID Register

The CONTEXTIDR characteristics are:

Purpose

Identifies the current Process Identifier and, when using the Short-descriptor translation table format, the Address Space Identifier.

The value of the whole of this register is called the Context ID and is used by:

- The debug logic, for Linked and Unlinked Context ID matching.
- The trace logic, to identify the current process.

The significance of this register is for debug and trace use only.

Configuration

AArch32 System register CONTEXTIDR bits [31:0] are architecturally mapped to AArch64 System register [CONTEXTIDR_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to CONTEXTIDR are UNDEFINED.

The register format depends on whether address translation is using the Long-descriptor or the Short-descriptor translation table format.

Attributes

CONTEXTIDR is a 32-bit register.

Field descriptions

The CONTEXTIDR bit assignments are:

When TTBCR.EAE == 0:

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
PROCID																								ASID							

PROCID, bits [31:8]

Process Identifier. This field must be programmed with a unique value that identifies the current process.

This field resets to an architecturally UNKNOWN value.

ASID, bits [7:0]

Address Space Identifier. This field is programmed with the value of the current ASID.

This field resets to an architecturally UNKNOWN value.

When TTBCR.EAE == 1:

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

PROCID, bits [31:0]

Process Identifier. This field must be programmed with a unique value that identifies the current process.

This field resets to an architecturally UNKNOWN value.

Accessing the CONTEXTIDR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1101	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T13 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TRVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TRVM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        return CONTEXTIDR_NS;
    else
        return CONTEXTIDR;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        return CONTEXTIDR_NS;
    else
        return CONTEXTIDR;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        return CONTEXTIDR_S;
    else
        return CONTEXTIDR_NS;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1101	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T13 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TVM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        CONTEXTIDR_NS = R[t];
    else
        CONTEXTIDR = R[t];
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        CONTEXTIDR_NS = R[t];
    else
        CONTEXTIDR = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        CONTEXTIDR_S = R[t];
    else
        CONTEXTIDR_NS = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CP15DMB, Data Memory Barrier System instruction

The CP15DMB characteristics are:

Purpose

Performs a Data Memory Barrier.

Arm deprecates any use of this System instruction, and strongly recommends that software use the DMB instruction instead.

Configuration

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to CP15DMB are UNDEFINED.

Attributes

CP15DMB is a 32-bit System instruction.

Field descriptions

This instruction has no applicable fields.

The value in the register specified by <Rt> is ignored.

Executing the CP15DMB instruction

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0111	0b1010	0b101

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && SCTLR_EL1.CP15BEN
== '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCTLR_EL2.CP15BEN
== '0' then
        UNDEFINED;
    elsif ELUsingAArch32(EL1) && SCTLR.CP15BEN == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T7 == '1'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T7 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        CP15DMB();
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T7 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T7 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif SCTLR.CP15BEN == '0' then
        UNDEFINED;
    else
        CP15DMB();
elsif PSTATE.EL == EL2 then
    if HSCTLR.CP15BEN == '0' then
        UNDEFINED;
    else
        CP15DMB();
elsif PSTATE.EL == EL3 then
    if SCTLR.CP15BEN == '0' then
        UNDEFINED;
    else
        CP15DMB();

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CP15DSB, Data Synchronization Barrier System instruction

The CP15DSB characteristics are:

Purpose

Performs a Data Synchronization Barrier.

Arm deprecates any use of this System instruction, and strongly recommends that software use the DSB instruction instead.

Configuration

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to CP15DSB are UNDEFINED.

Attributes

CP15DSB is a 32-bit System instruction.

Field descriptions

This instruction has no applicable fields.

The value in the register specified by <Rt> is ignored.

Executing the CP15DSB instruction

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0111	0b1010	0b100

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && SCTLR_EL1.CP15BEN
== '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCTLR_EL2.CP15BEN
== '0' then
        UNDEFINED;
    elsif ELUsingAArch32(EL1) && SCTLR.CP15BEN == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T7 == '1'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T7 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        CP15DSB();
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T7 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T7 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif SCTLR.CP15BEN == '0' then
        UNDEFINED;
    else
        CP15DSB();
elsif PSTATE.EL == EL2 then
    if HSCTLR.CP15BEN == '0' then
        UNDEFINED;
    else
        CP15DSB();
elsif PSTATE.EL == EL3 then
    if SCTLR.CP15BEN == '0' then
        UNDEFINED;
    else
        CP15DSB();

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CP15ISB, Instruction Synchronization Barrier System instruction

The CP15ISB characteristics are:

Purpose

Performs an Instruction Synchronization Barrier.

Arm deprecates any use of this System instruction, and strongly recommends that software use the ISB instruction instead.

Configuration

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to CP15ISB are UNDEFINED.

Attributes

CP15ISB is a 32-bit System instruction.

Field descriptions

This instruction has no applicable fields.

The value in the register specified by <Rt> is ignored.

Executing the CP15ISB instruction

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0111	0b0101	0b100

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && SCTLR_EL1.CP15BEN
== '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCTLR_EL2.CP15BEN
== '0' then
        UNDEFINED;
    elsif ELUsingAArch32(EL1) && SCTLR.CP15BEN == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T7 == '1'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T7 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        CP15ISB();
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T7 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T7 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif SCTLR.CP15BEN == '0' then
        UNDEFINED;
    else
        CP15ISB();
elsif PSTATE.EL == EL2 then
    if HSCTLR.CP15BEN == '0' then
        UNDEFINED;
    else
        CP15ISB();
elsif PSTATE.EL == EL3 then
    if SCTLR.CP15BEN == '0' then
        UNDEFINED;
    else
        CP15ISB();

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CPACR, Architectural Feature Access Control Register

The CPACR characteristics are:

Purpose

Controls access to trace, and to Advanced SIMD and floating-point functionality from EL0, EL1, and EL3.

In an implementation that includes EL2, the CPACR has no effect on instructions executed at EL2.

Configuration

AArch32 System register CPACR bits [31:0] are architecturally mapped to AArch64 System register [CPACR_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to CPACR are UNDEFINED.

Bits in the [NSACR](#) control Non-secure access to the CPACR fields. See the field descriptions for more information.

Note

In the register field descriptions, controls are described as applying at specified Privilege levels. This is because, in Secure state, a PL1 control:

- Applies to execution in a Secure EL3 mode when EL3 is using AArch32.
- Applies to execution in a Secure EL1 mode when EL3 is using AArch64.

See 'Security state, Exception levels, and AArch32 execution privilege'.

Attributes

CPACR is a 32-bit register.

Field descriptions

The CPACR 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
ASEDIS	RES0	TRCDIS		RES0				cp11	cp10													RES0									

ASEDIS, bit [31]

Disables PL0 and PL1 execution of Advanced SIMD instructions.

ASEDIS	Meaning
0b0	This control permits execution of Advanced SIMD instructions at PL0 and PL1.
0b1	All instruction encodings that are Advanced SIMD instruction encodings, but are not also floating-point instruction encodings, are UNDEFINED at PL0 and PL1.

If the implementation does not include Advanced SIMD and floating-point functionality, this field is RES0. Otherwise, it is IMPLEMENTATION DEFINED whether this field is implemented as a RW field. If it is not implemented as a RW field, it is RAZ/WI.

If EL3 is implemented and is using AArch32, and the value of [NSACR.NSASEDIS](#) is 1, this field behaves as RAO/WI in Non-secure state, regardless of its actual value. This applies even if the field is implemented as RAZ/WI.

For the list of instructions affected by this field, see 'Controls of Advanced SIMD operation that do not apply to floating-point operation'.

See the description of CPACR.cp10 for a list of other controls that can disable or trap execution of Advanced SIMD instructions in AArch32 state.

This field resets to 0.

Bits [30:29]

Reserved, RES0.

TRCDIS, bit [28]

Traps PL0 and PL1 System register accesses to all implemented trace registers to Undefined mode.

TRCDIS	Meaning
0b0	This control has no effect on PL0 and PL1 System register accesses to trace registers.
0b1	PL0 and PL1 System register accesses to all implemented trace registers are trapped to Undefined mode.

If the implementation does not include a PE trace unit, or does not include a System register interface to the PE trace unit registers, this field is RES0. Otherwise, it is IMPLEMENTATION DEFINED whether this field is implemented as a RW field. If it is not implemented as a RW field, it is RAZ/WI.

If EL3 is implemented and is using AArch32, and the value of [NSACR.NSTRCDIS](#) is 1, this field behaves as RAO/WI in Non-secure state, regardless of its actual value. This applies even if the field is implemented as RAZ/WI.

Note

- The ETMv4 architecture does not permit EL0 to access the trace registers. If the PE trace unit implements FEAT_ETMv4, EL0 accesses to the trace registers are UNDEFINED.
- The architecture does not provide traps on trace register accesses through the optional memory-mapped external debug interface.

System register accesses to the trace registers can have side-effects. When a System register access is trapped, any side-effects that are normally associated with the access do not occur before the exception is taken.

This field resets to an architecturally UNKNOWN value.

Bits [27:24]

Reserved, RES0.

cp11, bits [23:22]

The value of this field is ignored. If this field is programmed with a different value to the cp10 field then this field is UNKNOWN on a direct read of the CPACR.

If the implementation does not include Advanced SIMD and floating-point functionality, this field is RES0.

In Non-secure state, if EL3 is implemented and is using AArch32, when the value of [NSACR.cp10](#) is 0, this field behaves as RAZ/WI, regardless of its actual value.

This field resets to 0.

cp10, bits [21:20]

Defines the access rights for the floating-point and Advanced SIMD functionality. Possible values of the field are:

cp10	Meaning
0b00	PL0 and PL1 accesses to floating-point and Advanced SIMD registers or instructions are UNDEFINED.
0b01	PL0 accesses to floating-point and Advanced SIMD registers or instructions are UNDEFINED.
0b10	Reserved. The effect of programming this field to this value is CONSTRAINED UNPREDICTABLE. See 'Handling of System register control fields for Advanced SIMD and floating-point operation'.
0b11	This control permits full access to the floating-point and Advanced SIMD functionality from PL0 and PL1.

The floating-point and Advanced SIMD features controlled by these fields are:

- Execution of any floating-point or Advanced SIMD instruction.
- Any access to the Advanced SIMD and floating-point registers D0-D31 and their views as S0-S31 and Q0-Q15.
- Any access to the [FPSCR](#), [FPSID](#), [MVFR0](#), [MVFR1](#), [MVFR2](#), or [FPEXC](#) System registers.

Note

The [CPACR](#) has no effect on floating-point and Advanced SIMD accesses from PL2. These can be disabled by the [HCPTR](#).TCP10 field.

If the implementation does not include Advanced SIMD and floating-point functionality, this field is RES0.

In Non-secure state, if EL3 is implemented and is using AArch32, when the value of [NSACR](#).cp10 is 0, this field behaves as RAZ/WI, regardless of its actual value.

Execution of floating-point and Advanced SIMD instructions in AArch32 state can be disabled or trapped by the following controls:

- CPACR.cp10, or, if executing at EL0, [CPACR_EL1](#).FPEN.
- [FPEXC](#).EN.
- If executing in Non-secure state:
 - [HCPTR](#).TCP10, or if EL2 is using AArch64, [CPTR_EL2](#).TFP.
 - [NSACR](#).cp10, or if EL3 is using AArch64, [CPTR_EL3](#).TFP.
- For Advanced SIMD instructions only:
 - CPACR.ASEDIS.
 - If executing in Non-secure state, [HCPTR](#).TASE and [NSACR](#).NSTRCDIS.

See the descriptions of the controls for more information.

This field resets to 0.

Bits [19:0]

Reserved, RES0.

Accessing the CPACR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0001	0b0000	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TCPAC == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && CPTR_EL2.TCPAC == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCPTR.TCPAC == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TCPAC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        else
            return CPACR;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TCPAC == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TCPAC == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
            else
                return CPACR;
    elsif PSTATE.EL == EL3 then
        return CPACR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0001	0b0000	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TCPAC == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && CPTR_EL2.TCPAC == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCPTR.TCPAC == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TCPAC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        else
            CPACR = R[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TCPAC == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TCPAC == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
            else
                CPACR = R[t];
    elsif PSTATE.EL == EL3 then
        CPACR = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CPPRCTX, Cache Prefetch Prediction Restriction by Context

The CPPRCTX characteristics are:

Purpose

Cache Prefetch Prediction Restriction by Context applies to all Cache Allocation Resources that predict cache allocations based on information gathered within the target execution context or contexts.

When this instruction is complete and synchronized, cache prefetch prediction does not permit later speculative execution within the target execution context to be observable through side channels.

This instruction applies to all:

- Instruction caches.
- Data caches.
- TLB prefetching hardware used by the executing PE that applies to the supplied context or contexts.

This instruction is guaranteed to be complete following a DSB that covers both read and write behavior on the same PE as executed the original restriction instruction, and a subsequent context synchronization event is required to ensure that the effect of the completion of the instructions is synchronized to the current execution.

Note

This instruction does not require the invalidation of Cache Allocation Resources so long as the behavior described for completion of this instruction is met by the implementation.

On some implementations the instruction is likely to take a significant number of cycles to execute. This instruction is expected to be used very rarely, such as on the roll-over of an ASID or VMID, but should not be used on every context switch.

Configuration

This instruction is present only when AArch32 is supported at any Exception level and FEAT_SPECRES is implemented. Otherwise, direct accesses to CPPRCTX are UNDEFINED.

Attributes

CPPRCTX is a 32-bit System instruction.

Field descriptions

The CPPRCTX input value bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0				GVMID	NS	EL	VMID								RES0				GASID	ASID											

Bits [31:28]

Reserved, RES0.

GVMID, bit [27]

Execution of this instruction applies to all VMIDs or a specified VMID.

GVMID	Meaning
0b0	Applies to specified VMID for an EL0 or EL1 target execution context.
0b1	Applies to all VMIDs for an EL0 or EL1 target execution context.

For target execution contexts other than EL0 or EL1, this field is RES0.

If the instruction is executed at EL0 or EL1, then this field has an Effective value of 0.

If EL2 is not implemented or not enabled for the target Security state, this field is RES0.

NS, bit [26]

Security State.

NS	Meaning
0b0	Secure state.
0b1	Non-secure state.

If the instruction is executed in Non-secure state, this field is treated as 1.

EL, bits [25:24]

Exception Level. Indicates the Exception level of the target execution context.

EL	Meaning
0b00	EL0.
0b01	EL1.
0b10	EL2.
0b11	EL3.

If the instruction is executed at an Exception level lower than the specified level, this instruction is treated as a NOP.

VMID, bits [23:16]

Only applies when bit[27] is 0 and the target execution context is either:

- EL1.
- EL0 when ([HCR_EL2.E2H==0](#) or [HCR_EL2.TGE==0](#)) or EL2 is using AArch32 state.

Otherwise this field is RES0.

When the instruction is executed at EL1, this field is treated as the current VMID.

When the instruction is executed at EL0 and ([HCR_EL2.E2H==0](#) or [HCR_EL2.TGE==0](#) or ELUsingAArch32(EL2)), this field is treated as the current VMID.

When the instruction is executed at EL0 and ([HCR_EL2.E2H==1](#) and [HCR_EL2.TGE==1](#) and !ELUsingAArch32(EL2)), this field is ignored.

If EL2 is not implemented or not enabled for the target Security state, this field is RES0.

Bits [15:9]

Reserved, RES0.

GASID, bit [8]

Execution of this instruction applies to all ASIDs or a specified ASID.

GASID	Meaning
0b0	Applies to specified ASID for an EL0 target execution context.
0b1	Applies to all ASID for an EL0 target execution context.

For target execution contexts other than EL0, this field is RES0.

If the instruction is executed at EL0, this field has an Effective value of 0.

ASID, bits [7:0]

Only applies for an EL0 target execution context and when bit[8] is 0.

Otherwise, this field is RES0.

When the instruction is executed at EL0, this field is treated as the current ASID.

Executing the CPPRCTX instruction

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0111	0b0011	0b111

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && SCTLR_EL1.EnRCTX ==
'0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
        elsif ELUsingAArch32(EL1) && SCTLR.EnRCTX == '0' then
            if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x03);
            elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
                AArch32.TakeHypTrapException(0x00);
            else
                UNDEFINED;
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T7 == '1'
then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T7 == '1' then
            AArch32.TakeHypTrapException(0x03);
        elsif EL2Enabled() && !ELUsingAArch32(EL1) && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) ||
SCR_EL3.FGTEn == '1') && HFGITR_EL2.CPPRCTX == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCTLR_EL2.EnRCTX ==
'0' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            CPPRCTX(R[t]);
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T7 == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T7 == '1' then
            AArch32.TakeHypTrapException(0x03);
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.NV == '1' then
            AArch64.SystemAccessTrap(EL2, 0x03);
        else
            CPPRCTX(R[t]);
    elsif PSTATE.EL == EL2 then
        CPPRCTX(R[t]);
    elsif PSTATE.EL == EL3 then
        CPPRCTX(R[t]);

```


CPSR, Current Program Status Register

The CPSR characteristics are:

Purpose

Holds PE status and control information.

Configuration

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to CPSR are UNDEFINED.

Attributes

CPSR is a 32-bit register.

Field descriptions

The CPSR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
N	Z	C	V	Q	RES0	SSBS	PAN	DIT	RES0	GE	RES0	E	A	I	F	RES0	RES1	M													

N, bit [31]

Negative condition flag. Set to bit[31] of the result of the last flag-setting instruction. If the result is regarded as a two's complement signed integer, then N is set to 1 if the result was negative, and N is set to 0 if the result was positive or zero.

Z, bit [30]

Zero condition flag. Set to 1 if the result of the last flag-setting instruction was zero, and to 0 otherwise. A result of zero often indicates an equal result from a comparison.

C, bit [29]

Carry condition flag. Set to 1 if the last flag-setting instruction resulted in a carry condition, for example an unsigned overflow on an addition.

V, bit [28]

Overflow condition flag. Set to 1 if the last flag-setting instruction resulted in an overflow condition, for example a signed overflow on an addition.

Q, bit [27]

Cumulative saturation bit. Set to 1 to indicate that overflow or saturation occurred in some instructions.

Bits [26:24]

Reserved, RES0.

SSBS, bit [23]

When FEAT_SSBS is implemented:

Speculative Store Bypass Safe.

Prohibits speculative loads or stores which might practically allow a cache timing side channel.

A cache timing side channel might be exploited where a load or store uses an address that is derived from a register that is being loaded from memory using a load instruction speculatively read from a memory location. If PSTATE.SSBS is enabled, the address derived from the load instruction might be from earlier in the coherence order than the latest store to that memory location with the same virtual address.

SSBS	Meaning
0b0	Hardware is not permitted to load or store speculatively in the manner described.
0b1	Hardware is permitted to load or store speculatively in the manner described.

The value of this bit is usually set to the value described by the [SCTLR.DSSBS](#) bit on exceptions to any mode except Hyp mode, and the value described by [H SCTLR.DSSBS](#) on exceptions to Hyp mode.

This field resets to an IMPLEMENTATION DEFINED value.

Otherwise:

Reserved, RES0.

PAN, bit [22]**When FEAT_PAN is implemented:**

Privileged Access Never.

PAN	Meaning
0b0	The translation system is the same as Armv8.0.
0b1	Disables privileged read and write accesses to addresses accessible at EL0.

The value of this bit is usually preserved on taking an exception, except in the following situations:

- When the target of the exception is EL1, and the value of the [SCTLR.SPAN](#) bit for the current Security state is 0, this bit is set to 1.
- When the target of the exception is EL3, from Secure state, and the value of the Secure [SCTLR.SPAN](#) is 0, this bit is set to 1.
- When the target of the exception is EL3, from Non-secure state, this bit is set to 0 regardless of the value of the Secure [SCTLR.SPAN](#) bit.

Otherwise:

Reserved, RES0.

DIT, bit [21]**When FEAT_DIT is implemented:**

Data Independent Timing.

DIT	Meaning
0b0	The architecture makes no statement about the timing properties of any instructions.
0b1	The architecture requires that: <ul style="list-style-type: none"> • The timing of every load and store instruction is insensitive to the value of the data being loaded or stored. • For certain data processing instructions, the instruction takes a time which is independent of: <ul style="list-style-type: none"> ◦ The values of the data supplied in any of its registers. ◦ The values of the NZCV flags. • For certain data processing instructions, the response of the instruction to asynchronous exceptions does not vary based on: <ul style="list-style-type: none"> ◦ The values of the data supplied in any of its registers. ◦ The values of the NZCV flags.

The data processing instructions affected by this bit are:

- All cryptographic instructions. These instructions are:
 - AESD, AESE, AESMC, AESMC, SHA1C, SHA1H, SHA1M, SHA1P, SHA1SU0, SHA1SU1, SHA256H, SHA256H2, SHA256SU0, and SHA256SU1.
- A subset of those instructions which use the general-purpose register file. For these instructions, the effects of CPSR.DIT apply only if they do not use R15 as either their source or destination and pass their condition execution check. The instructions are:
 - BFI, BFC, CLZ, CMN, CMP, MLA, MLAS, MLS, MOVT, MUL, MULS, NOP, PKHBT, PKHTB, RBIT, REV, REV16, REVSH, RRX, SADD16, SADD8, SASX, SBFX, SHADD16, SHADD8, SHASX, SHSAX, SHSUB16, SHSUB8, SMLAL**, SMLAW*, SMLSD*, SMMMLA*, SMMML*, SMMUL*, SMUAD*, SMUL*, SSAX, SSUB16, SSUB8, SXTAB*, SXTAH, SXTB*, SXTH, TEQ, TST, UADD*, UASX, UBFX, UHADD*, UHASX, UHSAX, UHSUB*, UMAAL, UMLAL, UMLALS, UMULL, UMULLS, USADA8, USAX, USUB*, UXTAB*, UXTAH, UXTB*, UXTH, ADC (register-shifted register), ADCS (register-shifted register), ADD (register-shifted register), ADDS (register-shifted register), AND (register-shifted register), ANDS (register-shifted register), ASR (register-shifted register), ASRS (register-shifted register), BIC (register-shifted register), BICS (register-shifted register), EOR (register-shifted register), EORS (register-shifted register), LSL (register-shifted register), LSLS (register-shifted register), LSR (register-shifted register), LSRS (register-shifted register), MOV (register-shifted register), MOVS (register-shifted register), MVN (register-shifted register), MVNS (register-shifted register), ORR (register-shifted register), ORRS (register-shifted register), ROR (register-shifted register), RORS (register-shifted register), RSB (register-shifted register), RSBS (register-shifted register), RSC (register-shifted register), RSCS (register-shifted register), SBC (register-shifted register), SBCS (register-shifted register), SUB (register-shifted register), and SUBS (register-shifted register).
- A subset of those instructions which use the general-purpose register file. For these instructions, the effects of CPSR.DIT apply only if they do not use R15 as either their source or destination. The effects of CPSR.DIT do not depend on these instructions passing their condition execution check. These instructions are:
 - ADC (immediate), ADC (register), ADCS (immediate), ADCS (register), ADD (immediate), ADD (register), ADDS (immediate), ADDS (register), AND (immediate), AND (register), ANDS (immediate), ANDS (register), ASR (immediate), ASR (register), ASRS (immediate), ASRS (register), BIC (immediate), BIC (register), BICS (immediate), BICS (register), EOR (immediate), EOR (register), EORS (immediate), EORS (register), LSL (immediate), LSL (register), LSLS (immediate), LSLS (register), LSR (immediate), LSR (register), LSRS (immediate), LSRS (register), MOV (immediate), MOV (register), MOVS (immediate), MOVS (register), MVN (immediate), MVN (register), MVNS (immediate), MVNS (register), ORR (immediate), ORR (register), ORRS (immediate), ORRS (register), ROR (immediate), ROR (register), RORS (immediate), RORS (register), RSB (immediate), RSB (register), RSBS (immediate), RSBS (register), RSC (immediate), RSC (register), RSCS (immediate), RSCS (register), SBC (immediate), SBC (register), SBCS (immediate), SBCS (register), SUB (immediate), SUB (register), SUBS (immediate), and SUBS (register).
- A subset of those instructions which use the SIMD&FP register file. For these instructions, the effects of CPSR.DIT apply only if they pass their condition execution check. These instructions are:
 - CRC32B, CRC32H, CRC32W, CRC32CB, CRC32CH, CRC32CW, VABA*, VABD*, VABS, VACGE, VACGT, VACLE, VACLT, VADD (integer), VADDHN, VADDL, VADDW, VAND, VBIC, VBIF, VBIT, VBSL, VCGE, VCGT, VCLE, VCLS, VCLT, VCLZ, VCMPE, VCMPE, VCNT, VDUP, VEOR, VEXT, VHADD, VHSUB, VMAX (integer), VMIN (integer), VMLA (integer), VMLAL, VMLS (integer), VMLSL, VMOV, VMOVL, VMOVN, VMUL (integer and polynomial), VMULL (integer and polynomial), VMVN, VNEG, VORN, VORR, VPADAL, VPADD (integer), VPADDL, VPMAX (integer),

VPMIN (integer), VRADDHN, VREV*, VRHADD, VRSHL, VRSHR, VRSHRN, VRSRA, VRSUBHN, VSELEQ, VSELGE, VSELGT, VSELVS, VSHL, VSHLL, VSHR, VSLI, VSRA, VSRI, VSUB (integer), VSUBHN, VSUBL, VSUBW, VSWP, VTBL, VTBX, VTRN, VTST, VUZP, and VZIP

This field resets to 0.

Otherwise:

Reserved, RES0.

Bit [20]

Reserved, RES0.

GE, bits [19:16]

Greater than or Equal flags, for parallel addition and subtraction.

Bits [15:10]

Reserved, RES0.

E, bit [9]

Endianness state bit. Controls the load and store endianness for data accesses:

E	Meaning
0b0	Little-endian operation
0b1	Big-endian operation.

Instruction fetches ignore this bit.

If an implementation does not provide Big-endian support, this bit is RES0. If it does not provide Little-endian support, this bit is RES1.

If an implementation provides Big-endian support but only at EL0, this bit is RES0 for an exception return to any Exception level other than EL0.

Likewise, if it provides Little-endian support only at EL0, this bit is RES1 for an exception return to any Exception level other than EL0.

When the reset value of the SCTLR.EE bit is defined by a configuration input signal, that value also applies to the CPSR.E bit on reset, and therefore applies to software execution from reset.

A, bit [8]

SError interrupt mask bit. The possible values of this bit are:

A	Meaning
0b0	Exception not masked.
0b1	Exception masked.

I, bit [7]

IRQ mask bit. The possible values of this bit are:

I	Meaning
0b0	Exception not masked.
0b1	Exception masked.

F, bit [6]

FIQ mask bit. The possible values of this bit are:

F	Meaning
0b0	Exception not masked.
0b1	Exception masked.

Bit [5]

Reserved, RES0.

Bit [4]

Reserved, RES1.

M, bits [3:0]

Current PE mode. Possible values are:

M	Meaning
0b0000	User.
0b0001	FIQ.
0b0010	IRQ.
0b0011	Supervisor.
0b0110	Monitor.
0b0111	Abort.
0b1010	Hyp.
0b1011	Undefined.
0b1111	System.

Accessing the CPSR

CPSR can be read using the MRS instruction and written using the MSR (register) or MSR (immediate) instructions.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CSSELR, Cache Size Selection Register

The CSSELR characteristics are:

Purpose

Selects the current Cache Size ID Register, [CCSIDR](#), by specifying the required cache level and the cache type, which is either instruction cache or data cache.

If FEAT_CCIDX is implemented, CSSELR also selects the current [CCSIDR2](#).

Configuration

AArch32 System register CSSELR bits [31:0] are architecturally mapped to AArch64 System register [CSSELR_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to CSSELR are UNDEFINED.

Attributes

CSSELR is a 32-bit register.

Field descriptions

The CSSELR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																Level		InD													

Bits [31:4]

Reserved, RES0.

Level, bits [3:1]

Cache level of required cache. Permitted values are:

Level	Meaning
0b000	Level 1 cache.
0b001	Level 2 cache.
0b010	Level 3 cache.
0b011	Level 4 cache.
0b100	Level 5 cache.
0b101	Level 6 cache.
0b110	Level 7 cache.

All other values are reserved.

If CSSELR.Level is programmed to a cache level that is not implemented, then the value for this field on a read of CSSELR is UNKNOWN.

This field resets to an architecturally UNKNOWN value.

InD, bit [0]

Instruction not Data bit. Permitted values are:

InD	Meaning
0b0	Data or unified cache.
0b1	Instruction cache.

If CSSELR.Level is programmed to a cache level that is not implemented, then the value for this field on a read of CSSELR is UNKNOWN.

This field resets to an architecturally UNKNOWN value.

Accessing the CSSELR

Accesses to this register use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b010	0b0000	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TID2 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TID4 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TID2 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TID4 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        return CSSELR_NS;
    else
        return CSSELR;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        return CSSELR_NS;
    else
        return CSSELR;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        return CSSELR_S;
    else
        return CSSELR_NS;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b010	0b0000	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TID2 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TID4 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TID2 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TID4 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        CSSELR_NS = R[t];
    else
        CSSELR = R[t];
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        CSSELR_NS = R[t];
    else
        CSSELR = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        CSSELR_S = R[t];
    else
        CSSELR_NS = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CTR, Cache Type Register

The CTR characteristics are:

Purpose

Provides information about the architecture of the caches.

Configuration

AArch32 System register CTR bits [31:0] are architecturally mapped to AArch64 System register [CTR_EL0\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to CTR are UNDEFINED.

Attributes

CTR is a 32-bit register.

Field descriptions

The CTR 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
RES1	RES0	DIC	IDC	CWG				ERG				DminLine				L1lp				RES0				lminLine							

Bit [31]

Reserved, RES1.

Bit [30]

Reserved, RES0.

DIC, bit [29]

Instruction cache invalidation requirements for data to instruction coherence.

DIC	Meaning
0b0	Instruction cache invalidation to the Point of Unification is required for data to instruction coherence.
0b1	Instruction cache invalidation to the Point of Unification is not required for data to instruction coherence.

IDC, bit [28]

Data cache clean requirements for instruction to data coherence. The meaning of this bit is:

IDC	Meaning
0b0	Data cache clean to the Point of Unification is required for instruction to data coherence, unless CLIDR.LoC == 0b000 or (CLIDR.LoUIS == 0b000 && CLIDR.LoUU == 0b000).
0b1	Data cache clean to the Point of Unification is not required for instruction to data coherence.

CWG, bits [27:24]

Cache writeback granule. Log₂ of the number of words of the maximum size of memory that can be overwritten as a result of the eviction of a cache entry that has had a memory location in it modified.

A value of 0b0000 indicates that this register does not provide Cache writeback granule information and either:

- The architectural maximum of 512 words (2KB) must be assumed.
- The Cache writeback granule can be determined from maximum cache line size encoded in the Cache Size ID Registers.

Values greater than 0b1001 are reserved.

Arm recommends that an implementation that does not support cache write-back implements this field as 0b0001. This applies, for example, to an implementation that supports only write-through caches.

ERG, bits [23:20]

Exclusives reservation granule. Log₂ of the number of words of the maximum size of the reservation granule that has been implemented for the Load-Exclusive and Store-Exclusive instructions.

The use of the value 0b0000 is deprecated.

The value 0b0001 and values greater than 0b1001 are reserved.

DminLine, bits [19:16]

Log₂ of the number of words in the smallest cache line of all the data caches and unified caches that are controlled by the PE.

L1Ip, bits [15:14]

Level 1 instruction cache policy. Indicates the indexing and tagging policy for the L1 instruction cache. Possible values of this field are:

L1Ip	Meaning
0b00	VMID aware Physical Index, Physical tag (VPIPT)
0b01	ASID-tagged Virtual Index, Virtual Tag (AIVIVT)
0b10	Virtual Index, Physical Tag (VIPT)
0b11	Physical Index, Physical Tag (PIPT)

The value 0b00 is permitted only in an implementation that includes FEAT_VPIPT, otherwise the value is reserved.

The value 0b01 is not permitted in Armv8.

Bits [13:4]

Reserved, RES0.

lminLine, bits [3:0]

Log₂ of the number of words in the smallest cache line of all the instruction caches that are controlled by the PE.

Accessing the CTR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0000	0b0000	0b001

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TID2 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TID2 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        return CTR;
elsif PSTATE.EL == EL2 then
    return CTR;
elsif PSTATE.EL == EL3 then
    return CTR;
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DACR, Domain Access Control Register

The DACR characteristics are:

Purpose

Defines the access permission for each of the sixteen memory domains.

Configuration

AArch32 System register DACR bits [31:0] are architecturally mapped to AArch64 System register [DACR32_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DACR are UNDEFINED.

This register has no function when [TTBCR](#).EAE is set to 1, to select the Long-descriptor translation table format.

Attributes

DACR is a 32-bit register.

Field descriptions

The DACR 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
D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0																

D<n>, bits [2n+1:2n], for n = 0 to 15

Domain n access permission, where n = 0 to 15. Permitted values are:

D<n>	Meaning
0b00	No access. Any access to the domain generates a Domain fault.
0b01	Client. Accesses are checked against the permission bits in the translation tables.
0b11	Manager. Accesses are not checked against the permission bits in the translation tables.

The value 0b10 is reserved.

This field resets to an architecturally UNKNOWN value.

Accessing the DACR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0011	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T3 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T3 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TVM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        return DACR_NS;
    else
        return DACR;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        return DACR_NS;
    else
        return DACR;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        return DACR_S;
    else
        return DACR_NS;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0011	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T3 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T3 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TVM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        DACR_NS = R[t];
    else
        DACR = R[t];
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        DACR_NS = R[t];
    else
        DACR = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' && CP15SDISABLE == HIGH then
        UNDEFINED;
    elsif SCR.NS == '0' && CP15SDISABLE2 == HIGH then
        UNDEFINED;
    else
        if SCR.NS == '0' then
            DACR_S = R[t];
        else
            DACR_NS = R[t];

```


DBGAUTHSTATUS, Debug Authentication Status register

The DBGAUTHSTATUS characteristics are:

Purpose

Provides information about the state of the IMPLEMENTATION DEFINED authentication interface for debug.

Configuration

AArch32 System register DBGAUTHSTATUS bits [31:0] are architecturally mapped to AArch64 System register [DBGAUTHSTATUS_EL1\[31:0\]](#).

AArch32 System register DBGAUTHSTATUS bits [31:0] are architecturally mapped to External register [DBGAUTHSTATUS_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DBGAUTHSTATUS are UNDEFINED.

This register is required in all implementations.

Attributes

DBGAUTHSTATUS is a 32-bit register.

Field descriptions

The DBGAUTHSTATUS bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								SNID		SID		NSNID		NSID	

Bits [31:8]

Reserved, RES0.

SNID, bits [7:6]

When FEAT_Debugv8p4 is implemented:

Secure Non-Invasive Debug.

This field has the same value as DBGAUTHSTATUS.SID.

Otherwise:

Secure Non-Invasive Debug.

SNID	Meaning
0b00	Not implemented. EL3 is not implemented and the Effective value of SCR.NS is 1.
0b10	Implemented and disabled. ExternalSecureNoninvasiveDebugEnabled() == FALSE.
0b11	Implemented and enabled. ExternalSecureNoninvasiveDebugEnabled() == TRUE.

All other values are reserved.

SID, bits [5:4]

Secure Invasive Debug.

SID	Meaning
0b00	Not implemented. EL3 is not implemented and the Effective value of SCR_EL3 .NS is 1.
0b10	Implemented and disabled. ExternalSecureInvasiveDebugEnabled() == FALSE.
0b11	Implemented and enabled. ExternalSecureInvasiveDebugEnabled() == TRUE.

All other values are reserved.

NSNID, bits [3:2]

When FEAT_Debugv8p4 is implemented:

Non-secure Non-invasive debug.

NSNID	Meaning
0b00	Not implemented. EL3 is not implemented and the Effective value of SCR .NS is 0.
0b11	Implemented and enabled. EL3 is implemented or the Effective value of SCR .NS is 1.

All other values are reserved.

Otherwise:

Non-secure Non-Invasive Debug.

NSNID	Meaning
0b00	Not implemented. EL3 is not implemented and the Effective value of SCR .NS is 0
0b10	Implemented and disabled. ExternalNoninvasiveDebugEnabled() == FALSE.
0b11	Implemented and enabled. ExternalNoninvasiveDebugEnabled() == TRUE.

All other values are reserved.

NSID, bits [1:0]

Non-secure Invasive Debug.

NSID	Meaning
0b00	Not implemented. EL3 is not implemented or the Effective value of SCR_EL3 .NS is 0.
0b10	Implemented and disabled. ExternalInvasiveDebugEnabled() == FALSE.
0b11	Implemented and enabled. ExternalInvasiveDebugEnabled() == TRUE.

All other values are reserved.

Accessing the DBGAUTHSTATUS

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b000	0b0111	0b1110	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDA> != '00' then
        AArch32.TakeHypTrapException(0x05);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        else
            return DBGAUTHSTATUS;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x05);
            else
                return DBGAUTHSTATUS;
    elsif PSTATE.EL == EL3 then
        return DBGAUTHSTATUS;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGBCR<n>, Debug Breakpoint Control Registers, n = 0 - 15

The DBGBCR<n> characteristics are:

Purpose

Holds control information for a breakpoint. Forms breakpoint n together with value register [DBGBVR<n>](#). If EL2 is implemented and this breakpoint supports Context matching, [DBGBVR<n>](#) can be associated with a Breakpoint Extended Value Register [DBGBXVR<n>](#) for VMID matching.

Configuration

AArch32 System register DBGBCR<n> bits [31:0] are architecturally mapped to AArch64 System register [DBGBCR<n>_EL1\[31:0\]](#).

AArch32 System register DBGBCR<n> bits [31:0] are architecturally mapped to External register [DBGBCR<n>_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DBGBCR<n> are UNDEFINED.

If breakpoint n is not implemented then accesses to this register are UNDEFINED.

Attributes

DBGBCR<n> is a 32-bit register.

Field descriptions

The DBGBCR<n> bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0								BT				LBN				SSC		HMC	RES0				BAS			RES0	PMC	E			

When the E field is zero, all the other fields in the register are ignored.

Bits [31:24]

Reserved, RES0.

BT, bits [23:20]

Breakpoint Type. Possible values are:

BT	Meaning
0b0000	Unlinked instruction address match. DBGBVR<n> is the address of an instruction.
0b0001	As 0b0000 with linking enabled.
0b0010	Unlinked Context ID match. When FEAT_VHE is implemented, EL2 is using AArch64, and the Effective value of HCR_EL2.E2H is 1, if either the PE is executing at EL0 with HCR_EL2.TGE set to 1 or the PE is executing at EL2, then DBGBVR<n>.ContextID must match the CONTEXTIDR_EL2 value. Otherwise, DBGBVR<n>.ContextID must match the CONTEXTIDR value.
0b0011	As 0b0010 with linking enabled.
0b0100	Unlinked instruction address mismatch. DBGBVR<n> is the address of an instruction to be stepped.
0b0101	As 0b0100 with linking enabled.
0b0110	Unlinked CONTEXTIDR_EL1 match. DBGBVR<n>.ContextID is a Context ID compared against CONTEXTIDR .
0b0111	As 0b0110 with linking enabled.
0b1000	Unlinked VMID match. DBGBXVR<n>.VMID is a VMID compared against VTTBR.VMID .
0b1001	As 0b1000 with linking enabled.
0b1010	Unlinked VMID and Context ID match. DBGBVR<n>.ContextID is a Context ID compared against CONTEXTIDR , and DBGBXVR<n>.VMID is a VMID compared against VTTBR.VMID .
0b1011	As 0b1010 with linking enabled.
0b1100	Unlinked CONTEXTIDR_EL2 match. DBGBXVR<n>.ContextID2 is a Context ID compared against CONTEXTIDR_EL2 .
0b1101	As 0b1100 with linking enabled.
0b1110	Unlinked Full Context ID match. DBGBVR<n>.ContextID is compared against CONTEXTIDR , and DBGBXVR<n>.ContextID2 is compared against CONTEXTIDR_EL2 .
0b1111	As 0b1110 with linking enabled.

For more information on Breakpoints and their constraints, see 'Breakpoint exceptions' and 'Reserved DBGBCR<n>.BT values'.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

LBN, bits [19:16]

Linked breakpoint number. For Linked address matching breakpoints, this specifies the index of the Context-matching breakpoint linked to.

For all other breakpoint types this field is ignored and reads of the register return an UNKNOWN value.

This field is ignored when the value of DBGBCR<n>.E is 0.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

SSC, bits [15:14]

Security state control. Determines the Security states under which a Breakpoint debug event for breakpoint n is generated. This field must be interpreted along with the HMC and PMC fields, and there are constraints on the permitted values of the {HMC, SSC, PMC} fields.

For more information, see 'Execution conditions for which a breakpoint generates Breakpoint exceptions' and 'Reserved DBGBCR<n>.{SSC, HMC, PMC} values'.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

HMC, bit [13]

Higher mode control. Determines the debug perspective for deciding when a Breakpoint debug event for breakpoint n is generated. This field must be interpreted along with the SSC and PMC fields, and there are constraints on the permitted values of the {HMC, SSC, PMC} fields. For more information see the SSC, bits [15:14] description.

For more information on the operation of the SSC, HMC, and PMC fields, see 'Execution conditions for which a breakpoint generates Breakpoint exceptions'.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

Bits [12:9]

Reserved, RES0.

BAS, bits [8:5]

Byte address select. Defines which half-words an address-matching breakpoint matches, regardless of the instruction set and Execution state.

The permitted values depend on the breakpoint type.

For Address match breakpoints, the permitted values are:

BAS	Match instruction at	Constraint for debuggers
0b0011	DBGBVR<n>	Use for T32 instructions
0b1100	DBGBVR<n> +2	Use for T32 instructions
0b1111	DBGBVR<n>	Use for A32 instructions

All other values are reserved. For more information, see 'Reserved DBGBCR<n>.BAS values'.

For more information on using the BAS field in Address Match breakpoints, see 'Using the BAS field in Address Match breakpoints'.

For Address mismatch breakpoints in an AArch32 stage 1 translation regime, the permitted values are:

BAS	Step instruction at	Constraint for debuggers
0b0000	-	Use for a match anywhere breakpoint
0b0011	DBGBVR<n>	Use for T32 instructions
0b1100	DBGBVR<n> +2	Use for T32 instructions
0b1111	DBGBVR<n>	Use for A32 instructions

All other values are reserved. For more information, see 'Reserved DBGBCR<n>.BAS values'.

For more information on using the BAS field in address mismatch breakpoints, see 'Using the BAS field in Address Match breakpoints'.

For Context matching breakpoints, this field is RES1 and ignored.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

Bits [4:3]

Reserved, RES0.

PMC, bits [2:1]

Privilege mode control. Determines the Exception level or levels at which a Breakpoint debug event for breakpoint n is generated. This field must be interpreted along with the SSC and HMC fields, and there are constraints on the permitted values of the {HMC, SSC, PMC} fields. For more information see the DBGBCR<n>.SSC description.

For more information on the operation of the SSC, HMC, and PMC fields, see 'Execution conditions for which a breakpoint generates Breakpoint exceptions'.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

E, bit [0]

Enable breakpoint [DBGBVR<n>](#). Possible values are:

E	Meaning
0b0	Breakpoint disabled.
0b1	Breakpoint enabled.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

Accessing the DBGBCR<n>

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b000	0b0000	n[3:0]	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDA> != '00' then
        AArch32.TakeHypTrapException(0x05);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
    elsif DBG0SLSR.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        return DBGBCR[UInt(CRm<3:0>)];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
    elsif DBG0SLSR.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        return DBGBCR[UInt(CRm<3:0>)];
elsif PSTATE.EL == EL3 then
    if DBG0SLSR.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        return DBGBCR[UInt(CRm<3:0>)];
    
```


MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b000	0b0000	n[3:0]	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDA> != '00' then
        AArch32.TakeHypTrapException(0x05);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        elsif DBGOSLSR.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            DBGBCR[UInt(CRm<3:0>)] = R[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x05);
            elsif DBGOSLSR.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
                Halt(DebugHalt_SoftwareAccess);
            else
                DBGBCR[UInt(CRm<3:0>)] = R[t];
    elsif PSTATE.EL == EL3 then
        if DBGOSLSR.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            DBGBCR[UInt(CRm<3:0>)] = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGBVR<n>, Debug Breakpoint Value Registers, n = 0 - 15

The DBGBVR<n> characteristics are:

Purpose

Holds a value for use in breakpoint matching, either the virtual address of an instruction or a context ID. Forms breakpoint n together with control register [DBGBCR<n>](#). If EL2 is implemented and this breakpoint supports Context matching, DBGBVR<n> can be associated with a Breakpoint Extended Value Register [DBGXVR<n>](#) for VMID matching.

Configuration

AArch32 System register DBGBVR<n> bits [31:0] are architecturally mapped to AArch64 System register [DBGBVR<n>_EL1\[31:0\]](#).

AArch32 System register DBGBVR<n> bits [31:0] are architecturally mapped to External register [DBGBVR<n>_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DBGBVR<n> are UNDEFINED.

If breakpoint n is not implemented then accesses to this register are UNDEFINED.

Attributes

How this register is interpreted depends on the value of [DBGBCR<n>_BT](#).

- When [DBGBCR<n>_BT](#) is 0b0x0x, this register holds a virtual address.
- When [DBGBCR<n>_BT](#) is 0bxx1x, this register holds a Context ID.

For other values of [DBGBCR<n>_BT](#), this register is RES0.

Some breakpoints might not support Context ID comparison. For more information, see the description of the [DBGDIDR.CTX_CMPs](#) field.

Field descriptions

The DBGBVR<n> bit assignments are:

When DBGBCR<n>_BT == 0b0x0x:

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
VA[31:2]																		RES0													

VA[31:2], bits [31:2]

Bits[31:2] of the address value for comparison.

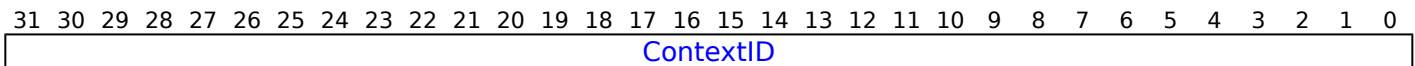
On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

Bits [1:0]

Reserved, RES0.

When DBGBCR<n>.BT == 0b001x:



ContextID, bits [31:0]

Context ID value for comparison.

The value is compared against [CONTEXTIDR_EL2](#) when all of the following are true:

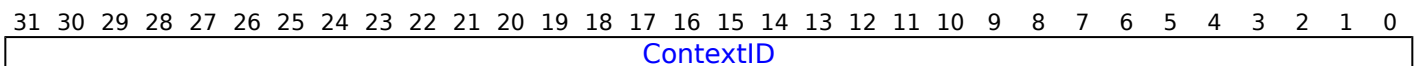
- [CONTEXTIDR_EL2](#) is implemented.
- [HCR_EL2](#).{E2H, TGE} is {1,1}.
- The PE is executing at EL0.
- EL2 is using AArch64 and is enabled in the current Security state.

Otherwise, the value is compared against [CONTEXTIDR](#).

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

When DBGBCR<n>.BT == 0b101x and EL2 is implemented:



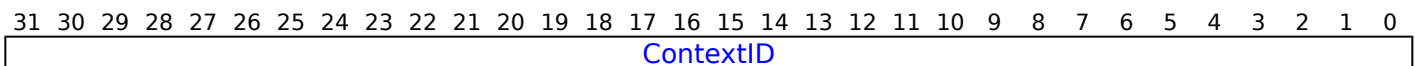
ContextID, bits [31:0]

Context ID value for comparison against [CONTEXTIDR](#).

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

When DBGBCR<n>.BT == 0bx11x, EL2 is implemented and (FEAT_VHE is implemented or FEAT_Debugv8p2 is implemented):



ContextID, bits [31:0]

Context ID value for comparison against [CONTEXTIDR](#).

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

Accessing the DBGBVR<n>

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b000	0b0000	n[3:0]	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDA> != '00' then
        AArch32.TakeHypTrapException(0x05);
    elseif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
    elseif DBGOSLSR.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        return DBGBVR[UInt(CRm<3:0>)];
elseif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elseif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
    elseif DBGOSLSR.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        return DBGBVR[UInt(CRm<3:0>)];
elseif PSTATE.EL == EL3 then
    if DBGOSLSR.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        return DBGBVR[UInt(CRm<3:0>)];

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b000	0b0000	n[3:0]	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDA> != '00' then
        AArch32.TakeHypTrapException(0x05);
    elseif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
    elseif DBG0SLSR.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGBVR[UInt(CRm<3:0>)] = R[t];
elseif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elseif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
    elseif DBG0SLSR.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGBVR[UInt(CRm<3:0>)] = R[t];
elseif PSTATE.EL == EL3 then
    if DBG0SLSR.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGBVR[UInt(CRm<3:0>)] = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGBXVR<n>, Debug Breakpoint Extended Value Registers, n = 0 - 15

The DBGBXVR<n> characteristics are:

Purpose

Holds a value for use in breakpoint matching, to support VMID matching. Used in conjunction with a control register [DBGBCR<n>](#) and a value register [DBGBVR<n>](#), where EL2 is implemented and breakpoint n supports Context matching.

Configuration

AArch32 System register DBGBXVR<n> bits [31:0] are architecturally mapped to AArch64 System register [DBGBVR<n>_EL1\[63:32\]](#).

AArch32 System register DBGBXVR<n> bits [31:0] are architecturally mapped to External register [DBGBVR<n>_EL1\[63:32\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DBGBXVR<n> are UNDEFINED.

Accesses to this register are UNDEFINED in any of the following cases:

- Breakpoint n is not implemented.
- Breakpoint n does not support Context matching.
- EL2 is not implemented.

For more information, see the description of the [DBGDIDR.CTX_CMPs](#) field.

Attributes

How this register is interpreted depends on the value of [DBGBCR<n>.BT](#).

- When [DBGBCR<n>.BT](#) is 0b10xx, this register holds a VMID.
- When [DBGBCR<n>.BT](#) is 0b11xx, this register holds a Context ID.

For other values of [DBGBCR<n>.BT](#), this register is RES0.

Field descriptions

The DBGBXVR<n> bit assignments are:

When DBGBCR<n>.BT == 0b10xx and EL2 is implemented:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																VMID[15:8]								VMID[7:0]							

Bits [31:16]

Reserved, RES0.

VMID[15:8], bits [15:8]

When FEAT_VMID16 is implemented and VTCR_EL2.VS == 1:

Extension to VMID[7:0]. See VMID[7:0] for more details.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

Otherwise:

Reserved, RES0.

VMID[7:0], bits [7:0]

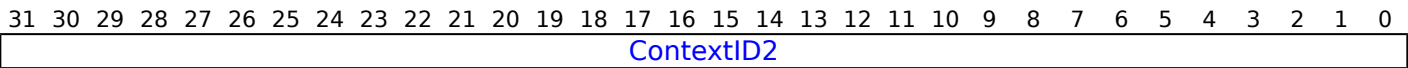
VMID value for comparison. The VMID is 8 bits when any of the following are true:

- EL2 is using AArch32.
- [VTCR_EL2](#).VS is 0.
- FEAT_VMID16 is not implemented.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

When DBGBCR<n>.BT == 0b11xx and EL2 is implemented:



ContextID2, bits [31:0]

When FEAT_VHE is implemented or FEAT_Debugv8p2 is implemented:

Context ID value for comparison against [CONTEXTIDR_EL2](#).

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

Otherwise:

Reserved, RES0.

Accessing the DBGBXVR<n>

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b000	0b0001	n[3:0]	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDA> != '00' then
        AArch32.TakeHypTrapException(0x05);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        elsif DBG0SLSR.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            return DBG BXVR[UInt(CRm<3:0>)];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x05);
            elsif DBG0SLSR.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
                Halt(DebugHalt_SoftwareAccess);
            else
                return DBG BXVR[UInt(CRm<3:0>)];
    elsif PSTATE.EL == EL3 then
        if DBG0SLSR.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            return DBG BXVR[UInt(CRm<3:0>)];

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b000	0b0001	n[3:0]	0b001


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDA> != '00' then
        AArch32.TakeHypTrapException(0x05);
    elseif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
    elseif DBG0SLSR.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBG BXVR[UInt(CRm<3:0>)] = R[t];
elseif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elseif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
    elseif DBG0SLSR.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBG BXVR[UInt(CRm<3:0>)] = R[t];
elseif PSTATE.EL == EL3 then
    if DBG0SLSR.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBG BXVR[UInt(CRm<3:0>)] = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGCLAIMCLR, Debug CLAIM Tag Clear register

The DBGCLAIMCLR characteristics are:

Purpose

Used by software to read the values of the CLAIM tag bits, and to clear CLAIM tag bits to 0.

The architecture does not define any functionality for the CLAIM tag bits.

Note

CLAIM tags are typically used for communication between the debugger and target software.

Used in conjunction with the [DBGCLAIMSET](#) register.

Configuration

AArch32 System register DBGCLAIMCLR bits [31:0] are architecturally mapped to AArch64 System register [DBGCLAIMCLR_EL1\[31:0\]](#).

AArch32 System register DBGCLAIMCLR bits [31:0] are architecturally mapped to External register [DBGCLAIMCLR_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DBGCLAIMCLR are UNDEFINED.

An implementation must include eight CLAIM tag bits.

Attributes

DBGCLAIMCLR is a 32-bit register.

Field descriptions

The DBGCLAIMCLR 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
RAZ/SBZ																								CLAIM							

Bits [31:8]

Reserved, RAZ/SBZ. Software can rely on these bits reading as zero, and must use a should-be-zero policy on writes. Implementations must ignore writes.

CLAIM, bits [7:0]

Read or clear CLAIM tag bits. Reading this field returns the current value of the CLAIM tag bits.

Writing a 1 to one of these bits clears the corresponding CLAIM tag bit to 0. This is an indirect write to the CLAIM tag bits. A single write operation can clear multiple CLAIM tag bits to 0.

Writing 0 to one of these bits has no effect.

On a Cold reset, this field resets to 0.

On a Warm reset, the value of this field is unchanged.

Accessing the DBGCLAIMCLR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b000	0b0111	0b1001	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDA> != '00' then
        AArch32.TakeHypTrapException(0x05);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        else
            return DBGCLAIMCLR;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        else
            return DBGCLAIMCLR;
elsif PSTATE.EL == EL3 then
    return DBGCLAIMCLR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b000	0b0111	0b1001	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDA> != '00' then
        AArch32.TakeHypTrapException(0x05);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        else
            DBGCLAIMCLR = R[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        else
            DBGCLAIMCLR = R[t];
elsif PSTATE.EL == EL3 then
    DBGCLAIMCLR = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGCLAIMSET, Debug CLAIM Tag Set register

The DBGCLAIMSET characteristics are:

Purpose

Used by software to set the CLAIM tag bits to 1.

The architecture does not define any functionality for the CLAIM tag bits.

Note

CLAIM tags are typically used for communication between the debugger and target software.

Used in conjunction with the [DBGCLAIMCLR](#) register.

Configuration

AArch32 System register DBGCLAIMSET bits [31:0] are architecturally mapped to AArch64 System register [DBGCLAIMSET_EL1\[31:0\]](#).

AArch32 System register DBGCLAIMSET bits [31:0] are architecturally mapped to External register [DBGCLAIMSET_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DBGCLAIMSET are UNDEFINED.

An implementation must include eight CLAIM tag bits.

Attributes

DBGCLAIMSET is a 32-bit register.

Field descriptions

The DBGCLAIMSET 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
RAZ/SBZ																								CLAIM							

Bits [31:8]

Reserved, RAZ/SBZ. Software can rely on these bits reading as zero, and must use a should-be-zero policy on writes. Implementations must ignore writes.

CLAIM, bits [7:0]

Set CLAIM tag bits.

This field is RAO.

Writing a 1 to one of these bits sets the corresponding CLAIM tag bit to 1. This is an indirect write to the CLAIM tag bits. A single write operation can set multiple CLAIM tag bits to 1.

Writing 0 to one of these bits has no effect.

On a Cold reset, this field resets to 0.

Accessing the DBGCLAIMSET

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b000	0b0111	0b1000	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDA> != '00' then
        AArch32.TakeHypTrapException(0x05);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        else
            return DBGCLAIMSET;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        else
            return DBGCLAIMSET;
elsif PSTATE.EL == EL3 then
    return DBGCLAIMSET;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b000	0b0111	0b1000	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDA> != '00' then
        AArch32.TakeHypTrapException(0x05);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        else
            DBGCLAIMSET = R[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        else
            DBGCLAIMSET = R[t];
elsif PSTATE.EL == EL3 then
    DBGCLAIMSET = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGDCCINT, DCC Interrupt Enable Register

The DBGDCCINT characteristics are:

Purpose

Enables interrupt requests to be signaled based on the DCC status flags.

Configuration

AArch32 System register DBGDCCINT bits [31:0] are architecturally mapped to AArch64 System register [MDCCINT_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DBGDCCINT are UNDEFINED.

Attributes

DBGDCCINT is a 32-bit register.

Field descriptions

The DBGDCCINT bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0	RX	TX																													RES0

Bit [31]

Reserved, RES0.

RX, bit [30]

DCC interrupt request enable control for DTRRX. Enables a common **COMMIRQ** interrupt request to be signaled based on the DCC status flags.

RX	Meaning
0b0	No interrupt request generated by DTRRX.
0b1	Interrupt request will be generated on RXfull == 1.

If legacy **COMMRX** and **COMMTX** signals are implemented, then these are not affected by the value of this bit.

On a Warm reset, this field resets to 0.

TX, bit [29]

DCC interrupt request enable control for DTRTX. Enables a common **COMMIRQ** interrupt request to be signaled based on the DCC status flags.

TX	Meaning
0b0	No interrupt request generated by DTRTX.
0b1	Interrupt request will be generated on TXfull == 0.

If legacy **COMMRX** and **COMMTX** signals are implemented, then these are not affected by the value of this bit.

On a Warm reset, this field resets to 0.

Bits [28:0]

Reserved, RES0.

Accessing the DBGDCCINT

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b000	0b0000	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDCC == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SDCR.TDCC == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TDCC == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TDCC == '1' then
        AArch32.TakeHypTrapException(0x05);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDA> != '00' then
        AArch32.TakeHypTrapException(0x05);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDCC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SDCR.TDCC == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        else
            return DBGDCCINT;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDCC == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SDCR.TDCC == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDCC == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SDCR.TDCC == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        else
            return DBGDCCINT;
    elsif PSTATE.EL == EL3 then
        if PSTATE.M != M32_Monitor && SDCR.TDCC == '1' then
            AArch32.TakeMonitorTrapException();
        else
            return DBGDCCINT;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b000	0b0000	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDCC == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SDCR.TDCC == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TDCC == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TDCC == '1' then
        AArch32.TakeHypTrapException(0x05);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDA> != '00' then
        AArch32.TakeHypTrapException(0x05);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDCC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SDCR.TDCC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
    else
        DBGDCCINT = R[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDCC == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SDCR.TDCC == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDCC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SDCR.TDCC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
    else
        DBGDCCINT = R[t];
elsif PSTATE.EL == EL3 then
    if PSTATE.M != M32_Monitor && SDCR.TDCC == '1' then
        AArch32.TakeMonitorTrapException();
    else
        DBGDCCINT = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGDEVID, Debug Device ID register 0

The DBGDEVID characteristics are:

Purpose

Adds to the information given by the [DBGDIDR](#) by describing other features of the debug implementation.

Configuration

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DBGDEVID are UNDEFINED.

This register is required in all implementations.

Attributes

DBGDEVID is a 32-bit register.

Field descriptions

The DBGDEVID 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
CIDMask				AuxRegs				DoubleLock				VirtExtns				VectorCatch				BPAddrMask				WPAddrMask				PCSample			

CIDMask, bits [31:28]

Indicates the level of support for the Context ID matching breakpoint masking capability. Defined values are:

CIDMask	Meaning
0b0000	Context ID masking is not implemented.
0b0001	Context ID masking is implemented.

All other values are reserved. The value of this for Armv8 is 0b0000.

AuxRegs, bits [27:24]

Indicates support for Auxiliary registers. Permitted values for this field are:

AuxRegs	Meaning
0b0000	None supported.
0b0001	Support for External Debug Auxiliary Control Register, EDACR .

All other values are reserved.

DoubleLock, bits [23:20]

OS Double Lock implemented. Defined values are:

DoubleLock	Meaning
0b0000	OS Double Lock is not implemented. DBGOSDLR is RAZ/WI.
0b0001	OS Double Lock is implemented. DBGOSDLR is RW.

FEAT_DoubleLock implements the functionality identified by the value 0b0001.

All other values are reserved.

VirtExtns, bits [19:16]

Indicates whether EL2 is implemented. Defined values are:

VirtExtns	Meaning
0b0000	EL2 is not implemented.
0b0001	EL2 is implemented.

All other values are reserved.

VectorCatch, bits [15:12]

Defines the form of Vector Catch exception implemented. Defined values are:

VectorCatch	Meaning
0b0000	Address matching Vector Catch exception implemented.
0b0001	Exception matching Vector Catch exception implemented.

All other values are reserved.

BPAddrMask, bits [11:8]

Indicates the level of support for the instruction address matching breakpoint masking capability. Defined values are:

BPAddrMask	Meaning
0b0000	Breakpoint address masking might be implemented. If not implemented, DBGBCR<n> [28:24] is RAZ/WI.
0b0001	Breakpoint address masking is implemented.
0b1111	Breakpoint address masking is not implemented. DBGBCR<n> [28:24] is RES0.

All other values are reserved. The value of this for Armv8 is 0b1111.

WPAAddrMask, bits [7:4]

Indicates the level of support for the data address matching watchpoint masking capability. Defined values are:

WPAAddrMask	Meaning
0b0000	Watchpoint address masking might be implemented. If not implemented, DBGWCR<n> .MASK (Address mask) is RAZ/WI.
0b0001	Watchpoint address masking is implemented.
0b1111	Watchpoint address masking is not implemented. DBGWCR<n> .MASK (Address mask) is RES0.

All other values are reserved. The value of this for Armv8 is 0b0001.

PCSample, bits [3:0]

Indicates the level of PC Sample-based Profiling support using external debug registers. Defined values are:

PCSample	Meaning
0b0000	PC Sample-based Profiling Extension is not implemented in the external debug registers space.
0b0010	Only EDPCSR and EDCIDSR are implemented. This option is only permitted if EL3 and EL2 are not implemented.
0b0011	EDPCSR , EDCIDSR , and EDVIDSR are implemented.

All other values are reserved.

When FEAT_PCSRv8p2 is implemented, the only permitted value is 0b0000.

Note

FEAT_PCSRv8p2 implements the PC Sample-based Profiling Extension in the Performance Monitors register space, as indicated by the value of [PMDEVID.PCSample](#).

Accessing the DBGDEVID

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b000	0b0111	0b0010	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDA> != '00' then
        AArch32.TakeHypTrapException(0x05);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        else
            return DBGDEVID;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x05);
            else
                return DBGDEVID;
    elsif PSTATE.EL == EL3 then
        return DBGDEVID;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGDEVID1, Debug Device ID register 1

The DBGDEVID1 characteristics are:

Purpose

Adds to the information given by the [DBGDIDR](#) by describing other features of the debug implementation.

Configuration

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DBGDEVID1 are UNDEFINED.

This register is required in all implementations.

Attributes

DBGDEVID1 is a 32-bit register.

Field descriptions

The DBGDEVID1 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																		PCSROffset													

Bits [31:4]

Reserved, RES0.

PCSROffset, bits [3:0]

This field indicates the offset applied to PC samples returned by reads of [EDPCSR](#). Permitted values of this field in Armv8 are:

PCSROffset	Meaning
0b0000	EDPCSR is not implemented.
0b0010	EDPCSR implemented. Samples have no offset applied and do not sample the instruction set state in AArch32 state.

When FEAT_PCSRv8p2 is implemented, the only permitted value is 0b0000.

Note

FEAT_PCSRv8p2 implements the PC Sample-based Profiling Extension in the Performance Monitors register space, as indicated by the value of [PMDEVID](#).PCSample.

Accessing the DBGDEVID1

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b000	0b0111	0b0001	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDA> != '00' then
        AArch32.TakeHypTrapException(0x05);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        else
            return DBGDEVID1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        else
            return DBGDEVID1;
elsif PSTATE.EL == EL3 then
    return DBGDEVID1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGDEVID2, Debug Device ID register 2

The DBGDEVID2 characteristics are:

Purpose

Reserved for future descriptions of features of the debug implementation.

Configuration

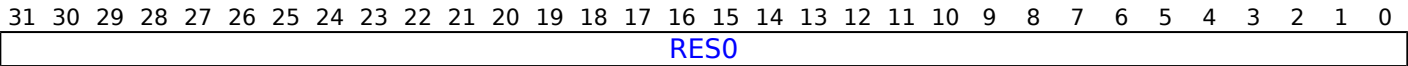
This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DBGDEVID2 are UNDEFINED.

Attributes

DBGDEVID2 is a 32-bit register.

Field descriptions

The DBGDEVID2 bit assignments are:



Bits [31:0]

Reserved, RES0.

Accessing the DBGDEVID2

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b000	0b0111	0b0000	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDA> != '00' then
        AArch32.TakeHypTrapException(0x05);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        else
            return DBGDEVID2;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x05);
            else
                return DBGDEVID2;
    elsif PSTATE.EL == EL3 then
        return DBGDEVID2;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGDIDR, Debug ID Register

The DBGDIDR characteristics are:

Purpose

Specifies which version of the Debug architecture is implemented, and some features of the debug implementation.

Configuration

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DBGDIDR are UNDEFINED.

If EL1 cannot use AArch32 then the implementation of this register is OPTIONAL and deprecated.

Attributes

DBGDIDR is a 32-bit register.

Field descriptions

The DBGDIDR 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
WRPs				BRPs				CTX_CMPs				Version				RES1	nSUHD_imp	RES0	SE_imp	RES0											

WRPs, bits [31:28]

The number of watchpoints implemented, minus 1.

Permitted values of this field are from 0b0001 for 2 implemented watchpoints, to 0b1111 for 16 implemented watchpoints.

The value of 0b0000 is reserved.

If AArch64 is implemented, this field has the same value as [ID_AA64DFR0_EL1](#).WRPs.

BRPs, bits [27:24]

The number of breakpoints implemented, minus 1.

Permitted values of this field are from 0b0001 for 2 implemented breakpoint, to 0b1111 for 16 implemented breakpoints.

The value of 0b0000 is reserved.

If AArch64 is implemented, this field has the same value as [ID_AA64DFR0_EL1](#).BRPs.

CTX_CMPs, bits [23:20]

The number of breakpoints that can be used for Context matching, minus 1.

Permitted values of this field are from 0b0000 for 1 Context matching breakpoint, to 0b1111 for 16 Context matching breakpoints.

The Context matching breakpoints must be the highest addressed breakpoints. For example, if six breakpoints are implemented and two are Context matching breakpoints, they must be breakpoints 4 and 5.

If AArch64 is implemented, this field has the same value as [ID_AA64DFR0_EL1](#).CTX_CMPs.

Version, bits [19:16]

The Debug architecture version. Defined values are:

Version	Meaning
0b0001	Armv6, v6 Debug architecture.
0b0010	Armv6, v6.1 Debug architecture.
0b0011	Armv7, v7 Debug architecture, with baseline CP14 registers implemented.
0b0100	Armv7, v7 Debug architecture, with all CP14 registers implemented.
0b0101	Armv7, v7.1 Debug architecture.
0b0110	Armv8, v8 Debug architecture.
0b0111	Armv8.1, v8 Debug architecture, with Virtualization Host Extensions.
0b1000	Armv8.2, v8.2 Debug architecture.
0b1001	Armv8.4, v8.4 Debug architecture.

All other values are reserved.

In any Armv8 implementation, the values 0b0001, 0b0010, 0b0011, 0b0100, and 0b0101 are not permitted.

- If FEAT_VHE is not implemented, the only permitted value is 0b0110.
- In an Armv8.0 implementation, the value 0b1000 or higher is not permitted.

Bit [15]

Reserved, RES1.

nSUHD_imp, bit [14]

In Armv7-A, was Secure User Halting Debug not implemented.

The value of this bit must match the value of the SE_imp bit.

Bit [13]

Reserved, RES0.

SE_imp, bit [12]

EL3 implemented. The meanings of the values of this bit are:

SE_imp	Meaning
0b0	EL3 not implemented.
0b1	EL3 implemented.

The value of this bit must match the value of the nSUHD_imp bit.

Bits [11:0]

Reserved, RES0.

Accessing the DBGDIDR

Arm deprecates any access to this register from EL0.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b000	0b0000	0b0000	0b000

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elseif !ELUsingAArch32(EL1) && MDSCR_EL1.TDCC == '1' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x05);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x05);
    elseif ELUsingAArch32(EL1) && DBGDSCRext.UDCCdis == '1' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x05);
        elseif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && (HCR_EL2.TGE == '1' || MDCR_EL2.<TDE,TDA> !=
'00') then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && (HCR.TGE == '1' || HDCR.<TDE,TDA> != '00') then
        AArch32.TakeHypTrapException(0x05);
    elseif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
    else
        return DBGDIDR;
elseif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDA> != '00' then
        AArch32.TakeHypTrapException(0x05);
    elseif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
    else
        return DBGDIDR;
elseif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elseif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
    else
        return DBGDIDR;
elseif PSTATE.EL == EL3 then
    return DBGDIDR;

```

DBGDRAR, Debug ROM Address Register

The DBGDRAR characteristics are:

Purpose

Defines the base physical address of a 4KB-aligned memory-mapped debug component, usually a ROM table that locates and describes the memory-mapped debug components in the system. Armv8 deprecates any use of this register.

Configuration

AArch32 System register DBGDRAR bits [63:0] are architecturally mapped to AArch64 System register [MDRAR_EL1\[63:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DBGDRAR are UNDEFINED.

If EL1 cannot use AArch32 then the implementation of this register is OPTIONAL and deprecated.

Attributes

DBGDRAR is a 64-bit register that can also be accessed as a 32-bit value. If it is accessed as a 32-bit register, bits [31:0] are read.

Field descriptions

The DBGDRAR bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																ROMADDR[47:12]															
ROMADDR[47:12]																RES0															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:48]

Reserved, RES0.

ROMADDR[47:12], bits [47:12]

Bits[47:12] of the ROM table physical address.

If the physical address size in bits (PAsize) is less than 48 then the register bits corresponding to ROMADDR [47:PAsize] are RES0.

Bits [11:0] of the ROM table physical address are zero.

Arm strongly recommends that bits ROMADDR[(PAsize-1):32] are zero in any system that supports AArch32 at the highest implemented Exception level.

In an implementation that includes EL3, ROMADDR is an address in Non-secure memory. It is IMPLEMENTATION DEFINED whether the ROM table is also accessible in Secure memory.

If DBGDRAR.Valid == 0b00, then this field is UNKNOWN.

Bits [11:2]

Reserved, RES0.

Valid, bits [1:0]

This field indicates whether the ROM Table address is valid.

Valid	Meaning
0b00	ROM Table address is not valid. Software must ignore ROMADDR.
0b11	ROM Table address is valid.

Other values are reserved.

Accessing the DBGDRAR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b000	0b0001	0b0000	0b000

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && MDSCR_EL1.TDCC == '1' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x05);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x05);
    elseif ELUsingAArch32(EL1) && DBGDSCRExt.UDCCdis == '1' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x05);
        elseif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && (HCR_EL2.TGE == '1' || MDCR_EL2.<TDE,TDRA> != '00') then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && (HCR.TGE == '1' || HDCR.<TDE,TDRA> != '00') then
        AArch32.TakeHypTrapException(0x05);
    else
        return DBGDRAR<31:0>;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDRA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDRA> != '00' then
        AArch32.TakeHypTrapException(0x05);
    else
        return DBGDRAR<31:0>;
elseif PSTATE.EL == EL2 then
    return DBGDRAR<31:0>;
elseif PSTATE.EL == EL3 then
    return DBGDRAR<31:0>;

```

MRRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

coproc	CRm	opc1
0b1110	0b0001	0b0000

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && MDSCR_EL1.TDCC == '1' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x0C);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x0C);
    elseif ELUsingAArch32(EL1) && DBGDSCRExt.UDCCdis == '1' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x0C);
        elseif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && (HCR_EL2.TGE == '1' || MDCR_EL2.<TDE,TDRA> !=
'00') then
        AArch64.AArch32SystemAccessTrap(EL2, 0x0C);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && (HCR.TGE == '1' || HDCR.<TDE,TDRA> != '00') then
        AArch32.TakeHypTrapException(0x0C);
    else
        return DBGDRAR;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDRA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x0C);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDRA> != '00' then
        AArch32.TakeHypTrapException(0x0C);
    else
        return DBGDRAR;
elseif PSTATE.EL == EL2 then
    return DBGDRAR;
elseif PSTATE.EL == EL3 then
    return DBGDRAR;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGDSAR, Debug Self Address Register

The DBGDSAR characteristics are:

Purpose

In earlier versions of the Arm Architecture, this register defines the offset from the base address defined in [DBGDRAR](#) of the physical base address of the debug registers for the PE. Armv8 deprecates any use of this register.

Configuration

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DBGDSAR are UNDEFINED.

If EL1 cannot use AArch32 then the implementation of this register is OPTIONAL and deprecated.

Attributes

DBGDSAR is a 64-bit register that can also be accessed as a 32-bit value. If it is accessed as a 32-bit register, bits [31:0] are read.

Field descriptions

The DBGDSAR bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																RES0															
																RES0														RAZ	
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:2]

Reserved, RES0.

Bits [1:0]

Reserved, RAZ.

This field indicates whether the debug self address offset is valid. For ARMv8, this field is always 0b00, the offset is not valid.

Accessing the DBGDSAR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b000	0b0010	0b0000	0b000

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && MDSCR_EL1.TDCC == '1' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x05);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x05);
    elseif ELUsingAArch32(EL1) && DBGDSCRExt.UDCCdis == '1' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x05);
        elseif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && (HCR_EL2.TGE == '1' || MDCR_EL2.<TDE,TDRA> !=
'00') then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && (HCR.TGE == '1' || HDCR.<TDE,TDRA> != '00') then
        AArch32.TakeHypTrapException(0x05);
    else
        return DBGDSAR<31:0>;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDRA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDRA> != '00' then
        AArch32.TakeHypTrapException(0x05);
    else
        return DBGDSAR<31:0>;
elseif PSTATE.EL == EL2 then
    return DBGDSAR<31:0>;
elseif PSTATE.EL == EL3 then
    return DBGDSAR<31:0>;

```

MRRRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

coproc	CRm	opc1
0b1110	0b0010	0b0000

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && MDSCR_EL1.TDCC == '1' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x0C);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x0C);
    elseif ELUsingAArch32(EL1) && DBGDSCRExt.UDCCdis == '1' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x0C);
        elseif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && (HCR_EL2.TGE == '1' || MDCR_EL2.<TDE,TDRA> !=
'00') then
        AArch64.AArch32SystemAccessTrap(EL2, 0x0C);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && (HCR.TGE == '1' || HDCR.<TDE,TDRA> != '00') then
        AArch32.TakeHypTrapException(0x0C);
    else
        return DBGDSAR;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDRA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x0C);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDRA> != '00' then
        AArch32.TakeHypTrapException(0x0C);
    else
        return DBGDSAR;
elseif PSTATE.EL == EL2 then
    return DBGDSAR;
elseif PSTATE.EL == EL3 then
    return DBGDSAR;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGDSCRext, Debug Status and Control Register, External View

The DBGDSCRext characteristics are:

Purpose

Main control register for the debug implementation.

Configuration

AArch32 System register DBGDSCRext bits [31:0] are architecturally mapped to AArch64 System register [MDSCR_EL1\[31:0\]](#).

AArch32 System register DBGDSCRext bits [15:2] are architecturally mapped to AArch32 System register [DBGDSCRint\[15:2\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DBGDSCRext are UNDEFINED.

This register is required in all implementations.

Attributes

DBGDSCRext is a 32-bit register.

Field descriptions

The DBGDSCRext 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	
TFO	RXfull	TXfull	RES0	RXO	TXU	RES0	INTdis	TDARES0	SC2NS	SPNIDdis	SPIDdis	MDBGen	HDE	RES0	UDCCdis	RES0	ERRM	ERRM	ERRM	ERRM	ERRM	ERRM	ERRM	ERRM	ERRM	ERRM	ERRM

TFO, bit [31]

When FEAT_TRF is implemented:

Trace Filter override. Used for save/restore of [EDSCR.TFO](#).

When the OS Lock is unlocked, [DBGOSLSR.OSLK](#) == 0, software must treat this bit as UNK/SBZP.

When the OS Lock is locked, [DBGOSLSR.OSLK](#) == 1, this bit holds the value of [EDSCR.TFO](#). Reads and writes of this bit are indirect accesses to [EDSCR.TFO](#).

Accessing this field has the following behavior:

- When [DBGOSLSR.OSLK](#) == 1, access to this field is **RW**.
- When [DBGOSLSR.OSLK](#) == 0, access to this field is **RO**.

Otherwise:

Reserved, RES0.

RXfull, bit [30]

DTRRX full. Used for save/restore of [EDSCR.RXfull](#).

When [DBGOSLSR.OSLK == 0](#), software must treat this bit as UNK/SBZP.

When [DBGOSLSR.OSLK == 1](#), this bit holds the value of [EDSCR.RXfull](#). Reads and writes of this bit are indirect accesses to [EDSCR.RXfull](#).

Arm deprecates use of this bit other than for save/restore. Use [DBGDSCRint](#) to access the DTRRX full status.

The architected behavior of this field determines the value it returns after a reset.

Accessing this field has the following behavior:

- When [DBGOSLSR.OSLK == 1](#), access to this field is **RW**.
- When [DBGOSLSR.OSLK == 0](#), access to this field is **RO**.

TXfull, bit [29]

DTRTX full. Used for save/restore of [EDSCR.TXfull](#).

When [DBGOSLSR.OSLK == 0](#), software must treat this bit as UNK/SBZP.

When [DBGOSLSR.OSLK == 1](#), this bit holds the value of [EDSCR.TXfull](#). Reads and writes of this bit are indirect accesses to [EDSCR.TXfull](#).

Arm deprecates use of this bit other than for save/restore. Use [DBGDSCRint](#) to access the DTRTX full status.

The architected behavior of this field determines the value it returns after a reset.

Accessing this field has the following behavior:

- When [DBGOSLSR.OSLK == 1](#), access to this field is **RW**.
- When [DBGOSLSR.OSLK == 0](#), access to this field is **RO**.

Bit [28]

Reserved, RES0.

RXO, bit [27]

Used for save/restore of [EDSCR.RXO](#).

When [DBGOSLSR.OSLK == 0](#), software must treat this bit as UNK/SBZP.

When [DBGOSLSR.OSLK == 1](#), this bit holds the value of [EDSCR.RXO](#). Reads and writes of this bit are indirect accesses to [EDSCR.RXO](#).

The architected behavior of this field determines the value it returns after a reset.

Accessing this field has the following behavior:

- When [DBGOSLSR.OSLK == 1](#), access to this field is **RW**.
- When [DBGOSLSR.OSLK == 0](#), access to this field is **RO**.

TXU, bit [26]

Used for save/restore of [EDSCR.TXU](#).

When [DBGOSLSR.OSLK == 0](#), software must treat this bit as UNK/SBZP.

When [DBGOSLSR.OSLK == 1](#), this bit holds the value of [EDSCR.TXU](#). Reads and writes of this bit are indirect accesses to [EDSCR.TXU](#).

The architected behavior of this field determines the value it returns after a reset.

Accessing this field has the following behavior:

- When [DBGOSLSR.OSLK == 1](#), access to this field is **RW**.
- When [DBGOSLSR.OSLK == 0](#), access to this field is **RO**.

Bits [25:24]

Reserved, RES0.

INTdis, bits [23:22]

Used for save/restore of [EDSCR](#).INTdis.

When [DBGOSLSR](#).OSLK == 0, this field is RO, and software must treat it as UNK/SBZP.

When [DBGOSLSR](#).OSLK == 1, this field is RW and holds the value of [EDSCR](#).INTdis. Reads and writes of this field are indirect accesses to [EDSCR](#).INTdis.

The architected behavior of this field determines the value it returns after a reset.

Accessing this field has the following behavior:

- When [DBGOSLSR](#).OSLK == 1, access to this field is **RW**.
- When [DBGOSLSR](#).OSLK == 0, access to this field is **RO**.

TDA, bit [21]

Used for save/restore of [EDSCR](#).TDA.

When [DBGOSLSR](#).OSLK == 0, software must treat this bit as UNK/SBZP.

When [DBGOSLSR](#).OSLK == 1, this bit holds the value of [EDSCR](#).TDA. Reads and writes of this bit are indirect accesses to [EDSCR](#).TDA.

The architected behavior of this field determines the value it returns after a reset.

Accessing this field has the following behavior:

- When [DBGOSLSR](#).OSLK == 1, access to this field is **RW**.
- When [DBGOSLSR](#).OSLK == 0, access to this field is **RO**.

Bit [20]

Reserved, RES0.

SC2, bit [19]

When FEAT_PCSRv8 is implemented, FEAT_VHE is implemented and FEAT_PCSRv8p2 is not implemented:

Used for save/restore of [EDSCR](#).SC2.

When [DBGOSLSR](#).OSLK == 0, software must treat this bit as UNK/SBZP.

When [DBGOSLSR](#).OSLK == 1, this bit holds the value of [EDSCR](#).SC2. Reads and writes of this bit are indirect accesses to [EDSCR](#).SC2.

Accessing this field has the following behavior:

- When [DBGOSLSR](#).OSLK == 1, access to this field is **RW**.
- When [DBGOSLSR](#).OSLK == 0, access to this field is **RO**.

Otherwise:

Reserved, RES0.

NS, bit [18]

Non-secure status. Returns the inverse of IsSecure().

Arm deprecates use of this field.

Access to this field is **RO**.

SPNIDdis, bit [17]

When EL3 is implemented:

Secure privileged profiling disabled status bit.

SPNIDdis	Meaning
0b0	Profiling allowed in Secure privileged modes.
0b1	Profiling prohibited in Secure privileged modes.

This field reads as 0 if any of the following applies, and reads as 1 otherwise:

- FEAT_Debugv8p2 is not implemented and ExternalSecureNoninvasiveDebugEnabled() returns TRUE.
- EL3 is using AArch32 and the value of [SDCR.SPME](#) is 1.
- EL3 is using AArch64 and the value of [MDCR_EL3.SPME](#) is 1.

Arm deprecates use of this field.

Access to this field is **RO**.

Otherwise:

Reserved, RES0.

SPIDdis, bit [16]

When EL3 is implemented:

Secure privileged AArch32 invasive self-hosted debug disabled status bit. The value of this bit depends on the value of [SDCR.SPD](#) and the pseudocode function AArch32.SelfHostedSecurePrivilegedInvasiveDebugEnabled().

SPIDdis	Meaning
0b0	Self-hosted debug enabled in Secure privileged AArch32 modes.
0b1	Self-hosted debug disabled in Secure privileged AArch32 modes.

This bit reads as 1 if any of the following is true and reads as 0 otherwise:

- EL3 is using AArch32 and [SDCR.SPD](#) has the value 0b10.
- EL3 is using AArch64 and [MDCR_EL3.SPD32](#) has the value 0b10.
- EL3 is using AArch32, [SDCR.SPD](#) has the value 0b00, and AArch32.SelfHostedSecurePrivilegedInvasiveDebugEnabled() returns FALSE.
- EL3 is using AArch64, [MDCR_EL3.SPD32](#) has the value 0b00, and AArch32.SelfHostedSecurePrivilegedInvasiveDebugEnabled() returns FALSE.

Arm deprecates use of this field.

Access to this field is **RO**.

Otherwise:

Reserved, RES0.

MDBGen, bit [15]

Monitor debug events enable. Enable Breakpoint, Watchpoint, and Vector Catch exceptions.

MDBGen	Meaning
0b0	Breakpoint, Watchpoint, and Vector Catch exceptions disabled.
0b1	Breakpoint, Watchpoint, and Vector Catch exceptions enabled.

On a Warm reset, this field resets to 0.

HDE, bit [14]

Used for save/restore of [EDSCR.HDE](#).

When [DBGOSLSR.OSLK](#) == 0, software must treat this bit as UNK/SBZP.

When [DBGOSLSR.OSLK](#) == 1, this bit holds the value of [EDSCR.HDE](#). Reads and writes of this bit are indirect accesses to [EDSCR.HDE](#).

The architected behavior of this field determines the value it returns after a reset.

Accessing this field has the following behavior:

- When [DBGOSLSR.OSLK](#) == 1, access to this field is **RW**.
- When [DBGOSLSR.OSLK](#) == 0, access to this field is **RO**.

Bit [13]

Reserved, RES0.

UDCCdis, bit [12]

Traps EL0 accesses to the DCC registers to Undefined mode.

UDCCdis	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	EL0 accesses to the DBGDSCRint , DBGDTRRXint , DBGDTRTXint , DBGDIDR , DBGDSAR , and DBGDRAR are trapped to Undefined mode.

Note

All accesses to these registers are trapped, including LDC and STC accesses to [DBGDTRTXint](#) and [DBGDTRRXint](#), and MRRC accesses to [DBGDSAR](#) and [DBGDRAR](#).

Traps of EL0 accesses to the [DBGDTRRXint](#) and [DBGDTRTXint](#) are ignored in Debug state.

On a Warm reset, this field resets to 0.

Bits [11:7]

Reserved, RES0.

ERR, bit [6]

Used for save/restore of [EDSCR.ERR](#).

When [DBGOSLSR.OSLK](#) == 0, software must treat this bit as UNK/SBZP.

When [DBGOSLSR.OSLK](#) == 1, this bit holds the value of [EDSCR.ERR](#). Reads and writes of this bit are indirect accesses to [EDSCR.ERR](#).

The architected behavior of this field determines the value it returns after a reset.

Accessing this field has the following behavior:

- When DBGOSLSR.OSLK == 1, access to this field is **RW**.
- When DBGOSLSR.OSLK == 0, access to this field is **RO**.

MOE, bits [5:2]

Method of Entry for debug exception. When a debug exception is taken to an Exception level using AArch32, this field is set to indicate the event that caused the exception:

MOE	Meaning
0b0001	Breakpoint.
0b0011	Software breakpoint (BKPT) instruction.
0b0101	Vector catch.
0b1010	Watchpoint.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Bits [1:0]

Reserved, RES0.

Accessing the DBGDSCRext

Individual fields within this register might have restricted accessibility when the OS lock is unlocked, [DBGOSLSR.OSLK == 0](#). See the field descriptions for more detail.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b000	0b0000	0b0010	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDA> != '00' then
        AArch32.TakeHypTrapException(0x05);
    elseif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
    else
        return DBGDSCRext;
elseif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elseif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
    else
        return DBGDSCRext;
elseif PSTATE.EL == EL3 then
    return DBGDSCRext;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b000	0b0000	0b0010	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDA> != '00' then
        AArch32.TakeHypTrapException(0x05);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        else
            DBGDSCRext = R[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x05);
            else
                DBGDSCRext = R[t];
    elsif PSTATE.EL == EL3 then
        DBGDSCRext = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGDSCRint, Debug Status and Control Register, Internal View

The DBGDSCRint characteristics are:

Purpose

Main control register for the debug implementation. This is an internal, read-only view.

Configuration

AArch32 System register DBGDSCRint bits [30:29] are architecturally mapped to AArch64 System register [MDCCSR_EL0\[30:29\]](#).

AArch32 System register DBGDSCRint bits [15:2] are architecturally mapped to AArch32 System register [DBGDSCRext\[15:2\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DBGDSCRint are UNDEFINED.

This register is required in all implementations.

DBGDSCRint.{NS, SPNIDdis, SPIDdis, MDBGen, UDCCdis, MOE} are UNKNOWN when the register is accessed at EL0. However, although these values are not accessible at EL0 by instructions that are neither UNPREDICTABLE nor return UNKNOWN values, it is permissible for an implementation to return the values of DBGDSCRext.{NS, SPNIDdis, SPIDdis, MDBGen, UDCCdis, MOE} for these fields at EL0.

It is also permissible for an implementation to return the same values as defined for a read of DBGDSCRint at EL1 or above. (This is the case even if the implementation does not support AArch32 at EL1 or above.)

Attributes

DBGDSCRint is a 32-bit register.

Field descriptions

The DBGDSCRint bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0	RXfull	TXfull	RES0			NS			SPNIDdis	SPIDdis	MDBGen	RES0	UDCCdis	RES0			MOE			RES0			RES0			RES0			RES0		

Bit [31]

Reserved, RES0.

RXfull, bit [30]

DTRRX full. Read-only view of the equivalent bit in the [EDSCR](#).

TXfull, bit [29]

DTRTX full. Read-only view of the equivalent bit in the [EDSCR](#).

Bits [28:19]

Reserved, RES0.

NS, bit [18]

Non-secure status.

Read-only view of the equivalent bit in the [DBGDSCRext](#). Arm deprecates use of this field.

SPNIDdis, bit [17]

Secure privileged non-invasive debug disable.

Read-only view of the equivalent bit in the [DBGDSCRext](#). Arm deprecates use of this field.

SPIDdis, bit [16]

Secure privileged invasive debug disable.

Read-only view of the equivalent bit in the [DBGDSCRext](#). Arm deprecates use of this field.

MDBGen, bit [15]

Monitor debug events enable.

Read-only view of the equivalent bit in the [DBGDSCRext](#).

Bits [14:13]

Reserved, RES0.

UDCCdis, bit [12]

User mode access to Debug Communications Channel disable.

Read-only view of the equivalent bit in the [DBGDSCRext](#). Arm deprecates use of this field.

Bits [11:6]

Reserved, RES0.

MOE, bits [5:2]

Method of Entry for debug exception. When a debug exception is taken to an Exception level using AArch32, this field is set to indicate the event that caused the exception:

MOE	Meaning
0b0001	Breakpoint
0b0011	Software breakpoint (BKPT) instruction
0b0101	Vector catch
0b1010	Watchpoint

Read-only view of the equivalent bit in the [DBGDSCRext](#).

Bits [1:0]

Reserved, RES0.

Accessing the DBGDSCRint

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b000	0b0000	0b0001	0b000

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDCC == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SDCR.TDCC == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif !ELUsingAArch32(EL1) && MDSCR_EL1.TDCC == '1' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x05);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x05);
    elsif ELUsingAArch32(EL1) && DBGDSCRext.UDCCdis == '1' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x05);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TDCC == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TDCC == '1' then
        AArch32.TakeHypTrapException(0x05);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && (HCR_EL2.TGE == '1' || MDCR_EL2.<TDE,TDA> !=
'00') then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && (HCR.TGE == '1' || HDCR.<TDE,TDA> != '00') then
        AArch32.TakeHypTrapException(0x05);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDCC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SDCR.TDCC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
    else
        return DBGDSCRint;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDCC == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SDCR.TDCC == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TDCC == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TDCC == '1' then
        AArch32.TakeHypTrapException(0x05);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDA> != '00' then
        AArch32.TakeHypTrapException(0x05);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDCC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
    else

```



```

        AArch64.AArch32SystemAccessTrap(EL3, 0x05);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SDCR.TDCC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
    else
        return DBGDSCRint;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDCC == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SDCR.TDCC == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDCC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SDCR.TDCC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
    else
        return DBGDSCRint;
elsif PSTATE.EL == EL3 then
    if PSTATE.M != M32_Monitor && SDCR.TDCC == '1' then
        AArch32.TakeMonitorTrapException();
    else
        return DBGDSCRint;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGDTRRXext, Debug OS Lock Data Transfer Register, Receive, External View

The DBGDTRRXext characteristics are:

Purpose

Used for save/restore of [DBGDTRRXint](#). It is a component of the Debug Communications Channel.

Configuration

AArch32 System register DBGDTRRXext bits [31:0] are architecturally mapped to AArch64 System register [OSDTRRX_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DBGDTRRXext are UNDEFINED.

Attributes

DBGDTRRXext is a 32-bit register.

Field descriptions

The DBGDTRRXext 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
Update DTRRX without side-effect																															

Bits [31:0]

Update DTRRX without side-effect.

Writes to this register update the value in DTRRX and do not change RXfull.

Reads of this register return the last value written to DTRRX and do not change RXfull.

For the full behavior of the Debug Communications Channel, see 'The Debug Communication Channel and Instruction Transfer Register'.

This field resets to an architecturally UNKNOWN value.

Accessing the DBGDTRRXext

Arm deprecates reads and writes of DBGDTRRXext through the System register interface when the OS Lock is unlocked, [DBGOSLSR](#).OSLK == 0.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b000	0b0000	0b0000	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDCC == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SDCR.TDCC == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TDCC == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TDCC == '1' then
        AArch32.TakeHypTrapException(0x05);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDA> != '00' then
        AArch32.TakeHypTrapException(0x05);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDCC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SDCR.TDCC == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        else
            return DBGDTRRXext;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDCC == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SDCR.TDCC == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDCC == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SDCR.TDCC == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        else
            return DBGDTRRXext;
    elsif PSTATE.EL == EL3 then
        if PSTATE.M != M32_Monitor && SDCR.TDCC == '1' then
            AArch32.TakeMonitorTrapException();
        else
            return DBGDTRRXext;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b000	0b0000	0b0000	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDCC == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SDCR.TDCC == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TDCC == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TDCC == '1' then
        AArch32.TakeHypTrapException(0x05);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDA> != '00' then
        AArch32.TakeHypTrapException(0x05);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDCC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SDCR.TDCC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
    else
        DBGDTRRXext = R[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDCC == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SDCR.TDCC == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDCC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SDCR.TDCC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
    else
        DBGDTRRXext = R[t];
elsif PSTATE.EL == EL3 then
    if PSTATE.M != M32_Monitor && SDCR.TDCC == '1' then
        AArch32.TakeMonitorTrapException();
    else
        DBGDTRRXext = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGDTRRXint, Debug Data Transfer Register, Receive

The DBGDTRRXint characteristics are:

Purpose

Transfers data from an external debugger to the PE. For example, it is used by a debugger transferring commands and data to a debug target. See [DBGDTR_EL0](#) for additional architectural mappings. It is a component of the Debug Communications Channel.

Configuration

AArch32 System register DBGDTRRXint bits [31:0] are architecturally mapped to AArch64 System register [DBGDTRRX_EL0\[31:0\]](#).

AArch32 System register DBGDTRRXint bits [31:0] are architecturally mapped to External register [DBGDTRRX_EL0\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DBGDTRRXint are UNDEFINED.

Attributes

DBGDTRRXint is a 32-bit register.

Field descriptions

The DBGDTRRXint 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
Update DTRRX																															

Bits [31:0]

Update DTRRX.

Reads of this register:

- If RXfull is set to 1, return the last value written to DTRRX.
- If RXfull is set to 0, return an UNKNOWN value.

After the read, RXfull is cleared to 0.

For the full behavior of the Debug Communications Channel, see 'The Debug Communication Channel and Instruction Transfer Register'.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

Accessing the DBGDTRRXint

Data can be stored to memory from this register using STC.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
--------	------	-----	-----	------

0b1110	0b000	0b0000	0b0101	0b000
--------	-------	--------	--------	-------

```

if Halted() then
    return DBGDTRRXint;
elsif PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && MDSCR_EL1.TDCC == '1' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x05);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x05);
        elsif ELUsingAArch32(EL1) && DBGDSCRExt.UCCdis == '1' then
            if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x05);
            elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
                AArch32.TakeHypTrapException(0x00);
            else
                UNDEFINED;
            elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TDCC == '1' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x05);
            elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TDCC == '1' then
                AArch32.TakeHypTrapException(0x05);
            elsif EL2Enabled() && !ELUsingAArch32(EL2) && (HCR_EL2.TGE == '1' || MDCR_EL2.<TDE,TDA> !=
'00') then
                AArch64.AArch32SystemAccessTrap(EL2, 0x05);
            elsif EL2Enabled() && !ELUsingAArch32(EL2) && (HCR.TGE == '1' || HDCR.<TDE,TDA> != '00') then
                AArch32.TakeHypTrapException(0x05);
            elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDCC == '1' then
                AArch64.AArch32SystemAccessTrap(EL3, 0x05);
            elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SDCR.TDCC == '1' then
                AArch32.TakeMonitorTrapException();
            elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
                AArch64.AArch32SystemAccessTrap(EL3, 0x05);
            else
                return DBGDTRRXint;
        elsif PSTATE.EL == EL1 then
            if EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TDCC == '1' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x05);
            elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TDCC == '1' then
                AArch32.TakeHypTrapException(0x05);
            elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDA> != '00' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x05);
            elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDA> != '00' then
                AArch32.TakeHypTrapException(0x05);
            elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDCC == '1' then
                AArch64.AArch32SystemAccessTrap(EL3, 0x05);
            elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SDCR.TDCC == '1' then
                AArch32.TakeMonitorTrapException();
            elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
                AArch64.AArch32SystemAccessTrap(EL3, 0x05);
            else
                return DBGDTRRXint;
        elsif PSTATE.EL == EL2 then
            if HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDCC == '1' then
                AArch64.AArch32SystemAccessTrap(EL3, 0x05);
            elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SDCR.TDCC == '1' then
                AArch32.TakeMonitorTrapException();
            elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
                AArch64.AArch32SystemAccessTrap(EL3, 0x05);
            else
                return DBGDTRRXint;
        elsif PSTATE.EL == EL3 then
            if PSTATE.M != M32_Monitor && SDCR.TDCC == '1' then
                AArch32.TakeMonitorTrapException();
            else
                return DBGDTRRXint;

```


DBGDTRTXext, Debug OS Lock Data Transfer Register, Transmit

The DBGDTRTXext characteristics are:

Purpose

Used for save/restore of [DBGDTRTXint](#). It is a component of the Debug Communication Channel.

Configuration

AArch32 System register DBGDTRTXext bits [31:0] are architecturally mapped to AArch64 System register [OSDTRTX_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DBGDTRTXext are UNDEFINED.

Attributes

DBGDTRTXext is a 32-bit register.

Field descriptions

The DBGDTRTXext 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
Return DTRTX without side-effect																															

Bits [31:0]

Return DTRTX without side-effect.

Reads of this register return the value in DTRTX and do not change TXfull.

Writes of this register update the value in DTRTX and do not change TXfull.

For the full behavior of the Debug Communications Channel, see 'The Debug Communication Channel and Instruction Transfer Register'.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

Accessing the DBGDTRTXext

Arm deprecates reads and writes of DBGDTRTXext through the System register interface when the OS Lock is unlocked, [DBGOSLSR](#).OSLK == 0.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b000	0b0000	0b0011	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDCC == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SDCR.TDCC == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TDCC == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TDCC == '1' then
        AArch32.TakeHypTrapException(0x05);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDA> != '00' then
        AArch32.TakeHypTrapException(0x05);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDCC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SDCR.TDCC == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        else
            return DBGDTRTText;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDCC == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SDCR.TDCC == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDCC == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SDCR.TDCC == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        else
            return DBGDTRTText;
    elsif PSTATE.EL == EL3 then
        if PSTATE.M != M32_Monitor && SDCR.TDCC == '1' then
            AArch32.TakeMonitorTrapException();
        else
            return DBGDTRTText;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b000	0b0000	0b0011	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDCC == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SDCR.TDCC == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TDCC == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TDCC == '1' then
        AArch32.TakeHypTrapException(0x05);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDA> != '00' then
        AArch32.TakeHypTrapException(0x05);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDCC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SDCR.TDCC == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        else
            DBGDTRTText = R[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDCC == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SDCR.TDCC == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDCC == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SDCR.TDCC == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        else
            DBGDTRTText = R[t];
    elsif PSTATE.EL == EL3 then
        if PSTATE.M != M32_Monitor && SDCR.TDCC == '1' then
            AArch32.TakeMonitorTrapException();
        else
            DBGDTRTText = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGDTRTXint, Debug Data Transfer Register, Transmit

The DBGDTRTXint characteristics are:

Purpose

Transfers data from the PE to an external debugger. For example, it is used by a debug target to transfer data to the debugger. See [DBGDTR_EL0](#) for additional architectural mappings. It is a component of the Debug Communication Channel.

Configuration

AArch32 System register DBGDTRTXint bits [31:0] are architecturally mapped to AArch64 System register [DBGDTRTX_EL0\[31:0\]](#).

AArch32 System register DBGDTRTXint bits [31:0] are architecturally mapped to External register [DBGDTRTX_EL0\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DBGDTRTXint are UNDEFINED.

Attributes

DBGDTRTXint is a 32-bit register.

Field descriptions

The DBGDTRTXint 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
																Return DTRTX															

Bits [31:0]

Return DTRTX.

Writes to this register:

- If TXfull is set to 1, set DTRTX to UNKNOWN.
- If TXfull is set to 0, update the value in DTRTX.

After the write, TXfull is set to 1.

For the full behavior of the Debug Communications Channel, see 'The Debug Communication Channel and Instruction Transfer Register'.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

Accessing the DBGDTRTXint

Data can be loaded from memory into this register using 'LDC (immediate)' and 'LDC (literal)'.

Accesses to this register use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
--------	------	-----	-----	------

0b1110	0b000	0b0000	0b0101	0b000
--------	-------	--------	--------	-------

```

if Halted() then
    DBGDTRTXint = R[t];
elsif PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && MDSCR_EL1.TDCC == '1' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x05);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x05);
        elsif ELUsingAArch32(EL1) && DBGDSCRExt.UDCCdis == '1' then
            if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x05);
            elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
                AArch32.TakeHypTrapException(0x00);
            else
                UNDEFINED;
            elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TDCC == '1' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x05);
            elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TDCC == '1' then
                AArch32.TakeHypTrapException(0x05);
            elsif EL2Enabled() && !ELUsingAArch32(EL2) && (HCR_EL2.TGE == '1' || MDCR_EL2.<TDE,TDA> !=
'00') then
                AArch64.AArch32SystemAccessTrap(EL2, 0x05);
            elsif EL2Enabled() && !ELUsingAArch32(EL2) && (HCR.TGE == '1' || HDCR.<TDE,TDA> != '00') then
                AArch32.TakeHypTrapException(0x05);
            elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDCC == '1' then
                AArch64.AArch32SystemAccessTrap(EL3, 0x05);
            elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SDCR.TDCC == '1' then
                AArch32.TakeMonitorTrapException();
            elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
                AArch64.AArch32SystemAccessTrap(EL3, 0x05);
            else
                DBGDTRTXint = R[t];
        elsif PSTATE.EL == EL1 then
            if EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TDCC == '1' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x05);
            elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TDCC == '1' then
                AArch32.TakeHypTrapException(0x05);
            elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDA> != '00' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x05);
            elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDA> != '00' then
                AArch32.TakeHypTrapException(0x05);
            elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDCC == '1' then
                AArch64.AArch32SystemAccessTrap(EL3, 0x05);
            elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SDCR.TDCC == '1' then
                AArch32.TakeMonitorTrapException();
            elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
                AArch64.AArch32SystemAccessTrap(EL3, 0x05);
            else
                DBGDTRTXint = R[t];
        elsif PSTATE.EL == EL2 then
            if HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDCC == '1' then
                AArch64.AArch32SystemAccessTrap(EL3, 0x05);
            elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SDCR.TDCC == '1' then
                AArch32.TakeMonitorTrapException();
            elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
                AArch64.AArch32SystemAccessTrap(EL3, 0x05);
            else
                DBGDTRTXint = R[t];
        elsif PSTATE.EL == EL3 then
            if PSTATE.M != M32_Monitor && SDCR.TDCC == '1' then
                AArch32.TakeMonitorTrapException();
            else
                DBGDTRTXint = R[t];

```


DBGOSDLR, Debug OS Double Lock Register

The DBGOSDLR characteristics are:

Purpose

Locks out the external debug interface.

Configuration

AArch32 System register DBGOSDLR bits [31:0] are architecturally mapped to AArch64 System register [OSDLR_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DBGOSDLR are UNDEFINED.

Attributes

DBGOSDLR is a 32-bit register.

Field descriptions

The DBGOSDLR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																DLK															

Bits [31:1]

Reserved, RES0.

DLK, bit [0]

When FEAT_DoubleLock is implemented:

OS Double Lock control bit.

DLK	Meaning
0b0	OS Double Lock unlocked.
0b1	OS Double Lock locked, if DBGPRCR .CORENPDRQ (Core no powerdown request) bit is set to 0 and the PE is in Non-debug state.

On a Warm reset, this field resets to 0.

Otherwise:

Reserved, RAZ/WI.

Accessing the DBGOSDLR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b000	0b0001	0b0011	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDOSA == '1' &&
(IsFeatureImplemented("FEAT_DoubleLock") || boolean IMPLEMENTATION_DEFINED "Trapped by
MDCR_EL3.TDOSA") then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDOSA> != '00' &&
(IsFeatureImplemented("FEAT_DoubleLock") || boolean IMPLEMENTATION_DEFINED "Trapped by
MDCR_EL2.TDOSA") then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDOSA> != '00' &&
(IsFeatureImplemented("FEAT_DoubleLock") || boolean IMPLEMENTATION_DEFINED "Trapped by
HDCR.TDOSA") then
        AArch32.TakeHypTrapException(0x05);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDOSA == '1' &&
(IsFeatureImplemented("FEAT_DoubleLock") || boolean IMPLEMENTATION_DEFINED "Trapped by
MDCR_EL3.TDOSA") then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        else
            return DBGOSDLR;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDOSA == '1' &&
(IsFeatureImplemented("FEAT_DoubleLock") || boolean IMPLEMENTATION_DEFINED "Trapped by
MDCR_EL3.TDOSA") then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDOSA == '1' &&
(IsFeatureImplemented("FEAT_DoubleLock") || boolean IMPLEMENTATION_DEFINED "Trapped by
MDCR_EL3.TDOSA") then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x05);
            else
                return DBGOSDLR;
    elsif PSTATE.EL == EL3 then
        return DBGOSDLR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b000	0b0001	0b0011	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDOSA == '1' &&
(IsFeatureImplemented("FEAT_DoubleLock") || boolean IMPLEMENTATION_DEFINED "Trapped by
MDCR_EL3.TDOSA") then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDOSA> != '00' &&
(IsFeatureImplemented("FEAT_DoubleLock") || boolean IMPLEMENTATION_DEFINED "Trapped by
MDCR_EL2.TDOSA") then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDOSA> != '00' &&
(IsFeatureImplemented("FEAT_DoubleLock") || boolean IMPLEMENTATION_DEFINED "Trapped by
HDCR.TDOSA") then
        AArch32.TakeHypTrapException(0x05);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDOSA == '1' &&
(IsFeatureImplemented("FEAT_DoubleLock") || boolean IMPLEMENTATION_DEFINED "Trapped by
MDCR_EL3.TDOSA") then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        else
            DBGOSDLR = R[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDOSA == '1' &&
(IsFeatureImplemented("FEAT_DoubleLock") || boolean IMPLEMENTATION_DEFINED "Trapped by
MDCR_EL3.TDOSA") then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDOSA == '1' &&
(IsFeatureImplemented("FEAT_DoubleLock") || boolean IMPLEMENTATION_DEFINED "Trapped by
MDCR_EL3.TDOSA") then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        else
            DBGOSDLR = R[t];
elsif PSTATE.EL == EL3 then
    DBGOSDLR = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGOSECCR, Debug OS Lock Exception Catch Control Register

The DBGOSECCR characteristics are:

Purpose

Provides a mechanism for an operating system to access the contents of [EDECCR](#) that are otherwise invisible to software, so it can save/restore the contents of [EDECCR](#) over powerdown on behalf of the external debugger.

Configuration

AArch32 System register DBGOSECCR bits [31:0] are architecturally mapped to AArch64 System register [OSECCR_EL1\[31:0\]](#).

AArch32 System register DBGOSECCR bits [31:0] are architecturally mapped to External register [EDECCR\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DBGOSECCR are UNDEFINED.

If DBGOSLSR.OSLK == 0 then DBGOSECCR returns an UNKNOWN value on reads and ignores writes.

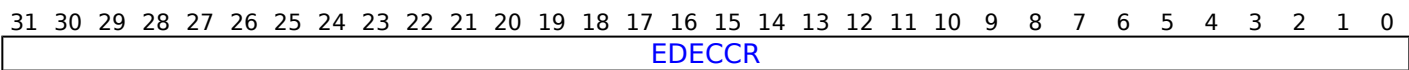
Attributes

DBGOSECCR is a 32-bit register.

Field descriptions

The DBGOSECCR bit assignments are:

When DBGOSLSR.OSLK == 1:



EDECCR, bits [31:0]

Used for save/restore to [EDECCR](#) over powerdown.

Reads or writes to this field are indirect accesses to [EDECCR](#).

Accessing the DBGOSECCR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b000	0b0000	0b0110	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDA> != '00' then
        AArch32.TakeHypTrapException(0x05);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        else
            return DBGOSECCR;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        else
            return DBGOSECCR;
    elsif PSTATE.EL == EL3 then
        return DBGOSECCR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b000	0b0000	0b0110	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDA> != '00' then
        AArch32.TakeHypTrapException(0x05);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
    else
        DBGOSECCR = R[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x05);
    else
        DBGOSECCR = R[t];
    elsif PSTATE.EL == EL3 then
        DBGOSECCR = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGOSLAR, Debug OS Lock Access Register

The DBGOSLAR characteristics are:

Purpose

Provides a lock for the debug registers. The OS Lock also disables some debug exceptions and debug events.

Configuration

AArch32 System register DBGOSLAR bits [31:0] are architecturally mapped to AArch64 System register [OSLAR_EL1\[31:0\]](#).

AArch32 System register DBGOSLAR bits [31:0] are architecturally mapped to External register [OSLAR_EL1\[31:0\]](#).

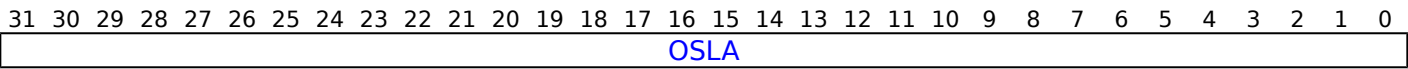
This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DBGOSLAR are UNDEFINED.

Attributes

DBGOSLAR is a 32-bit register.

Field descriptions

The DBGOSLAR bit assignments are:



OSLA, bits [31:0]

OS Lock Access. Writing the value 0xC5ACCE55 to the DBGOSLAR sets the OS lock to 1. Writing any other value sets the OS lock to 0.

Use [DBGOSLSR.OSLK](#) to check the current status of the lock.

Accessing the DBGOSLAR

Accesses to this register use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b000	0b0001	0b0000	0b100


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDOSA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDOSA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDOSA> != '00' then
        AArch32.TakeHypTrapException(0x05);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDOSA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        else
            DBGOSLAR = R[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDOSA == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDOSA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        else
            DBGOSLAR = R[t];
    elsif PSTATE.EL == EL3 then
        DBGOSLAR = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGOSLSR, Debug OS Lock Status Register

The DBGOSLSR characteristics are:

Purpose

Provides status information for the OS Lock.

Configuration

AArch32 System register DBGOSLSR bits [31:0] are architecturally mapped to AArch64 System register [OSLSR_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DBGOSLSR are UNDEFINED.

The OS Lock status is also visible in the external debug interface through EDPRSR.

Attributes

DBGOSLSR is a 32-bit register.

Field descriptions

The DBGOSLSR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
													RES0												OSLM[1]		nTT	OSLK	OSLM[0]		

Bits [31:4]

Reserved, RES0.

OSLM[1], bit [3]

This field is bit[1] of OSLM[1:0].

OS lock model implemented. Identifies the form of OS save and restore mechanism implemented.

OSLM	Meaning
0b00	OS Lock not implemented.
0b10	OS Lock implemented.

All other values are reserved. In an Armv8 implementation the value 0b00 is not permitted.

The OSLM field is split as follows:

- OSLM[1] is DBGOSLSR[3].
- OSLM[0] is DBGOSLSR[0].

nTT, bit [2]

Not 32-bit access. This bit is always RAZ. It indicates that a 32-bit access is needed to write the key to the OS Lock Access Register.

OSLK, bit [1]

OS Lock Status. The possible values are:

OSLK	Meaning
0b0	OS Lock unlocked.
0b1	OS Lock locked.

The OS Lock is locked and unlocked by writing to the OS Lock Access Register.

On a Cold reset, this field resets to 1.

On a Warm reset, the value of this field is unchanged.

OSLM[0], bit [0]

This field is bit[0] of OSLM[1:0].

See OSLM[1] for the field description.

Accessing the DBGOSLSR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b000	0b0001	0b0001	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDOSA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDOSA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDOSA> != '00' then
        AArch32.TakeHypTrapException(0x05);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDOSA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        else
            return DBGOSLSR;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDOSA == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDOSA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x05);
            else
                return DBGOSLSR;
    elsif PSTATE.EL == EL3 then
        return DBGOSLSR;

```

DBGPRCR, Debug Power Control Register

The DBGPRCR characteristics are:

Purpose

Controls behavior of the PE on powerdown request.

Configuration

AArch32 System register DBGPRCR bits [31:0] are architecturally mapped to AArch64 System register [DBGPRCR_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DBGPRCR are UNDEFINED.

Bit [0] of this register is mapped to [EDPRCR](#).CORENPDRQ, bit [0] of the external view of this register.

The other bits in these registers are not mapped to each other.

Attributes

DBGPRCR is a 32-bit register.

Field descriptions

The DBGPRCR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																															CORENPDRQ

Bits [31:1]

Reserved, RES0.

CORENPDRQ, bit [0]

When FEAT_DoPD is implemented:

Core no powerdown request. Requests emulation of powerdown.

This request is typically passed to an external power controller. This means that whether a request causes power up is dependent on the IMPLEMENTATION DEFINED nature of the system. The power controller must not allow the Core power domain to switch off while this bit is 1.

CORENPDRQ	Meaning
0b0	If the system responds to a powerdown request, it powers down Core power domain.
0b1	If the system responds to a powerdown request, it does not powerdown the Core power domain, but instead emulates a powerdown of that domain.

In an implementation that includes the recommended external debug interface, this bit drives the DBGNOPWRDWN signal.

It is IMPLEMENTATION DEFINED whether this bit is reset to the Cold reset value on exit from an IMPLEMENTATION DEFINED software-visible retention state. For more information about retention states see 'Core power domain power states'.

Note

Writes to this bit are not prohibited by the IMPLEMENTATION DEFINED authentication interface. This means that a debugger can request emulation of powerdown regardless of whether invasive debug is permitted.

On a Cold reset, if the powerup request is implemented and the powerup request has been asserted, this field is set to an IMPLEMENTATION DEFINED choice of 0 or 1. If the powerup request is not asserted, this field is set to 0.

On a Warm reset, the value of this field is unchanged.

Otherwise:

Core no powerdown request. Requests emulation of powerdown.

This request is typically passed to an external power controller. This means that whether a request causes power up is dependent on the IMPLEMENTATION DEFINED nature of the system. The power controller must not allow the Core power domain to switch off while this bit is 1.

CORENPDRQ	Meaning
0b0	If the system responds to a powerdown request, it powers down Core power domain.
0b1	If the system responds to a powerdown request, it does not powerdown the Core power domain, but instead emulates a powerdown of that domain.

In an implementation that includes the recommended external debug interface, this bit drives the DBGNOPWRDWN signal.

It is IMPLEMENTATION DEFINED whether this bit is reset to the value of [EDPRCR.COREPURQ](#) on exit from an IMPLEMENTATION DEFINED software-visible retention state. For more information about retention states see 'Core power domain power states'.

Note

Writes to this bit are not prohibited by the IMPLEMENTATION DEFINED authentication interface. This means that a debugger can request emulation of powerdown regardless of whether invasive debug is permitted.

On a Cold reset, this field resets to the value in [EDPRCR.COREPURQ](#).

On a Warm reset, the value of this field is unchanged.

Accessing the DBGPRCR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b000	0b0001	0b0100	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDOSA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDOSA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDOSA> != '00' then
        AArch32.TakeHypTrapException(0x05);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDOSA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        else
            return DBGPRCR;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDOSA == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDOSA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        else
            return DBGPRCR;
elsif PSTATE.EL == EL3 then
    return DBGPRCR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b000	0b0001	0b0100	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDOSA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDOSA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDOSA> != '00' then
        AArch32.TakeHypTrapException(0x05);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDOSA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        else
            DBGPRCR = R[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDOSA == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDOSA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        else
            DBGPRCR = R[t];
elsif PSTATE.EL == EL3 then
    DBGPRCR = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGVCR, Debug Vector Catch Register

The DBGVCR characteristics are:

Purpose

Controls Vector Catch debug events.

Configuration

AArch32 System register DBGVCR bits [31:0] are architecturally mapped to AArch64 System register [DBGVCR32_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DBGVCR are UNDEFINED.

This register is required in all implementations.

Attributes

DBGVCR is a 32-bit register.

Field descriptions

The DBGVCR bit assignments are:

When EL3 is implemented and EL3 is using AArch32:

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
NSF	NSI	RES0	NSD	NSP	NSS	NSU	RES0				RES0				MF	MI	RES0	MD	MP	MS	RES0	SF	SI	RES0	SD	SP	SS	SU	RES0		

NSF, bit [31]

FIQ vector catch enable in Non-secure state.

The exception vector offset is 0x1C.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

NSI, bit [30]

IRQ vector catch enable in Non-secure state.

The exception vector offset is 0x18.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Bit [29]

Reserved, RES0.

NSD, bit [28]

Data Abort vector catch enable in Non-secure state.

The exception vector offset is 0x10.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

NSP, bit [27]

Prefetch Abort vector catch enable in Non-secure state.

The exception vector offset is 0x0C.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

NSS, bit [26]

Supervisor Call (SVC) vector catch enable in Non-secure state.

The exception vector offset is 0x08.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

NSU, bit [25]

Undefined Instruction vector catch enable in Non-secure state.

The exception vector offset is 0x04.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Bits [24:16]

Reserved, RES0.

MF, bit [15]

FIQ vector catch enable in Monitor mode.

The exception vector offset is 0x1C.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

MI, bit [14]

IRQ vector catch enable in Monitor mode.

The exception vector offset is 0x18.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Bit [13]

Reserved, RES0.

MD, bit [12]

Data Abort vector catch enable in Monitor mode.

The exception vector offset is 0x10.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

MP, bit [11]

Prefetch Abort vector catch enable in Monitor mode.

The exception vector offset is 0x0C.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

MS, bit [10]

Secure Monitor Call (SMC) vector catch enable in Monitor mode.

The exception vector offset is 0x08.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Bits [9:8]

Reserved, RES0.

SF, bit [7]

FIQ vector catch enable in Secure state.

The exception vector offset is 0x1C.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

SI, bit [6]

IRQ vector catch enable in Secure state.

The exception vector offset is 0x18.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Bit [5]

Reserved, RES0.

SD, bit [4]

Data Abort vector catch enable in Secure state.

The exception vector offset is 0x10.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

SP, bit [3]

Prefetch Abort vector catch enable in Secure state.

The exception vector offset is 0x0C.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

SS, bit [2]

Supervisor Call (SVC) vector catch enable in Secure state.

The exception vector offset is 0x08.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

SU, bit [1]

Undefined Instruction vector catch enable in Secure state.

The exception vector offset is 0x04.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Bit [0]

Reserved, RES0.

When EL3 is implemented and EL3 is using AArch64:

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
NSF	NSI	RES0	NSD	NSP	NSS	NSU	RES0												SF	SI	RES0	SD	SP	SS	SU	RES0					

NSF, bit [31]

FIQ vector catch enable in Non-secure state.

The exception vector offset is 0x1C.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

NSI, bit [30]

IRQ vector catch enable in Non-secure state.

The exception vector offset is 0x18.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Bit [29]

Reserved, RES0.

NSD, bit [28]

Data Abort vector catch enable in Non-secure state.

The exception vector offset is 0x10.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

NSP, bit [27]

Prefetch Abort vector catch enable in Non-secure state.

The exception vector offset is 0x0C.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

NSS, bit [26]

Supervisor Call (SVC) vector catch enable in Non-secure state.

The exception vector offset is 0x08.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

NSU, bit [25]

Undefined Instruction vector catch enable in Non-secure state.

The exception vector offset is 0x04.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Bits [24:8]

Reserved, RES0.

SF, bit [7]

FIQ vector catch enable in Secure state.

The exception vector offset is 0x1C.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

SI, bit [6]

IRQ vector catch enable in Secure state.

The exception vector offset is 0x18.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Bit [5]

Reserved, RES0.

SD, bit [4]

Data Abort vector catch enable in Secure state.

The exception vector offset is 0x10.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

SP, bit [3]

Prefetch Abort vector catch enable in Secure state.

The exception vector offset is 0x0C.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

SS, bit [2]

Supervisor Call (SVC) vector catch enable in Secure state.

The exception vector offset is 0x08.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

SU, bit [1]

Undefined Instruction vector catch enable in Secure state.

The exception vector offset is 0x04.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Bit [0]

Reserved, RES0.

When EL3 is not implemented:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								F	I	RES0	D	P	S	U	RES0

Bits [31:8]

Reserved, RES0.

F, bit [7]

FIQ vector catch enable.

The exception vector offset is 0x1C.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

I, bit [6]

IRQ vector catch enable.

The exception vector offset is 0x18.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Bit [5]

Reserved, RES0.

D, bit [4]

Data Abort vector catch enable.

The exception vector offset is 0x10.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

P, bit [3]

Prefetch Abort vector catch enable.

The exception vector offset 0x0C.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

S, bit [2]

Supervisor Call (SVC) vector catch enable.

The exception vector offset is 0x08.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

U, bit [1]

Undefined Instruction vector catch enable.

The exception vector offset is 0x04.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Bit [0]

Reserved, RES0.

Accessing the DBGVCR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b000	0b0000	0b0111	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDA> != '00' then
        AArch32.TakeHypTrapException(0x05);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        else
            return DBGVCR;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        else
            return DBGVCR;
elsif PSTATE.EL == EL3 then
    return DBGVCR;

```

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b000	0b0000	0b0111	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDA> != '00' then
        AArch32.TakeHypTrapException(0x05);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        else
            DBGVCR = R[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x05);
            else
                DBGVCR = R[t];
    elsif PSTATE.EL == EL3 then
        DBGVCR = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGWCR<n>, Debug Watchpoint Control Registers, n = 0 - 15

The DBGWCR<n> characteristics are:

Purpose

Holds control information for a watchpoint. Forms watchpoint n together with value register [DBGWVR<n>](#).

Configuration

AArch32 System register DBGWCR<n> bits [31:0] are architecturally mapped to AArch64 System register [DBGWCR<n>_EL1\[31:0\]](#).

AArch32 System register DBGWCR<n> bits [31:0] are architecturally mapped to External register [DBGWCR<n>_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DBGWCR<n> are UNDEFINED.

If watchpoint n is not implemented then accesses to this register are UNDEFINED.

Attributes

DBGWCR<n> is a 32-bit register.

Field descriptions

The DBGWCR<n> bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0				MASK				RES0		WT		LBN			SSC		HMC		BAS						LSC		PAC		E		

When the E field is zero, all the other fields in the register are ignored.

Bits [31:29]

Reserved, RES0.

MASK, bits [28:24]

Address mask. Only objects up to 2GB can be watched using a single mask.

MASK	Meaning
0b00000	No mask.
0b00001	Reserved.
0b00010	Reserved.

If programmed with a reserved value, a watchpoint must behave as if either:

- MASK has been programmed with a defined value, which might be 0 (no mask), other than for a direct read of DBGWCRn_EL1.
- The watchpoint is disabled.

Software must not rely on this property because the behavior of reserved values might change in a future revision of the architecture.

Other values mask the corresponding number of address bits, from 0b00011 masking 3 address bits (0x00000007 mask for address) to 0b11111 masking 31 address bits (0x7FFFFFFF mask for address).

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

Bits [23:21]

Reserved, RES0.

WT, bit [20]

Watchpoint type. Possible values are:

WT	Meaning
0b0	Unlinked data address match.
0b1	Linked data address match.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

LBN, bits [19:16]

Linked breakpoint number. For Linked data address watchpoints, this specifies the index of the Context-matching breakpoint linked to.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

SSC, bits [15:14]

Security state control. Determines the Security states under which a Watchpoint debug event for watchpoint n is generated. This field must be interpreted along with the HMC and PAC fields.

For more information, see 'Execution conditions for which a breakpoint generates Breakpoint exceptions', and 'Reserved DBGBCR<n>.{SSC, HMC, PMC} values'.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

HMC, bit [13]

Higher mode control. Determines the debug perspective for deciding when a Watchpoint debug event for watchpoint n is generated. This field must be interpreted along with the SSC and PAC fields.

For more information on the operation of the SSC, HMC, and PAC fields, see 'Execution conditions for which a watchpoint generates Watchpoint exceptions'.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

BAS, bits [12:5]

Byte address select. Each bit of this field selects whether a byte from within the word or double-word addressed by [DBGWVR<n>](#) is being watched.

BAS	Description
0bxxxxxx1	Match byte at DBGWVR<n>
0bxxxxxx1x	Match byte at DBGWVR<n> +1
0bxxxxxx1xx	Match byte at DBGWVR<n> +2
0bxxxx1xxx	Match byte at DBGWVR<n> +3

In cases where [DBGWVR<n>](#) addresses a double-word:

BAS	Description, if DBGWVR<n> [2] == 0
0bxxx1xxxx	Match byte at DBGWVR<n> +4
0bxx1xxxxx	Match byte at DBGWVR<n> +5
0bx1xxxxxx	Match byte at DBGWVR<n> +6
0b1xxxxxxx	Match byte at DBGWVR<n> +7

If [DBGWVR<n>](#)[2] == 1, only BAS[3:0] are used and BAS[7:4] are ignored. Arm deprecates setting [DBGWVR<n>](#)[2] == 1.

The valid values for BAS are non-zero binary numbers all of whose set bits are contiguous. All other values are reserved and must not be used by software. See 'Reserved DBGWCR<n>.BAS values'.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

LSC, bits [4:3]

Load/store control. This field enables watchpoint matching on the type of access being made. Possible values of this field are:

LSC	Meaning
0b01	Match instructions that load from a watchpointed address.
0b10	Match instructions that store to a watchpointed address.
0b11	Match instructions that load from or store to a watchpointed address.

All other values are reserved, but must behave as if the watchpoint is disabled. Software must not rely on this property as the behavior of reserved values might change in a future revision of the architecture.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

PAC, bits [2:1]

Privilege of access control. Determines the Exception level or levels at which a Watchpoint debug event for watchpoint n is generated. This field must be interpreted along with the SSC and HMC fields.

For more information on the operation of the SSC, HMC, and PAC fields, see 'Execution conditions for which a watchpoint generates Watchpoint exceptions'.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

E, bit [0]

Enable watchpoint n. Possible values are:

E	Meaning
0b0	Watchpoint disabled.
0b1	Watchpoint enabled.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

Accessing the DBGWCR<n>

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
--------	------	-----	-----	------

0b1110	0b000	0b0000	n[3:0]	0b111
--------	-------	--------	--------	-------

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDA> != '00' then
        AArch32.TakeHypTrapException(0x05);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        elsif DBGOSLSR.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            return DBGWCR[UInt(CRm<3:0>)];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        elsif DBGOSLSR.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            return DBGWCR[UInt(CRm<3:0>)];
    elsif PSTATE.EL == EL3 then
        if DBGOSLSR.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            return DBGWCR[UInt(CRm<3:0>)];

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b000	0b0000	n[3:0]	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDA> != '00' then
        AArch32.TakeHypTrapException(0x05);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        elsif DBG0SLSR.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            DBGWCR[UInt(CRm<3:0>)] = R[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x05);
            elsif DBG0SLSR.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
                Halt(DebugHalt_SoftwareAccess);
            else
                DBGWCR[UInt(CRm<3:0>)] = R[t];
    elsif PSTATE.EL == EL3 then
        if DBG0SLSR.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            DBGWCR[UInt(CRm<3:0>)] = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGWFAR, Debug Watchpoint Fault Address Register

The DBGWFAR characteristics are:

Purpose

Previously returned information about the address of the instruction that accessed a watchpointed address. Is now deprecated and RES0.

Configuration

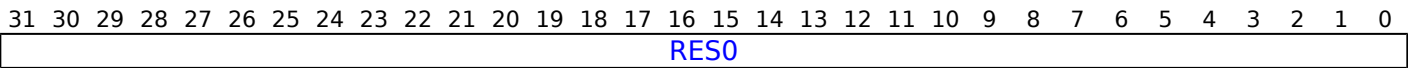
This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DBGWFAR are UNDEFINED.

Attributes

DBGWFAR is a 32-bit register.

Field descriptions

The DBGWFAR bit assignments are:



Bits [31:0]

Reserved, RES0.

Accessing the DBGWFAR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b000	0b0000	0b0110	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDA> != '00' then
        AArch32.TakeHypTrapException(0x05);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        else
            return DBGWFAR;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        else
            return DBGWFAR;
    elsif PSTATE.EL == EL3 then
        return DBGWFAR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b000	0b0000	0b0110	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDA> != '00' then
        AArch32.TakeHypTrapException(0x05);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        else
            DBGWFAR = R[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        else
            DBGWFAR = R[t];
    elsif PSTATE.EL == EL3 then
        DBGWFAR = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGWVR<n>, Debug Watchpoint Value Registers, n = 0 - 15

The DBGWVR<n> characteristics are:

Purpose

Holds a data address value for use in watchpoint matching. Forms watchpoint n together with control register [DBGWCR<n>](#).

Configuration

AArch32 System register DBGWVR<n> bits [31:0] are architecturally mapped to AArch64 System register [DBGWVR<n>_EL1\[31:0\]](#).

AArch32 System register DBGWVR<n> bits [31:0] are architecturally mapped to External register [DBGWVR<n>_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DBGWVR<n> are UNDEFINED.

If watchpoint n is not implemented then accesses to this register are UNDEFINED.

Attributes

DBGWVR<n> is a 32-bit register.

Field descriptions

The DBGWVR<n> 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
VA																RES0															

VA, bits [31:2]

Bits[31:2] of the address value for comparison.

Arm deprecates setting [DBGWVR<n>\[2\] == 1](#).

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

Bits [1:0]

Reserved, RES0.

Accessing the DBGWVR<n>

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
--------	------	-----	-----	------

0b1110	0b000	0b0000	n[3:0]	0b110
--------	-------	--------	--------	-------

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDA> != '00' then
        AArch32.TakeHypTrapException(0x05);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        elsif DBGOSLSR.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            return DBGWVR[UInt(CRm<3:0>)];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x05);
        elsif DBGOSLSR.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            return DBGWVR[UInt(CRm<3:0>)];
    elsif PSTATE.EL == EL3 then
        if DBGOSLSR.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            return DBGWVR[UInt(CRm<3:0>)];

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b000	0b0000	n[3:0]	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.<TDE,TDA> != '00' then
        AArch32.TakeHypTrapException(0x05);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
    elsif DBG0SLSR.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGWVR[UInt(CRm<3:0>)] = R[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x05);
    elsif DBG0SLSR.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGWVR[UInt(CRm<3:0>)] = R[t];
elsif PSTATE.EL == EL3 then
    if DBG0SLSR.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGWVR[UInt(CRm<3:0>)] = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DCCIMVAC, Data Cache line Clean and Invalidate by VA to PoC

The DCCIMVAC characteristics are:

Purpose

Clean and Invalidate data or unified cache line by virtual address to PoC.

Configuration

AArch32 System instruction DCCIMVAC performs the same function as AArch64 System instruction [DC CIVAC](#).

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DCCIMVAC are UNDEFINED.

Attributes

DCCIMVAC is a 32-bit System instruction.

Field descriptions

The DCCIMVAC input value 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
Virtual address to use																															

Bits [31:0]

Virtual address to use. No alignment restrictions apply to this VA.

Executing the DCCIMVAC instruction

Execution of this instruction might require an address translation from VA to PA, and that translation might fault. For more information, see 'AArch32 data cache maintenance instructions (DC*)'.

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0111	0b1110	0b001

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T7 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T7 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TPCP == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TPC == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        DCCIMVAC(R[t]);
elsif PSTATE.EL == EL2 then
    DCCIMVAC(R[t]);
elsif PSTATE.EL == EL3 then
    DCCIMVAC(R[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DCCISW, Data Cache line Clean and Invalidate by Set/Way

The DCCISW characteristics are:

Purpose

Clean and Invalidate data or unified cache line by set/way.

Configuration

AArch32 System instruction DCCISW performs the same function as AArch64 System instruction [DC C1SW](#).

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DCCISW are UNDEFINED.

Attributes

DCCISW is a 32-bit System instruction.

Field descriptions

The DCCISW input value 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
SetWay																Level		RES0													

SetWay, bits [31:4]

Contains two fields:

- Way, bits[31:32-A], the number of the way to operate on.
- Set, bits[B-1:L], the number of the set to operate on.

Bits[L-1:4] are RES0.

$A = \text{Log}_2(\text{ASSOCIATIVITY})$, $L = \text{Log}_2(\text{LINELEN})$, $B = (L + S)$, $S = \text{Log}_2(\text{NSETS})$.

ASSOCIATIVITY, LINELEN (line length, in bytes), and NSETS (number of sets) have their usual meanings and are the values for the cache level being operated on. The values of A and S are rounded up to the next integer.

Level, bits [3:1]

Cache level to operate on, minus 1. For example, this field is 0 for operations on L1 cache, or 1 for operations on L2 cache.

Bit [0]

Reserved, RES0.

Executing the DCCISW instruction

If this instruction is executed with a set, way or level argument that is larger than the value supported by the implementation then the behavior is CONSTRAINED UNPREDICTABLE and one of the following occurs:

- The instruction is UNDEFINED

- The instruction performs cache maintenance on one of:
 - No cache lines.
 - A single arbitrary cache line.
 - Multiple arbitrary cache lines.

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0111	0b1110	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T7 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T7 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TSW == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TSW == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        DCCISW(R[t]);
elsif PSTATE.EL == EL2 then
    DCCISW(R[t]);
elsif PSTATE.EL == EL3 then
    DCCISW(R[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DCCMVAC, Data Cache line Clean by VA to PoC

The DCCMVAC characteristics are:

Purpose

Clean data or unified cache line by virtual address to PoC.

Configuration

AArch32 System instruction DCCMVAC performs the same function as AArch64 System instruction [DC CVAC](#).

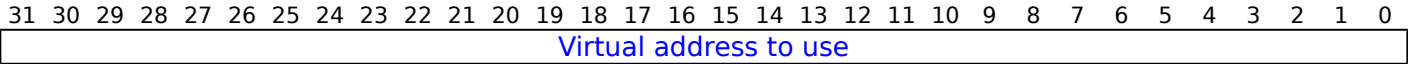
This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DCCMVAC are UNDEFINED.

Attributes

DCCMVAC is a 32-bit System instruction.

Field descriptions

The DCCMVAC input value bit assignments are:



Bits [31:0]

Virtual address to use. No alignment restrictions apply to this VA.

Executing the DCCMVAC instruction

Execution of this instruction might require an address translation from VA to PA, and that translation might fault. For more information, see 'AArch32 data cache maintenance instruction (DC*)' in the Arm® Architecture Reference Manual, Armv8, for Armv8-A architecture profile.

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0111	0b1010	0b001

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T7 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T7 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TPCP == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TPC == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        DCCMVAC(R[t]);
elsif PSTATE.EL == EL2 then
    DCCMVAC(R[t]);
elsif PSTATE.EL == EL3 then
    DCCMVAC(R[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DCCMVAU, Data Cache line Clean by VA to PoU

The DCCMVAU characteristics are:

Purpose

Clean data or unified cache line by virtual address to PoU.

Configuration

AArch32 System instruction DCCMVAU performs the same function as AArch64 System instruction [DC CVAU](#).

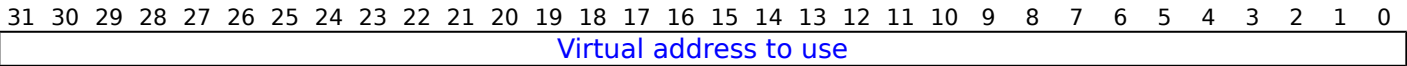
This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DCCMVAU are UNDEFINED.

Attributes

DCCMVAU is a 32-bit System instruction.

Field descriptions

The DCCMVAU input value bit assignments are:



Bits [31:0]

Virtual address to use. No alignment restrictions apply to this VA.

Executing the DCCMVAU instruction

Execution of this instruction might require an address translation from VA to PA, and that translation might fault. For more information, see 'AArch32 data cache maintenance instructions (DC*)'.

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0111	0b1011	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T7 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T7 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TPU == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.T0CU == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TPU == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.T0CU == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        DCCMVAU(R[t]);
elsif PSTATE.EL == EL2 then
    DCCMVAU(R[t]);
elsif PSTATE.EL == EL3 then
    DCCMVAU(R[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DCCSW, Data Cache line Clean by Set/Way

The DCCSW characteristics are:

Purpose

Clean data or unified cache line by set/way.

Configuration

AArch32 System instruction DCCSW performs the same function as AArch64 System instruction [DC CSW](#).

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DCCSW are UNDEFINED.

Attributes

DCCSW is a 32-bit System instruction.

Field descriptions

The DCCSW input value 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
SetWay																Level			RES0												

SetWay, bits [31:4]

Contains two fields:

- Way, bits[31:32-A], the number of the way to operate on.
- Set, bits[B-1:L], the number of the set to operate on.

Bits[L-1:4] are RES0.

$A = \text{Log}_2(\text{ASSOCIATIVITY})$, $L = \text{Log}_2(\text{LINELEN})$, $B = (L + S)$, $S = \text{Log}_2(\text{NSETS})$.

ASSOCIATIVITY, LINELEN (line length, in bytes), and NSETS (number of sets) have their usual meanings and are the values for the cache level being operated on. The values of A and S are rounded up to the next integer.

Level, bits [3:1]

Cache level to operate on, minus 1. For example, this field is 0 for operations on L1 cache, or 1 for operations on L2 cache.

Bit [0]

Reserved, RES0.

Executing the DCCSW instruction

If this instruction is executed with a set, way or level argument that is larger than the value supported by the implementation then the behavior is CONSTRAINED UNPREDICTABLE and one of the following occurs:

- The instruction is UNDEFINED
- The instruction performs cache maintenance on one of:
 - No cache lines.

- A single arbitrary cache line.
- Multiple arbitrary cache lines.

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0111	0b1010	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T7 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T7 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TSW == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TSW == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        DCCSW(R[t]);
elsif PSTATE.EL == EL2 then
    DCCSW(R[t]);
elsif PSTATE.EL == EL3 then
    DCCSW(R[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DCIMVAC, Data Cache line Invalidate by VA to PoC

The DCIMVAC characteristics are:

Purpose

Invalidate data or unified cache line by virtual address to PoC.

Configuration

AArch32 System instruction DCIMVAC performs the same function as AArch64 System instruction [DC IVAC](#).

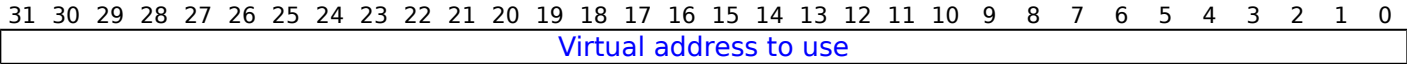
This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DCIMVAC are UNDEFINED.

Attributes

DCIMVAC is a 32-bit System instruction.

Field descriptions

The DCIMVAC input value bit assignments are:



Bits [31:0]

Virtual address to use. No alignment restrictions apply to this VA.

Executing the DCIMVAC instruction

It is IMPLEMENTATION DEFINED whether, when this instruction is executed, it can generate a watchpoint. If this instruction can generate a watchpoint this is prioritized in the same way as other watchpoints.

Execution of this instruction might require an address translation from VA to PA, and that translation might fault. For more information, see 'AArch32 data cache maintenance instructions (DC*)'.

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0111	0b0110	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T7 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T7 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TPCP == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TPC == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<DC,VM> != '00' then
        DCCIMVAC(R[t]);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.<DC,VM> != '00' then
        DCCIMVAC(R[t]);
    else
        DCIMVAC(R[t]);
elsif PSTATE.EL == EL2 then
    DCIMVAC(R[t]);
elsif PSTATE.EL == EL3 then
    DCIMVAC(R[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DCISW, Data Cache line Invalidate by Set/Way

The DCISW characteristics are:

Purpose

Invalidate data or unified cache line by set/way.

Configuration

AArch32 System instruction DCISW performs the same function as AArch64 System instruction [DC ISW](#).

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DCISW are UNDEFINED.

Attributes

DCISW is a 32-bit System instruction.

Field descriptions

The DCISW input value 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
SetWay																Level			RES0												

SetWay, bits [31:4]

Contains two fields:

- Way, bits[31:32-A], the number of the way to operate on.
- Set, bits[B-1:L], the number of the set to operate on.

Bits[L-1:4] are RES0.

$A = \text{Log}_2(\text{ASSOCIATIVITY})$, $L = \text{Log}_2(\text{LINELEN})$, $B = (L + S)$, $S = \text{Log}_2(\text{NSETS})$.

ASSOCIATIVITY, LINELEN (line length, in bytes), and NSETS (number of sets) have their usual meanings and are the values for the cache level being operated on. The values of A and S are rounded up to the next integer.

Level, bits [3:1]

Cache level to operate on, minus 1. For example, this field is 0 for operations on L1 cache, or 1 for operations on L2 cache.

Bit [0]

Reserved, RES0.

Executing the DCISW instruction

If this instruction is executed with a set, way or level argument that is larger than the value supported by the implementation then the behavior is CONSTRAINED UNPREDICTABLE and one of the following occurs:

- The instruction is UNDEFINED
- The instruction performs cache maintenance on one of:
 - No cache lines.

- A single arbitrary cache line.
- Multiple arbitrary cache lines.

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0111	0b0110	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T7 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T7 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TSW == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TSW == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.SWI0 == '1' then
        DCCISW(R[t]);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<DC,VM> != '00' then
        DCCISW(R[t]);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.SWI0 == '1' then
        DCCISW(R[t]);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.<DC,VM> != '00' then
        DCCISW(R[t]);
    else
        DCISW(R[t]);
elsif PSTATE.EL == EL2 then
    DCISW(R[t]);
elsif PSTATE.EL == EL3 then
    DCISW(R[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DFAR, Data Fault Address Register

The DFAR characteristics are:

Purpose

Holds the virtual address of the faulting address that caused a synchronous Data Abort exception.

Configuration

AArch32 System register DFAR bits [31:0] are architecturally mapped to AArch64 System register [FAR_EL1\[31:0\]](#).

AArch32 System register DFAR bits [31:0] (S) are architecturally mapped to AArch32 System register [HDFAR\[31:0\]](#) when EL2 is implemented, EL3 is implemented and the highest implemented Exception level is using AArch32 state.

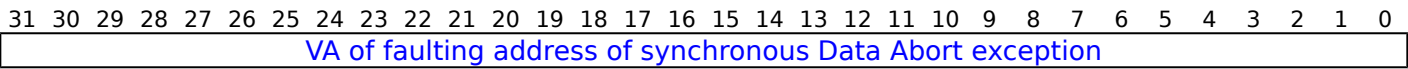
This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DFAR are UNDEFINED.

Attributes

DFAR is a 32-bit register.

Field descriptions

The DFAR bit assignments are:



Bits [31:0]

VA of faulting address of synchronous Data Abort exception.

This field resets to an architecturally UNKNOWN value.

Accessing the DFAR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0110	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T6 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T6 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TVM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        return DFAR_NS;
    else
        return DFAR;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        return DFAR_NS;
    else
        return DFAR;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        return DFAR_S;
    else
        return DFAR_NS;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0110	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T6 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T6 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TVM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        DFAR_NS = R[t];
    else
        DFAR = R[t];
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        DFAR_NS = R[t];
    else
        DFAR = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        DFAR_S = R[t];
    else
        DFAR_NS = R[t];

```

DFSR, Data Fault Status Register

The DFSR characteristics are:

Purpose

Holds status information about the last data fault.

Configuration

AArch32 System register DFSR bits [31:0] are architecturally mapped to AArch64 System register [ESR_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DFSR are UNDEFINED.

The current translation table format determines which format of the register is used.

Attributes

DFSR is a 32-bit register.

Field descriptions

The DFSR bit assignments are:

When TTBCR.EAE == 0:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0															FnV	AET	CM	Ext	WnR	FS[4]	LPAE	RES0	Domain			FS[3:0]					

Bits [31:17]

Reserved, RES0.

FnV, bit [16]

FAR not Valid, for a synchronous External abort other than a synchronous External abort on a translation table walk.

FnV	Meaning
0b0	DFAR is valid.
0b1	DFAR is not valid, and holds an UNKNOWN value.

This field is only valid for a synchronous External abort other than a synchronous External abort on a translation table walk. It is RES0 for all other Data Abort exceptions.

This field resets to an architecturally UNKNOWN value.

AET, bits [15:14]

When FEAT_RAS is implemented:

Asynchronous Error Type. When DFSC is 0b010001, describes the PE error state after taking the SError interrupt exception. Possible values are:

AET	Meaning
0b00	Uncontainable (UC).
0b01	Unrecoverable state (UEU).
0b10	Restartable state (UEO).
0b11	Recoverable state (UER).

This field is valid only if the DFSC code is 0b010001. It is RES0 for all other aborts.

In the event of multiple errors taken as a single SError interrupt exception, the overall PE error state is reported.

Note

Software can use this information to determine what recovery might be possible. The recovery software must also examine any implemented fault records to determine the location and extent of the error.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

CM, bit [13]

Cache maintenance fault. For synchronous faults, this bit indicates whether a cache maintenance instruction generated the fault. The possible values of this bit are:

CM	Meaning
0b0	Abort not caused by execution of a cache maintenance instruction.
0b1	Abort caused by execution of a cache maintenance instruction, or on an address translation.

On a synchronous Data Abort on a translation table walk, this bit is UNKNOWN.

On an asynchronous fault, this bit is UNKNOWN.

This field resets to an architecturally UNKNOWN value.

ExT, bit [12]

External abort type. This bit can be used to provide an IMPLEMENTATION DEFINED classification of External aborts.

In an implementation that does not provide any classification of External aborts, this bit is RES0.

For aborts other than External aborts this bit always returns 0.

This field resets to an architecturally UNKNOWN value.

WnR, bit [11]

Write not Read bit. Indicates whether the abort was caused by a write or a read instruction. The possible values of this bit are:

WnR	Meaning
0b0	Abort caused by a read instruction.
0b1	Abort caused by a write instruction.

For faults on the cache maintenance and address translation System instructions in the (coproc==0b1111) encoding space this bit always returns a value of 1.

This field resets to an architecturally UNKNOWN value.

FS[4], bit [10]

This field is bit[4] of FS[4:0].

Fault status bits. Possible values of FS[4:0] are:

FS	Meaning	Applies when
0b00001	Alignment fault.	
0b00010	Debug exception.	
0b00011	Access flag fault, level 1.	
0b00100	Fault on instruction cache maintenance.	
0b00101	Translation fault, level 1.	
0b00110	Access flag fault, level 2.	
0b00111	Translation fault, level 2.	
0b01000	Synchronous External abort, not on translation table walk.	
0b01001	Domain fault, level 1.	
0b01011	Domain fault, level 2.	
0b01100	Synchronous External abort, on translation table walk, level 1.	
0b01101	Permission fault, level 1.	
0b01110	Synchronous External abort, on translation table walk, level 2.	
0b01111	Permission fault, level 2.	
0b10000	TLB conflict abort.	
0b10100	IMPLEMENTATION DEFINED fault (Lockdown fault).	
0b10101	IMPLEMENTATION DEFINED fault (Unsupported Exclusive access fault).	
0b10110	SError interrupt.	
0b11000	SError interrupt, from a parity or ECC error on memory access.	When FEAT_RAS is not implemented
0b11001	Synchronous parity or ECC error on memory access, not on translation table walk.	When FEAT_RAS is not implemented
0b11100	Synchronous parity or ECC error on translation table walk, level 1.	When FEAT_RAS is not implemented
0b11110	Synchronous parity or ECC error on translation table walk, level 2.	When FEAT_RAS is not implemented

All other values are reserved.

For more information about the lookup level associated with a fault, see 'The level associated with MMU faults on a Short-descriptor translation table lookup'.

The FS field is split as follows:

- FS[4] is DFSR[10].
- FS[3:0] is DFSR[3:0].

This field resets to an architecturally UNKNOWN value.

LPAE, bit [9]

On taking a Data Abort exception, this bit is set as follows:

LPAE	Meaning
0b0	Using the Short-descriptor translation table formats.
0b1	Using the Long-descriptor translation table formats.

Hardware does not interpret this bit to determine the behavior of the memory system, and therefore software can set this bit to 0 or 1 without affecting operation.

This field resets to an architecturally UNKNOWN value.

Bit [8]

Reserved, RES0.

Domain, bits [7:4]

The domain of the fault address.

Arm deprecates any use of this field, see 'The Domain field in the DFSR'.

This field is UNKNOWN for certain faults where the DFSR is updated and reported using the Short-descriptor FSR encodings, see 'Validity of Domain field on faults that update the DFSR when using the Short-descriptor encodings'.

This field resets to an architecturally UNKNOWN value.

FS[3:0], bits [3:0]

This field is bits[3:0] of FS[4:0].

See FS[4] for the field description.

When TTBCR.EAE == 1:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0														FnV	AET	CM	Ext	WnR	RES0	LPAE	RES0	STATUS									

Bits [31:17]

Reserved, RES0.

FnV, bit [16]

FAR not Valid, for a synchronous External abort other than a synchronous External abort on a translation table walk.

FnV	Meaning
0b0	DEAR is valid.
0b1	DEAR is not valid, and holds an UNKNOWN value.

This field is only valid for a synchronous External abort other than a synchronous External abort on a translation table walk. It is RES0 for all other Data Abort exceptions.

This field resets to an architecturally UNKNOWN value.

AET, bits [15:14]

When FEAT_RAS is implemented:

Asynchronous Error Type. When DFSC is 0b010001, describes the PE error state after taking the SError interrupt exception. Possible values are:

AET	Meaning
0b00	Uncontainable (UC).
0b01	Unrecoverable state (UEU).
0b10	Restartable state (UEO).
0b11	Recoverable state (UER).

This field is valid only if the DFSC code is 0b010001. It is RES0 for all other aborts.

In the event of multiple errors taken as a single SError interrupt exception, the overall PE error state is reported.

Note

Software can use this information to determine what recovery might be possible. The recovery software must also examine any implemented fault records to determine the location and extent of the error.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

CM, bit [13]

Cache maintenance fault. For synchronous faults, this bit indicates whether a cache maintenance instruction generated the fault. The possible values of this bit are:

CM	Meaning
0b0	Abort not caused by execution of a cache maintenance instruction.
0b1	Abort caused by execution of a cache maintenance instruction.

On a synchronous Data Abort on a translation table walk, this bit is UNKNOWN.

On an asynchronous fault, this bit is UNKNOWN.

This field resets to an architecturally UNKNOWN value.

ExT, bit [12]

External abort type. This bit can be used to provide an IMPLEMENTATION DEFINED classification of External aborts.

In an implementation that does not provide any classification of External aborts, this bit is RES0.

For aborts other than External aborts this bit always returns 0.

This field resets to an architecturally UNKNOWN value.

WnR, bit [11]

Write not Read bit. Indicates whether the abort was caused by a write or a read instruction. The possible values of this bit are:

WnR	Meaning
0b0	Abort caused by a read instruction.
0b1	Abort caused by a write instruction.

For faults on the cache maintenance and address translation System instructions in the (coproc==0b1111) encoding space this bit always returns a value of 1.

This field resets to an architecturally UNKNOWN value.

Bit [10]

Reserved, RES0.

LPAE, bit [9]

On taking a Data Abort exception, this bit is set as follows:

LPAE	Meaning
0b0	Using the Short-descriptor translation table formats.
0b1	Using the Long-descriptor translation table formats.

Hardware does not interpret this bit to determine the behavior of the memory system, and therefore software can set this bit to 0 or 1 without affecting operation.

This field resets to an architecturally UNKNOWN value.

Bits [8:6]

Reserved, RES0.

STATUS, bits [5:0]

Fault status bits. Possible values of this field are:

STATUS	Meaning	Applies when
0b000000	Address size fault in translation table base register.	
0b000001	Address size fault, level 1.	
0b000010	Address size fault, level 2.	
0b000011	Address size fault, level 3.	
0b000101	Translation fault, level 1.	
0b000110	Translation fault, level 2.	
0b000111	Translation fault, level 3.	
0b001001	Access flag fault, level 1.	
0b001010	Access flag fault, level 2.	
0b001011	Access flag fault, level 3.	
0b001101	Permission fault, level 1.	
0b001110	Permission fault, level 2.	
0b001111	Permission fault, level 3.	
0b010000	Synchronous External abort, not on translation table walk.	
0b010001	Asynchronous SError interrupt.	
0b010101	Synchronous External abort on translation table walk, level 1.	
0b010110	Synchronous External abort on translation table walk, level 2.	
0b010111	Synchronous External abort on translation table walk, level 3.	
0b011000	Synchronous parity or ECC error on memory access, not on translation table walk.	When FEAT_RAS is not implemented
0b011001	Asynchronous SError interrupt, from a parity or ECC error on memory access.	When FEAT_RAS is not implemented
0b011101	Synchronous parity or ECC error on memory access on translation table walk, level 1.	When FEAT_RAS is not implemented
0b011110	Synchronous parity or ECC error on memory access on translation table walk, level 2.	When FEAT_RAS is not implemented
0b011111	Synchronous parity or ECC error on memory access on translation table walk, level 3.	When FEAT_RAS is not implemented
0b100001	Alignment fault.	
0b100010	Debug exception.	
0b110000	TLB conflict abort.	
0b110100	IMPLEMENTATION DEFINED fault (Lockdown).	
0b110101	IMPLEMENTATION DEFINED fault (Unsupported Exclusive access).	

All other values are reserved.

For more information about the lookup level associated with a fault, see 'The level associated with MMU faults on a Long-descriptor translation table lookup'.

This field resets to an architecturally UNKNOWN value.

Accessing the DFSR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0101	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TRVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TRVM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        return DFSR_NS;
    else
        return DFSR;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        return DFSR_NS;
    else
        return DFSR;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        return DFSR_S;
    else
        return DFSR_NS;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0101	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TVM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        DFSR_NS = R[t];
    else
        DFSR = R[t];
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        DFSR_NS = R[t];
    else
        DFSR = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        DFSR_S = R[t];
    else
        DFSR_NS = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DISR, Deferred Interrupt Status Register

The DISR characteristics are:

Purpose

Records that an SError interrupt has been consumed by an ESB instruction.

Configuration

AArch32 System register DISR bits [31:0] are architecturally mapped to AArch64 System register [DISR_EL1\[31:0\]](#) when the highest implemented Exception level is using AArch64.

This register is present only when FEAT_RAS is implemented. Otherwise, direct accesses to DISR are UNDEFINED.

Attributes

DISR is a 32-bit register.

Field descriptions

The DISR bit assignments are:

When the ESB instruction is executed at EL2:

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
A	RES0																			AET	EA	RES0	DFSC								

A, bit [31]

Set to 1 when an ESB instruction defers an asynchronous SError interrupt. If the implementation does not include any sources of SError interrupt that can be synchronized by an Error Synchronization Barrier, then this bit is RES0.

This field resets to an architecturally UNKNOWN value.

Bits [30:12]

Reserved, RES0.

AET, bits [11:10]

Asynchronous Error Type. See the description of [HSR.AET](#) for an SError interrupt.

This field resets to an architecturally UNKNOWN value.

EA, bit [9]

External abort Type. See the description of [HSR.EA](#) for an SError interrupt.

This field resets to an architecturally UNKNOWN value.

Bits [8:6]

Reserved, RES0.

DFSC, bits [5:0]

Fault Status Code. See the description of [HSR.DFSC](#) for an SError interrupt.

This field resets to an architecturally UNKNOWN value.

When the ESB instruction is executed at EL0 or EL1 and where TTBCR.EAE == 0:

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
A	RES0														AET	RES0	ExT	RES0	FS[4]	LPAE	RES0				FS[3:0]						

A, bit [31]

Set to 1 when an ESB instruction defers an asynchronous SError interrupt. If the implementation does not include any sources of SError interrupt that can be synchronized by an Error Synchronization Barrier, then this bit is RES0.

This field resets to an architecturally UNKNOWN value.

Bits [30:16]

Reserved, RES0.

AET, bits [15:14]

Asynchronous Error Type. See the description of [DFSR.AET](#) for an SError interrupt.

This field resets to an architecturally UNKNOWN value.

Bit [13]

Reserved, RES0.

ExT, bit [12]

External abort Type. See the description of [DFSR.ExT](#) for an SError interrupt.

This field resets to an architecturally UNKNOWN value.

Bit [11]

Reserved, RES0.

FS[4], bit [10]

This field is bit[4] of FS[4:0].

Fault Status Code. See the description of [DFSR.FS](#) for an SError interrupt.

The FS field is split as follows:

- FS[4] is DISR[10].
- FS[3:0] is DISR[3:0].

This field resets to an architecturally UNKNOWN value.

LPAE, bit [9]

Format.

LPAE	Meaning
0b0	Using the Short-descriptor translation table format.

This field resets to an architecturally UNKNOWN value.

Bits [8:4]

Reserved, RES0.

FS[3:0], bits [3:0]

This field is bits[3:0] of FS[4:0].

See FS[4] for the field description.

When the ESB instruction is executed at EL0 or EL1 and where TTBCR.EAE == 1:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
A	RES0															AET	RES0	ExT	RES0	LPAE	RES0		STATUS								

A, bit [31]

Set to 1 when an ESB instruction defers an asynchronous SError interrupt. If the implementation does not include any sources of SError interrupt that can be synchronized by an Error Synchronization Barrier, then this bit is RES0.

This field resets to an architecturally UNKNOWN value.

Bits [30:16]

Reserved, RES0.

AET, bits [15:14]

Asynchronous Error Type. See the description of [DEFSR](#).AET for an SError interrupt.

This field resets to an architecturally UNKNOWN value.

Bit [13]

Reserved, RES0.

ExT, bit [12]

External abort Type. See the description of [DEFSR](#).ExT for an SError interrupt.

This field resets to an architecturally UNKNOWN value.

Bits [11:10]

Reserved, RES0.

LPAE, bit [9]

Format.

LPAE	Meaning
0b1	Using the Long-descriptor translation table format.

This field resets to an architecturally UNKNOWN value.

Bits [8:6]

Reserved, RES0.

STATUS, bits [5:0]

Fault Status Code. See the description of [DFSR.FS](#) for an SError interrupt.

This field resets to an architecturally UNKNOWN value.

Accessing the DISR

An indirect write to DISR made by an ESB instruction does not require an explicit synchronization operation for the value that is written to be observed by a direct read of DISR occurring in program order after the ESB instruction.

DISR is RAZ/WI if EL3 is implemented, the PE is in Non-debug state, and any of the following apply:

- EL3 is using AArch64, [SCR_EL3.EA](#) == 1, and any of the following apply:
 - The PE is executing at EL2.
 - The PE is executing at EL1 and (([SCR_EL3.NS](#) == 0 && [SCR_EL3.EEL2](#) == 0) || [HCR_EL2.AMO](#) == 0).
- EL3 is using AArch32, [SCR.EA](#) == 1, and any of the following apply:
 - The PE is executing at EL2.
 - The PE is executing at EL1 and ([SCR.NS](#) == 0 || [HCR.AMO](#) == 0).

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b0001	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.AMO == '1' then
        return VDISR_EL2;
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.AMO == '1' then
        return VDISR;
    else
        return DISR;
elsif PSTATE.EL == EL2 then
    return DISR;
elsif PSTATE.EL == EL3 then
    return DISR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b0001	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.AMO == '1' then
        VDISR_EL2 = R[t];
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.AMO == '1' then
        VDISR = R[t];
    else
        DISR = R[t];
elsif PSTATE.EL == EL2 then
    DISR = R[t];
elsif PSTATE.EL == EL3 then
    DISR = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DLR, Debug Link Register

The DLR characteristics are:

Purpose

In Debug state, holds the address to restart from.

Configuration

AArch32 System register DLR bits [31:0] are architecturally mapped to AArch64 System register [DLR_EL0\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DLR are UNDEFINED.

Attributes

DLR is a 32-bit register.

Field descriptions

The DLR 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
Restart address																															

Bits [31:0]

Restart address.

Accessing the DLR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b011	0b0100	0b0101	0b001

```
if !Halted() then
    UNDEFINED;
else
    return DLR;
```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b011	0b0100	0b0101	0b001

```
if !Halted() then
    UNDEFINED;
else
    DLR = R[t];
```


01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DSPSR, Debug Saved Program Status Register

The DSPSR characteristics are:

Purpose

Holds the saved process state for Debug state. On entering Debug state, PSTATE information is written to this register. On exiting Debug state, values are copied from this register to PSTATE.

Configuration

AArch32 System register DSPSR bits [31:0] are architecturally mapped to AArch64 System register [DSPSR_EL0\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DSPSR are UNDEFINED.

Attributes

DSPSR is a 32-bit register.

Field descriptions

The DSPSR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
N	Z	C	V	Q	IT[1:0]	DIT	SS	SPAN	SS	IL	GE	IT[7:2]	E	A	I	F	T	M[4:0]													

N, bit [31]

Negative Condition flag. Set to the value of PSTATE.N on entering Debug state, and copied to PSTATE.N on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

Z, bit [30]

Zero Condition flag. Set to the value of PSTATE.Z on entering Debug state, and copied to PSTATE.Z on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

C, bit [29]

Carry Condition flag. Set to the value of PSTATE.C on entering Debug state, and copied to PSTATE.C on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

V, bit [28]

Overflow Condition flag. Set to the value of PSTATE.V on entering Debug state, and copied to PSTATE.V on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

Q, bit [27]

Overflow or saturation flag. Set to the value of PSTATE.Q on entering Debug state, and copied to PSTATE.Q on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

IT[1:0], bits [26:25]

If-Then. Set to the value of PSTATE.IT[1:0] on entering Debug state, and copied to PSTATE.IT[1:0] on exiting Debug state.

On exiting Debug state DSPSR.IT must contain a value that is valid for the instruction being returned to.

This field resets to an architecturally UNKNOWN value.

DIT, bit [24]**When FEAT_DIT is implemented:**

Data Independent Timing. Set to the value of PSTATE.DIT on entering Debug state, and copied to PSTATE.DIT on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

SSBS, bit [23]**When FEAT_SSBS is implemented:**

Speculative Store Bypass. Set to the value of PSTATE.SSBS on entering Debug state, and copied to PSTATE.SSBS on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

PAN, bit [22]**When FEAT_PAN is implemented:**

Privileged Access Never. Set to the value of PSTATE.PAN on entering Debug state, and copied to PSTATE.PAN on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

SS, bit [21]

Software Step. Set to the value of PSTATE.SS on entering Debug state, and conditionally copied to PSTATE.SS on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

IL, bit [20]

Illegal Execution state. Set to the value of PSTATE.IL on entering Debug state, and copied to PSTATE.IL on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

GE, bits [19:16]

Greater than or Equal flags. Set to the value of PSTATE.GE on entering Debug state, and copied to PSTATE.GE on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

IT[7:2], bits [15:10]

If-Then. Set to the value of PSTATE.IT[7:2] on entering Debug state, and copied to PSTATE.IT[7:2] on exiting Debug state.

DSPSR.IT must contain a value that is valid for the instruction being returned to.

This field resets to an architecturally UNKNOWN value.

E, bit [9]

Endianness. Set to the value of PSTATE.E on entering Debug state, and copied to PSTATE.E on exiting Debug state.

If the implementation does not support big-endian operation, DSPSR.E is RES0. If the implementation does not support little-endian operation, DSPSR.E is RES1. On exiting Debug state, if the implementation does not support big-endian operation at the Exception level being returned to, DSPSR.E is RES0, and if the implementation does not support little-endian operation at the Exception level being returned to, DSPSR.E is RES1.

This field resets to an architecturally UNKNOWN value.

A, bit [8]

SError interrupt mask. Set to the value of PSTATE.A on entering Debug state, and copied to PSTATE.A on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

I, bit [7]

IRQ interrupt mask. Set to the value of PSTATE.I on entering Debug state, and copied to PSTATE.I on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

F, bit [6]

FIQ interrupt mask. Set to the value of PSTATE.F on entering Debug state, and copied to PSTATE.F on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

T, bit [5]

T32 Instruction set state. Set to the value of PSTATE.T on entering Debug state, and copied to PSTATE.T on exiting Debug state.

This field resets to an architecturally UNKNOWN value.

M[4:0], bits [4:0]

Mode. Set to the value of PSTATE.M[4:0] on entering Debug state, and copied to PSTATE.M[4:0] on exiting Debug state.

M[4:0]	Meaning
0b10000	User.
0b10001	FIQ.
0b10010	IRQ.
0b10011	Supervisor.
0b10110	Monitor.
0b10111	Abort.
0b11010	Hyp.
0b11011	Undefined.
0b11111	System.

Other values are reserved. If DSPSR.M[4:0] has a Reserved value, or a value for an unimplemented Exception level, exiting Debug state is an illegal return event, as described in 'Illegal return events from AArch32 state'.

This field resets to an architecturally UNKNOWN value.

Accessing the DSPSR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b011	0b0100	0b0101	0b000

```
if !Halted() then
    UNDEFINED;
else
    return DSPSR;
```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b011	0b0100	0b0101	0b000

```
if !Halted() then
    UNDEFINED;
else
    DSPSR = R[t];
```

DTLBIALL, Data TLB Invalidate All

The DTLBIALL characteristics are:

Purpose

Invalidate all cached copies of translation table entries from data TLBs that are from any level of the translation table walk. The entries that are invalidated are as follows:

- If executed at EL1, all entries that:
 - Would be required for the EL1&0 translation regime.
 - Match the current VMID, if EL2 is implemented and enabled in the current Security state.
- If executed in Secure state when EL3 is using AArch32, all entries that would be required for the Secure PL1&0 translation regime.
- If executed at EL2, and if EL2 is enabled in the current Security state, the stage 1 or stage 2 translation table entries that would be required for the Non-secure PL1&0 translation regime and matches the current VMID.

The invalidation only applies to the PE that executes this System instruction.

Arm deprecates the use of this System instruction. It is only provided for backwards compatibility with earlier versions of the Arm architecture.

Configuration

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DTLBIALL are UNDEFINED.

Attributes

DTLBIALL is a 32-bit System instruction.

Field descriptions

This instruction has no applicable fields.

The value in the register specified by <Rt> is ignored.

Executing the DTLBIALL instruction

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1000	0b0110	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T8 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T8 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TTLB == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TTLB == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        DTLBIALL();
elsif PSTATE.EL == EL2 then
    DTLBIALL();
elsif PSTATE.EL == EL3 then
    DTLBIALL();
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DTLBIASID, Data TLB Invalidate by ASID match

The DTLBIASID characteristics are:

Purpose

Invalidate all cached copies of translation table entries from data TLBs that meet the following requirements:

- The entry is a stage 1 translation table entry.
- The entry would be used for the specified ASID, and either:
 - Is from a level of lookup above the final level.
 - Is a non-global entry from the final level of lookup.
- If EL2 is implemented and enabled in the current Security state, the entry would be used with the current VMID.

From the entries that match these requirements, the entries that are invalidated are required for the following translation regime:

- If executed at Secure EL1 when EL3 is using AArch64, the Secure EL1&0 translation regime.
- If executed in Secure state when EL3 is using AArch32, the Secure PL1&0 translation regime.
- If executed in Non-secure state, the Non-secure PL1&0 translation regime.

The invalidation only applies to the PE that executes this System instruction.

Arm deprecates the use of this System instruction. It is only provided for backwards compatibility with earlier versions of the Arm architecture.

Configuration

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DTLBIASID are UNDEFINED.

Attributes

DTLBIASID is a 32-bit System instruction.

Field descriptions

The DTLBIASID input value bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								ASID							

Bits [31:8]

Reserved, RES0.

ASID, bits [7:0]

ASID value to match. Any TLB entries for non-global pages that match the ASID values will be affected by this System instruction.

Executing the DTLBIASID instruction

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1000	0b0110	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T8 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T8 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TTLB == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TTLB == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        DTLBIASID(R[t]);
elsif PSTATE.EL == EL2 then
    DTLBIASID(R[t]);
elsif PSTATE.EL == EL3 then
    DTLBIASID(R[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DTLBIMVA, Data TLB Invalidate by VA

The DTLBIMVA characteristics are:

Purpose

Invalidate all cached copies of translation table entries from data TLBs that meet the following requirements:

- The entry is a stage 1 translation table entry.
- The entry would be used to translate the specified address, and one of the following applies:
 - The entry is from a level of lookup above the final level and matches the specified ASID.
 - The entry is a global entry from the final level of lookup.
 - The entry is a non-global entry from the final level of lookup that matches the specified ASID.
- If EL2 is implemented and enabled in the current Security state, the entry would be used with the current VMID.

From the entries that match these requirements, the entries that are invalidated are required for the following translation regime:

- If executed at Secure EL1 when EL3 is using AArch64, the Secure EL1&0 translation regime.
- If executed in Secure state when EL3 is using AArch32, the Secure PL1&0 translation regime.
- If executed in Non-secure state, the Non-secure PL1&0 translation regime.

The invalidation only applies to the PE that executes this System instruction.

Arm deprecates the use of this System instruction. It is only provided for backwards compatibility with earlier versions of the Arm architecture.

Configuration

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to DTLBIMVA are UNDEFINED.

Attributes

DTLBIMVA is a 32-bit System instruction.

Field descriptions

The DTLBIMVA input value 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
VA												RES0				ASID															

VA, bits [31:12]

Virtual address to match. Any TLB entries that match the ASID value and VA value will be affected by this System instruction.

Bits [11:8]

Reserved, RES0.

ASID, bits [7:0]

ASID value to match. Any TLB entries that match the ASID value and VA value will be affected by this System instruction.

Global TLB entries that match the VA value will be affected by this System instruction, regardless of the value of the ASID field.

Executing the DTLBIMVA instruction

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1000	0b0110	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T8 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T8 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TTLB == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TTLB == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        DTLBIMVA(R[t]);
elsif PSTATE.EL == EL2 then
    DTLBIMVA(R[t]);
elsif PSTATE.EL == EL3 then
    DTLBIMVA(R[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DVPRCTX, Data Value Prediction Restriction by Context

The DVPRCTX characteristics are:

Purpose

Data Value Prediction Restriction by Context applies to all Data Value Prediction Resources that predict execution based on information gathered within the target execution context or contexts.

When this instruction is complete and synchronized, data value prediction does not permit later speculative execution within the target execution context to be observable through side channels.

This instruction is guaranteed to be complete following a DSB that covers both read and write behavior on the same PE as executed the original restriction instruction, and a subsequent context synchronization event is required to ensure that the effect of the completion of the instructions is synchronized to the current execution.

Note

This instruction does not require the invalidation of prediction structures so long as the behavior described for completion of this instruction is met by the implementation.

On some implementations the instruction is likely to take a significant number of cycles to execute. This instruction is expected to be used very rarely, such as on the roll-over of an ASID or VMID, but should not be used on every context switch.

Configuration

This instruction is present only when AArch32 is supported at any Exception level and FEAT_SPECRES is implemented. Otherwise, direct accesses to DVPRCTX are UNDEFINED.

Attributes

DVPRCTX is a 32-bit System instruction.

Field descriptions

The DVPRCTX input value bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0				GV	MID	NS	EL	VMID				RES0				GASID		ASID													

Bits [31:28]

Reserved, RES0.

GVMID, bit [27]

Execution of this instruction applies to all VMIDs or a specified VMID.

GVMID	Meaning
0b0	Applies to specified VMID for an EL0 or EL1 target execution context.
0b1	Applies to all VMIDs for an EL0 or EL1 target execution context.

For target execution contexts other than EL0 or EL1, this field is RES0.

If the instruction is executed at EL0 or EL1, this field has an Effective value of 0.

If EL2 is not implemented or not enabled for the target Security state, this field is RES0.

NS, bit [26]

Security State.

NS	Meaning
0b0	Secure state.
0b1	Non-secure state.

If the instruction is executed in Non-secure state, this field has an Effective value of 1.

EL, bits [25:24]

Exception Level. Indicates the Exception level of the target execution context.

EL	Meaning
0b00	EL0.
0b01	EL1.
0b10	EL2.
0b11	EL3.

If the instruction is executed at an Exception level lower than the specified level, this instruction is treated as a NOP.

VMID, bits [23:16]

Only applies when bit[27] is 0 and the target execution context is either:

- EL1.
- EL0 when ([HCR_EL2.E2H==0](#) or [HCR_EL2.TGE==0](#)) or EL2 is using AArch32 state.

Otherwise this field is RES0.

When the instruction is executed at EL1, this field is treated as the current VMID.

When the instruction is executed at EL0 and ([HCR_EL2.E2H==0](#) or [HCR_EL2.TGE==0](#) or [ELUsingAArch32\(EL2\)](#)), this field is treated as the current VMID.

When the instruction is executed at EL0 and ([HCR_EL2.E2H==1](#) and [HCR_EL2.TGE==1](#) and [!ELUsingAArch32\(EL2\)](#)), this field is ignored.

If EL2 is not implemented or not enabled for the target Security state, this field is RES0.

Bits [15:9]

Reserved, RES0.

GASID, bit [8]

Execution of this instruction applies to all ASIDs or a specified ASID.

GASID	Meaning
0b0	Applies to specified ASID for an EL0 target execution context.
0b1	Applies to all ASID for an EL0 target execution context.

For target execution contexts other than EL0, this field is RES0.

If the instruction is executed at EL0, this field has an Effective value of 0.

ASID, bits [7:0]

Only applies for an EL0 target execution context and when bit[8] is 0.

Otherwise, this field is RES0.

When the instruction is executed at EL0, this field is treated as the current ASID.

Executing the DVPRCTX instruction

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0111	0b0011	0b101

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && SCTLR_EL1.EnRCTX ==
'0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
        elsif ELUsingAArch32(EL1) && SCTLR.EnRCTX == '0' then
            if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
                AArch64.AArch32SystemAccessTrap(EL2, 0x03);
            elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
                AArch32.TakeHypTrapException(0x00);
            else
                UNDEFINED;
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T7 == '1'
then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T7 == '1' then
            AArch32.TakeHypTrapException(0x03);
        elsif EL2Enabled() && !ELUsingAArch32(EL1) && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) ||
SCR_EL3.FGTEn == '1') && HFGITR_EL2.DVPRCTX == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && SCTLR_EL2.EnRCTX ==
'0' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            DVPRCTX(R[t]);
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T7 == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T7 == '1' then
            AArch32.TakeHypTrapException(0x03);
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.NV == '1' then
            AArch64.SystemAccessTrap(EL2, 0x03);
        else
            DVPRCTX(R[t]);
    elsif PSTATE.EL == EL2 then
        DVPRCTX(R[t]);
    elsif PSTATE.EL == EL3 then
        DVPRCTX(R[t]);

```

ELR_hyp, Exception Link Register (Hyp mode)

The ELR_hyp characteristics are:

Purpose

When taking an exception to Hyp mode, holds the address to return to.

Configuration

AArch32 System register ELR_hyp bits [31:0] are architecturally mapped to AArch64 System register [ELR_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ELR_hyp are UNDEFINED.

Attributes

ELR_hyp is a 32-bit register.

Field descriptions

The ELR_hyp 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
Return address																															

Bits [31:0]

Return address.

This field resets to an architecturally UNKNOWN value.

Accessing the ELR_hyp

ELR_hyp is accessible only at Hyp mode and Monitor mode.

Accesses to this register use the following encodings:

MRS{<c>}{<q>} <Rd>, ELR_hyp

R	M	M1
0b0	0b1	0b1110

MSR{<c>}{<q>} ELR_hyp, <Rn>

R	M	M1
0b0	0b1	0b1110

ERRIDR, Error Record ID Register

The ERRIDR characteristics are:

Purpose

Defines the highest numbered index of the error records that can be accessed through the Error Record System registers.

Configuration

AArch32 System register ERRIDR bits [31:0] are architecturally mapped to AArch64 System register [ERRIDR_EL1\[31:0\]](#).

This register is present only when FEAT_RAS is implemented. Otherwise, direct accesses to ERRIDR are UNDEFINED.

Attributes

ERRIDR is a 32-bit register.

Field descriptions

The ERRIDR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																NUM															

Bits [31:16]

Reserved, RES0.

NUM, bits [15:0]

Highest numbered index of the records that can be accessed through the Error Record System registers plus one. Zero indicates that no records can be accessed through the Error Record System registers.

Each implemented record is owned by a node. A node might own multiple records.

Accessing the ERRIDR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0101	0b0011	0b000


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TERR == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TERR == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ERRIDR;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ERRIDR;
    elsif PSTATE.EL == EL3 then
        if PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            AArch32.TakeMonitorTrapException();
        else
            return ERRIDR;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERRSELR, Error Record Select Register

The ERRSELR characteristics are:

Purpose

Selects an error record to be accessed through the Error Record System registers.

Configuration

AArch32 System register ERRSELR bits [31:0] are architecturally mapped to AArch64 System register [ERRSELR_EL1\[31:0\]](#).

This register is present only when FEAT_RAS is implemented. Otherwise, direct accesses to ERRSELR are UNDEFINED.

If [ERRIDR](#) indicates that zero error records are implemented, then it is IMPLEMENTATION DEFINED whether ERRSELR is UNDEFINED or RES0.

Attributes

ERRSELR is a 32-bit register.

Field descriptions

The ERRSELR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																SEL															

Bits [31:16]

Reserved, RES0.

SEL, bits [15:0]

Selects the error record accessed through the ERX registers.

For example, if ERRSELR.SEL is set to 0x0004, then direct reads and writes of [ERXSTATUS](#) access ERR4STATUS.

If ERRSELR.SEL is set to a value greater than or equal to [ERRIDR.NUM](#), then all of the following apply:

- The value read back from ERRSELR.SEL is UNKNOWN.
- One of the following occurs:
 - An UNKNOWN error record is selected.
 - The ERX* registers are RAZ/WI.
 - ERX* register reads and writes are NOPs.
 - ERX* register reads and writes are UNDEFINED.

This field resets to an architecturally UNKNOWN value.

Accessing the ERRSELR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
--------	------	-----	-----	------

0b1111	0b000	0b0101	0b0011	0b001
--------	-------	--------	--------	-------

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TERR == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TERR == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ERRSELR;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ERRSELR;
    elsif PSTATE.EL == EL3 then
        if PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            AArch32.TakeMonitorTrapException();
        else
            return ERRSELR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0101	0b0011	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TERR == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TERR == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            ERRSEL = R[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            ERRSEL = R[t];
    elsif PSTATE.EL == EL3 then
        if PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            AArch32.TakeMonitorTrapException();
        else
            ERRSEL = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERXADDR, Selected Error Record Address Register

The ERXADDR characteristics are:

Purpose

Accesses bits [31:0] of [ERR<n>ADDR](#) for the error record <n> selected by [ERRSEL](#).SEL.

Configuration

AArch32 System register ERXADDR bits [31:0] are architecturally mapped to AArch64 System register [ERXADDR_EL1\[31:0\]](#).

This register is present only when FEAT_RAS is implemented. Otherwise, direct accesses to ERXADDR are UNDEFINED.

Attributes

ERXADDR is a 32-bit register.

Field descriptions

The ERXADDR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Bits [31:0] of ERR<n>ADDR																															

Bits [31:0]

ERXADDR accesses bits [31:0] of [ERR<n>ADDR](#), where <n> is the value in [ERRSEL](#).SEL.

Accessing the ERXADDR

If [ERRIDR](#).NUM == 0x0000 or [ERRSEL](#).SEL is set to a value greater than or equal to [ERRIDR](#).NUM, then one of the following occurs:

- An UNKNOWN error record is selected.
- ERXADDR is RAZ/WI.
- Direct reads and writes of ERXADDR are NOPs.
- Direct reads and writes of ERXADDR are UNDEFINED.

[ERR<n>ADDR](#) describes additional constraints that also apply when [ERR<n>ADDR](#) is accessed through ERXADDR.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0101	0b0100	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TERR == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TERR == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ERXADDR;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ERXADDR;
    elsif PSTATE.EL == EL3 then
        if PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            AArch32.TakeMonitorTrapException();
        else
            return ERXADDR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0101	0b0100	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TERR == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TERR == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        ERXADDR = R[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        ERXADDR = R[t];
elsif PSTATE.EL == EL3 then
    if PSTATE.M != M32_Monitor && SCR.TERR == '1' then
        AArch32.TakeMonitorTrapException();
    else
        ERXADDR = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERXADDR2, Selected Error Record Address Register 2

The ERXADDR2 characteristics are:

Purpose

Accesses bits [63:32] of [ERR<n>ADDR](#) for the error record <n> selected by [ERRSELR.SEL](#).

Configuration

AArch32 System register ERXADDR2 bits [31:0] are architecturally mapped to AArch64 System register [ERXADDR_EL1\[63:32\]](#).

This register is present only when FEAT_RAS is implemented. Otherwise, direct accesses to ERXADDR2 are UNDEFINED.

Attributes

ERXADDR2 is a 32-bit register.

Field descriptions

The ERXADDR2 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Bits [63:32] of ERR<n>ADDR																															

Bits [31:0]

ERXADDR2 accesses bits [63:32] of [ERR<n>ADDR](#), where <n> is the value in [ERRSELR.SEL](#).

Accessing the ERXADDR2

If [ERRIDR.NUM](#) == 0x0000 or [ERRSELR.SEL](#) is set to a value greater than or equal to [ERRIDR.NUM](#), then one of the following occurs:

- An UNKNOWN error record is selected.
- ERXADDR2 is RAZ/WI.
- Direct reads and writes of ERXADDR2 are NOPs.
- Direct reads and writes of ERXADDR2 are UNDEFINED.

[ERR<n>ADDR](#) describes additional constraints that also apply when [ERR<n>ADDR](#) is accessed through ERXADDR2.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0101	0b0100	0b111


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TERR == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TERR == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ERXADDR2;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ERXADDR2;
    elsif PSTATE.EL == EL3 then
        if PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            AArch32.TakeMonitorTrapException();
        else
            return ERXADDR2;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0101	0b0100	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TERR == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TERR == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        ERXADDR2 = R[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        ERXADDR2 = R[t];
elsif PSTATE.EL == EL3 then
    if PSTATE.M != M32_Monitor && SCR.TERR == '1' then
        AArch32.TakeMonitorTrapException();
    else
        ERXADDR2 = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERXCTLR, Selected Error Record Control Register

The ERXCTLR characteristics are:

Purpose

Accesses bits [31:0] of [ERR<n>CTLR](#) for the error record <n> selected by [ERRSELR](#).SEL.

Configuration

AArch32 System register ERXCTLR bits [31:0] are architecturally mapped to AArch64 System register [ERXCTLR_EL1\[31:0\]](#).

This register is present only when FEAT_RAS is implemented. Otherwise, direct accesses to ERXCTLR are UNDEFINED.

Attributes

ERXCTLR is a 32-bit register.

Field descriptions

The ERXCTLR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Bits [31:0] of ERR<n>CTLR																															

Bits [31:0]

ERXCTLR accesses bits [31:0] of [ERR<n>CTLR](#), where <n> is the value in [ERRSELR](#).SEL.

Accessing the ERXCTLR

If [ERRIDR](#).NUM == 0x0000 or [ERRSELR](#).SEL is set to a value greater than or equal to [ERRIDR](#).NUM, then one of the following occurs:

- An UNKNOWN error record is selected.
- ERXCTLR is RAZ/WI.
- Direct reads and writes of ERXCTLR are NOPs.
- Direct reads and writes of ERXCTLR are UNDEFINED.

If [ERRSELR](#).SEL is not the index of the first error record owned by a node, then [ERR<n>CTLR](#)[31:0] is not present, meaning reads and writes of ERXCTLR are RES0.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0101	0b0100	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TERR == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TERR == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ERXCTLR;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ERXCTLR;
    elsif PSTATE.EL == EL3 then
        if PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            AArch32.TakeMonitorTrapException();
        else
            return ERXCTLR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0101	0b0100	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TERR == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TERR == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        ERXCTLR = R[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        ERXCTLR = R[t];
elsif PSTATE.EL == EL3 then
    if PSTATE.M != M32_Monitor && SCR.TERR == '1' then
        AArch32.TakeMonitorTrapException();
    else
        ERXCTLR = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERXCTLR2, Selected Error Record Control Register 2

The ERXCTLR2 characteristics are:

Purpose

Accesses bits [63:32] of [ERR<n>CTLR](#) for the error record <n> selected by [ERRSELR](#).SEL.

Configuration

AArch32 System register ERXCTLR2 bits [31:0] are architecturally mapped to AArch64 System register [ERXCTLR_EL1\[63:32\]](#).

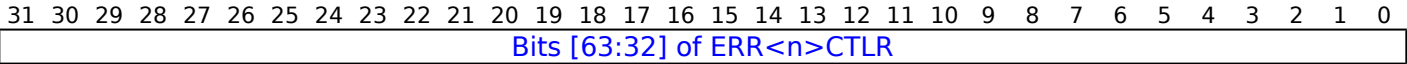
This register is present only when FEAT_RAS is implemented. Otherwise, direct accesses to ERXCTLR2 are UNDEFINED.

Attributes

ERXCTLR2 is a 32-bit register.

Field descriptions

The ERXCTLR2 bit assignments are:



Bits [31:0]

ERXCTLR2 accesses bits [63:32] of [ERR<n>CTLR](#), where <n> is the value in [ERRSELR](#).SEL.

Accessing the ERXCTLR2

If [ERRIDR](#).NUM == 0x0000 or [ERRSELR](#).SEL is set to a value greater than or equal to [ERRIDR](#).NUM, then one of the following occurs:

- An UNKNOWN error record is selected.
- ERXCTLR2 is RAZ/WI.
- Direct reads and writes of ERXCTLR2 are NOPs.
- Direct reads and writes of ERXCTLR2 are UNDEFINED.

If [ERRSELR](#).SEL is not the index of the first error record owned by a node, then [ERR<n>CTLR](#)[63:32] is not present, meaning reads and writes of ERXCTLR2 are RES0.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0101	0b0100	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TERR == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TERR == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ERXCTLR2;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ERXCTLR2;
    elsif PSTATE.EL == EL3 then
        if PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            AArch32.TakeMonitorTrapException();
        else
            return ERXCTLR2;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0101	0b0100	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TERR == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TERR == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        ERXCTLR2 = R[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        ERXCTLR2 = R[t];
elsif PSTATE.EL == EL3 then
    if PSTATE.M != M32_Monitor && SCR.TERR == '1' then
        AArch32.TakeMonitorTrapException();
    else
        ERXCTLR2 = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERXFR, Selected Error Record Feature Register

The ERXFR characteristics are:

Purpose

Accesses bits [31:0] of [ERR<n>FR](#) for the error record <n> selected by [ERRSELR.SEL](#).

Configuration

AArch32 System register ERXFR bits [31:0] are architecturally mapped to AArch64 System register [ERXFR_EL1\[31:0\]](#).

This register is present only when FEAT_RAS is implemented. Otherwise, direct accesses to ERXFR are UNDEFINED.

Attributes

ERXFR is a 32-bit register.

Field descriptions

The ERXFR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Bits [31:0] of ERR<n>FR																															

Bits [31:0]

ERXFR accesses bits [31:0] of [ERR<n>FR](#), where <n> is the value in [ERRSELR.SEL](#).

Accessing the ERXFR

If [ERRIDR.NUM](#) == 0x0000 or [ERRSELR.SEL](#) is set to a value greater than or equal to [ERRIDR.NUM](#), then one of the following occurs:

- An UNKNOWN error record is selected.
- ERXFR is RAZ.
- Direct reads of ERXFR are NOPs.
- Direct reads of ERXFR are UNDEFINED.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0101	0b0100	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TERR == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TERR == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ERXFR;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ERXFR;
    elsif PSTATE.EL == EL3 then
        if PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            AArch32.TakeMonitorTrapException();
        else
            return ERXFR;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERXFR2, Selected Error Record Feature Register 2

The ERXFR2 characteristics are:

Purpose

Accesses bits [63:32] of [ERR<n>FR](#) for the error record <n> selected by [ERRSELR](#).SEL.

Configuration

AArch32 System register ERXFR2 bits [31:0] are architecturally mapped to AArch64 System register [ERXFR_EL1\[63:32\]](#).

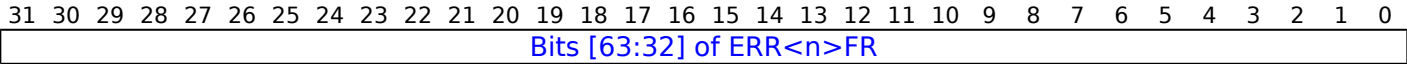
This register is present only when FEAT_RAS is implemented. Otherwise, direct accesses to ERXFR2 are UNDEFINED.

Attributes

ERXFR2 is a 32-bit register.

Field descriptions

The ERXFR2 bit assignments are:



Bits [31:0]

ERXFR2 accesses bits [63:32] of [ERR<n>FR](#), where <n> is the value in [ERRSELR](#).SEL.

Accessing the ERXFR2

If [ERRIDR](#).NUM == 0x0000 or [ERRSELR](#).SEL is set to a value greater than or equal to [ERRIDR](#).NUM, then one of the following occurs:

- An UNKNOWN error record is selected.
- ERXFR2 is RAZ.
- Direct reads of ERXFR2 are NOPs.
- Direct reads of ERXFR2 are UNDEFINED.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0101	0b0100	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TERR == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TERR == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ERXFR2;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ERXFR2;
    elsif PSTATE.EL == EL3 then
        if PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            AArch32.TakeMonitorTrapException();
        else
            return ERXFR2;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERXMISC0, Selected Error Record Miscellaneous Register 0

The ERXMISC0 characteristics are:

Purpose

Accesses bits [31:0] of [ERR<n>MISC0](#) for the error record <n> selected by [ERRSELR](#).SEL.

Configuration

AArch32 System register ERXMISC0 bits [31:0] are architecturally mapped to AArch64 System register [ERXMISC0_EL1\[31:0\]](#).

This register is present only when FEAT_RAS is implemented. Otherwise, direct accesses to ERXMISC0 are UNDEFINED.

Attributes

ERXMISC0 is a 32-bit register.

Field descriptions

The ERXMISC0 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Bits [31:0] of ERR<n>MISC0																															

Bits [31:0]

ERXMISC0 accesses bits [31:0] of [ERR<n>MISC0](#), where <n> is the value in [ERRSELR](#).SEL.

Accessing the ERXMISC0

If [ERRIDR](#).NUM == 0x0000 or [ERRSELR](#).SEL is set to a value greater than or equal to [ERRIDR](#).NUM, then one of the following occurs:

- An UNKNOWN error record is selected.
- ERXMISC0 is RAZ/WI.
- Direct reads and writes of ERXMISC0 are NOPs.
- Direct reads and writes of ERXMISC0 are UNDEFINED.

[ERR<n>MISC0](#) describes additional constraints that also apply when [ERR<n>MISC0](#) is accessed through ERXMISC0.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0101	0b0101	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TERR == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TERR == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ERXMISC0;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ERXMISC0;
    elsif PSTATE.EL == EL3 then
        if PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            AArch32.TakeMonitorTrapException();
        else
            return ERXMISC0;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0101	0b0101	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TERR == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TERR == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            ERXMISC0 = R[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            ERXMISC0 = R[t];
    elsif PSTATE.EL == EL3 then
        if PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            AArch32.TakeMonitorTrapException();
        else
            ERXMISC0 = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERXMISC1, Selected Error Record Miscellaneous Register 1

The ERXMISC1 characteristics are:

Purpose

Accesses bits [63:32] of [ERR<n>MISC0](#) for the error record <n> selected by [ERRSELR](#).SEL.

Configuration

AArch32 System register ERXMISC1 bits [31:0] are architecturally mapped to AArch64 System register [ERXMISC0_EL1\[63:32\]](#).

This register is present only when FEAT_RAS is implemented. Otherwise, direct accesses to ERXMISC1 are UNDEFINED.

Attributes

ERXMISC1 is a 32-bit register.

Field descriptions

The ERXMISC1 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Bits [63:32] of ERR<n>MISC0																															

Bits [31:0]

ERXMISC1 accesses bits [63:32] of [ERR<n>MISC0](#), where <n> is the value in [ERRSELR](#).SEL.

Accessing the ERXMISC1

If [ERRIDR](#).NUM == 0x0000 or [ERRSELR](#).SEL is set to a value greater than or equal to [ERRIDR](#).NUM, then one of the following occurs:

- An UNKNOWN error record is selected.
- ERXMISC1 is RAZ/WI.
- Direct reads and writes of ERXMISC1 are NOPs.
- Direct reads and writes of ERXMISC1 are UNDEFINED.

[ERR<n>MISC0](#) describes additional constraints that also apply when [ERR<n>MISC0](#) is accessed through ERXMISC1.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0101	0b0101	0b001


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TERR == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TERR == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ERXMISC1;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ERXMISC1;
    elsif PSTATE.EL == EL3 then
        if PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            AArch32.TakeMonitorTrapException();
        else
            return ERXMISC1;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0101	0b0101	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TERR == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TERR == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            ERXMISC1 = R[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            ERXMISC1 = R[t];
    elsif PSTATE.EL == EL3 then
        if PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            AArch32.TakeMonitorTrapException();
        else
            ERXMISC1 = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

EXRMISC2, Selected Error Record Miscellaneous Register 2

The EXRMISC2 characteristics are:

Purpose

Accesses bits [31:0] of [ERR<n>MISC1](#) for the error record <n> selected by [ERRSELR](#).SEL.

Configuration

AArch32 System register EXRMISC2 bits [31:0] are architecturally mapped to AArch64 System register [EXRMISC1_EL1\[31:0\]](#).

This register is present only when FEAT_RAS is implemented. Otherwise, direct accesses to EXRMISC2 are UNDEFINED.

Attributes

EXRMISC2 is a 32-bit register.

Field descriptions

The EXRMISC2 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Bits [31:0] of ERR<n>MISC1																															

Bits [31:0]

EXRMISC2 accesses bits [31:0] of [ERR<n>MISC1](#), where <n> is the value in [ERRSELR](#).SEL.

Accessing the EXRMISC2

If [ERRIDR](#).NUM == 0x0000 or [ERRSELR](#).SEL is set to a value greater than or equal to [ERRIDR](#).NUM, then one of the following occurs:

- An UNKNOWN error record is selected.
- EXRMISC2 is RAZ/WI.
- Direct reads and writes of EXRMISC2 are NOPs.
- Direct reads and writes of EXRMISC2 are UNDEFINED.

[ERR<n>MISC1](#) describes additional constraints that also apply when [ERR<n>MISC1](#) is accessed through EXRMISC2.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0101	0b0101	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TERR == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TERR == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ERXMISC2;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ERXMISC2;
    elsif PSTATE.EL == EL3 then
        if PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            AArch32.TakeMonitorTrapException();
        else
            return ERXMISC2;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0101	0b0101	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TERR == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TERR == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            ERXMISC2 = R[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            ERXMISC2 = R[t];
    elsif PSTATE.EL == EL3 then
        if PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            AArch32.TakeMonitorTrapException();
        else
            ERXMISC2 = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERXMISC3, Selected Error Record Miscellaneous Register 3

The ERXMISC3 characteristics are:

Purpose

Accesses bits [63:32] of [ERR<n>MISC1](#) for the error record <n> selected by [ERRSELR](#).SEL.

Configuration

AArch32 System register ERXMISC3 bits [31:0] are architecturally mapped to AArch64 System register [ERXMISC1_EL1\[63:32\]](#).

This register is present only when FEAT_RAS is implemented. Otherwise, direct accesses to ERXMISC3 are UNDEFINED.

Attributes

ERXMISC3 is a 32-bit register.

Field descriptions

The ERXMISC3 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Bits [63:32] of ERR<n>MISC1																															

Bits [31:0]

ERXMISC3 accesses bits [63:32] of [ERR<n>MISC1](#), where <n> is the value in [ERRSELR](#).SEL.

Accessing the ERXMISC3

If [ERRIDR](#).NUM == 0x0000 or [ERRSELR](#).SEL is set to a value greater than or equal to [ERRIDR](#).NUM, then one of the following occurs:

- An UNKNOWN error record is selected.
- ERXMISC3 is RAZ/WI.
- Direct reads and writes of ERXMISC3 are NOPs.
- Direct reads and writes of ERXMISC3 are UNDEFINED.

[ERR<n>MISC1](#) describes additional constraints that also apply when [ERR<n>MISC1](#) is accessed through ERXMISC3.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0101	0b0101	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TERR == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TERR == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ERXMISC3;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ERXMISC3;
    elsif PSTATE.EL == EL3 then
        if PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            AArch32.TakeMonitorTrapException();
        else
            return ERXMISC3;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0101	0b0101	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TERR == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TERR == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            ERXMISC3 = R[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            ERXMISC3 = R[t];
    elsif PSTATE.EL == EL3 then
        if PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            AArch32.TakeMonitorTrapException();
        else
            ERXMISC3 = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERXMISC4, Selected Error Record Miscellaneous Register 4

The ERXMISC4 characteristics are:

Purpose

Accesses bits [31:0] of [ERR<n>MISC2](#) for the error record <n> selected by [ERRSELR](#).SEL.

Configuration

AArch32 System register ERXMISC4 bits [31:0] are architecturally mapped to AArch64 System register [ERXMISC2_EL1\[31:0\]](#).

This register is present only when FEAT_RASv1p1 is implemented. Otherwise, direct accesses to ERXMISC4 are UNDEFINED.

Attributes

ERXMISC4 is a 32-bit register.

Field descriptions

The ERXMISC4 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Bits [31:0] of ERR<n>MISC2																															

Bits [31:0]

ERXMISC4 accesses bits [31:0] of [ERR<n>MISC2](#), where <n> is the value in [ERRSELR](#).SEL.

Accessing the ERXMISC4

If [ERRIDR](#).NUM == 0x0000 or [ERRSELR](#).SEL is set to a value greater than or equal to [ERRIDR](#).NUM, then one of the following occurs:

- An UNKNOWN error record is selected.
- ERXMISC4 is RAZ/WI.
- Direct reads and writes of ERXMISC4 are NOPs.
- Direct reads and writes of ERXMISC4 are UNDEFINED.

[ERR<n>MISC2](#) describes additional constraints that also apply when [ERR<n>MISC2](#) is accessed through ERXMISC4.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0101	0b0101	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TERR == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TERR == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ERXMISC4;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ERXMISC4;
    elsif PSTATE.EL == EL3 then
        if PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            AArch32.TakeMonitorTrapException();
        else
            return ERXMISC4;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0101	0b0101	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TERR == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TERR == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            ERXMISC4 = R[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            ERXMISC4 = R[t];
    elsif PSTATE.EL == EL3 then
        if PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            AArch32.TakeMonitorTrapException();
        else
            ERXMISC4 = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERXMISC5, Selected Error Record Miscellaneous Register 5

The ERXMISC5 characteristics are:

Purpose

Accesses bits [63:32] of [ERR<n>MISC2](#) for the error record <n> selected by [ERRSELR](#).SEL.

Configuration

AArch32 System register ERXMISC5 bits [31:0] are architecturally mapped to AArch64 System register [ERXMISC2_EL1\[63:32\]](#).

This register is present only when FEAT_RASv1p1 is implemented. Otherwise, direct accesses to ERXMISC5 are UNDEFINED.

Attributes

ERXMISC5 is a 32-bit register.

Field descriptions

The ERXMISC5 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Bits [63:32] of ERR<n>MISC2																															

Bits [31:0]

ERXMISC5 accesses bits [63:32] of [ERR<n>MISC2](#), where <n> is the value in [ERRSELR](#).SEL.

Accessing the ERXMISC5

If [ERRIDR](#).NUM == 0x0000 or [ERRSELR](#).SEL is set to a value greater than or equal to [ERRIDR](#).NUM, then one of the following occurs:

- An UNKNOWN error record is selected.
- ERXMISC5 is RAZ/WI.
- Direct reads and writes of ERXMISC5 are NOPs.
- Direct reads and writes of ERXMISC5 are UNDEFINED.

[ERR<n>MISC2](#) describes additional constraints that also apply when [ERR<n>MISC2](#) is accessed through ERXMISC5.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0101	0b0101	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TERR == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TERR == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ERXMISC5;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ERXMISC5;
    elsif PSTATE.EL == EL3 then
        if PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            AArch32.TakeMonitorTrapException();
        else
            return ERXMISC5;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0101	0b0101	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TERR == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TERR == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            ERXMISC5 = R[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            ERXMISC5 = R[t];
    elsif PSTATE.EL == EL3 then
        if PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            AArch32.TakeMonitorTrapException();
        else
            ERXMISC5 = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERXMISC6, Selected Error Record Miscellaneous Register 6

The ERXMISC6 characteristics are:

Purpose

Accesses bits [31:0] of [ERR<n>MISC3](#) for the error record <n> selected by [ERRSELR](#).SEL.

Configuration

AArch32 System register ERXMISC6 bits [31:0] are architecturally mapped to AArch64 System register [ERXMISC3_EL1\[31:0\]](#).

This register is present only when FEAT_RASv1p1 is implemented. Otherwise, direct accesses to ERXMISC6 are UNDEFINED.

Attributes

ERXMISC6 is a 32-bit register.

Field descriptions

The ERXMISC6 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Bits [31:0] of ERR<n>MISC3																															

Bits [31:0]

ERXMISC6 accesses bits [31:0] of [ERR<n>MISC3](#), where <n> is the value in [ERRSELR](#).SEL.

Accessing the ERXMISC6

If [ERRIDR](#).NUM == 0x0000 or [ERRSELR](#).SEL is set to a value greater than or equal to [ERRIDR](#).NUM, then one of the following occurs:

- An UNKNOWN error record is selected.
- ERXMISC6 is RAZ/WI.
- Direct reads and writes of ERXMISC6 are NOPs.
- Direct reads and writes of ERXMISC6 are UNDEFINED.

[ERR<n>MISC3](#) describes additional constraints that also apply when [ERR<n>MISC3](#) is accessed through ERXMISC6.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0101	0b0101	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TERR == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TERR == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ERXMISC6;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ERXMISC6;
    elsif PSTATE.EL == EL3 then
        if PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            AArch32.TakeMonitorTrapException();
        else
            return ERXMISC6;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0101	0b0101	0b110


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TERR == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TERR == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            ERXMISC6 = R[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            ERXMISC6 = R[t];
    elsif PSTATE.EL == EL3 then
        if PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            AArch32.TakeMonitorTrapException();
        else
            ERXMISC6 = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

EXXMISC7, Selected Error Record Miscellaneous Register 7

The EXXMISC7 characteristics are:

Purpose

Accesses bits [63:32] of [ERR<n>MISC3](#) for the error record <n> selected by [ERRSELR.SEL](#).

Configuration

AArch32 System register EXXMISC7 bits [31:0] are architecturally mapped to AArch64 System register [EXXMISC3_EL1\[63:32\]](#).

This register is present only when FEAT_RASv1p1 is implemented. Otherwise, direct accesses to EXXMISC7 are UNDEFINED.

Attributes

EXXMISC7 is a 32-bit register.

Field descriptions

The EXXMISC7 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Bits [63:32] of ERR<n>MISC3																															

Bits [31:0]

EXXMISC7 accesses bits [63:32] of [ERR<n>MISC3](#), where <n> is the value in [ERRSELR.SEL](#).

Accessing the EXXMISC7

If [ERRIDR.NUM](#) == 0x0000 or [ERRSELR.SEL](#) is set to a value greater than or equal to [ERRIDR.NUM](#), then one of the following occurs:

- An UNKNOWN error record is selected.
- EXXMISC7 is RAZ/WI.
- Direct reads and writes of EXXMISC7 are NOPs.
- Direct reads and writes of EXXMISC7 are UNDEFINED.

[ERR<n>MISC3](#) describes additional constraints that also apply when [ERR<n>MISC3](#) is accessed through EXXMISC7.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0101	0b0101	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TERR == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TERR == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ERXMISC7;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ERXMISC7;
    elsif PSTATE.EL == EL3 then
        if PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            AArch32.TakeMonitorTrapException();
        else
            return ERXMISC7;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0101	0b0101	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TERR == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TERR == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            ERXMISC7 = R[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            ERXMISC7 = R[t];
    elsif PSTATE.EL == EL3 then
        if PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            AArch32.TakeMonitorTrapException();
        else
            ERXMISC7 = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERXSTATUS, Selected Error Record Primary Status Register

The ERXSTATUS characteristics are:

Purpose

Accesses bits [31:0] of [ERR<n>STATUS](#) for the error record selected by [ERRSELR.SEL](#).

Configuration

AArch32 System register ERXSTATUS bits [31:0] are architecturally mapped to AArch64 System register [ERXSTATUS_EL1\[31:0\]](#).

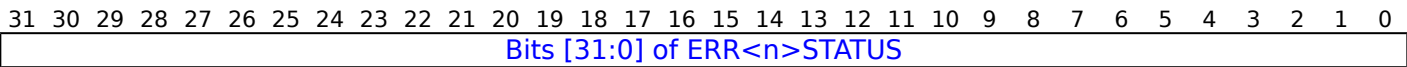
This register is present only when FEAT_RAS is implemented. Otherwise, direct accesses to ERXSTATUS are UNDEFINED.

Attributes

ERXSTATUS is a 32-bit register.

Field descriptions

The ERXSTATUS bit assignments are:



Bits [31:0]

ERXSTATUS accesses bits [31:0] of [ERR<n>STATUS](#), where n is the value in [ERRSELR.SEL](#).

Accessing the ERXSTATUS

If [ERRIDR.NUM](#) == 0 or [ERRSELR.SEL](#) is set to a value greater than or equal to [ERRIDR.NUM](#), then one of the following occurs:

- An UNKNOWN record is selected.
- ERXSTATUS is RAZ/WI.
- Direct reads and writes of ERXSTATUS are NOPs.
- Direct reads and writes of ERXSTATUS are UNDEFINED.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0101	0b0100	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TERR == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TERR == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ERXSTATUS;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ERXSTATUS;
    elsif PSTATE.EL == EL3 then
        if PSTATE.M != M32_Monitor && SCR.TERR == '1' then
            AArch32.TakeMonitorTrapException();
        else
            return ERXSTATUS;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0101	0b0100	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TERR == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TERR == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        ERXSTATUS = R[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.TERR == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        ERXSTATUS = R[t];
elsif PSTATE.EL == EL3 then
    if PSTATE.M != M32_Monitor && SCR.TERR == '1' then
        AArch32.TakeMonitorTrapException();
    else
        ERXSTATUS = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

FCSEIDR, FCSE Process ID register

The FCSEIDR characteristics are:

Purpose

Identifies whether the Fast Context Switch Extension (FCSE) is implemented.

From Armv8, the FCSE is not implemented, so this register is RAZ/WI. Software can access this register to determine that the implementation does not include the FCSE.

Configuration

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to FCSEIDR are UNDEFINED.

Attributes

FCSEIDR is a 32-bit register.

Field descriptions

The FCSEIDR 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
																RAZ/WI															

Bits [31:0]

Reserved, RAZ/WI.

Accessing the FCSEIDR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1101	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T13 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        return FCSEIDR;
elsif PSTATE.EL == EL2 then
    return FCSEIDR;
elsif PSTATE.EL == EL3 then
    return FCSEIDR;

```


MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1101	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T13 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        FCSEIDR = R[t];
elsif PSTATE.EL == EL2 then
    FCSEIDR = R[t];
elsif PSTATE.EL == EL3 then
    FCSEIDR = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

FPEXC, Floating-Point Exception Control register

The FPEXC characteristics are:

Purpose

Provides a global enable for the implemented Advanced SIMD and floating-point functionality, and reports floating-point status information.

Configuration

AArch32 System register FPEXC bits [31:0] are architecturally mapped to AArch64 System register [FPEXC32_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to FPEXC are UNDEFINED.

Implemented only if the implementation includes the Advanced SIMD and floating-point functionality.

Attributes

FPEXC is a 32-bit register.

Field descriptions

The FPEXC 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
EX	EN	DEX	FP2V	VV	TFV	RES0										VECITR		IDF	RES0	IXF	UFF	OFF	DZF	IOF							

EX, bit [31]

Exception bit. From Armv8, this bit is RAZ/WI.

This field resets to an architecturally UNKNOWN value.

EN, bit [30]

Enables access to the Advanced SIMD and floating-point functionality from all Exception levels, except that setting this field to 0 does not disable the following:

- VMSR accesses to the [FPEXC](#) or [FPSID](#).
- VMRS accesses from the [FPEXC](#), [FPSID](#), [MVFR0](#), [MVFR1](#), or [MVFR2](#).

EN	Meaning
0b0	Accesses to the FPSCR , and any of the SIMD and floating-point registers Q0-Q15, including their views as D0-D31 registers or S0-S31 registers, are UNDEFINED at all Exception levels.
0b1	This control permits access to the Advanced SIMD and floating-point functionality at all Exception levels.

Execution of floating-point and Advanced SIMD instructions in AArch32 state can be disabled or trapped by the following controls:

- [CPACR](#).cp10, or, if executing at EL0, [CPACR_EL1](#).FPEN.
- FPEXC.EN.
- If executing in Non-secure state:
 - [HCPTR](#).TCP10, or if EL2 is using AArch64, [CPTR_EL2](#).TFP.
 - [NSACR](#).cp10, or if EL3 is using AArch64, [CPTR_EL3](#).TFP.
- For Advanced SIMD instructions only:

- CPACR.ASEDIS.
- If executing in Non-secure state, [HCPTR](#).TASE and [NSACR](#).NSTRCDIS.

See the descriptions of the controls for more information.

Note

When executing at EL0 using AArch32:

- If EL1 is using AArch64 then behavior is as if the value of FPEXC.EN is 1.
 - If EL2 is using AArch64 and enabled in the current Security state, and the value of [HCR_EL2](#).{RW, TGE} is {1, 1}, then the behavior is as if the value of FPEXC.EN is 1.
 - If EL2 is using AArch64 and enabled in the current Security state, and the value of [HCR_EL2](#).{RW, TGE} is {0, 1}, then it is IMPLEMENTATION DEFINED whether the behavior is:
 - As if the value of FPEXC.EN is 1.
 - Determined by the value of FPEXC.EN, as described in this field description. However, Arm deprecates using the value of FPEXC.EN to determine behavior.
-

This field resets to 0.

DEX, bit [29]

Defined synchronous exception on floating-point execution.

This field identifies whether a synchronous exception generated by the attempted execution of an instruction was generated by an unallocated encoding. The instruction must be in the encoding space that is identified by the pseudocode function ExecutingCP10or11Instr() returning TRUE. This field also indicates whether the FPEXC.TFV field is valid.

The meaning of this bit is:

DEX	Meaning
0b0	The exception was generated by the attempted execution of an unallocated instruction in the encoding space that is identified by the pseudocode function ExecutingCP10or11Instr(). If FPEXC.TFV is RW then it is invalid and UNKNOWN. If FPEXC.{IDF, IXF, UFF, OFF, DZF, IOF} are RW then they are invalid and UNKNOWN.
0b1	The exception was generated during the execution of an unallocated encoding. FPEXC.TFV is valid and indicates the cause of the exception.

On an exception that sets this bit to 1 the exception-handling routine must clear this bit to 0.

On an implementation that both does not support trapping of floating-point exceptions and implements the [FPSCR](#).{Stride, Len} fields as RAZ, this bit is RES0.

This field resets to an architecturally UNKNOWN value.

FP2V, bit [28]

FPINST2 instruction valid bit. From Armv8, this bit is RES0.

This field resets to an architecturally UNKNOWN value.

VV, bit [27]

VECITR valid bit. From Armv8, this bit is RES0.

This field resets to an architecturally UNKNOWN value.

TFV, bit [26]

Trapped Fault Valid bit. Valid only when the value of FPEXC.DEX is 1. When valid, it indicates the cause of the exception and therefore whether the FPEXC.{IDF, IXF, UFF, OFF, DZF, IOF} bits are valid.

TFV	Meaning
0b0	The exception was caused by the execution of a floating-point VABS, VADD, VDIV, VFMA, VFMS, VFNMA, VFNMS, VMLA, VMLS, VMOV, VMUL, VNEG, VNMLA, VNMLS, VNMUL, VSQRT, or VSUB instruction when one or both of FPSCR .{Stride, Len} was non-zero. If the FPEXC.{IDF, IXF, UFF, OFF, DZF, IOF} bits are RW then they are invalid and UNKNOWN.
0b1	FPEXC.{IDF, IXF, UFF, OFF, DZF, IOF} indicate the presence of trapped floating-point exceptions that had occurred at the time of the exception. Bits are set for all trapped exceptions that had occurred at the time of the exception.

This bit returns a status value and ignores writes.

When the value of FPEXC.DEX is 0 and this bit is RW, this bit is invalid and UNKNOWN.

On an implementation that does not support the trapping of floating-point exceptions this bit is RAZ/WI.

On an implementation that supports the trapping of floating-point exceptions and implements [FPSCR](#).{Stride, Len} as RAZ, this bit is RAO/WI.

This field resets to an architecturally UNKNOWN value.

Bits [25:11]

Reserved, RES0.

VECITR, bits [10:8]

Vector iteration count. From Armv8, this field is RES1.

This field resets to an architecturally UNKNOWN value.

IDF, bit [7]

Input Denormal trapped exception bit. Valid only when the value of FPEXC.TFV is 1. When valid, it indicates whether an Input Denormal exception occurred while [FPSCR](#).IDE was 1:

IDF	Meaning
0b0	Input Denormal exception has not occurred.
0b1	Input Denormal exception has occurred.

Input Denormal exceptions can occur only when [FPSCR](#).FZ is 1.

Note

A half-precision floating-point value that is flushed to zero because the value of [FPSCR](#).FZ16 is 1 does not generate an Input Denormal exception.

This bit must be cleared to 0 by the exception-handling routine.

When the value of FPEXC.TFV is 0 and this bit is RW, this bit is invalid and UNKNOWN.

On an implementation that does not support the trapping of floating-point exceptions this bit is RAZ/WI.

This field resets to an architecturally UNKNOWN value.

Bits [6:5]

Reserved, RES0.

IXF, bit [4]

Inexact trapped exception bit. Valid only when the value of FPEXC.TFV is 1. When valid, it indicates whether an Inexact exception occurred while [FPSCR.IXE](#) was 1:

IXF	Meaning
0b0	Inexact exception has not occurred.
0b1	Inexact exception has occurred.

This bit must be cleared to 0 by the exception-handling routine.

When the value of FPEXC.TFV is 0 and this bit is RW, this bit is invalid and UNKNOWN.

On an implementation that does not support the trapping of floating-point exceptions this bit is RAZ/WI.

This field resets to an architecturally UNKNOWN value.

UFF, bit [3]

Underflow trapped exception bit. Valid only when the value of FPEXC.TFV is 1. When valid, it indicates whether an Underflow exception occurred while [FPSCR.UFE](#) was 1:

UFF	Meaning
0b0	Underflow exception has not occurred.
0b1	Underflow exception has occurred.

Underflow trapped exceptions can occur:

- On half-precision data-processing instructions only when [FPSCR.FZ16](#) is 0.
- Otherwise only when [FPSCR.FZ](#) is 0.

This bit must be cleared to 0 by the exception-handling routine.

When the value of FPEXC.TFV is 0 and this bit is RW, this bit is invalid and UNKNOWN.

On an implementation that does not support the trapping of floating-point exceptions this bit is RAZ/WI.

This field resets to an architecturally UNKNOWN value.

OFF, bit [2]

Overflow trapped exception bit. Valid only when the value of FPEXC.TFV is 1. When valid, it indicates whether an Overflow exception occurred while [FPSCR.OFE](#) was 1:

OFF	Meaning
0b0	Overflow exception has not occurred.
0b1	Overflow exception has occurred.

This bit must be cleared to 0 by the exception-handling routine.

When the value of FPEXC.TFV is 0 and this bit is RW, this bit is invalid and UNKNOWN.

On an implementation that does not support the trapping of floating-point exceptions this bit is RAZ/WI.

This field resets to an architecturally UNKNOWN value.

DZF, bit [1]

Divide by Zero trapped exception bit. Valid only when the value of FPEXC.TFV is 1. When valid, it indicates whether a Divide by Zero exception occurred while [FPSCR.DZE](#) was 1:

DZF	Meaning
0b0	Divide by Zero exception has not occurred.
0b1	Divide by Zero exception has occurred.

This bit must be cleared to 0 by the exception-handling routine.

When the value of FPEXC.TFV is 0 and this bit is RW, this bit is invalid and UNKNOWN.

On an implementation that does not support the trapping of floating-point exceptions this bit is RAZ/WI.

This field resets to an architecturally UNKNOWN value.

IOF, bit [0]

Invalid Operation trapped exception bit. Valid only when the value of FPEXC.TFV is 1. When valid, it indicates whether an Invalid Operation exception occurred while [FPSCR.IOE](#) was 1:

IOF	Meaning
0b0	Invalid Operation exception has not occurred.
0b1	Invalid Operation exception has occurred.

This bit must be cleared to 0 by the exception-handling routine.

When the value of FPEXC.TFV is 0 and this bit is RW, this bit is invalid and UNKNOWN.

On an implementation that does not support the trapping of floating-point exceptions this bit is RAZ/WI.

This field resets to an architecturally UNKNOWN value.

Accessing the FPEXC

Accesses to this register use the following encodings:

VMRS{<c>}{<q>} <Rt>, <spec_reg>

reg
0b1000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if (ELUsingAArch32(EL3) && SCR.NS == '1' && NSACR.cp10 == '0') || CPACR.cp10 == '00' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H != '1' && CPTR_EL2.TFP == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x07);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' && CPTR_EL2.FPEN == 'x0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x07);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ((ELUsingAArch32(EL3) && SCR.NS == '1' &&
NSACR.cp10 == '0') || HCPTR.TCP10 == '1') then
        AArch32.TakeHypTrapException(0x08);
    else
        return FPEXC;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '0' && CPTR_EL2.TFP == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x07);
    elsif HCR_EL2.E2H == '1' && CPTR_EL2.FPEN == 'x0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x07);
    elsif EL2Enabled() && ((ELUsingAArch32(EL3) && SCR.NS == '1' && NSACR.cp10 == '0') ||
HCPTR.TCP10 == '1') then
        AArch32.TakeHypTrapException(0x00);
    else
        return FPEXC;
elsif PSTATE.EL == EL3 then
    if CPACR.cp10 == '00' then
        UNDEFINED;
    else
        return FPEXC;

```

VMSR{<c>}{<q>} <spec_reg>, <Rt>

reg
0b1000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if (ELUsingAArch32(EL3) && SCR.NS == '1' && NSACR.cp10 == '0') || CPACR.cp10 == '00' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H != '1' && CPTR_EL2.TFP == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x07);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' && CPTR_EL2.FPEN == 'x0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x07);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ((ELUsingAArch32(EL3) && SCR.NS == '1' &&
NSACR.cp10 == '0') || HCPTR.TCP10 == '1') then
        AArch32.TakeHypTrapException(0x08);
    else
        FPExC = R[t];
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '0' && CPTR_EL2.TFP == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x07);
    elsif HCR_EL2.E2H == '1' && CPTR_EL2.FPEN == 'x0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x07);
    elsif EL2Enabled() && ((ELUsingAArch32(EL3) && SCR.NS == '1' && NSACR.cp10 == '0') ||
HCPTR.TCP10 == '1') then
        AArch32.TakeHypTrapException(0x00);
    else
        FPExC = R[t];
elsif PSTATE.EL == EL3 then
    if CPACR.cp10 == '00' then
        UNDEFINED;
    else
        FPExC = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

FPSCR, Floating-Point Status and Control Register

The FPSCR characteristics are:

Purpose

Provides floating-point system status information and control.

Configuration

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to FPSCR are UNDEFINED.

The named fields in this register map to the equivalent fields in the AArch64 [FPCCR](#) and [FPSR](#).

It is IMPLEMENTATION DEFINED whether the Len and Stride fields can be programmed to non-zero values, which will cause some AArch32 floating-point instruction encodings to be UNDEFINED, or whether these fields are RAZ.

Implemented only if the implementation includes the Advanced SIMD and floating-point functionality.

Attributes

FPSCR is a 32-bit register.

Field descriptions

The FPSCR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																																												
N	Z	C	V	Q	A	H	P	D	N	F	Z	R	M	o	d	e	S	t	r	i	d	e	F	Z	1	6		L	e	n		I	D	E	R	E	S	0	I	X	E	U	F	E	O	F	E	D	Z	E	I	O	E	I	D	C	R	E	S	0	I	X	C	U	F	C	O	F	C	D	Z	C	I	O	C

N, bit [31]

Negative condition flag. This is updated by floating-point comparison operations.

This field resets to an architecturally UNKNOWN value.

Z, bit [30]

Zero condition flag. This is updated by floating-point comparison operations.

This field resets to an architecturally UNKNOWN value.

C, bit [29]

Carry condition flag. This is updated by floating-point comparison operations.

This field resets to an architecturally UNKNOWN value.

V, bit [28]

Overflow condition flag. This is updated by floating-point comparison operations.

This field resets to an architecturally UNKNOWN value.

QC, bit [27]

Cumulative saturation bit, Advanced SIMD only. This bit is set to 1 to indicate that an Advanced SIMD integer operation has saturated since 0 was last written to this bit.

This field resets to an architecturally UNKNOWN value.

AHP, bit [26]

Alternative half-precision control bit:

AHP	Meaning
0b0	IEEE half-precision format selected.
0b1	Alternative half-precision format selected.

This bit is only used for conversions between half-precision floating-point and other floating-point formats.

The data-processing instructions added as part of the FEAT_FP16 extension always use the IEEE half-precision format, and ignore the value of this bit.

This field resets to an architecturally UNKNOWN value.

DN, bit [25]

Default NaN mode control bit:

DN	Meaning
0b0	NaN operands propagate through to the output of a floating-point operation.
0b1	Any operation involving one or more NaNs returns the Default NaN.

The value of this bit only controls scalar floating-point arithmetic. Advanced SIMD arithmetic always uses the Default NaN setting, regardless of the value of the DN bit.

This field resets to an architecturally UNKNOWN value.

FZ, bit [24]

Flush-to-zero mode control bit:

FZ	Meaning
0b0	Flush-to-zero mode disabled. Behavior of the floating-point system is fully compliant with the IEEE 754 standard.
0b1	Flush-to-zero mode enabled.

The value of this bit only controls scalar floating-point arithmetic. Advanced SIMD arithmetic always uses the Flush-to-zero setting, regardless of the value of the FZ bit.

This bit has no effect on half-precision calculations.

This field resets to an architecturally UNKNOWN value.

RMode, bits [23:22]

Rounding Mode control field. The encoding of this field is:

RMode	Meaning
0b00	Round to Nearest (RN) mode.
0b01	Round towards Plus Infinity (RP) mode.
0b10	Round towards Minus Infinity (RM) mode.
0b11	Round towards Zero (RZ) mode.

The specified rounding mode is used by almost all scalar floating-point instructions. Advanced SIMD arithmetic always uses the Round to Nearest setting, regardless of the value of the RMode bits.

This field resets to an architecturally UNKNOWN value.

Stride, bits [21:20]

It is IMPLEMENTATION DEFINED whether this field is RW or RAZ.

If this field is RW and is set to a value other than zero, some floating-point instruction encodings are UNDEFINED. The instruction pseudocode identifies these instructions.

Arm strongly recommends that software never sets this field to a value other than zero.

The value of this field is ignored when processing Advanced SIMD instructions.

This field resets to an architecturally UNKNOWN value.

FZ16, bit [19]

When FEAT_FP16 is implemented:

Flush-to-zero mode control bit on half-precision data-processing instructions:

FZ16	Meaning
0b0	Flush-to-zero mode disabled. Behavior of the floating-point system is fully compliant with the IEEE 754 standard.
0b1	Flush-to-zero mode enabled.

The value of this bit applies to both scalar and Advanced SIMD floating-point half-precision calculations.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Len, bits [18:16]

It is IMPLEMENTATION DEFINED whether this field is RW or RAZ.

If this field is RW and is set to a value other than zero, some floating-point instruction encodings are UNDEFINED. The instruction pseudocode identifies these instructions.

Arm strongly recommends that software never sets this field to a value other than zero.

The value of this field is ignored when processing Advanced SIMD instructions.

This field resets to an architecturally UNKNOWN value.

IDE, bit [15]

Input Denormal floating-point exception trap enable. Possible values are:

IDE	Meaning
0b0	Untrapped exception handling selected. If the floating-point exception occurs then the IDC bit is set to 1.
0b1	Trapped exception handling selected. If the floating-point exception occurs, the PE does not update the IDC bit. The trap handling software can decide whether to set the IDC bit to 1.

This bit is RW only if the implementation supports the trapping of floating-point exceptions. In an implementation that does not support floating-point exception trapping, this bit is RAZ/WI.

When this bit is RW, it applies only to floating-point operations. Advanced SIMD operations always use untrapped floating-point exception handling in AArch32 state.

This field resets to an architecturally UNKNOWN value.

Bits [14:13]

Reserved, RES0.

IXE, bit [12]

Inexact floating-point exception trap enable. Possible values are:

IXE	Meaning
0b0	Untrapped exception handling selected. If the floating-point exception occurs then the IXC bit is set to 1.
0b1	Trapped exception handling selected. If the floating-point exception occurs, the PE does not update the IXC bit. The trap handling software can decide whether to set the IXC bit to 1.

This bit is RW only if the implementation supports the trapping of floating-point exceptions. In an implementation that does not support floating-point exception trapping, this bit is RAZ/WI.

When this bit is RW, it applies only to floating-point operations. Advanced SIMD operations always use untrapped floating-point exception handling in AArch32 state.

This field resets to an architecturally UNKNOWN value.

UFE, bit [11]

Underflow floating-point exception trap enable. Possible values are:

UFE	Meaning
0b0	Untrapped exception handling selected. If the floating-point exception occurs then the UFC bit is set to 1.
0b1	Trapped exception handling selected. If the floating-point exception occurs, the PE does not update the UFC bit. The trap handling software can decide whether to set the UFC bit to 1.

This bit is RW only if the implementation supports the trapping of floating-point exceptions. In an implementation that does not support floating-point exception trapping, this bit is RAZ/WI.

When this bit is RW, it applies only to floating-point operations. Advanced SIMD operations always use untrapped floating-point exception handling in AArch32 state.

This field resets to an architecturally UNKNOWN value.

OFE, bit [10]

Overflow floating-point exception trap enable. Possible values are:

OFE	Meaning
0b0	Untrapped exception handling selected. If the floating-point exception occurs then the OFC bit is set to 1.
0b1	Trapped exception handling selected. If the floating-point exception occurs, the PE does not update the OFC bit. The trap handling software can decide whether to set the OFC bit to 1.

This bit is RW only if the implementation supports the trapping of floating-point exceptions. In an implementation that does not support floating-point exception trapping, this bit is RAZ/WI.

When this bit is RW, it applies only to floating-point operations. Advanced SIMD operations always use untrapped floating-point exception handling in AArch32 state.

This field resets to an architecturally UNKNOWN value.

DZE, bit [9]

Divide by Zero floating-point exception trap enable. Possible values are:

DZE	Meaning
0b0	Untrapped exception handling selected. If the floating-point exception occurs then the DZC bit is set to 1.
0b1	Trapped exception handling selected. If the floating-point exception occurs, the PE does not update the DZC bit. The trap handling software can decide whether to set the DZC bit to 1.

This bit is RW only if the implementation supports the trapping of floating-point exceptions. In an implementation that does not support floating-point exception trapping, this bit is RAZ/WI.

When this bit is RW, it applies only to floating-point operations. Advanced SIMD operations always use untrapped floating-point exception handling in AArch32 state.

This field resets to an architecturally UNKNOWN value.

IOE, bit [8]

Invalid Operation floating-point exception trap enable. Possible values are:

IOE	Meaning
0b0	Untrapped exception handling selected. If the floating-point exception occurs then the IOC bit is set to 1.
0b1	Trapped exception handling selected. If the floating-point exception occurs, the PE does not update the IOC bit. The trap handling software can decide whether to set the IOC bit to 1.

This bit is RW only if the implementation supports the trapping of floating-point exceptions. In an implementation that does not support floating-point exception trapping, this bit is RAZ/WI.

When this bit is RW, it applies only to floating-point operations. Advanced SIMD operations always use untrapped floating-point exception handling in AArch32 state.

This field resets to an architecturally UNKNOWN value.

IDC, bit [7]

Input Denormal cumulative floating-point exception bit. This bit is set to 1 to indicate that the Input Denormal floating-point exception has occurred since 0 was last written to this bit.

How VFP instructions update this bit depends on the value of the IDE bit.

Advanced SIMD instructions set this bit if the Input Denormal floating-point exception occurs in one or more of the floating-point calculations performed by the instruction, regardless of the value of the IDE bit.

This field resets to an architecturally UNKNOWN value.

Bits [6:5]

Reserved, RES0.

IXC, bit [4]

Inexact cumulative floating-point exception bit. This bit is set to 1 to indicate that the Inexact floating-point exception has occurred since 0 was last written to this bit.

How VFP instructions update this bit depends on the value of the IXE bit.

Advanced SIMD instructions set this bit if the Inexact floating-point exception occurs in one or more of the floating-point calculations performed by the instruction, regardless of the value of the IXE bit.

The criteria for the Inexact floating-point exception to occur are different in Flush-to-zero mode. For details, see 'Flush-to-zero'.

This field resets to an architecturally UNKNOWN value.

UFC, bit [3]

Underflow cumulative floating-point exception bit. This bit is set to 1 to indicate that the Underflow floating-point exception has occurred since 0 was last written to this bit.

How VFP instructions update this bit depends on the value of the UFE bit.

Advanced SIMD instructions set this bit if the Underflow floating-point exception occurs in one or more of the floating-point calculations performed by the instruction, regardless of the value of the UFE bit.

The criteria for the Underflow floating-point exception to occur are different in Flush-to-zero mode. For details, see 'Flush-to-zero'.

This field resets to an architecturally UNKNOWN value.

OFC, bit [2]

Overflow cumulative floating-point exception bit. This bit is set to 1 to indicate that the Overflow floating-point exception has occurred since 0 was last written to this bit.

How VFP instructions update this bit depends on the value of the OFE bit.

Advanced SIMD instructions set this bit if the Overflow floating-point exception occurs in one or more of the floating-point calculations performed by the instruction, regardless of the value of the OFE bit.

This field resets to an architecturally UNKNOWN value.

DZC, bit [1]

Divide by Zero cumulative floating-point exception bit. This bit is set to 1 to indicate that the Divide by Zero floating-point exception has occurred since 0 was last written to this bit.

How VFP instructions update this bit depends on the value of the DZE bit.

Advanced SIMD instructions set this bit if the Divide by Zero floating-point exception occurs in one or more of the floating-point calculations performed by the instruction, regardless of the value of the DZE bit.

This field resets to an architecturally UNKNOWN value.

IOC, bit [0]

Invalid Operation cumulative floating-point exception bit. This bit is set to 1 to indicate that the Invalid Operation floating-point exception has occurred since 0 was last written to this bit.

How VFP instructions update this bit depends on the value of the IOE bit.

Advanced SIMD instructions set this bit if the Invalid Operation floating-point exception occurs in one or more of the floating-point calculations performed by the instruction, regardless of the value of the IOE bit.

This field resets to an architecturally UNKNOWN value.

Accessing the FPSCR

Accesses to this register use the following encodings:

```
VMRS{<c>}{<q>} <Rt>, <spec_reg>
```

reg
0b0001

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CPACR_EL1.FPEN !=
'11' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x00);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x07);
        elsif ELUsingAArch32(EL1) && ((ELUsingAArch32(EL3) && SCR.NS == '1' && NSACR.cp10 == '0') ||
CPACR.cp10 == '0x') then
            UNDEFINED;
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && CPTR_EL2.FPEN !=
'11' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x07);
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' && CPTR_EL2.FPEN == 'x0' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x07);
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H != '1' && CPTR_EL2.TFP == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x07);
        elsif EL2Enabled() && ELUsingAArch32(EL1) && ((ELUsingAArch32(EL3) && SCR.NS == '1' &&
NSACR.cp10 == '0') || HCPTR.TCP10 == '1') then
            AArch32.TakeHypTrapException(0x08);
        else
            return FPSCR;
    elsif PSTATE.EL == EL1 then
        if CPACR_EL1.FPEN == 'x0' then
            AArch64.AArch32SystemAccessTrap(EL1, 0x07);
        elsif (ELUsingAArch32(EL3) && SCR.NS == '1' && NSACR.cp10 == '0') || CPACR.cp10 == '00' then
            UNDEFINED;
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H != '1' && CPTR_EL2.TFP == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x07);
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' && CPTR_EL2.FPEN == 'x0' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x07);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && ((ELUsingAArch32(EL3) && SCR.NS == '1' &&
NSACR.cp10 == '0') || HCPTR.TCP10 == '1') then
            AArch32.TakeHypTrapException(0x08);
        else
            return FPSCR;
    elsif PSTATE.EL == EL2 then
        if HCR_EL2.E2H == '0' && CPTR_EL2.TFP == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x07);
        elsif HCR_EL2.E2H == '1' && CPTR_EL2.FPEN == 'x0' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x07);
        elsif EL2Enabled() && ((ELUsingAArch32(EL3) && SCR.NS == '1' && NSACR.cp10 == '0') ||
HCPTR.TCP10 == '1') then
            AArch32.TakeHypTrapException(0x00);
        else
            return FPSCR;
    elsif PSTATE.EL == EL3 then
        if CPACR.cp10 == '00' then
            UNDEFINED;
        else
            return FPSCR;

```

VMSR{<c>}{<q>} <spec_reg>, <Rt>

reg
0b0001

```

if PSTATE.EL == EL0 then
    if !ELUsingAArch32(EL1) && !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CPACR_EL1.FPEN !=
'11' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x00);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x07);
        elsif ELUsingAArch32(EL1) && ((ELUsingAArch32(EL3) && SCR.NS == '1' && NSACR.cp10 == '0') ||
CPACR.cp10 == '0x') then
            UNDEFINED;
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> == '11' && CPTR_EL2.FPEN !=
'11' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x07);
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' && CPTR_EL2.FPEN == 'x0' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x07);
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H != '1' && CPTR_EL2.TFP == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x07);
        elsif EL2Enabled() && ELUsingAArch32(EL1) && ((ELUsingAArch32(EL3) && SCR.NS == '1' &&
NSACR.cp10 == '0') || HCPTR.TCP10 == '1') then
            AArch32.TakeHypTrapException(0x08);
        else
            FPSCR = R[t];
    elsif PSTATE.EL == EL1 then
        if CPACR_EL1.FPEN == 'x0' then
            AArch64.AArch32SystemAccessTrap(EL1, 0x07);
        elsif (ELUsingAArch32(EL3) && SCR.NS == '1' && NSACR.cp10 == '0') || CPACR.cp10 == '00' then
            UNDEFINED;
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H != '1' && CPTR_EL2.TFP == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x07);
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' && CPTR_EL2.FPEN == 'x0' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x07);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && ((ELUsingAArch32(EL3) && SCR.NS == '1' &&
NSACR.cp10 == '0') || HCPTR.TCP10 == '1') then
            AArch32.TakeHypTrapException(0x08);
        else
            FPSCR = R[t];
    elsif PSTATE.EL == EL2 then
        if HCR_EL2.E2H == '0' && CPTR_EL2.TFP == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x07);
        elsif HCR_EL2.E2H == '1' && CPTR_EL2.FPEN == 'x0' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x07);
        elsif EL2Enabled() && ((ELUsingAArch32(EL3) && SCR.NS == '1' && NSACR.cp10 == '0') ||
HCPTR.TCP10 == '1') then
            AArch32.TakeHypTrapException(0x00);
        else
            FPSCR = R[t];
    elsif PSTATE.EL == EL3 then
        if CPACR.cp10 == '00' then
            UNDEFINED;
        else
            FPSCR = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

FPSID, Floating-Point System ID register

The FPSID characteristics are:

Purpose

Provides top-level information about the floating-point implementation.
This register largely duplicates information held in the [MIDR](#). Arm deprecates use of it.

Configuration

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to FPSID are UNDEFINED.
Implemented only if the implementation includes the Advanced SIMD and floating-point functionality.

Attributes

FPSID is a 32-bit register.

Field descriptions

The FPSID 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
Implementer								SW	Subarchitecture							PartNum						Variant			Revision						

Implementer, bits [31:24]

Implementer codes are the same as those used for the [MIDR](#).
For an implementation by Arm this field is 0x41, the ASCII code for A.
This field resets to an architecturally UNKNOWN value.

SW, bit [23]

Software bit. Defined values are:

SW	Meaning
0b0	The implementation provides a hardware implementation of the floating-point instructions.
0b1	The implementation supports only software emulation of the floating-point instructions.

In Armv8-A, the only permitted value is 0b0.
This field resets to an architecturally UNKNOWN value.

Subarchitecture, bits [22:16]

Subarchitecture version number. For an implementation by Arm, defined values are:

Subarchitecture	Meaning
0b00000000	VFPv1 architecture with an IMPLEMENTATION DEFINED subarchitecture.
0b00000001	VFPv2 architecture with Common VFP subarchitecture v1.
0b00000010	VFPv3 architecture, or later, with Common VFP subarchitecture v2. The VFP architecture version is indicated by the MVFR0 and MVFR1 registers.
0b00000011	VFPv3 architecture, or later, with Null subarchitecture. The entire floating-point implementation is in hardware, and no software support code is required. The VFP architecture version is indicated by the MVFR0 and MVFR1 registers. This value can be used only by an implementation that does not support the trap enable bits in the FPSCR .
0b00000100	VFPv3 architecture, or later, with Common VFP subarchitecture v3, and support for trap enable bits in FPSCR . The VFP architecture version is indicated by the MVFR0 and MVFR1 registers.

For a subarchitecture designed by Arm the most significant bit of this field, register bit[22], is 0. Values with a most significant bit of 0 that are not listed here are reserved.

When the subarchitecture designer is not Arm, the most significant bit of this field, register bit[22], must be 1. Each implementer must maintain its own list of subarchitectures it has designed, starting at subarchitecture version number 0x40.

In Armv8-A, the permitted values are 0b00000011 and 0b00000100.

This field resets to an architecturally UNKNOWN value.

PartNum, bits [15:8]

An IMPLEMENTATION DEFINED part number for the floating-point implementation, assigned by the implementer.

This field resets to an architecturally UNKNOWN value.

Variant, bits [7:4]

An IMPLEMENTATION DEFINED variant number. Typically, this field distinguishes between different production variants of a single product.

This field resets to an architecturally UNKNOWN value.

Revision, bits [3:0]

An IMPLEMENTATION DEFINED revision number for the floating-point implementation.

This field resets to an architecturally UNKNOWN value.

Accessing the FPSID

Accesses to this register use the following encodings:

```
VMRS{<c>}{<q>} <Rt>, <spec_reg>
```

reg
0b0000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if (ELUsingAArch32(EL3) && SCR.NS == '1' && NSACR.cp10 == '0') || CPACR.cp10 == '00' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H != '1' && CPTR_EL2.TFP == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x07);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' && CPTR_EL2.FPEN == 'x0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x07);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ((ELUsingAArch32(EL3) && SCR.NS == '1' &&
NSACR.cp10 == '0') || HCPTR.TCP10 == '1') then
        AArch32.TakeHypTrapException(0x08);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TID0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x08);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TID0 == '1' then
        AArch32.TakeHypTrapException(0x08);
    else
        return FPSID;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '0' && CPTR_EL2.TFP == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x07);
    elsif HCR_EL2.E2H == '1' && CPTR_EL2.FPEN == 'x0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x07);
    elsif EL2Enabled() && ((ELUsingAArch32(EL3) && SCR.NS == '1' && NSACR.cp10 == '0') ||
HCPTR.TCP10 == '1') then
        AArch32.TakeHypTrapException(0x00);
    else
        return FPSID;
elsif PSTATE.EL == EL3 then
    if CPACR.cp10 == '00' then
        UNDEFINED;
    else
        return FPSID;

```

VMSR{<c>}{<q>} <spec_reg>, <Rt>

reg
0b0000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if (ELUsingAArch32(EL3) && SCR.NS == '1' && NSACR.cp10 == '0') || CPACR.cp10 == '00' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H != '1' && CPTR_EL2.TFP == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x07);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' && CPTR_EL2.FPEN == 'x0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x07);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ((ELUsingAArch32(EL3) && SCR.NS == '1' &&
NSACR.cp10 == '0') || HCPTR.TCP10 == '1') then
        AArch32.TakeHypTrapException(0x08);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TID0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x08);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TID0 == '1' then
        AArch32.TakeHypTrapException(0x08);
    else
        //no operation
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '0' && CPTR_EL2.TFP == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x07);
    elsif HCR_EL2.E2H == '1' && CPTR_EL2.FPEN == 'x0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x07);
    elsif EL2Enabled() && ((ELUsingAArch32(EL3) && SCR.NS == '1' && NSACR.cp10 == '0') ||
HCPTR.TCP10 == '1') then
        AArch32.TakeHypTrapException(0x00);
    else
        //no operation
elsif PSTATE.EL == EL3 then
    if CPACR.cp10 == '00' then
        UNDEFINED;
    else
        //no operation

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

HACR, Hyp Auxiliary Configuration Register

The HACR characteristics are:

Purpose

Controls trapping to Hyp mode of IMPLEMENTATION DEFINED aspects of Non-secure EL1 or EL0 operation.

Configuration

AArch32 System register HACR bits [31:0] are architecturally mapped to AArch64 System register [HACR_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to HACR are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

Attributes

HACR is a 32-bit register.

Field descriptions

The HACR 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
IMPLEMENTATION DEFINED																															

IMPLEMENTATION DEFINED, bits [31:0]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

Accessing the HACR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0001	0b0001	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return HACR;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        return HACR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0001	0b0001	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    HACR = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        HACR = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

HACTLR, Hyp Auxiliary Control Register

The HACTLR characteristics are:

Purpose

Controls IMPLEMENTATION DEFINED features of Hyp mode operation.

Configuration

AArch32 System register HACTLR bits [31:0] are architecturally mapped to AArch64 System register [ACTLR_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to HACTLR are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

Attributes

HACTLR is a 32-bit register.

Field descriptions

The HACTLR 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
IMPLEMENTATION DEFINED																															

IMPLEMENTATION DEFINED, bits [31:0]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

Accessing the HACTLR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0001	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return HACTLR;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        return HACTLR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0001	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    HACTLR = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        HACTLR = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

HACTLR2, Hyp Auxiliary Control Register 2

The HACTLR2 characteristics are:

Purpose

Provides additional space to the HACTLR register to hold IMPLEMENTATION DEFINED trap functionality.

Configuration

AArch32 System register HACTLR2 bits [31:0] are architecturally mapped to AArch64 System register [ACTLR_EL2\[63:32\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to HACTLR2 are UNDEFINED.

In Armv8.0 and Armv8.1, it is IMPLEMENTATION DEFINED whether this register is implemented, or whether it causes UNDEFINED exceptions when accessed. The implementation of this register can be detected by examining [ID_MMFR4.AC2](#).

From Armv8.2 this register must be implemented.

Attributes

HACTLR2 is a 32-bit register.

Field descriptions

The HACTLR2 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
IMPLEMENTATION DEFINED																															

IMPLEMENTATION DEFINED, bits [31:0]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

Accessing the HACTLR2

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0001	0b0000	0b011


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return HACTLR2;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        return HACTLR2;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0001	0b0000	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    HACTLR2 = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        HACTLR2 = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

HADFSR, Hyp Auxiliary Data Fault Status Register

The HADFSR characteristics are:

Purpose

Provides additional IMPLEMENTATION DEFINED syndrome information for Data Abort exceptions taken to Hyp mode.

Configuration

AArch32 System register HADFSR bits [31:0] are architecturally mapped to AArch64 System register [AFSR0_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to HADFSR are UNDEFINED.

This is an optional register. An implementation that does not require this register can implement it as RES0.

If EL2 is not implemented, this register is RES0 from EL3.

Attributes

HADFSR is a 32-bit register.

Field descriptions

The HADFSR 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
IMPLEMENTATION DEFINED																															

IMPLEMENTATION DEFINED, bits [31:0]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

Accessing the HADFSR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0101	0b0001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return HADFSR;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        return HADFSR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0101	0b0001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    HADFSR = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        HADFSR = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

HAIFSR, Hyp Auxiliary Instruction Fault Status Register

The HAIFSR characteristics are:

Purpose

Provides additional IMPLEMENTATION DEFINED syndrome information for Prefetch Abort exceptions taken to Hyp mode.

Configuration

AArch32 System register HAIFSR bits [31:0] are architecturally mapped to AArch64 System register [AFSR1_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to HAIFSR are UNDEFINED.

This is an optional register. An implementation that does not require this register can implement it as RES0.

If EL2 is not implemented, this register is RES0 from EL3.

Attributes

HAIFSR is a 32-bit register.

Field descriptions

The HAIFSR 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
IMPLEMENTATION DEFINED																															

IMPLEMENTATION DEFINED, bits [31:0]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

Accessing the HAIFSR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0101	0b0001	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return HAIFSR;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        return HAIFSR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0101	0b0001	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    HAIFSR = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        HAIFSR = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

HMAIR0, Hyp Auxiliary Memory Attribute Indirection Register 0

The HMAIR0 characteristics are:

Purpose

Provides IMPLEMENTATION DEFINED memory attributes for the memory attribute encodings defined by [HMAIR0](#). These IMPLEMENTATION DEFINED attributes can only provide additional qualifiers for the memory attribute encodings, and cannot change the memory attributes defined in [HMAIR0](#).

Configuration

AArch32 System register HMAIR0 bits [31:0] are architecturally mapped to AArch64 System register [AMAIR_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to HMAIR0 are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

Attributes

HMAIR0 is a 32-bit register.

Field descriptions

The HMAIR0 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
IMPLEMENTATION DEFINED																															

If an implementation does not provide any IMPLEMENTATION DEFINED memory attributes, this register is RES0.

IMPLEMENTATION DEFINED, bits [31:0]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

Accessing the HMAIR0

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1010	0b0011	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T10 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T10 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return HMAIR0;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        return HMAIR0;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1010	0b0011	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T10 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T10 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    HMAIR0 = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        HMAIR0 = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

HMAIR1, Hyp Auxiliary Memory Attribute Indirection Register 1

The HMAIR1 characteristics are:

Purpose

Provides IMPLEMENTATION DEFINED memory attributes for the memory attribute encodings defined by [HMAIR1](#). These IMPLEMENTATION DEFINED attributes can only provide additional qualifiers for the memory attribute encodings, and cannot change the memory attributes defined in [HMAIR1](#).

Configuration

AArch32 System register HMAIR1 bits [31:0] are architecturally mapped to AArch64 System register [HMAIR1_EL2\[63:32\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to HMAIR1 are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

Attributes

HMAIR1 is a 32-bit register.

Field descriptions

The HMAIR1 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
IMPLEMENTATION DEFINED																															

If an implementation does not provide any IMPLEMENTATION DEFINED memory attributes, this register is RES0.

IMPLEMENTATION DEFINED, bits [31:0]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

Accessing the HMAIR1

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1010	0b0011	0b001


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T10 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T10 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return HMAIR1;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        return HMAIR1;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1010	0b0011	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T10 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T10 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    HMAIR1 = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        HMAIR1 = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

HCPTR, Hyp Architectural Feature Trap Register

The HCPTR characteristics are:

Purpose

Controls:

- Trapping to Hyp mode of Non-secure access, at EL1 or EL0, to trace, and to Advanced SIMD and floating-point functionality.
- Hyp mode access to trace, and to Advanced SIMD and floating-point functionality.

Note

Accesses to this functionality:

- From Non-secure modes other than Hyp mode are also affected by settings in the [CPACR](#) and [NSACR](#).
- From Hyp mode are also affected by settings in the [NSACR](#).

Exceptions generated by the [CPACR](#) and [NSACR](#) controls are higher priority than those generated by the HCPTR controls.

Configuration

AArch32 System register HCPTR bits [31:0] are architecturally mapped to AArch64 System register [CPTR_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to HCPTR are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

Attributes

HCPTR is a 32-bit register.

Field descriptions

The HCPTR 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
TCPAC	TAM										TTA					RES0	TASE	RES0	RES1	TCP11	TCP10										RES1

TCPAC, bit [31]

Traps Non-secure EL1 accesses to the [CPACR](#) to Hyp mode.

TCPAC	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Non-secure EL1 accesses to the CPACR are trapped to Hyp mode.

Note

The [CPACR](#) is not accessible at EL0.

In a system where the PE resets into EL2 or EL3, this field resets to 0.

TAM, bit [30]**When FEAT_AMUv1 is implemented:**

Trap Activity Monitor access. Traps Non-secure EL1 and EL0 accesses to all Activity Monitor registers to EL2.

TAM	Meaning
0b0	Accesses from Non-secure EL1 and EL0 to Activity Monitor registers are not trapped.
0b1	Accesses from Non-secure EL1 and EL0 to Activity Monitor registers are trapped to Hyp mode.

In a system where the PE resets into EL2 or EL3, this field resets to 0.

Otherwise:

Reserved, RES0.

Bits [29:21]

Reserved, RES0.

TTA, bit [20]

Traps Non-secure System register accesses to all implemented trace registers to Hyp mode.

TTA	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Any Non-secure System register access to an implemented trace register is trapped to Hyp mode, unless the access is trapped to EL1 by a CPACR or NSACR control, or the access is from Non-secure EL0 and the definition of the register in the appropriate trace architecture specification indicates that the register is not accessible from EL0. A trapped instruction generates: <ul style="list-style-type: none"> • A Hyp Trap exception, if the exception is taken from Non-secure EL0 or EL1. • An Undefined Instruction exception taken to Hyp mode, if the exception is taken from Hyp mode.

If the implementation does not include a PE trace unit, or does not include a System register interface to the PE trace unit registers, it is IMPLEMENTATION DEFINED whether this bit:

- Is RES0.
- Is RES1.
- Can be written from Hyp mode, and from Secure Monitor mode when [SCR.NS](#) is 1.

If EL3 is implemented and is using AArch32, and the value of [NSACR.NSTRCDIS](#) is 1, in Non-secure state this field behaves as RAO/WI, regardless of its actual value.

Note

- The ETMv4 architecture does not permit EL0 to access the trace registers. If the PE trace unit implements FEAT_ETMv4, EL0 accesses to the trace registers are UNDEFINED, and a resulting Undefined Instruction exception is higher priority than a HCPTR.TTA Hyp Trap exception.
- The architecture does not provide traps on trace register accesses through the optional memory-mapped debug interface.

System register accesses to the trace registers can have side-effects. When a System register access is trapped, any side-effects that are normally associated with the access do not occur before the exception is taken.

In a system where the PE resets into EL2 or EL3, this field resets to 0.

Bits [19:16]

Reserved, RES0.

TASE, bit [15]

Traps Non-secure execution of Advanced SIMD instructions to Hyp mode when the value of HCPTR.TCP10 is 0.

TASE	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	When the value of HCPTR.TCP10 is 0, any attempt to execute an Advanced SIMD instruction in Non-secure state is trapped to Hyp mode, unless it is trapped to EL1 by a CPACR or NSACR control. A trapped instruction generates: <ul style="list-style-type: none"> • A Hyp Trap exception, if the exception is taken from Non-secure EL0 or EL1. • An Undefined Instruction exception taken to Hyp mode, if the exception is taken from Hyp mode.

When the value of HCPTR.TCP10 is 1, the value of this field is ignored.

If the implementation does not include Advanced SIMD and floating-point functionality, this field is RES1. Otherwise, it is IMPLEMENTATION DEFINED whether this field is implemented as a RW field. If it is not implemented as a RW field, then it is RAZ/WI.

If EL3 is implemented and is using AArch32, and the value of [NSACR](#).NSASEDIS is 1, in Non-secure state this field behaves as RAO/WI, regardless of its actual value. This applies even if the field is implemented as RAZ/WI.

For the list of instructions affected by this field, see 'Controls of Advanced SIMD operation that do not apply to floating-point operation'.

In a system where the PE resets into EL2 or EL3, this field resets to 0.

Bit [14]

Reserved, RES0.

Bits [13:12]

Reserved, RES1.

TCP11, bit [11]

The value of this field is ignored. If this field is programmed with a different value to the TCP10 bit then this field is UNKNOWN on a direct read of the HCPTR.

If the implementation does not include Advanced SIMD and floating-point functionality, this field is RES1.

If EL3 is implemented and is using AArch32, and the value of [NSACR](#).cp10 is 0, in Non-secure state this field behaves as RAO/WI, regardless of its actual value.

In a system where the PE resets into EL2 or EL3, this field resets to 0.

TCP10, bit [10]

Trap Non-secure accesses to Advanced SIMD and floating-point functionality to Hyp mode:

TCP10	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Any attempted access to Advanced SIMD and floating-point functionality from Non-secure state is trapped to Hyp mode, unless it is trapped to EL1 by a CPACR or NSACR control. A trapped instruction generates: <ul style="list-style-type: none"> • A Hyp Trap exception, if the exception is taken from Non-secure EL0 or EL1. • An Undefined Instruction exception taken to Hyp mode, if the exception is taken from Hyp mode.

The Advanced SIMD and floating-point features controlled by these fields are:

- Execution of any floating-point or Advanced SIMD instruction.
- Any access to the Advanced SIMD and floating-point registers D0-D31 and their views as S0-S31 and Q0-Q15.
- Any access to the [FPSCR](#), [FPSID](#), [MVFR0](#), [MVFR1](#), [MVFR2](#), or [FPEXC](#) System registers.

If the implementation does not include Advanced SIMD and floating-point functionality, this field is RES1.

If EL3 is implemented and is using AArch32, and the value of [NSACR](#).cp10 is 0, in Non-secure state this field behaves as RAO/WI, regardless of its actual value.

In a system where the PE resets into EL2 or EL3, this field resets to 0.

Bits [9:0]

Reserved, RES1.

Accessing the HCPTR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0001	0b0001	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TCPAC == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TCPAC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return HCPTR;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        return HCPTR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0001	0b0001	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && CPTR_EL3.TCPAC == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && CPTR_EL3.TCPAC == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        HCPTR = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        HCPTR = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

HCR, Hyp Configuration Register

The HCR characteristics are:

Purpose

Provides configuration controls for virtualization, including defining whether various Non-secure operations are trapped to Hyp mode.

Configuration

AArch32 System register HCR bits [31:0] are architecturally mapped to AArch64 System register [HCR_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to HCR are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

Attributes

HCR is a 32-bit register.

Field descriptions

The HCR 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
RES0	TRVM	HCD	RES0	TGE	TVM	TTLB	TPU	TPC	TSW	TACT	IDCP	TSC	TID3	TID2	TID1	TID0	TWE	TWI	DCBSU	FB	VAVI	VF	FAM	IMO			

Bit [31]

Reserved, RES0.

TRVM, bit [30]

Trap Reads of Virtual Memory controls. Traps Non-secure EL1 reads of the virtual memory control registers to EL2, when EL2 is enabled in the current Security state.

The registers for which read accesses are trapped are as follows:

[SCTLR](#), [TTBR0](#), [TTBR1](#), [TTBCR](#), [TTBCR2](#), [DACR](#), [DFSR](#), [IESR](#), [DFAR](#), [IFAR](#), [ADFSR](#), [AIFSR](#), [PRRR](#), [NMRR](#), [MAIR0](#), [MAIR1](#), [AMAIRO](#), [AMAIR1](#), [CONTEXTIDR](#).

TRVM	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Non-secure EL1 read accesses to the specified Virtual Memory controls are trapped to EL2.

In a system where the PE resets into EL2 or EL3, this field resets to 0.

HCD, bit [29]

When EL3 is not implemented:

HVC instruction disable. Disables Non-secure EL1 and EL2 execution of HVC instructions, when EL2 is enabled in the current Security state.

HCD	Meaning
0b0	HVC instruction execution is enabled at EL2 and EL1.
0b1	HVC instructions are UNDEFINED at EL2 and Non-secure EL1. The Undefined Instruction exception is taken to the Exception level at which the HVC instruction is executed.

Note

HVC instructions are always UNDEFINED at EL0.

In a system where the PE resets into EL2 or EL3, this field resets to 0.

Otherwise:

Reserved, RES0.

Bit [28]

Reserved, RES0.

TGE, bit [27]

Trap General Exceptions, from Non-secure EL0.

TGE	Meaning
0b0	This control has no effect on execution at EL0.
0b1	When EL2 is not enabled in the current Security state, this control has no effect on execution at EL0. When EL2 is enabled in the current Security state, then: <ul style="list-style-type: none"> All exceptions that would be routed to EL1 are routed to EL2. The SCTLR.M bit is treated as being 0 for all purposes other than returning the result of a direct read of SCTLR. The HCR.{FMO, IMO, AMO} bits are treated as being 1 for all purposes other than returning the result of a direct read of HCR. All virtual interrupts are disabled. Any IMPLEMENTATION DEFINED mechanisms for signaling virtual interrupts are disabled. An exception return to EL1 is treated as an illegal exception return. Monitor mode execution of an MSR or CPS instruction that changes CPSR.M to a Non-secure EL1 mode is an illegal change to PSTATE.M. For more information see 'Illegal changes to PSTATE.M'.

Also, when HCR.TGE is 1:

- If EL3 is using AArch32, an attempt to change from a Secure PL1 mode to a Non-secure EL1 mode by changing [SCR.NS](#) from 0 to 1 results in [SCR.NS](#) remaining as 0.
- The [HDCR](#).{TDRA, TDOSA, TDA, TDE} bits are ignored and treated as being 1 other than for the purpose of a direct read of [HDCR](#).

In a system where the PE resets into EL2 or EL3, this field resets to 0.

TVM, bit [26]

Trap Virtual Memory controls. Traps Non-secure EL1 writes to the virtual memory control registers to EL2, when EL2 is enabled in the current Security state.

The registers for which write accesses are trapped are as follows:

[SCTLR](#), [TTBR0](#), [TTBR1](#), [TTBCR](#), [TTBCR2](#), [DACR](#), [DFSR](#), [IFSR](#), [DFAR](#), [IFAR](#), [ADFSR](#), [AIFSR](#), [PRRR](#), [NMRR](#), [MAIR0](#), [MAIR1](#), [AMAIRO](#), [AMAIR1](#), [CONTEXTIDR](#).

TVM	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Non-secure EL1 write accesses to the specified virtual memory control registers are trapped to EL2.

In a system where the PE resets into EL2 or EL3, this field resets to 0.

TTLB, bit [25]

Trap TLB maintenance instructions. Traps Non-secure EL1 execution of a TLBI instruction to EL2, when EL2 is enabled in the current Security state.

This applies to the following instructions:

[TLBIALLIS](#), [TLBIMVAIS](#), [TLBIASIDIS](#), [TLBIMVAAIS](#), [TLBIMVALIS](#), [TLBIMVAALIS](#), [ITLBIALL](#), [ITLBIMVA](#), [ITLBIASID](#), [DTLBIALL](#), [DTLBIMVA](#), [DTLBIASID](#), [TLBIALL](#), [TLBIMVA](#), [TLBIASID](#), [TLBIMVAA](#), [TLBIMVAL](#), [TLBIMVAAL](#)

TTLB	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Non-secure EL1 accesses to the specified TLB maintenance instructions are trapped to EL2.

In a system where the PE resets into EL2 or EL3, this field resets to 0.

TPU, bit [24]

Trap cache maintenance instructions that operate to the Point of Unification. Traps Non-secure EL1 execution of those cache maintenance instructions to EL2, when EL2 is enabled in the current Security state.

This applies to the following instructions:

- [ICIMVAU](#), [ICIALLU](#), [ICIALUIS](#), [DCCMVAU](#).

Note

An Undefined Instruction exception generated at EL0 is higher priority than this trap to EL2, and these instructions are always UNDEFINED at EL0.

TPU	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Non-secure EL1 execution of the specified cache maintenance instructions is trapped to EL2.

If the Point of Unification is before any level of data cache, it is IMPLEMENTATION DEFINED whether the execution of any data or unified cache clean by VA to the Point of Unification instruction can be trapped when the value of this control is 1.

If the Point of Unification is before any level of instruction cache, it is IMPLEMENTATION DEFINED whether the execution of any instruction cache invalidate to the Point of Unification instruction can be trapped when the value of this control is 1.

In a system where the PE resets into EL2 or EL3, this field resets to 0.

TPC, bit [23]

Trap data or unified cache maintenance instructions that operate to the Point of Coherency. Traps Non-secure EL1 execution of those cache maintenance instructions to EL2, when EL2 is enabled in the current Security state.

This applies to the following instructions:

- [DCIMVAC](#), [DCCIMVAC](#), [DCCMVAC](#).

Note

An Undefined Instruction exception generated at EL0 is higher priority than this trap to EL2, and these instructions are always UNDEFINED at EL0.

TPC	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Non-secure EL1 execution of the specified cache maintenance instructions is trapped to EL2.

If the Point of Coherency is before any level of data cache, it is IMPLEMENTATION DEFINED whether the execution of any data or unified cache clean, invalidate, or clean and invalidate instruction that operates by VA to the point of coherency can be trapped when the value of this control is 1.

In a system where the PE resets into EL2 or EL3, this field resets to 0.

TSW, bit [22]

Trap data or unified cache maintenance instructions that operate by Set/Way. Traps Non-secure EL1 execution of those cache maintenance instructions by set/way to EL2, when EL2 is enabled in the current Security state.

This applies to the following instructions:

- [DCISW](#), [DCCSW](#), [DCCISW](#).

Note

An Undefined Instruction exception generated at EL0 is higher priority than this trap to EL2, and these instructions are always UNDEFINED at EL0.

TSW	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Non-secure EL1 execution of the specified cache maintenance instructions is trapped to EL2.

In a system where the PE resets into EL2 or EL3, this field resets to 0.

TAC, bit [21]

Trap Auxiliary Control Registers. Traps Non-secure EL1 accesses to the Auxiliary Control Registers to EL2, when EL2 is enabled in the current Security state, from both Execution states.

This applies to the following register accesses:

[ACTLR](#) and, if implemented, [ACTLR2](#).

TAC	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Non-secure EL1 accesses to the specified registers are trapped to EL2.

In a system where the PE resets into EL2 or EL3, this field resets to 0.

TIDCP, bit [20]

Trap IMPLEMENTATION DEFINED functionality. Traps Non-secure EL1 accesses to the encodings for IMPLEMENTATION DEFINED System Registers to EL2, when EL2 is enabled in the current Security state.

MCR and MRC instructions accessing the following encodings:

- All coproc==p15, CRn==c9, Opcode1 = {0-7}, CRm == {c0-c2, c5-c8}, opcode2 == {0-7}.
- All coproc==p15, CRn==c10, Opcode1 == {0-7}, CRm == {c0, c1, c4, c8}, opcode2 == {0-7}.
- All coproc==p15, CRn==c11, Opcode1=={0-7}, CRm == {c0-c8, c15}, opcode2 == {0-7}.

When HCR.TIDCP is set to 1, it is IMPLEMENTATION DEFINED whether any of this functionality accessed from Non-secure EL0 is trapped to EL2. Otherwise, it is UNDEFINED and the PE takes an Undefined Instruction exception to Non-secure Undefined mode.

TIDCP	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Non-secure EL1 accesses to the specified System register encodings for IMPLEMENTATION DEFINED functionality are trapped to EL2.

In a system where the PE resets into EL2 or EL3, this field resets to 0.

TSC, bit [19]

Trap SMC instructions. Traps Non-secure EL1 execution of SMC instructions to Hyp mode.

TSC	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Any attempt to execute an SMC instruction at Non-secure EL1 is trapped to Hyp mode, regardless of the value of SCR.SCD .

The Armv8-A architecture permits, but does not require, this trap to apply to conditional SMC instructions that fail their condition code check, in the same way as with traps on other conditional instructions.

Note

- This trap is only implemented if the implementation includes EL3.
- SMC instructions are always UNDEFINED at PL0.
- This bit traps execution of the SMC instruction. It is not a routing control for the SMC exception. Hyp Trap exceptions and SMC exceptions have different preferred return addresses.

In a system where the PE resets into EL2 or EL3, this field resets to 0.

TID3, bit [18]

Trap ID group 3. Traps Non-secure EL1 reads of the following registers to EL2, when EL2 is enabled in the current Security state as follows:

- VMRS access to [MVFR0](#), [MVFR1](#), and [MVFR2](#), reported using EC syndrome value 0x08, unless access is also trapped by [HCPTR](#) which takes priority.
- MRC access to the following registers are reported using EC syndrome value 0x03:
 - [ID_PFR0](#), [ID_PFR1](#), [ID_PFR2](#), [ID_DFR0](#), [ID_AFR0](#), [ID_MMFR0](#), [ID_MMFR1](#), [ID_MMFR2](#), [ID_MMFR3](#), [ID_ISAR0](#), [ID_ISAR1](#), [ID_ISAR2](#), [ID_ISAR3](#), [ID_ISAR4](#), and [ID_ISAR5](#).
 - If FEAT_FGT is implemented:
 - [ID_MMFR4](#) and [ID_MMFR5](#) are trapped to EL2.
 - [ID_ISAR6](#) is trapped to EL2.
 - [ID_DFR1](#) is trapped to EL2.
 - This field traps all MRC accesses to registers in the following range that are not already mentioned in this field description: coproc == p15, opc1 == 0, CRn == c0, CRm == {c2-c7}, opc2 == {0-7}.
 - If FEAT_FGT is not implemented:
 - [ID_MMFR4](#) and [ID_MMFR5](#) are trapped to EL2, unless implemented as RAZ, when it is IMPLEMENTATION DEFINED whether accesses to [ID_MMFR4](#) or [ID_MMFR5](#) are trapped.
 - [ID_ISAR6](#) is trapped to EL2, unless implemented as RAZ, when it is IMPLEMENTATION DEFINED whether accesses to [ID_ISAR6](#) are trapped to EL2.
 - [ID_DFR1](#) is trapped to EL2, unless implemented as RAZ, when it is IMPLEMENTATION DEFINED whether accesses to [ID_DFR1](#) are trapped to EL2.
 - Otherwise, it is IMPLEMENTATION DEFINED whether this bit traps MRC accesses to registers not already mentioned, with coproc == p15, opc1 == 0, CRn == c0, CRm == {c2-c7}, opc2 == {0-7}.

TID3	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	The specified Non-secure EL1 read accesses to ID group 3 registers are trapped to EL2.

In a system where the PE resets into EL2 or EL3, this field resets to 0.

TID2, bit [17]

Trap ID group 2. Traps the following register accesses to EL2, when EL2 is enabled in the current Security state:

- Non-secure EL1 and EL0 reads of the [CTR](#), [CCSIDR](#), [CCSIDR2](#), [CLIDR](#), and [CSSELR](#).
- Non-secure EL1 and EL0 writes to the [CSSELR](#).

TID2	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	The specified Non-secure EL1 and EL0 accesses to ID group 2 registers are trapped to EL2.

In a system where the PE resets into EL2 or EL3, this field resets to 0.

TID1, bit [16]

Trap ID group 1. Traps Non-secure EL1 reads of the following registers to EL2, when EL2 is enabled in the current Security state:

[TCMTR](#), [TLBTR](#), [REVIDR](#), [AIDR](#).

TID1	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	The specified Non-secure EL1 read accesses to ID group 1 registers are trapped to EL2.

In a system where the PE resets into EL2 or EL3, this field resets to 0.

TID0, bit [15]

Trap ID group 0. Traps the following register accesses to EL2, when EL2 is enabled in the current Security state:

- Non-secure EL1 reads of the [JIDR](#) and [FPSID](#).
- If the [JIDR](#) is RAZ from Non-secure EL0, Non-secure EL0 reads of the [JIDR](#).

Note

- It is IMPLEMENTATION DEFINED whether the [JIDR](#) is RAZ or UNDEFINED at EL0. If it is UNDEFINED at EL0 then the Undefined Instruction exception takes precedence over this trap.
- The [FPSID](#) is not accessible at EL0.
- Writes to the [FPSID](#) are ignored, and not trapped by this control.

TID0	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	The specified Non-secure EL1 read accesses to ID group 0 registers are trapped to EL2.

In a system where the PE resets into EL2 or EL3, this field resets to 0.

TWE, bit [14]

Traps Non-secure EL0 and EL1 execution of WFE instructions to EL2, when EL2 is enabled in the current Security state.

TWE	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Any attempt to execute a WFE instruction at Non-secure EL0 or EL1 is trapped to EL2, if the instruction would otherwise have caused the PE to enter a low-power state and it is not trapped by SCTLR.nTWE .

The attempted execution of a conditional WFE instruction is only trapped if the instruction passes its condition code check.

Note

Since a WFE can complete at any time, even without a Wakeup event, the traps on WFE are not guaranteed to be taken, even if the WFE is executed when there is no Wakeup event. The only guarantee is that if the instruction does not complete in finite time in the absence of a Wakeup event, the trap will be taken.

In a system where the PE resets into EL2 or EL3, this field resets to 0.

TWI, bit [13]

Traps Non-secure EL0 and EL1 execution of WFI instructions to EL2, when EL2 is enabled in the current Security state.

TWI	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Any attempt to execute a WFI instruction at Non-secure EL0 or EL1 is trapped to EL2, if the instruction would otherwise have caused the PE to enter a low-power state and it is not trapped by SCTLR.nTWI .

The attempted execution of a conditional WFI instruction is only trapped if the instruction passes its condition code check.

Note

Since a WFI can complete at any time, even without a Wakeup event, the traps on WFI are not guaranteed to be taken, even if the WFI is executed when there is no Wakeup event. The only guarantee is that if the instruction does not complete in finite time in the absence of a Wakeup event, the trap will be taken.

In a system where the PE resets into EL2 or EL3, this field resets to 0.

DC, bit [12]

Default Cacheability.

DC	Meaning
0b0	This control has no effect on the Non-secure EL1&0 translation regime.
0b1	In Non-secure state: <ul style="list-style-type: none"> The SCTLR.M field behaves as 0 for all purposes other than a direct read of the value of the field. The HCR.VM field behaves as 1 for all purposes other than a direct read of the value of the field. The memory type produced by the first stage of the EL1&0 translation regime is Normal Non-Shareable, Inner Write-Back Read-Allocate Write-Allocate, Outer Write-Back Read-Allocate Write-Allocate.

This field has no effect on the EL2 and EL3 translation regimes.

This field is permitted to be cached in a TLB.

In a system where the PE resets into EL2 or EL3, this field resets to 0.

BSU, bits [11:10]

Barrier Shareability upgrade. This field determines the minimum shareability domain that is applied to any barrier instruction executed from Non-secure EL1 or Non-secure EL0:

BSU	Meaning
0b00	No effect.
0b01	Inner Shareable.
0b10	Outer Shareable.
0b11	Full system.

This value is combined with the specified level of the barrier held in its instruction, using the same principles as combining the shareability attributes from two stages of address translation.

In a system where the PE resets into EL2 or EL3, this field resets to 0.

FB, bit [9]

Force broadcast. Causes the following instructions to be broadcast within the Inner Shareable domain when executed from Non-secure EL1:

[BPIALL](#), [TLBIALL](#), [TLBIMVA](#), [TLBIASID](#), [DTLBIALL](#), [DTLBIMVA](#), [DTLBIASID](#), [ITLBIALL](#), [ITLBIMVA](#), [ITLBIASID](#), [TLBIMVAA](#), [ICIALLU](#), [TLBIMVAL](#), [TLBIMVAAL](#).

FB	Meaning
0b0	This field has no effect on the operation of the specified instructions.
0b1	When one of the specified instruction is executed at Non-secure EL1, the instruction is broadcast within the Inner Shareable shareability domain.

In a system where the PE resets into EL2 or EL3, this field resets to 0.

VA, bit [8]

Virtual SError interrupt exception.

VA	Meaning
0b0	This mechanism is not making a virtual SError interrupt pending.
0b1	A virtual SError interrupt is pending because of this mechanism.

The virtual SError interrupt is enabled only when the value of HCR.{TGE, AMO} is {0, 1}.

The Guest OS cannot distinguish the virtual exception from the corresponding physical exception.

In a system where the PE resets into EL2 or EL3, this field resets to 0.

VI, bit [7]

Virtual IRQ exception.

VI	Meaning
0b0	This mechanism is not making a virtual IRQ pending.
0b1	A virtual IRQ is pending because of this mechanism.

The virtual IRQ is enabled only when the value of HCR.{TGE, IMO} is {0, 1}.

The Guest OS cannot distinguish the virtual exception from the corresponding physical exception.

In a system where the PE resets into EL2 or EL3, this field resets to 0.

VF, bit [6]

Virtual FIQ exception.

VF	Meaning
0b0	This mechanism is not making a virtual FIQ pending.
0b1	A virtual FIQ is pending because of this mechanism.

The virtual FIQ is enabled only when the value of HCR.{TGE, FMO} is {0, 1}.

The Guest OS cannot distinguish the virtual exception from the corresponding physical exception.

In a system where the PE resets into EL2 or EL3, this field resets to 0.

AMO, bit [5]

Error interrupt Mask Override. When this bit is set to 1, it overrides the effect of [CPSR.A](#), and enables virtual exception signaling by the VA bit.

If the value of HCR.TGE is 0, then virtual SError interrupts are enabled in Non-secure state.

If the value of HCR.TGE is 1, then in Non-secure state the HCR.AMO bit behaves as 1 for all purposes other than a direct read of the value of the bit.

In a system where the PE resets into EL2 or EL3, this field resets to 0.

IMO, bit [4]

IRQ Mask Override. When this bit is set to 1, it overrides the effect of [CPSR.I](#), and enables virtual exception signaling by the VI bit.

If the value of HCR.TGE is 0, then Virtual IRQ interrupts are enabled in the Non-secure state.

If the value of HCR.TGE is 1, then in Non-secure state the HCR.IMO bit behaves as 1 for all purposes other than a direct read of the value of the bit.

In a system where the PE resets into EL2 or EL3, this field resets to 0.

FMO, bit [3]

FIQ Mask Override. When this bit is set to 1, it overrides the effect of [CPSR.F](#), and enables virtual exception signaling by the VF bit.

If the value of HCR.TGE is 0, then Virtual FIQ interrupts are enabled in the Non-secure state.

If the value of HCR.TGE is 1, then in Non-secure state the HCR.FMO bit behaves as 1 for all purposes other than a direct read of the value of the bit.

In a system where the PE resets into EL2 or EL3, this field resets to 0.

PTW, bit [2]

Protected Table Walk. In the Non-secure PL1&0 translation regime, a translation table access made as part of a stage 1 translation table walk is subject to a stage 2 translation. The combining of the memory type attributes from the two stages of translation means the access might be made to a type of Device memory. If this occurs then the value of this bit determines the behavior:

PTW	Meaning
0b0	The translation table walk occurs as if it is to Normal Non-cacheable memory. This means it can be made speculatively.
0b1	The memory access generates a stage 2 Permission fault.

This field is permitted to be cached in a TLB.

In a system where the PE resets into EL2 or EL3, this field resets to 0.

SWIO, bit [1]

Set/Way Invalidation Override. Causes Non-secure EL1 execution of the data cache invalidate by set/way instructions to perform a data cache clean and invalidate by set/way.

SWIO	Meaning
0b0	This control has no effect on the operation of data cache invalidate by set/way instructions.
0b1	Data cache invalidate by set/way instructions perform a data cache clean and invalidate by set/way.

When this bit is set to 1, [DCISW](#) performs the same invalidation as a [DCCISW](#) instruction.

As a result of changes to the behavior of [DCISW](#), this bit is redundant in Armv8. This bit can be implemented as RES1.

In a system where the PE resets into EL2 or EL3, this field resets to 0.

VM, bit [0]

Virtualization enable. Enables stage 2 address translation for the Non-secure EL1&0 translation regime.

VM	Meaning
0b0	Non-secure EL1&0 stage 2 address translation disabled.
0b1	Non-secure EL1&0 stage 2 address translation enabled.

If the HCR.DC bit is set to 1, then the behavior of the PE when executing in a Non-secure mode other than Hyp mode is consistent with HCR.VM being 1, regardless of the actual value of HCR.VM, other than the value returned by an explicit read of HCR.VM.

When the value of this bit is 1, data cache invalidate instructions executed at Non-secure EL1 perform a data cache clean and invalidate. For the invalidate by set/way instruction this behavior applies regardless of the value of the HCR.SWIO bit.

This bit is permitted to be cached in a TLB.

In a system where the PE resets into EL2 or EL3, this field resets to 0.

Accessing the HCR

Accesses to this register use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0001	0b0001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return HCR;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        return HCR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0001	0b0001	0b000


```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    HCR = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        HCR = R[t];
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

HCR2, Hyp Configuration Register 2

The HCR2 characteristics are:

Purpose

Provides additional configuration controls for virtualization.

Configuration

AArch32 System register HCR2 bits [31:0] are architecturally mapped to AArch64 System register [HCR_EL2\[63:32\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to HCR2 are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

Attributes

HCR2 is a 32-bit register.

Field descriptions

The HCR2 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
									RES0	TTLBIS	RES0	TOC	RES0	TICAB	TID4										RES0			MIOCNC	TEA	TERR	RES0	IDCD

Bits [31:23]

Reserved, RES0.

TTLBIS, bit [22]

When FEAT_EVT is implemented:

Trap TLB maintenance instructions that operate on the Inner Shareable domain. Traps execution of the following TLB maintenance instructions at EL1 to EL2:

[TLBIALLIS](#), [TLBIMVAIS](#), [TLBIASIDIS](#), [TLBIMVAAIS](#), [TLBIMVALIS](#), [TLBIMVAALIS](#)

TTLBIS	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Non-secure EL1 execution of the specified TLB maintenance instructions is trapped to EL2.

When FEAT_VHE and the value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, this field behaves as 0 for all purposes other than a direct read of the value of this bit.

Otherwise:

Reserved, RES0.

Bit [21]

Reserved, RES0.

TOCU, bit [20]**When FEAT_EVT is implemented:**

Trap cache maintenance instructions that operate to the Point of Unification. Traps execution of those cache maintenance instructions at EL1 or EL0 using AArch64, and at EL1 using AArch32, to EL2.

This applies to the following instructions:

- When Non-secure EL0 is using AArch64, [IC IVAU](#), [DC CVAU](#). However, if the value of [SCTLR_EL1](#).UCI is 0 these instructions are UNDEFINED at EL0 and any resulting exception is higher priority than this trap to EL2.
- When EL1 is using AArch64, [IC IVAU](#), [IC IALLU](#), [DC CVAU](#).
- When Non-secure EL1 is using AArch32, [ICIMVAU](#), [ICIALLU](#), [DCCMVAU](#).

Note

An exception generated because an instruction is UNDEFINED at EL0 is higher priority than this trap to EL2. In addition:

- [IC IALLUIS](#) and [IC IALLU](#) are always UNDEFINED at EL0 using AArch64.
- [ICIMVAU](#), [ICIALLU](#), [ICIALLUIS](#), and [DCCMVAU](#) are always UNDEFINED at EL0 using AArch32.

TOCU	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Non-secure execution of the specified cache maintenance instructions is trapped to EL2.

If the Point of Unification is before any level of data cache, it is IMPLEMENTATION DEFINED whether the execution of any data or unified cache clean by VA to the Point of Unification instruction can be trapped when the value of this control is 1.

If the Point of Unification is before any level of instruction cache, it is IMPLEMENTATION DEFINED whether the execution of any instruction cache invalidate to the Point of Unification instruction can be trapped when the value of this control is 1.

When FEAT_VHE is implemented, and the value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, this field behaves as 0 for all purposes other than a direct read of the value of this bit.

Otherwise:

Reserved, RES0.

Bit [19]

Reserved, RES0.

TICAB, bit [18]**When FEAT_EVT is implemented:**

Trap ICIALLUIS cache maintenance instructions. Traps execution of those cache maintenance instructions at EL1 to EL2.

This applies to the following instructions:

[ICIALLUIS](#).

TICAB	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Non-secure EL1 execution of the specified cache maintenance instructions is trapped to EL2.

If the Point of Unification is before any level of instruction cache, it is IMPLEMENTATION DEFINED whether the execution of any instruction cache invalidate to the Point of Unification instruction can be trapped when the value of this control is 1.

When FEAT_VHE and the value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, this field behaves as 0 for all purposes other than a direct read of the value of this bit.

Otherwise:

Reserved, RES0.

TID4, bit [17]

When FEAT_EVT is implemented:

Trap ID group 4. Traps the following register accesses to EL2:

- EL1 reads of [CCSIDR](#), [CCSIDR2](#), [CLIDR](#), and [CSSELR](#).
- EL1 writes to [CSSELR](#).

TID4	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	The specified Non-secure EL1 and EL0 accesses to ID group 4 registers are trapped to EL2.

When FEAT_VHE is implemented and the value of [HCR_EL2](#).{E2H, TGE} is {1, 1}, this field behaves as 0 for all purposes other than a direct read of the value of this bit.

Otherwise:

Reserved, RES0.

Bits [16:7]

Reserved, RES0.

MIOCNCNCE, bit [6]

Mismatched Inner/Outer Cacheable Non-Coherency Enable, for the Non-secure PL1&0 translation regime.

MIOCNCNCE	Meaning
0b0	For the Non-secure PL1&0 translation regime, for permitted accesses to a memory location that use a common definition of the Shareability and Cacheability of the location, there must be no loss of coherency if the Inner Cacheability attribute for those accesses differs from the Outer Cacheability attribute.
0b1	For the Non-secure PL1&0 translation regime, for permitted accesses to a memory location that use a common definition of the Shareability and Cacheability of the location, there might be a loss of coherency if the Inner Cacheability attribute for those accesses differs from the Outer Cacheability attribute.

For more information, see 'Mismatched memory attributes'.

This field can be implemented as RAZ/WI.

In a system where the PE resets into EL2 or EL3, this field resets to an architecturally UNKNOWN value.

TEA, bit [5]

When FEAT_RAS is implemented:

Route synchronous External abort exceptions from EL0 and EL1 to EL2.

TEA	Meaning
0b0	Does not route synchronous External abort exceptions from Non-secure EL0 and EL1 to EL2.
0b1	Route synchronous External abort exceptions from Non-secure EL0 and EL1 to EL2, if not routed to EL3.

In a system where the PE resets into EL2 or EL3, this field resets to 0.

Otherwise:

Reserved, RES0.

TERR, bit [4]

When FEAT_RAS is implemented:

Trap Error record accesses from EL1 to EL2. Trap accesses to the following registers from EL1 to EL2:

[ERRIDR](#), [ERRSELR](#), [ERXADDR](#), [ERXADDR2](#), [ERXCTLR](#), [ERXCTLR2](#), [ERXFR](#), [ERXFR2](#), [ERXMISC0](#), [ERXMISC1](#), [ERXMISC2](#), [ERXMISC3](#), and [ERXSTATUS](#).

When FEAT_RASv1p1 is implemented, [ERXMISC4](#), [ERXMISC5](#), [ERXMISC6](#), and [ERXMISC7](#).

TERR	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Accesses to the specified registers from EL1 generate a Trap exception to EL2.

In a system where the PE resets into EL2 or EL3, this field resets to 0.

Otherwise:

Reserved, RES0.

Bits [3:2]

Reserved, RES0.

ID, bit [1]

Stage 2 Instruction access cacheability disable. For the Non-secure PL1&0 translation regime, when [HCR.VM](#)==1, this control forces all stage 2 translations for instruction accesses to Normal memory to be Non-cacheable.

ID	Meaning
0b0	This control has no effect on stage 2 of the Non-secure PL1&0 translation regime.
0b1	For the Non-secure PL1&0 translation regime, forces all stage 2 translations for instruction accesses to Normal memory to be Non-cacheable.

This bit has no effect on the EL2 translation regime.

On a Warm reset, in a system where the PE resets into EL2 or EL3, this field resets to 0.

CD, bit [0]

Stage 2 Data access cacheability disable. When [HCR.VM](#)==1, this forces all stage 2 translations for data accesses and translation table walks to Normal memory to be Non-cacheable for the Non-secure PL1&0 translation regime.

CD	Meaning
0b0	This control has no effect on stage 2 of the Non-secure PL1&0 translation regime for data accesses and translation table walks.
0b1	For the Non-secure PL1&0 translation regime, forces all stage 2 translations for data accesses and translation table walks to Normal memory to be Non-cacheable.

This bit has no effect on the EL2 translation regime.

In a system where the PE resets into EL2 or EL3, this field resets to 0.

Accessing the HCR2

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0001	0b0001	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return HCR2;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        return HCR2;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0001	0b0001	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    HCR2 = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        HCR2 = R[t];

```


HDCR, Hyp Debug Control Register

The HDCR characteristics are:

Purpose

Controls the trapping to Hyp mode of Non-secure accesses, at EL1 or lower, to functions provided by the debug and trace architectures and the Performance Monitors Extension.

Configuration

AArch32 System register HDCR bits [31:0] are architecturally mapped to AArch64 System register [MDCR_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to HDCR are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3, and other than for a direct read of the register, the PE behaves as if `HDCR.HPMN == PMCR.N`.

Attributes

HDCR is a 32-bit register.

Field descriptions

The HDCR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0	MTPME	TDCCHLP	RES0	HCCD	RES0	TTRF	RES0	HPMD	RES0	TDRA	TDOSA	TDA	TDE	HPME	TPM	TPMCR	HPMN														

Bits [31:29]

Reserved, RES0.

MTPME, bit [28]

When FEAT_MTPMU is implemented and EL3 is not implemented:

Multi-threaded PMU Enable. Enables use of the [PMEVTYPER<n>](#).MT bits.

MTPME	Meaning
0b0	FEAT_MTPMU is disabled. The Effective value of PMEVTYPER<n> .MT is zero.
0b1	PMEVTYPER<n> .MT bits not affected by this bit.

If FEAT_MTPMU is disabled for any other PE in the system that has the same level 1 Affinity as the PE, it is IMPLEMENTATION DEFINED whether the PE behaves as if this bit is 0.

On a Cold reset, in a system where the PE resets into EL2 or EL3, this field resets to 1.

Otherwise:

Reserved, RES0.

TDCC, bit [27]**When FEAT_FGT is implemented:**

Trap DCC. Traps use of the Debug Comms Channel at EL1 and EL0 to EL2.

TDCC	Meaning
0b0	This control does not cause any register accesses to be trapped.
0b1	If EL2 is implemented and enabled in the current Security state, accesses to the DCC registers at EL1 and EL0 generate a Hyp Trap exception, unless the access also generates a higher priority exception. Traps on the DCC data transfer registers are ignored when the PE is in Debug state.

The DCC registers trapped by this control are:

- [DBGDTRRXext](#), [DBGDTRTXext](#), [DBGDSCRint](#), [DBGDCCINT](#), and, when the PE is in Non-debug state, [DBGDTRRXint](#) and [DBGDTRTXint](#).

The traps are reported with EC syndrome value:

- 0x05 for trapped MRC and MCR accesses with coproc == 0b1110.
- 0x06 for trapped LDC to [DBGDTRTXint](#) and STC from [DBGDTRRXint](#).

When the PE is in Debug state, HDCR.TDCC does not trap any accesses to:

- [DBGDTRRXint](#) and [DBGDTRTXint](#).

On a Warm reset, in a system where the PE resets into EL2 or EL3, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HLP, bit [26]**When FEAT_PMUv3p5 is implemented:**

Hypervisor Long event counter enable. Determines when unsigned overflow is recorded by a counter overflow bit.

HLP	Meaning
0b0	Event counter overflow on increment that causes unsigned overflow of PMEVCNTR<n> [31:0].
0b1	Event counter overflow on increment that causes unsigned overflow of PMEVCNTR<n> [63:0].

If the highest implemented Exception level is using AArch32, it is IMPLEMENTATION DEFINED whether this bit is read/write or RAZ/WI.

If HDCR.HPMN is less than PMCR.N, this bit affects the operation of event counters in the range [HDCR.HPMN..([PMCR.N](#)-1)]. Otherwise this bit has no effect on the operation of the event counters.

Note

The effect of HDCR.HPMN on the operation of this bit always applies if EL2 is implemented, at all Exception levels including EL2 and EL3, and regardless of whether EL2 is enabled in the current Security state.

For more information see the description of the HDCR.HPMN field.

Note

[PMEVCNTR<n>](#)[63:32] cannot be accessed directly in AArch32 state.

On a Warm reset, in a system where the PE resets into EL2 or EL3, this field resets to 0.

Otherwise:

Reserved, RES0.

Bits [25:24]

Reserved, RES0.

HCCD, bit [23]

When FEAT_PMUv3p5 is implemented:

Hypervisor Cycle Counter Disable. Prohibits [PMCCNTR](#) from counting at EL2.

HCCD	Meaning
0b0	Cycle counting by PMCCNTR is not affected by this bit.
0b1	Cycle counting by PMCCNTR is prohibited at EL2.

This bit does not affect the CPU_CYCLES event or any other event that counts cycles.

On a Warm reset, in a system where the PE resets into EL2 or EL3, this field resets to 0.

Otherwise:

Reserved, RES0.

Bits [22:20]

Reserved, RES0.

TTRF, bit [19]

When FEAT_TRF is implemented:

Traps use of the Trace Filter Control registers at EL1 to EL2.

TTRF	Meaning
0b0	Accesses to TRFCR at EL1 are not affected by this control bit.
0b1	Accesses to TRFCR at EL1 generate a Hyp Trap exception.

On a Warm reset, in a system where the PE resets into EL2 or EL3, this field resets to 0.

Otherwise:

Reserved, RES0.

Bit [18]

Reserved, RES0.

HPMD, bit [17]**When FEAT_PMUv3p1 is implemented:**

Guest Performance Monitors Disable. This control prohibits event counting at EL2.

HPMD	Meaning
0b0	Event counting allowed in Hyp mode.
0b1	Event counting prohibited in Hyp mode. If FEAT_Debugv8p2 is not implemented, event counting is prohibited unless enabled by the IMPLEMENTATION DEFINED authentication interface ExternalSecureNoninvasiveDebugEnabled().

This control applies only to:

- The event counters in the range [0..(HDCR.HPMN-1)].
- If [PMCR.DP](#) is set to 1, [PMCCNTR](#).

The other event counters are unaffected. When [PMCR.DP](#) is set to 0, [PMCCNTR](#) is unaffected.

On a Warm reset, in a system where the PE resets into EL2 or EL3, this field resets to 0.

Otherwise:

Reserved, RES0.

Bits [16:12]

Reserved, RES0.

TDRA, bit [11]

Trap Debug ROM Address register access. Traps Non-secure EL0 and EL1 System register accesses to the Debug ROM registers to Hyp mode.

TDRA	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Non-secure EL0 and EL1 System register accesses to the DBGDRAR or DBGDSAR are trapped to Hyp mode, unless it is trapped by DBGDSCRext .UDCCdis.

If [HCR.TGE](#) or [HDCR.TDE](#) is 1, behavior is as if this bit is 1 other than for the purpose of a direct read.

On a Warm reset, in a system where the PE resets into EL2 or EL3, this field resets to 0.

TDOSA, bit [10]**When FEAT_DoubleLock is implemented:**

Trap debug OS-related register access. Traps Non-secure EL1 System register accesses to the powerdown debug registers to Hyp mode.

TDOSA	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Non-secure EL1 System register accesses to the powerdown debug registers are trapped to Hyp mode.

The registers for which accesses are trapped are as follows:

- [DBGOSLSR](#), [DBGOSLAR](#), [DBGOSDLR](#), and [DBGPRCR](#).
- Any IMPLEMENTATION DEFINED register with similar functionality that the implementation specifies as trapped by this bit.

Note

These registers are not accessible at EL0.

If [HCR.TGE](#) or [HDCR.TDE](#) is 1, behavior is as if this bit is 1 other than for the purpose of a direct read.

On a Warm reset, in a system where the PE resets into EL2 or EL3, this field resets to 0.

Otherwise:

Trap debug OS-related register access. Traps Non-secure EL1 System register accesses to the powerdown debug registers to Hyp mode.

TDOSA	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Non-secure EL1 System register accesses to the powerdown debug registers are trapped to Hyp mode.

The registers for which accesses are trapped are as follows:

- [DBGOSLSR](#), [DBGOSLAR](#), and [DBGPRCR](#).
- Any IMPLEMENTATION DEFINED register with similar functionality that the implementation specifies as trapped by this bit.

It is IMPLEMENTATION DEFINED whether accesses to [DBGOSDLR](#) are trapped.

Note

These registers are not accessible at EL0.

If [HCR.TGE](#) or [HDCR.TDE](#) is 1, behavior is as if this bit is 1 other than for the purpose of a direct read.

On a Warm reset, in a system where the PE resets into EL2 or EL3, this field resets to 0.

TDA, bit [9]

Trap debug access. Traps Non-secure EL0 and EL1 System register accesses to those debug System registers in the (coproc==0b1110) encoding space that are not trapped by either of the following:

- [HDCR.TDRA](#).
- [HDCR.TDOSA](#).

TDA	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Non-secure EL0 or EL1 System register accesses to the debug registers, other than the registers trapped by HDCR.TDRA and HDCR.TDOSA , are trapped to Hyp mode, unless it is trapped by DBGDSCRext.UDCCdis .

Traps of AArch32 accesses to [DBGDTRRXint](#) and [DBGDTRTXint](#) are ignored in Debug state.

If [HCR.TGE](#) or [HDCR.TDE](#) is 1, behavior is as if this bit is 1 other than for the purpose of a direct read.

On a Warm reset, in a system where the PE resets into EL2 or EL3, this field resets to 0.

TDE, bit [8]

Trap Debug exceptions. Controls routing of Debug exceptions, and defines the debug target Exception level, EL_D.

TDE	Meaning
0b0	The debug target Exception level is EL1.
0b1	If EL2 is enabled for the current Effective value of SCR.NS , the debug target Exception level is EL2, otherwise the debug target Exception level is EL1. The HDCR.{TDRA, TDOSA, TDA} fields are treated as being 1 for all purposes other than returning the result of a direct read of the register.

For more information, see 'Routing debug exceptions'.

When [HCR.TGE](#) == 1, the PE behaves as if the value of this field is 1 for all purposes other than returning the value of a direct read of the register.

On a Warm reset, in a system where the PE resets into EL2 or EL3, this field resets to 0.

HPME, bit [7]

When [FEAT_PMuV3](#) is implemented:

[HDCR.HPMN..(N-1)] event counters enable.

HPME	Meaning
0b0	Event counters in the range [HDCR.HPMN.. (PMCR.N-1)] are disabled.
0b1	Event counters in the range [HDCR.HPMN.. (PMCR.N-1)] are enabled by PMCNTENSET .

If HDCR.HPMN is less than [PMCR.N](#), the event counters in the range [HDCR.HPMN..[\(PMCR.N-1\)](#)], are enabled and disabled by this bit. Otherwise this bit has no effect on the operation of the event counters.

Note

The effect of HDCR.HPMN on the operation of this bit applies regardless of whether EL2 is enabled in the current Security state.

For more information see the description of the HPMN field.

On a Warm reset, in a system where the PE resets into EL2 or EL3, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

TPM, bit [6]

When [FEAT_PMuV3](#) is implemented:

Trap Performance Monitors accesses. Traps Non-secure EL0 and EL1 accesses to all Performance Monitors registers to Hyp mode.

TPM	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Non-secure EL0 and EL1 accesses to all Performance Monitors registers are trapped to Hyp mode.

Note

EL2 does not provide traps on Performance Monitor register accesses through the optional memory-mapped external debug interface.

On a Warm reset, in a system where the PE resets into EL2 or EL3, this field resets to 0.

Otherwise:

Reserved, RES0.

TPMCR, bit [5]**When FEAT_PMuV3 is implemented:**

Trap [PMCR](#) accesses. Traps Non-secure EL0 and EL1 accesses to the [PMCR](#) to Hyp mode.

TPMCR	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Non-secure EL0 and EL1 accesses to the PMCR are trapped to Hyp mode, unless it is trapped by PMUSERENR .EN.

Note

EL2 does not provide traps on Performance Monitor register accesses through the optional memory-mapped external debug interface.

On a Warm reset, in a system where the PE resets into EL2 or EL3, this field resets to 0.

Otherwise:

Reserved, RES0.

HPMN, bits [4:0]**When FEAT_PMuV3 is implemented:**

Defines the number of event counters that are accessible from Non-secure EL1 modes, and from Non-secure EL0 modes if unprivileged access is enabled.

If HPMN is less than [PMCR](#).N, HPMN divides the event counters into two ranges, [0..(HPMN-1)] and [HPMN..[PMCR](#).N-1].

For an event counter in the range [0..(HPMN-1)]:

- The counter is accessible from EL1 and EL2, and from EL0 if unprivileged access to the counters is enabled.
- If FEAT_PMuV3p5 is implemented, [PMCR](#).LP determines whether the counter overflows at [PMEVCNTR](#)<n>[31:0] or [PMEVCNTR](#)<n>[63:0].
- [PMCR](#).E enables the operation of counters in this range.

Note

If HPMN is equal to [PMCR](#).N, this applies to all event counters.

If HPMN is less than [PMCR](#).N, for an event counter in the range [HPMN..[PMCR](#).N-1]:

- The counter is accessible only from EL2 and from Secure state.
- If FEAT_PMuV3p5 is implemented, [HDCR](#).HLP determines whether the counter overflows at [PMEVCNTR](#)<n>[31:0] or [PMEVCNTR](#)<n>[63:0].
- [HDCR](#).HPME enables the operation of counters in this range.

If this field is set to 0, or to a value larger than [PMCR](#).N, then the following CONSTRAINED UNPREDICTABLE behaviors apply:

- The value returned by a direct read of [HDCR](#).HPMN is UNKNOWN.
- Either:
 - An UNKNOWN number of counters are reserved for EL2 use. That is, the PE behaves as if [HDCR](#).HPMN is set to an UNKNOWN non-zero value less than or equal to [PMCR](#).N.
 - All counters are reserved for EL2 use, meaning no counters are accessible from Non-secure EL1 and Non-secure EL0.

On a Warm reset, in a system where the PE resets into EL2 or EL3, this field resets to the value in [PMCR](#).N.

Otherwise:

Reserved, RES0.

Accessing the HDCR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0001	0b0001	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return HDCR;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        return HDCR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0001	0b0001	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TDA == '1' then
        if Halted() && EDCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        HDCR = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        HDCR = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

HDFAR, Hyp Data Fault Address Register

The HDFAR characteristics are:

Purpose

Holds the virtual address of the faulting address that caused a synchronous Data Abort exception that is taken to Hyp mode.

Configuration

AArch32 System register HDFAR bits [31:0] are architecturally mapped to AArch64 System register [FAR_EL2\[31:0\]](#).

AArch32 System register HDFAR bits [31:0] are architecturally mapped to AArch32 System register [DFAR\[31:0\]\(S\)](#) when EL2 is implemented, EL3 is implemented and the highest implemented Exception level is using AArch32 state.

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to HDFAR are UNDEFINED.

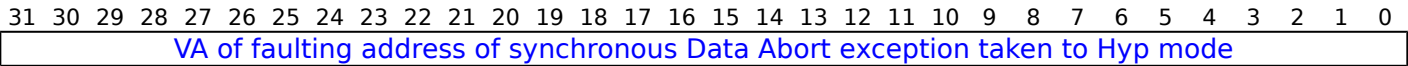
If EL2 is not implemented, this register is RES0 from EL3.

Attributes

HDFAR is a 32-bit register.

Field descriptions

The HDFAR bit assignments are:



Bits [31:0]

VA of faulting address of synchronous Data Abort exception taken to Hyp mode.

On a Prefetch Abort exception, this register is UNKNOWN.

Any execution in a Non-secure EL1 or Non-secure EL0 mode makes this register UNKNOWN.

This field resets to an architecturally UNKNOWN value.

Accessing the HDFAR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0110	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T6 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T6 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return HDFAR;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        return HDFAR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0110	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T6 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T6 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    HDFAR = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        HDFAR = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

HIFAR, Hyp Instruction Fault Address Register

The HIFAR characteristics are:

Purpose

Holds the virtual address of the faulting address that caused a synchronous Prefetch Abort exception that is taken to Hyp mode.

Configuration

AArch32 System register HIFAR bits [31:0] are architecturally mapped to AArch64 System register [FAR_EL2\[63:32\]](#).

AArch32 System register HIFAR bits [31:0] are architecturally mapped to AArch32 System register [IFAR\[31:0\] \(S\)](#) when EL2 is implemented, EL3 is implemented and the highest implemented Exception level is using AArch32 state.

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to HIFAR are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

Attributes

HIFAR is a 32-bit register.

Field descriptions

The HIFAR 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
VA of faulting address of synchronous Prefetch Abort exception taken to Hyp mode																															

Bits [31:0]

VA of faulting address of synchronous Prefetch Abort exception taken to Hyp mode.

On a Data Abort exception, this register is UNKNOWN.

Any execution in a Non-secure EL1 or Non-secure EL0 mode makes this register UNKNOWN.

This field resets to an architecturally UNKNOWN value.

Accessing the HIFAR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0110	0b0000	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T6 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T6 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return HIFAR;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        return HIFAR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0110	0b0000	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T6 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T6 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    HIFAR = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        HIFAR = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

HMAIR0, Hyp Memory Attribute Indirection Register 0

The HMAIR0 characteristics are:

Purpose

Along with [HMAIR1](#), provides the memory attribute encodings corresponding to the possible AttrIndx values in a Long-descriptor format translation table entry for stage 1 translations for memory accesses from Hyp mode.

AttrIndx[2] indicates the HMAIR register to be used:

- When AttrIndx[2] is 0, HMAIR0 is used.
- When AttrIndx[2] is 1, [HMAIR1](#) is used.

Configuration

AArch32 System register HMAIR0 bits [31:0] are architecturally mapped to AArch64 System register [MAIR_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to HMAIR0 are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

Attributes

HMAIR0 is a 32-bit register.

Field descriptions

The HMAIR0 bit assignments are:

When TTBCR.EAE == 1:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Attr3								Attr2								Attr1								Attr0							

Attr<n>, bits [8n+7:8n], for n = 0 to 3

The memory attribute encoding for an AttrIndx[2:0] entry in a Long descriptor format translation table entry, where:

- AttrIndx[2:0] gives the value of <n> in Attr<n>.
- AttrIndx[2] defines which MAIR to access. Attr7 to Attr4 are in MAIR1, and Attr3 to Attr0 are in MAIR0.

Bits [7:4] are encoded as follows:

Attr<n>[7:4]	Meaning
0b0000	Device memory. See encoding of Attr<n>[3:0] for the type of Device memory.
0b00RW, RW not 0b00	Normal memory, Outer Write-Through Transient.
0b0100	Normal memory, Outer Non-cacheable.
0b01RW, RW not 0b00	Normal memory, Outer Write-Back Transient.
0b10RW	Normal memory, Outer Write-Through Non-transient.
0b11RW	Normal memory, Outer Write-Back Non-transient.

R = Outer Read-Allocate policy, W = Outer Write-Allocate policy.

The meaning of bits [3:0] depends on the value of bits [7:4]:

Attr<n>[3:0]	Meaning when Attr<n>[7:4] is 0b0000	Meaning when Attr<n>[7:4] is not 0b0000
0b0000	Device-nGnRnE memory	UNPREDICTABLE
0b00RW, RW not 0b00	UNPREDICTABLE	Normal memory, Inner Write- Through Transient
0b0100	Device-nGnRE memory	Normal memory, Inner Non- cacheable
0b01RW, RW not 0b00	UNPREDICTABLE	Normal memory, Inner Write- Back Transient
0b1000	Device-nGRE memory	Normal memory, Inner Write- Through Non-transient (RW=0b00)
0b10RW, RW not 0b00	UNPREDICTABLE	Normal memory, Inner Write- Through Non-transient
0b1100	Device-GRE memory	Normal memory, Inner Write- Back Non-transient (RW=0b00)
0b11RW, RW not 0b00	UNPREDICTABLE	Normal memory, Inner Write- Back Non-transient

R = Inner Read-Allocate policy, W = Inner Write-Allocate policy.

The R and W bits in some Attr<n> fields have the following meanings:

R or W	Meaning
0b0	No Allocate
0b1	Allocate

This field resets to an architecturally UNKNOWN value.

Accessing the HMAIR0

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1010	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T10 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T10 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return HMAIR0;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        return HMAIR0;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1010	0b0010	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T10 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T10 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    HMAIR0 = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        HMAIR0 = R[t];
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

HMAIR1, Hyp Memory Attribute Indirection Register 1

The HMAIR1 characteristics are:

Purpose

Along with [HMAIR0](#), provides the memory attribute encodings corresponding to the possible AttrIndx values in a Long-descriptor format translation table entry for stage 1 translations for memory accesses from Hyp mode.

AttrIndx[2] indicates the HMAIR register to be used:

- When AttrIndx[2] is 0, [HMAIR0](#) is used.
- When AttrIndx[2] is 1, HMAIR1 is used.

Configuration

AArch32 System register HMAIR1 bits [31:0] are architecturally mapped to AArch64 System register [MAIR_EL2\[63:32\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to HMAIR1 are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

Attributes

HMAIR1 is a 32-bit register.

Field descriptions

The HMAIR1 bit assignments are:

When TTBCR.EAE == 1:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Attr7								Attr6								Attr5								Attr4							

Attr<n>, bits [8(n-4)+7:8(n-4)], for n = 4 to 7

The memory attribute encoding for an AttrIndx[2:0] entry in a Long descriptor format translation table entry, where:

- AttrIndx[2:0] gives the value of <n> in Attr<n>.
- AttrIndx[2] defines which MAIR to access. Attr7 to Attr4 are in MAIR1, and Attr3 to Attr0 are in MAIR0.

Bits [7:4] are encoded as follows:

Attr<n>[7:4]	Meaning
0b0000	Device memory. See encoding of Attr<n>[3:0] for the type of Device memory.
0b00RW, RW not 0b00	Normal memory, Outer Write-Through Transient.
0b0100	Normal memory, Outer Non-cacheable.
0b01RW, RW not 0b00	Normal memory, Outer Write-Back Transient.
0b10RW	Normal memory, Outer Write-Through Non-transient.
0b11RW	Normal memory, Outer Write-Back Non-transient.

R = Outer Read-Allocate policy, W = Outer Write-Allocate policy.

The meaning of bits [3:0] depends on the value of bits [7:4]:

Attr<n>[3:0]	Meaning when Attr<n>[7:4] is 0b0000	Meaning when Attr<n>[7:4] is not 0b0000
0b0000	Device-nGnRnE memory	UNPREDICTABLE
0b00RW, RW not 0b00	UNPREDICTABLE	Normal memory, Inner Write-Through Transient
0b0100	Device-nGnRE memory	Normal memory, Inner Non-cacheable
0b01RW, RW not 0b00	UNPREDICTABLE	Normal memory, Inner Write-Back Transient
0b1000	Device-nGRE memory	Normal memory, Inner Write-Through Non-transient (RW=0b00)
0b10RW, RW not 0b00	UNPREDICTABLE	Normal memory, Inner Write-Through Non-transient
0b1100	Device-GRE memory	Normal memory, Inner Write-Back Non-transient (RW=0b00)
0b11RW, RW not 0b00	UNPREDICTABLE	Normal memory, Inner Write-Back Non-transient

R = Inner Read-Allocate policy, W = Inner Write-Allocate policy.

The R and W bits in some Attr<n> fields have the following meanings:

R or W	Meaning
0b0	No Allocate
0b1	Allocate

This field resets to an architecturally UNKNOWN value.

Accessing the HMAIR1

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1010	0b0010	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T10 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T10 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return HMAIR1;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        return HMAIR1;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1010	0b0010	0b001

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T10 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T10 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    HMAIR1 = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        HMAIR1 = R[t];
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

HPFAR, Hyp IPA Fault Address Register

The HPFAR characteristics are:

Purpose

Holds the faulting IPA for some aborts on a stage 2 translation taken to Hyp mode.

Configuration

AArch32 System register HPFAR bits [31:0] are architecturally mapped to AArch64 System register [HPFAR_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to HPFAR are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

Attributes

HPFAR is a 32-bit register.

Field descriptions

The HPFAR 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
<div><div>FIPA[39:12]</div><div>RES0</div></div>																															

Execution in any Non-secure mode other than Hyp mode makes this register UNKNOWN.

FIPA[39:12], bits [31:4]

Bits [39:12] of the faulting intermediate physical address.

This field resets to an architecturally UNKNOWN value.

Bits [3:0]

Reserved, RES0.

Accessing the HPFAR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0110	0b0000	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T6 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T6 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return HPFAR;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        return HPFAR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0110	0b0000	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T6 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T6 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    HPFAR = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        HPFAR = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

HRMR, Hyp Reset Management Register

The HRMR characteristics are:

Purpose

If EL2 is the highest implemented Exception level and this register is implemented:

- A write to the register at EL2 can request a Warm reset.
- If EL2 can use AArch32 and AArch64, this register specifies the Execution state that the PE boots into on a Warm reset.

Configuration

AArch32 System register HRMR bits [31:0] are architecturally mapped to AArch64 System register [RMR_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to HRMR are UNDEFINED.

Only implemented if EL2 is the highest implemented Exception level. In this case:

- If EL2 can use AArch32 and AArch64 then this register must be implemented.
- If EL2 cannot use AArch64 then it is IMPLEMENTATION DEFINED whether the register is implemented.

Attributes

HRMR is a 32-bit register.

Field descriptions

The HRMR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0						
RES0																RR												AA64									

Bits [31:2]

Reserved, RES0.

RR, bit [1]

Reset Request. Setting this bit to 1 requests a Warm reset.

This field resets to 0.

AA64, bit [0]

When EL2 can use AArch64, determines which Execution state the PE boots into after a Warm reset:

AA64	Meaning
0b0	AArch32.
0b1	AArch64.

On coming out of the Warm reset, execution starts at the IMPLEMENTATION DEFINED reset vector address of the specified Execution state.

If EL2 cannot use AArch64 this bit is RAZ/WI.

When implemented as a RW field, this field resets to 0 on a Cold reset.

Accessing the HRMR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1100	0b0000	0b010

```

if PSTATE.EL == EL1 && EL2Enabled() && IsHighestEL(EL2) && !ELUsingAArch32(EL2) && HSTR_EL2.T12 ==
'1' then
    AArch64.AArch32SystemAccessTrap(EL2, 0x03);
elsif PSTATE.EL == EL1 && EL2Enabled() && IsHighestEL(EL2) && ELUsingAArch32(EL2) && HSTR.T12 ==
'1' then
    AArch32.TakeHypTrapException(0x03);
elsif PSTATE.EL == EL2 && IsHighestEL(EL2) then
    return HRMR;
else
    UNDEFINED;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1100	0b0000	0b010

```

if PSTATE.EL == EL1 && EL2Enabled() && IsHighestEL(EL2) && !ELUsingAArch32(EL2) && HSTR_EL2.T12 ==
'1' then
    AArch64.AArch32SystemAccessTrap(EL2, 0x03);
elsif PSTATE.EL == EL1 && EL2Enabled() && IsHighestEL(EL2) && ELUsingAArch32(EL2) && HSTR.T12 ==
'1' then
    AArch32.TakeHypTrapException(0x03);
elsif PSTATE.EL == EL2 && IsHighestEL(EL2) then
    HRMR = R[t];
else
    UNDEFINED;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

HSCTLR, Hyp System Control Register

The HSCTLR characteristics are:

Purpose

Provides top level control of the system operation in Hyp mode.

Configuration

AArch32 System register HSCTLR bits [31:0] are architecturally mapped to AArch64 System register [SCTLR_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to HSCTLR are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

Attributes

HSCTLR is a 32-bit register.

Field descriptions

The HSCTLR 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
DSSBS	TE	RES1	RES0	EE	RES0	RES1	RES0	WXN	RES1	RES0	RES1	RES0	I	RES1	RES0	SED	ITD	RES0	CP15	BEN	LSMAOE	n	TL					

DSSBS, bit [31]

When FEAT_SSBS is implemented:

Default PSTATE.SSBS value on Exception Entry. The defined values are:

DSSBS	Meaning
0b0	PSTATE.SSBS is set to 0 on an exception to Hyp mode.
0b1	PSTATE.SSBS is set to 1 on an exception to Hyp mode.

In a system where the PE resets into EL2, this field resets to an IMPLEMENTATION DEFINED value.

Otherwise:

Reserved, RES0.

TE, bit [30]

T32 Exception Enable. This bit controls whether exceptions to EL2 are taken to A32 or T32 state:

TE	Meaning
0b0	Exceptions, including reset, taken to A32 state.
0b1	Exceptions, including reset, taken to T32 state.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

Bits [29:28]

Reserved, RES1.

Bits [27:26]

Reserved, RES0.

EE, bit [25]

The value of the PSTATE.E bit on entry to Hyp mode, the endianness of stage 1 translation table walks in the EL2 translation regime, and the endianness of stage 2 translation table walks in the PL1&0 translation regime.

The possible values of this bit are:

EE	Meaning
0b0	Little-endian. PSTATE.E is cleared to 0 on entry to Hyp mode. Stage 1 translation table walks in the EL2 translation regime, and stage 2 translation table walks in the PL1&0 translation regime are little-endian.
0b1	Big-endian. PSTATE.E is set to 1 on entry to Hyp mode. Stage 1 translation table walks in the EL2 translation regime, and stage 2 translation table walks in the PL1&0 translation regime are big-endian.

If an implementation does not provide Big-endian support at Exception Levels higher than EL0, this bit is RES0.

If an implementation does not provide Little-endian support at Exception Levels higher than EL0, this bit is RES1.

In a system where the PE resets into EL2, this field resets to an IMPLEMENTATION DEFINED value.

Bit [24]

Reserved, RES0.

Bits [23:22]

Reserved, RES1.

Bits [21:20]

Reserved, RES0.

WXN, bit [19]

Write permission implies XN (Execute-never). For the EL2 translation regime, this bit can force all memory regions that are writable to be treated as XN. The possible values of this bit are:

WXN	Meaning
0b0	This control has no effect on memory access permissions.
0b1	Any region that is writable in the EL2 translation regime is forced to XN for accesses from software executing at EL2.

This bit applies only when HSCTLR.M bit is set.

The WXN bit is permitted to be cached in a TLB.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

Bit [18]

Reserved, RES1.

Bit [17]

Reserved, RES0.

Bit [16]

Reserved, RES1.

Bits [15:13]

Reserved, RES0.

I, bit [12]

Instruction access Cacheability control, for accesses at EL2:

I	Meaning
0b0	All instruction access to Normal memory from EL2 are Non-cacheable for all levels of instruction and unified cache. If the value of HSCTLR.M is 0, instruction accesses from stage 1 of the EL2 translation regime are to Normal, Outer Shareable, Inner Non-cacheable, Outer Non-cacheable memory.
0b1	All instruction access to Normal memory from EL2 can be cached at all levels of instruction and unified cache. If the value of HSCTLR.M is 0, instruction accesses from stage 1 of the EL2 translation regime are to Normal, Outer Shareable, Inner Write-Through, Outer Write-Through memory.

This bit has no effect on the PL1&0 translation regime.

In a system where the PE resets into EL2, this field resets to 0.

Bit [11]

Reserved, RES1.

Bits [10:9]

Reserved, RES0.

SED, bit [8]

SETEND instruction disable. Disables SETEND instructions at EL2.

SED	Meaning
0b0	SETEND instruction execution is enabled at EL2.
0b1	SETEND instructions are UNDEFINED at EL2.

If the implementation does not support mixed-endian operation at EL2, this bit is RES1.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

ITD, bit [7]

IT Disable. Disables some uses of IT instructions at EL2.

ITD	Meaning
0b0	All IT instruction functionality is enabled at EL2.
0b1	Any attempt at EL2 to execute any of the following is UNDEFINED: <ul style="list-style-type: none"> All encodings of the IT instruction with hw1[3:0]≠1000. All encodings of the subsequent instruction with the following values for hw1: <ul style="list-style-type: none"> 11xxxxxxxxxxxx: All 32-bit instructions, and the 16-bit instructions B, UDF, SVC, LDM, and STM. 1011xxxxxxxxxxxx: All instructions in 'Miscellaneous 16-bit instructions'. 10100xxxxxxxxxxx: ADD Rd, PC, #imm 01001xxxxxxxxxxx: LDR Rd, [PC, #imm] 0100x1xxx1111xxx: ADD Rdn, PC; CMP Rn, PC; MOV Rd, PC; BX PC; BLX PC. 010001xx1xxx111: ADD PC, Rm; CMP PC, Rm; MOV PC, Rm. This pattern also covers unpredictable cases with BLX Rn. <p>These instructions are always UNDEFINED, regardless of whether they would pass or fail the condition code check that applies to them as a result of being in an IT block.</p> <p>It is IMPLEMENTATION DEFINED whether the IT instruction is treated as:</p> <ul style="list-style-type: none"> A 16-bit instruction, that can only be followed by another 16-bit instruction. The first half of a 32-bit instruction. <p>This means that, for the situations that are UNDEFINED, either the second 16-bit instruction or the 32-bit instruction is UNDEFINED. An implementation might vary dynamically as to whether IT is treated as a 16-bit instruction or the first half of a 32-bit instruction.</p>

If an instruction in an active IT block that would be disabled by this field sets this field to 1 then behavior is CONSTRAINED UNPREDICTABLE. For more information, see 'Changes to an ITD control by an instruction in an IT block'.

ITD is optional, but if it is implemented in the [SCTLR](#) then it must also be implemented in the HSCTLR. If it is not implemented then this bit is RAZ/WI.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

Bit [6]

Reserved, RES0.

CP15BEN, bit [5]

System instruction memory barrier enable. Enables accesses to the DMB, DSB, and ISB System instructions in the (coproc==0b1111) encoding space from EL2:

CP15BEN	Meaning
0b0	EL2 execution of the CP15DMB , CP15DSB , and CP15ISB instructions is UNDEFINED.
0b1	EL2 execution of the CP15DMB , CP15DSB , and CP15ISB instructions is enabled.

CP15BEN is optional, but if it is implemented in the [SCTLR](#) then it must also be implemented in the HSCTLR. If it is not implemented then this bit is RAO/WI.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

LSMAOE, bit [4]

When FEAT_LSMAOC is implemented:

Load Multiple and Store Multiple Atomicity and Ordering Enable.

LSMAOE	Meaning
0b0	For all memory accesses at EL2, A32 and T32 Load Multiple and Store Multiple can have an interrupt taken during the sequence memory accesses, and the memory accesses are not required to be ordered.
0b1	The ordering and interrupt behavior of A32 and T32 Load Multiple and Store Multiple at EL2 is as defined for Armv8.0.

This bit is permitted to be cached in a TLB.

In a system where the PE resets into EL2, this field resets to 1.

Otherwise:

Reserved, RES1.

nTLSMD, bit [3]

When FEAT_LSMAOC is implemented:

No Trap Load Multiple and Store Multiple to Device-nGRE/Device-nGnRE/Device-nGnRnE memory.

nTLSMD	Meaning
0b0	All memory accesses by A32 and T32 Load Multiple and Store Multiple at EL2 that are marked at stage 1 as Device-nGRE/Device-nGnRE/Device-nGnRnE memory are trapped and generate a stage 1 Alignment fault.
0b1	All memory accesses by A32 and T32 Load Multiple and Store Multiple at EL2 that are marked at stage 1 as Device-nGRE/Device-nGnRE/Device-nGnRnE memory are not trapped.

This bit is permitted to be cached in a TLB.

In a system where the PE resets into EL2, this field resets to 1.

Otherwise:

Reserved, RES1.

C, bit [2]

Cacheability control, for data accesses at EL2:

C	Meaning
0b0	All data access to Normal memory from EL2, and all accesses to the EL2 translation tables, are Non-cacheable for all levels of data and unified cache.
0b1	All data access to Normal memory from EL2, and all accesses to the EL2 translation tables, can be cached at all levels of data and unified cache.

This bit has no effect on the PL1&0 translation regime.

In a system where the PE resets into EL2, this field resets to 0.

A, bit [1]

Alignment check enable. This is the enable bit for Alignment fault checking at EL2:

A	Meaning
0b0	Alignment fault checking disabled when executing at EL2. Instructions that load or store one or more registers, other than load/store exclusive and load-acquire/store-release, do not check that the address being accessed is aligned to the size of the data element or data elements being accessed.
0b1	Alignment fault checking enabled when executing at EL2. All instructions that load or store one or more registers have an alignment check that the address being accessed is aligned to the size of the data element or data elements being accessed. If this check fails it causes an Alignment fault, which is taken as a Data Abort exception.

Load/store exclusive and load-acquire/store-release instructions have an alignment check regardless of the value of the A bit.

In a system where the PE resets into EL2, this field resets to an architecturally UNKNOWN value.

M, bit [0]

MMU enable for EL2 stage 1 address translation. Possible values of this bit are:

M	Meaning
0b0	EL2 stage 1 address translation disabled. See the HSCTLR.I field for the behavior of instruction accesses to Normal memory.
0b1	EL2 stage 1 address translation enabled.

In a system where the PE resets into EL2, this field resets to 0.

Accessing the HSCTLR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0001	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return HSCTLR;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        return HSCTLR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0001	0b0000	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    HSCTLR = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        HSCTLR = R[t];
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

HSR, Hyp Syndrome Register

The HSR characteristics are:

Purpose

Holds syndrome information for an exception taken to Hyp mode.

Configuration

AArch32 System register HSR bits [31:0] are architecturally mapped to AArch64 System register [ESR_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to HSR are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

Attributes

HSR is a 32-bit register.

Field descriptions

The HSR 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
EC						IL	ISS																								

Execution in any Non-secure PE mode other than Hyp mode makes this register UNKNOWN.

When an UNPREDICTABLE instruction is treated as UNDEFINED, and the exception is taken to EL2, the value of HSR is UNKNOWN. The value written to HSR must be consistent with a value that could be created as a result of an exception from the same Exception level that generated the exception as a result of a situation that is not UNPREDICTABLE at that Exception level, in order to avoid the possibility of a privilege violation.

EC, bits [31:26]

Exception Class. Indicates the reason for the exception that this register holds information about. Possible values of this field are:

EC	Meaning	ISS
0b000000	Unknown reason.	ISS encoding for exceptions with an unknown reason
0b000001	Trapped WFI or WFE instruction execution. Conditional WFE and WFI instructions that fail their condition code check do not cause an exception.	ISS encoding for Exception from a WFI or WFE instruction
0b000011	Trapped MCR or MRC access with (coproc==0b1111) that is not reported using EC 0b000000.	ISS encoding for Exception from an MCR or MRC access
0b000100	Trapped MCRR or MRRC access with (coproc==0b1111) that is not reported using EC 0b000000.	ISS encoding for Exception from an MCRR or MRRC access
0b000101	Trapped MCR or MRC access with (coproc==0b1110).	ISS encoding for Exception from an MCR or MRC access
0b000110	Trapped LDC or STC access. The only architected uses of these instructions are: <ul style="list-style-type: none"> An STC to write data to memory from DBGDTRRXint. An LDC to read data from memory to DBGDTRTXint. 	ISS encoding for Exception from an LDC or STC instruction
0b000111	Access to Advanced SIMD or floating-point functionality trapped by a HCPTR .{TASE, TCP10} control. Excludes exceptions generated because Advanced SIMD and floating-point are not implemented. These are reported with EC value 0b000000.	ISS encoding for Exception from an access to SIMD or floating-point functionality, resulting from HCPTR
0b001000	Trapped VMRS access, from ID group trap, that is not reported using EC 0b000111.	ISS encoding for Exception from an MCR or MRC access
0b001100	Trapped MRRC access with (coproc==0b1110).	ISS encoding for Exception from an MCRR or MRRC access
0b001110	Illegal exception return to AArch32 state.	ISS encoding for Exception from an Illegal state or PC alignment fault
0b010001	Exception on SVC instruction execution in AArch32 state routed to EL2.	ISS encoding for Exception from HVC or SVC instruction execution
0b010010	HVC instruction execution in AArch32 state, when HVC is not disabled.	ISS encoding for Exception from HVC or SVC instruction execution
0b010011	Trapped execution of SMC instruction in AArch32 state.	ISS encoding for Exception from SMC instruction execution
0b100000	Prefetch Abort from a lower Exception level.	ISS encoding for Exception from a Prefetch Abort
0b100001	Prefetch Abort taken without a change in Exception level.	ISS encoding for Exception from a Prefetch Abort
0b100010	PC alignment fault exception.	ISS encoding for Exception from an Illegal state or PC alignment fault

0b100100	Data Abort from a lower Exception level.	ISS encoding for Exception from a Data Abort
0b100101	Data Abort taken without a change in Exception level.	ISS encoding for Exception from a Data Abort

All other EC values are reserved by Arm, and:

- Unused values in the range 0b000000 - 0b101100 (0x00 - 0x2C) are reserved for future use for synchronous exceptions.
- Unused values in the range 0b101101 - 0b111111 (0x2D - 0x3F) are reserved for future use, and might be used for synchronous or asynchronous exceptions.

The effect of programming this field to a reserved value is that behavior is CONSTRAINED UNPREDICTABLE.

This field resets to an architecturally UNKNOWN value.

IL, bit [25]

Instruction length bit. Indicates the size of the instruction that has been trapped to Hyp mode. When this bit is valid, possible values of this bit are:

IL	Meaning
0b0	16-bit instruction trapped.
0b1	32-bit instruction trapped.

This field is RES1 and not valid for the following cases:

- When the EC field is 0b000000, indicating an exception with an unknown reason.
- Prefetch Aborts.
- Data Aborts for which the HSR.ISS.ISV field is 0.
- When the EC value is 0b001110, indicating an Illegal state exception.

Note

This is a change from the behavior in Armv7, where the IL field is UNK/SBZP for the corresponding cases.

The IL field is not valid and is UNKNOWN on an exception from a PC alignment fault.

This field resets to an architecturally UNKNOWN value.

ISS, bits [24:0]

Instruction Specific Syndrome. Architecturally, this field can be defined independently for each defined Exception class. However, in practice, some ISS encodings are used for more than one Exception class.

ISS encoding for exceptions with an unknown reason

24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
													RES0											

Bits [24:0]

Reserved, RES0.

This EC code is used for all exceptions that are not covered by any other EC value. This includes exceptions that are generated in the following situations:

- The attempted execution of an instruction bit pattern that has no allocated instruction or is not accessible in the current PE mode in the current Security state, including:
 - A read access using a System register encoding pattern that is not allocated for reads or that does not permit reads in the current PE mode and Security state.

- A write access using a System register encoding pattern that is not allocated for writes or that does not permit writes in the current PE mode and Security state.
- Instruction encodings that are unallocated.
- Instruction encodings for instructions not implemented in the implementation.
- In Debug state, the attempted execution of an instruction bit pattern that is not accessible in Debug state.
- In Non-debug state, the attempted execution of an instruction bit pattern that is not accessible in Non-debug state.
- The attempted execution of a short vector floating-point instruction.
- In an implementation that does not include Advanced SIMD and floating-point functionality, an attempted access to Advanced SIMD or floating-point functionality under conditions where that access would be permitted if that functionality was present. This includes the attempted execution of an Advanced SIMD or floating-point instruction, and attempted accesses to Advanced SIMD and floating-point System registers.
- An exception generated because of the value of one of the [SCTLR](#).{ITD, SED, CP15BEN} control bits.
- Attempted execution of:
 - An HVC instruction when disabled by [HCR](#).HCD, [SCR](#).HCE, or [SCR_EL3](#).HCE.
 - An SMC instruction when disabled by [SCR](#).SCD or [SCR_EL3](#).SMD.
 - An HLT instruction when disabled by [EDSCR](#).HDE.
- An HVC instruction when disabled by [HCR](#).HCD, [SCR](#).HCE, or [SCR_EL3](#).HCE. An SMC instruction when disabled by [SCR](#).SCD or [SCR_EL3](#).SMD. An HLT instruction when disabled by [EDSCR](#).HDE.
- An exception generated because of the attempted execution of an MSR (Banked register) or MRS (Banked register) instruction that would access a Banked register that is not accessible from the Security state and PE mode at which the instruction was executed.

Note

An exception is generated only if the CONSTRAINED UNPREDICTABLE behavior of the instruction is that it is UNDEFINED, see 'MSR (banked register) and MRS (banked register)'.

- Attempted execution, in Debug state, of:
 - A DCPS1 instruction in Non-secure state from EL0 when EL2 is using AArch32 and the value of [HCR](#).TGE is 1.
 - A DCPS2 instruction at EL1 or EL0 when EL2 is not implemented, or when EL3 is using AArch32 and the value of [SCR](#).NS is 0, or when EL3 is using AArch64 and the value of [SCR_EL3](#).NS is 0.
 - A DCPS3 instruction when EL3 is not implemented, or when the value of [EDSCR](#).SDD is 1.
- In Debug state when the value of [EDSCR](#).SDD is 1, the attempted execution at EL2, EL1, or EL0 of an instruction that is configured to trap to EL3.

'Undefined Instruction exception, when the value of [HCR](#).TGE is 1' describes the configuration settings for a trap that returns an [HSR](#).EC value of 0b000000.

ISS encoding for Exception from a WFI or WFE instruction

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
CV	COND				RES0																			TI

CV, bit [24]

Condition code valid. Possible values of this bit are:

CV	Meaning
0b0	The COND field is not valid.
0b1	The COND field is valid.

When an A32 instruction is trapped, CV is set to 1.

When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether CV is set to 1 or set to 0. For more information, see the description of the COND field.

This field resets to an architecturally UNKNOWN value.

COND, bits [23:20]

The condition code for the trapped instruction.

When an A32 instruction is trapped, CV is set to 1 and:

- If the instruction is conditional, COND is set to the condition code field value from the instruction.
- If the instruction is unconditional, COND is set to 0b1110.

A conditional A32 instruction that is known to pass its condition code check can be presented either:

- With COND set to 0b1110, the value for unconditional.
- With the COND value held in the instruction.

When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether:

- CV is set to 0 and COND is set to an UNKNOWN value. Software must examine the SPSR.IT field to determine the condition, if any, of the T32 instruction.
- CV is set to 1 and COND is set to the condition code for the condition that applied to the instruction.

For an implementation that, for both A32 and T32 instructions, takes an exception on a trapped conditional instruction only if the instruction passes its condition code check, these definitions mean that when CV is set to 1 it is IMPLEMENTATION DEFINED whether the COND field is set to 0b1110, or to the value of any condition that applied to the instruction.

This field resets to an architecturally UNKNOWN value.

Bits [19:1]

Reserved, RES0.

TI, bit [0]

Trapped instruction. Possible values of this bit are:

TI	Meaning
0b0	WFI trapped.
0b1	WFE trapped.

This field resets to an architecturally UNKNOWN value.

'Traps to Hyp mode of Non-secure EL0 and EL1 execution of WFE and WFI instructions' describes the configuration settings for this trap.

ISS encoding for Exception from an MCR or MRC access

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
CV	COND				Opc2		Opc1		CRn				RES0		Rt		CRm				Direction			

CV, bit [24]

Condition code valid. Possible values of this bit are:

CV	Meaning
0b0	The COND field is not valid.
0b1	The COND field is valid.

When an A32 instruction is trapped, CV is set to 1.

When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether CV is set to 1 or set to 0. For more information, see the description of the COND field.

This field resets to an architecturally UNKNOWN value.

COND, bits [23:20]

The condition code for the trapped instruction.

When an A32 instruction is trapped, CV is set to 1 and:

- If the instruction is conditional, COND is set to the condition code field value from the instruction.
- If the instruction is unconditional, COND is set to 0b1110.

A conditional A32 instruction that is known to pass its condition code check can be presented either:

- With COND set to 0b1110, the value for unconditional.
- With the COND value held in the instruction.

When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether:

- CV is set to 0 and COND is set to an UNKNOWN value. Software must examine the SPSR.IT field to determine the condition, if any, of the T32 instruction.
- CV is set to 1 and COND is set to the condition code for the condition that applied to the instruction.

For an implementation that, for both A32 and T32 instructions, takes an exception on a trapped conditional instruction only if the instruction passes its condition code check, these definitions mean that when CV is set to 1 it is IMPLEMENTATION DEFINED whether the COND field is set to 0b1110, or to the value of any condition that applied to the instruction.

This field resets to an architecturally UNKNOWN value.

Opc2, bits [19:17]

The Opc2 value from the issued instruction.

For a trapped VMRS access, holds the value 0b000.

This field resets to an architecturally UNKNOWN value.

Opc1, bits [16:14]

The Opc1 value from the issued instruction.

For a trapped VMRS access, holds the value 0b111.

This field resets to an architecturally UNKNOWN value.

CRn, bits [13:10]

The CRn value from the issued instruction.

For a trapped VMRS access, holds the reg field from the VMRS instruction encoding.

This field resets to an architecturally UNKNOWN value.

Bit [9]

Reserved, RES0.

Rt, bits [8:5]

The Rt value from the issued instruction, the general-purpose register used for the transfer.

This field resets to an architecturally UNKNOWN value.

CRm, bits [4:1]

The CRm value from the issued instruction.

For a trapped VMRS access, holds the value 0b0000.

This field resets to an architecturally UNKNOWN value.

Direction, bit [0]

Indicates the direction of the trapped instruction. The possible values of this bit are:

Direction	Meaning
0b0	Write to System register space. MCR instruction.
0b1	Read from System register space. MRC or VMRS instruction.

This field resets to an architecturally UNKNOWN value.

The following sections describe configuration settings for traps that are reported using EC value 0b000011:

- 'Traps to Hyp mode of Non-secure EL0 and EL1 accesses to the ID registers'.
- 'Traps to Hyp mode of Non-secure EL0 and EL1 accesses to lockdown, DMA, and TCM operations'.
- 'Traps to Hyp mode of Non-secure EL1 execution of cache maintenance instructions'.
- 'Traps to Hyp mode of Non-secure EL1 execution of TLB maintenance instructions'.
- 'Traps to Hyp mode of Non-secure EL1 accesses to the Auxiliary Control Register'.
- 'Traps to Hyp mode of Non-secure EL0 and EL1 accesses to Performance Monitors registers'.
- 'Traps to Hyp mode of Non-secure EL0 and EL1 accesses to Activity Monitors registers'.
- 'Traps to Hyp mode of Non-secure EL1 accesses to the CPACR'.
- 'Traps to Hyp mode of Non-secure EL1 accesses to virtual memory control registers'.
- 'General trapping to Hyp mode of Non-secure EL0 and EL1 accesses to System registers in the (coproc == 1111) encoding space'.

The following sections describe configuration settings for traps that are reported using EC value 0b000101:

- 'ID group 0, Primary device identification registers'.
- 'Traps to Hyp mode of Non-secure System register accesses to trace registers'.
- 'Trapping Non-secure System register accesses to Debug ROM registers'.
- 'Trapping Non-secure System register accesses to powerdown debug registers'.
- 'Trapping general Non-secure System register accesses to debug registers'.

The following sections describes configuration settings for traps that are reported using EC value 0b001000:

- 'ID group 0, Primary device identification registers'.
- 'ID group 3, Detailed feature identification registers'.

ISS encoding for Exception from an MCRR or MRRC access

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					
CV	COND				Opc1				RES0				Rt2				RES0				Rt				CRm				Direction

CV, bit [24]

Condition code valid. Possible values of this bit are:

CV	Meaning
0b0	The COND field is not valid.
0b1	The COND field is valid.

When an A32 instruction is trapped, CV is set to 1.

When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether CV is set to 1 or set to 0. For more information, see the description of the COND field.

This field resets to an architecturally UNKNOWN value.

COND, bits [23:20]

The condition code for the trapped instruction.

When an A32 instruction is trapped, CV is set to 1 and:

- If the instruction is conditional, COND is set to the condition code field value from the instruction.
- If the instruction is unconditional, COND is set to 0b1110.

A conditional A32 instruction that is known to pass its condition code check can be presented either:

- With COND set to 0b1110, the value for unconditional.
- With the COND value held in the instruction.

When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether:

- CV is set to 0 and COND is set to an UNKNOWN value. Software must examine the SPSR.IT field to determine the condition, if any, of the T32 instruction.
- CV is set to 1 and COND is set to the condition code for the condition that applied to the instruction.

For an implementation that, for both A32 and T32 instructions, takes an exception on a trapped conditional instruction only if the instruction passes its condition code check, these definitions mean that when CV is set to 1 it is IMPLEMENTATION DEFINED whether the COND field is set to 0b1110, or to the value of any condition that applied to the instruction.

This field resets to an architecturally UNKNOWN value.

Opc1, bits [19:16]

The Opc1 value from the issued instruction.

This field resets to an architecturally UNKNOWN value.

Bits [15:14]

Reserved, RES0.

Rt2, bits [13:10]

The Rt2 value from the issued instruction, the second general-purpose register used for the transfer.

This field resets to an architecturally UNKNOWN value.

Bit [9]

Reserved, RES0.

Rt, bits [8:5]

The Rt value from the issued instruction, the first general-purpose register used for the transfer.

This field resets to an architecturally UNKNOWN value.

CRm, bits [4:1]

The CRm value from the issued instruction.

This field resets to an architecturally UNKNOWN value.

Direction, bit [0]

Indicates the direction of the trapped instruction. The possible values of this bit are:

Direction	Meaning
0b0	Write to System register space. MCRR instruction.
0b1	Read from System register space. MRRC instruction.

This field resets to an architecturally UNKNOWN value.

The following sections describe configuration settings for traps that are reported using EC value 0b000100:

- 'Traps to Hyp mode of Non-secure EL1 accesses to virtual memory control registers'.
- 'Traps to Hyp mode of Non-secure EL0 and EL1 accesses to Performance Monitors registers'.

- 'Traps to Hyp mode of Non-secure EL0 and EL1 accesses to Activity Monitors registers'.
- 'Traps to Hyp mode of Non-secure EL0 and EL1 accesses to the Generic Timer registers'.
- 'General trapping to Hyp mode of Non-secure EL0 and EL1 accesses to System registers in the (coproc == 1111) encoding space'.

The following sections describe configuration settings for traps that are reported using EC value 0b001100:

- 'Traps to Hyp mode of Non-secure System register accesses to trace registers'.
- 'Trapping Non-secure System register accesses to Debug ROM registers'.

ISS encoding for Exception from an LDC or STC instruction

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
CV	COND				imm8								RES0			Rn			Offset		AM		Direction	

CV, bit [24]

Condition code valid. Possible values of this bit are:

CV	Meaning
0b0	The COND field is not valid.
0b1	The COND field is valid.

When an A32 instruction is trapped, CV is set to 1.

When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether CV is set to 1 or set to 0. For more information, see the description of the COND field.

This field resets to an architecturally UNKNOWN value.

COND, bits [23:20]

The condition code for the trapped instruction.

When an A32 instruction is trapped, CV is set to 1 and:

- If the instruction is conditional, COND is set to the condition code field value from the instruction.
- If the instruction is unconditional, COND is set to 0b1110.

A conditional A32 instruction that is known to pass its condition code check can be presented either:

- With COND set to 0b1110, the value for unconditional.
- With the COND value held in the instruction.

When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether:

- CV is set to 0 and COND is set to an UNKNOWN value. Software must examine the SPSR.IT field to determine the condition, if any, of the T32 instruction.
- CV is set to 1 and COND is set to the condition code for the condition that applied to the instruction.

For an implementation that, for both A32 and T32 instructions, takes an exception on a trapped conditional instruction only if the instruction passes its condition code check, these definitions mean that when CV is set to 1 it is IMPLEMENTATION DEFINED whether the COND field is set to 0b1110, or to the value of any condition that applied to the instruction.

This field resets to an architecturally UNKNOWN value.

imm8, bits [19:12]

The immediate value from the issued instruction.

This field resets to an architecturally UNKNOWN value.

Bits [11:9]

Reserved, RES0.

Rn, bits [8:5]

The Rn value from the issued instruction. Valid only when AM[2] is 0, indicating an immediate form of the LDC or STC instruction.

When AM[2] is 1, indicating a literal form of the LDC or STC instruction, this field is UNKNOWN.

This field resets to an architecturally UNKNOWN value.

Offset, bit [4]

Indicates whether the offset is added or subtracted:

Offset	Meaning
0b0	Subtract offset.
0b1	Add offset.

This bit corresponds to the U bit in the instruction encoding.

This field resets to an architecturally UNKNOWN value.

AM, bits [3:1]

Addressing mode. The permitted values of this field are:

AM	Meaning
0b000	Immediate unindexed.
0b001	Immediate post-indexed.
0b010	Immediate offset.
0b011	Immediate pre-indexed.
0b100	Literal unindexed. LDC instruction in A32 instruction set only. For a trapped STC instruction or a trapped T32 LDC instruction this encoding is reserved.
0b110	Literal offset. LDC instruction only. For a trapped STC instruction, this encoding is reserved.

The values 0b101 and 0b111 are reserved. The effect of programming this field to a reserved value is that behavior is CONSTRAINED UNPREDICTABLE.

Bit [2] in this subfield indicates the instruction form, immediate or literal.

Bits [1:0] in this subfield correspond to the bits {P, W} in the instruction encoding.

This field resets to an architecturally UNKNOWN value.

Direction, bit [0]

Indicates the direction of the trapped instruction. The possible values of this bit are:

Direction	Meaning
0b0	Write to memory. STC instruction.
0b1	Read from memory. LDC instruction.

This field resets to an architecturally UNKNOWN value.

'Trapping general Non-secure System register accesses to debug registers' describes the configuration settings for the trap that is reported using EC value 0b000110.

ISS encoding for Exception from an access to SIMD or floating-point functionality, resulting from HCPTR

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
CV	COND				RES0										TA	RES0	coproc							

Excludes exceptions that occur because Advanced SIMD and floating-point functionality is not implemented, or because the value of [HCR.TGE](#) or [HCR_EL2.TGE](#) is 1. These are reported with EC value 0b000000.

CV, bit [24]

Condition code valid. Possible values of this bit are:

CV	Meaning
0b0	The COND field is not valid.
0b1	The COND field is valid.

When an A32 instruction is trapped, CV is set to 1.

When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether CV is set to 1 or set to 0. For more information, see the description of the COND field.

This field resets to an architecturally UNKNOWN value.

COND, bits [23:20]

The condition code for the trapped instruction.

When an A32 instruction is trapped, CV is set to 1 and:

- If the instruction is conditional, COND is set to the condition code field value from the instruction.
- If the instruction is unconditional, COND is set to 0b1110.

A conditional A32 instruction that is known to pass its condition code check can be presented either:

- With COND set to 0b1110, the value for unconditional.
- With the COND value held in the instruction.

When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether:

- CV is set to 0 and COND is set to an UNKNOWN value. Software must examine the SPSR.IT field to determine the condition, if any, of the T32 instruction.
- CV is set to 1 and COND is set to the condition code for the condition that applied to the instruction.

For an implementation that, for both A32 and T32 instructions, takes an exception on a trapped conditional instruction only if the instruction passes its condition code check, these definitions mean that when CV is set to 1 it is IMPLEMENTATION DEFINED whether the COND field is set to 0b1110, or to the value of any condition that applied to the instruction.

This field resets to an architecturally UNKNOWN value.

Bits [19:6]

Reserved, RES0.

TA, bit [5]

Indicates trapped use of Advanced SIMD functionality. The possible values of this bit are:

TA	Meaning
0b0	Exception was not caused by trapped use of Advanced SIMD functionality.
0b1	Exception was caused by trapped use of Advanced SIMD functionality.

Any use of an Advanced SIMD instruction that is not also a floating-point instruction that is trapped to Hyp mode because of a trap configured in the [HCPTR](#) sets this bit to 1.

For a list of these instructions, see 'Controls of Advanced SIMD operation that do not apply to floating-point operation'.

This field resets to an architecturally UNKNOWN value.

Bit [4]

Reserved, RES0.

coproc, bits [3:0]

When the [HSR.TA](#) field returns the value 1, this field returns the value 0b1010. Otherwise, this field is RES0.

This field resets to an architecturally UNKNOWN value.

The following sections describe the configuration settings for the traps that are reported using EC value 0b000111:

- 'General trapping to Hyp mode of Non-secure accesses to the SIMD and floating-point registers'.
- 'Traps to Hyp mode of Non-secure accesses to Advanced SIMD functionality'.

ISS encoding for Exception from HVC or SVC instruction execution

24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0									imm16															

Bits [24:16]

Reserved, RES0.

imm16, bits [15:0]

The value of the immediate field from the HVC or SVC instruction.

For an HVC instruction, this is the value of the imm16 field of the issued instruction.

For an SVC instruction:

- If the instruction is unconditional, then:
 - For the T32 instruction, this field is zero-extended from the imm8 field of the instruction.
 - For the A32 instruction, this field is the bottom 16 bits of the imm24 field of the instruction.
- For the T32 instruction, this field is zero-extended from the imm8 field of the instruction. For the A32 instruction, this field is the bottom 16 bits of the imm24 field of the instruction.
- If the instruction is conditional, this field is UNKNOWN.

This field resets to an architecturally UNKNOWN value.

The HVC instruction is unconditional, and a conditional SVC instruction generates an exception only if it passes its condition code check. Therefore, the syndrome information for these exceptions does not require conditionality information.

'Supervisor Call exception, when the value of HCR.TGE is 1' describes the configuration settings for the trap reported with EC value 0b010001.

ISS encoding for Exception from SMC instruction execution

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
CV	COND				CCKNOWNPASS				RES0															

CV, bit [24]

Condition code valid. Possible values of this bit are:

CV	Meaning
0b0	The COND field is not valid.
0b1	The COND field is valid.

When an A32 instruction is trapped, CV is set to 1.

When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether CV is set to 1 or set to 0. For more information, see the description of the COND field.

This field is only valid if CCKNOWNPASS is 1, otherwise it is RES0.

This field resets to an architecturally UNKNOWN value.

COND, bits [23:20]

The condition code for the trapped instruction.

When an A32 instruction is trapped, CV is set to 1 and:

- If the instruction is conditional, COND is set to the condition code field value from the instruction.
- If the instruction is unconditional, COND is set to 0b1110.

A conditional A32 instruction that is known to pass its condition code check can be presented either:

- With COND set to 0b1110, the value for unconditional.
- With the COND value held in the instruction.

When a T32 instruction is trapped, it is IMPLEMENTATION DEFINED whether:

- CV is set to 0 and COND is set to an UNKNOWN value. Software must examine the SPSR.IT field to determine the condition, if any, of the T32 instruction.
- CV is set to 1 and COND is set to the condition code for the condition that applied to the instruction.

For an implementation that, for both A32 and T32 instructions, takes an exception on a trapped conditional instruction only if the instruction passes its condition code check, these definitions mean that when CV is set to 1 it is IMPLEMENTATION DEFINED whether the COND field is set to 0b1110, or to the value of any condition that applied to the instruction.

This field is only valid if CCKNOWNPASS is 1, otherwise it is RES0.

This field resets to an architecturally UNKNOWN value.

CCKNOWNPASS, bit [19]

Indicates whether the instruction might have failed its condition code check.

CCKNOWNPASS	Meaning
0b0	The instruction was unconditional, or was conditional and passed its condition code check.
0b1	The instruction was conditional, and might have failed its condition code check.

This field resets to an architecturally UNKNOWN value.

Bits [18:0]

Reserved, RES0.

'Traps to Hyp mode of Non-secure EL1 execution of SMC instructions' describes the configuration settings for this trap, for instructions executed in Non-secure EL1.

ISS encoding for Exception from a Prefetch Abort

24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0											FnV	EA	RES0	S1PTW	RES0	IFSC								

Bits [24:11]

Reserved, RES0.

FnV, bit [10]

FAR not Valid, for a synchronous External abort other than a synchronous External abort on a translation table walk.

FnV	Meaning
0b0	HIFAR is valid.
0b1	HIFAR is not valid, and holds an UNKNOWN value.

This field is only valid if the IFSC code is 0b010000. It is RES0 for all other aborts.

This field resets to an architecturally UNKNOWN value.

EA, bit [9]

External abort type. This bit can provide an IMPLEMENTATION DEFINED classification of External aborts.

For any abort other than an External abort this bit returns a value of 0.

This field resets to an architecturally UNKNOWN value.

Bit [8]

Reserved, RES0.

S1PTW, bit [7]

For a stage 2 fault, indicates whether the fault was a stage 2 fault on an access made for a stage 1 translation table walk:

S1PTW	Meaning
0b0	Fault not on a stage 2 translation for a stage 1 translation table walk.
0b1	Fault on the stage 2 translation of an access for a stage 1 translation table walk.

For any abort other than a stage 2 fault this bit is RES0.

This field resets to an architecturally UNKNOWN value.

Bit [6]

Reserved, RES0.

IFSC, bits [5:0]

Instruction Fault Status Code. Possible values of this field are:

IFSC	Meaning	Applies when
0b000000	Address size fault in translation table base register.	
0b000001	Address size fault, level 1.	
0b000010	Address size fault, level 2.	
0b000011	Address size fault, level 3.	
0b000101	Translation fault, level 1.	
0b000110	Translation fault, level 2.	
0b000111	Translation fault, level 3.	
0b001001	Access flag fault, level 1.	
0b001010	Access flag fault, level 2.	
0b001011	Access flag fault, level 3.	
0b001101	Permission fault, level 1.	
0b001110	Permission fault, level 2.	
0b001111	Permission fault, level 3.	
0b010000	Synchronous External abort, not on translation table walk.	
0b010101	Synchronous External abort on translation table walk, level 1.	
0b010110	Synchronous External abort on translation table walk, level 2.	
0b010111	Synchronous External abort on translation table walk, level 3.	
0b011000	Synchronous parity or ECC error on memory access, not on translation table walk.	When FEAT_RAS is not implemented
0b011101	Synchronous parity or ECC error on memory access on translation table walk, level 1.	When FEAT_RAS is not implemented
0b011110	Synchronous parity or ECC error on memory access on translation table walk, level 2.	When FEAT_RAS is not implemented
0b011111	Synchronous parity or ECC error on memory access on translation table walk, level 3.	When FEAT_RAS is not implemented
0b100010	Debug exception.	
0b110000	TLB conflict abort.	

All other values are reserved.

For more information about the lookup level associated with a fault, see 'The level associated with MMU faults on a Long-descriptor translation table lookup'.

If the S1PTW bit is set, then the level refers the level of the stage2 translation that is translating a stage 1 translation walk.

This field resets to an architecturally UNKNOWN value.

The following sections describe cases where Prefetch Abort exceptions can be routed to Hyp mode, generating exceptions that are reported in the HSR with EC value 0b100000:

- 'Abort exceptions, when the value of HCR.TGE is 1'.
- 'Routing debug exceptions to EL2 using AArch32'.

ISS encoding for Exception from an Illegal state or PC alignment fault

24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								

Bits [24:0]

Reserved, RES0.

For more information about the Illegal state exception, see:

- 'Illegal changes to PSTATE.M'.
- 'Illegal return events from AArch32 state'.
- 'Legal returns that set PSTATE.IL to 1'.
- 'The Illegal Execution state exception'.

For more information about the PC alignment fault exception, see 'Branching to an unaligned PC'.

ISS encoding for Exception from a Data Abort

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
ISV	SAS	SSE	RES0			SRT			RES0	AR	RES0	AET	EA	CM	S1PTW	WnR					DFSC			

ISV, bit [24]

Instruction syndrome valid. Indicates whether the syndrome information in ISS[23:14] is valid.

ISV	Meaning
0b0	No valid instruction syndrome. ISS[23:14] are RES0.
0b1	ISS[23:14] hold a valid instruction syndrome.

This bit is 0 for all faults except Data Aborts generated by stage 2 address translations for which all the following apply to the instruction that generated the Data Abort exception:

- The instruction is an LDR, LDA, LDRT, LDRSH, LDRSHT, LDRH, LDAH, LDRHT, LDRSB, LDRSBT, LDRB, LDAB, LDRBT, STR, STL, STRT, STRH, STLH, STRHT, STRB, STLB, or STRBT instruction.
- The instruction is not performing register writeback.
- The instruction is not using the PC as a source or destination register.

For these cases, ISV is UNKNOWN if the exception was generated in Debug state in memory access mode, as described in 'Data Aborts in Memory access mode', and otherwise indicates whether ISS[23:14] hold a valid syndrome.

Note

In the A32 instruction set, LDR*T and STR*T instructions always perform register writeback and therefore never return a valid instruction syndrome.

When the RAS Extension is implemented, ISV is 0 for any synchronous External abort.

ISV is set to 0 on a stage 2 abort on a stage 1 translation table walk.

When the RAS Extension is not implemented, it is IMPLEMENTATION DEFINED whether ISV is set to 1 or 0 on a synchronous External abort on a stage 2 translation table walk.

This field resets to an architecturally UNKNOWN value.

SAS, bits [23:22]

Syndrome Access Size. When ISV is 1, indicates the size of the access attempted by the faulting operation.

SAS	Meaning
0b00	Byte
0b01	Halfword
0b10	Word
0b11	Doubleword

This field is UNKNOWN when the value of ISV is UNKNOWN.

This field is RES0 when the value of ISV is 0.

This field resets to an architecturally UNKNOWN value.

SSE, bit [21]

Syndrome Sign Extend. When ISV is 1, for a byte, halfword, or word load operation, indicates whether the data item must be sign extended. For these cases, the possible values of this bit are:

SSE	Meaning
0b0	Sign-extension not required.
0b1	Data item must be sign-extended.

For all other operations this bit is 0.

This field is UNKNOWN when the value of ISV is UNKNOWN.

This field is RES0 when the value of ISV is 0.

This field resets to an architecturally UNKNOWN value.

Bit [20]

Reserved, RES0.

SRT, bits [19:16]

Syndrome Register transfer. When ISV is 1, the register number of the Rt operand of the faulting instruction.

This field is UNKNOWN when the value of ISV is UNKNOWN.

This field is RES0 when the value of ISV is 0.

This field resets to an architecturally UNKNOWN value.

Bit [15]

Reserved, RES0.

AR, bit [14]

Acquire/Release. When ISV is 1, the possible values of this bit are:

AR	Meaning
0b0	Instruction did not have acquire/release semantics.
0b1	Instruction did have acquire/release semantics.

This field is UNKNOWN when the value of ISV is UNKNOWN.

This field is RES0 when the value of ISV is 0.

This field resets to an architecturally UNKNOWN value.

Bits [13:12]

Reserved, RES0.

AET, bits [11:10]

When FEAT_RAS is implemented:

Asynchronous Error Type. When DFSC is 0b010001, describes the PE error state after taking the SError interrupt exception. The possible values of this field are:

AET	Meaning
0b00	Uncontainable (UC).
0b01	Unrecoverable state (UEU).
0b10	Restartable state (UEO).
0b11	Recoverable state (UER).

On a synchronous Data Abort, this field is RES0.

In the event of multiple errors taken as a single SError interrupt exception, the overall PE error state is reported.

Note

Software can use this information to determine what recovery might be possible. The recovery software must also examine any implemented fault records to determine the location and extent of the error.

When the RAS Extension is not implemented, or when DFSC is not 0b010001:

- Bit[11] is RES0.
 - Bit[10] forms the FnV field.
-

Note

Armv8.2 requires the implementation of the RAS Extension.

This field resets to an architecturally UNKNOWN value.

Otherwise:

FAR not Valid, for a synchronous External abort other than a synchronous External abort on a translation table walk.

FnV	Meaning
0b0	HDFAR is valid.
0b1	HDFAR is not valid, and holds an UNKNOWN value.

When the RAS Extension is not implemented, this field is valid only if DFSC is 0b010000. It is RES0 for all other aborts.

When the RAS Extension is implemented:

- If DFSC is 0b010000, this field is valid.
 - If DFSC is 0b010001, this bit forms part of the AET field, becoming AET[0].
 - This field is RES0 for all other aborts.
-

Note

Armv8.2 requires the implementation of the RAS Extension.

This field resets to an architecturally UNKNOWN value.

EA, bit [9]

External abort type. This bit can provide an IMPLEMENTATION DEFINED classification of External aborts.

For any abort other than an External abort this bit returns a value of 0.

This field resets to an architecturally UNKNOWN value.

CM, bit [8]

Cache maintenance. For a synchronous fault, identifies fault that comes from a cache maintenance or address translation instruction. For synchronous faults, the possible values of this bit are:

CM	Meaning
0b0	Fault not generated by a cache maintenance or address translation instruction.
0b1	Fault generated by a cache maintenance or address translation instruction.

For an asynchronous Data Abort exception, this bit is 0.

This field resets to an architecturally UNKNOWN value.

S1PTW, bit [7]

For a stage 2 fault, indicates whether the fault was a stage 2 fault on an access made for a stage 1 translation table walk:

S1PTW	Meaning
0b0	Fault not on a stage 2 translation for a stage 1 translation table walk.
0b1	Fault on the stage 2 translation of an access for a stage 1 translation table walk.

For any abort other than a stage 2 fault this bit is RES0.

This field resets to an architecturally UNKNOWN value.

WnR, bit [6]

Write not Read. Indicates whether a synchronous abort was caused by a write instruction or a read instruction. The possible values of this bit are:

WnR	Meaning
0b0	Abort caused by a read instruction.
0b1	Abort caused by a write instruction.

For faults on cache maintenance and address translation instructions, this bit always returns a value of 1.

On an asynchronous Data Abort:

- When the RAS Extension is not implemented, this bit is UNKNOWN.
- When the RAS Extension is implemented, this bit is RES0.

Note

Armv8.2 requires the implementation of the RAS Extension.

This field resets to an architecturally UNKNOWN value.

DFSC, bits [5:0]

Data Fault Status Code. Possible values of this field are:

DFSC	Meaning	Applies when
0b000000	Address size fault in translation table base register.	
0b000001	Address size fault, level 1.	
0b000010	Address size fault, level 2.	
0b000011	Address size fault, level 3.	
0b000101	Translation fault, level 1.	
0b000110	Translation fault, level 2.	
0b000111	Translation fault, level 3.	
0b001001	Access flag fault, level 1.	
0b001010	Access flag fault, level 2.	
0b001011	Access flag fault, level 3.	
0b001101	Permission fault, level 1.	
0b001110	Permission fault, level 2.	
0b001111	Permission fault, level 3.	
0b010000	Synchronous External abort, not on translation table walk.	
0b010001	Asynchronous SError interrupt.	
0b010101	Synchronous External abort on translation table walk, level 1.	
0b010110	Synchronous External abort on translation table walk, level 2.	
0b010111	Synchronous External abort on translation table walk, level 3.	
0b011000	Synchronous parity or ECC error on memory access, not on translation table walk.	When FEAT_RAS is not implemented
0b011001	Asynchronous SError interrupt, from a parity or ECC error on memory access.	When FEAT_RAS is not implemented
0b011101	Synchronous parity or ECC error on memory access on translation table walk, level 1.	When FEAT_RAS is not implemented
0b011110	Synchronous parity or ECC error on memory access on translation table walk, level 2.	When FEAT_RAS is not implemented
0b011111	Synchronous parity or ECC error on memory access on translation table walk, level 3.	When FEAT_RAS is not implemented
0b100001	Alignment fault.	
0b100010	Debug exception.	
0b110000	TLB conflict abort.	
0b110100	IMPLEMENTATION DEFINED fault (Lockdown).	
0b110101	IMPLEMENTATION DEFINED fault (Unsupported Exclusive access).	

All other values are reserved.

For more information about the lookup level associated with a fault, see 'The level associated with MMU faults on a Long-descriptor translation table lookup'.

If the S1PTW bit is set, then the level refers the level of the stage2 translation that is translating a stage 1 translation walk.

This field resets to an architecturally UNKNOWN value.

The following describe cases where Data Abort exceptions can be routed to Hyp mode, generating exceptions that are reported in the HSR with EC value 0b100100:

- 'Abort exceptions, when the value of HCR.TGE is 1'.
- 'Routing debug exceptions to EL2 using AArch32'.

The following describe cases that can cause a Data Abort exception that is taken to Hyp mode, and reported in the HSR with EC value of 0b100000 or 0b100100:

- 'Hyp mode control of Non-secure access permissions'.
- 'Memory fault reporting in Hyp mode'.

Accessing the HSR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0101	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return HSR;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        return HSR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0101	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    HSR = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        HSR = R[t];

```

HSTR, Hyp System Trap Register

The HSTR characteristics are:

Purpose

Controls trapping to Hyp mode of Non-secure accesses, at EL1 or lower, to System registers in the coproc == 0b1111 encoding space:

- By the CRn value used to access the register using MCR or MRC instruction.
- By the CRm value used to access the register using MCRR or MRRC instruction.

Configuration

AArch32 System register HSTR bits [31:0] are architecturally mapped to AArch64 System register [HSTR_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to HSTR are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

Attributes

HSTR is a 32-bit register.

Field descriptions

The HSTR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																T15	T14	T13	T12	T11	T10	T9	T8	T7	T6	T5	T4	T3	T2	T1	T0

Bits [31:16]

Reserved, RES0.

T<n>, bit [n], for n = 0 to 15

Fields T14 and T4 are RES0.

The remaining fields control whether Non-secure EL0 and EL1 accesses, using MCR, MRC, MCRR, and MRRC instructions, to the System registers in the coproc == 0b1111 encoding space are trapped to Hyp mode:

T<n>	Meaning
0b0	This control has no effect on Non-secure EL0 or EL1 accesses to System registers.
0b1	Any Non-secure EL1 MCR or MRC access with coproc == 0b1111 and CRn == <n> is trapped to Hyp mode. A Non-secure EL0 MCR or MRC access with these values is trapped to Hyp mode only if the access is not UNDEFINED when the value of this field is 0. Any Non-secure EL1 MCRR or MRRC access with coproc == 0b1111 and CRm == <n> is trapped to Hyp mode. A Non-secure EL0 MCRR or MRRC access with these values is trapped to Hyp mode only if the access is not UNDEFINED when the value of this field is 0.

For example, when HSTR.T7 is 1, for instructions executed at Non-secure EL1:

- An MCR or MRC instruction with coproc set to 0b1111 and <CRn> set to c7 is trapped to Hyp mode.

- An MCRR or MRRC instruction with coproc set to 0b1111 and <CRm> set to c7 is trapped to Hyp mode.

In a system where the PE resets into EL2 or EL3, this field resets to 0.

Accessing the HSTR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0001	0b0001	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return HSTR;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        return HSTR;

```

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0001	0b0001	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    HSTR = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        HSTR = R[t];

```

HTCR, Hyp Translation Control Register

The HTCR characteristics are:

Purpose

The control register for stage 1 of the EL2 translation regime.

Note

This stage of translation always uses the Long-descriptor translation table format.

Configuration

AArch32 System register HTCR bits [31:0] are architecturally mapped to AArch64 System register [TCR_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to HTCR are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

Attributes

HTCR is a 32-bit register.

Field descriptions

The HTCR 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
RES1	IMPLEMENTATION DEFINED	RES0	HWU62	HWU61	HWU60	HWU59	HPD	RES1	RES0				SH0	ORGN0	IRGN0	RES0	T0S													

Bit [31]

Reserved, RES1.

IMPLEMENTATION DEFINED, bit [30]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

Bit [29]

Reserved, RES0.

HWU62, bit [28]

When FEAT_HPDS2 is implemented:

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[62] of the stage 1 translation table Block or Page entry.

HWU62	Meaning
0b0	Bit[62] of each stage 1 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	Bit[62] of each stage 1 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose if the value of HTCR.HPD is 1.

The Effective value of this field is 0 if the value of HTCR.HPD is 0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HWU61, bit [27]

When FEAT_HPDS2 is implemented:

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[61] of the stage 1 translation table Block or Page entry.

HWU61	Meaning
0b0	Bit[61] of each stage 1 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	Bit[61] of each stage 1 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose if the value of HTCR.HPD is 1.

The Effective value of this field is 0 if the value of HTCR.HPD is 0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HWU60, bit [26]

When FEAT_HPDS2 is implemented:

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[60] of the stage 1 translation table Block or Page entry.

HWU60	Meaning
0b0	Bit[60] of each stage 1 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	Bit[60] of each stage 1 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose if the value of HTCR.HPD is 1.

The Effective value of this field is 0 if the value of HTCR.HPD is 0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HWU59, bit [25]

When FEAT_HPDS2 is implemented:

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[59] of the stage 1 translation table Block or Page entry.

HWU59	Meaning
0b0	Bit[59] of each stage 1 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	Bit[59] of each stage 1 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose if the value of HTCR.HPD is 1.

The Effective value of this field is 0 if the value of HTCR.HPD is 0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HPD, bit [24]**When FEAT_AA32HPD is implemented:**

Hierarchical Permission Disables. This affects the hierarchical control bits, APTable, XNTable, and PXNTable, in the PL2 translation regime.

HPD	Meaning
0b0	Hierarchical permissions are enabled.
0b1	Hierarchical permissions are disabled.

When disabled, the permissions are treated as if the bits are zero.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bit [23]

Reserved, RES1.

Bits [22:14]

Reserved, RES0.

SH0, bits [13:12]

Shareability attribute for memory associated with translation table walks using [HTTBR](#).

SH0	Meaning
0b00	Non-shareable.
0b10	Outer Shareable.
0b11	Inner Shareable.

Other values are reserved. The effect of programming this field to a Reserved value is that behavior is CONSTRAINED UNPREDICTABLE.

This field resets to an architecturally UNKNOWN value.

ORGN0, bits [11:10]

Outer cacheability attribute for memory associated with translation table walks using [HTTBR](#).

ORGN0	Meaning
0b00	Normal memory, Outer Non-cacheable.
0b01	Normal memory, Outer Write-Back Read-Allocate Write-Allocate Cacheable.
0b10	Normal memory, Outer Write-Through Read-Allocate No Write-Allocate Cacheable.
0b11	Normal memory, Outer Write-Back Read-Allocate No Write-Allocate Cacheable.

This field resets to an architecturally UNKNOWN value.

IRGN0, bits [9:8]

Inner cacheability attribute for memory associated with translation table walks using [HTTBR](#).

IRGN0	Meaning
0b00	Normal memory, Inner Non-cacheable.
0b01	Normal memory, Inner Write-Back Read-Allocate Write-Allocate Cacheable.
0b10	Normal memory, Inner Write-Through Read-Allocate No Write-Allocate Cacheable.
0b11	Normal memory, Inner Write-Back Read-Allocate No Write-Allocate Cacheable.

This field resets to an architecturally UNKNOWN value.

Bits [7:3]

Reserved, RES0.

TOSZ, bits [2:0]

The size offset of the memory region addressed by [HTTBR](#). The region size is $2^{(32-TOSZ)}$ bytes.

This field resets to an architecturally UNKNOWN value.

Accessing the HTCR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0010	0b0000	0b010


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T2 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T2 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return HTCR;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        return HTCR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0010	0b0000	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T2 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T2 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    HTCR = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        HTCR = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

HTPIDR, Hyp Software Thread ID Register

The HTPIDR characteristics are:

Purpose

Provides a location where software running in Hyp mode can store thread identifying information that is not visible to Non-secure software executing at EL0 or EL1, for hypervisor management purposes.

The PE makes no use of this register.

Configuration

AArch32 System register HTPIDR bits [31:0] are architecturally mapped to AArch64 System register [TPIDR_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to HTPIDR are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

Note

The PE never updates this register.

Attributes

HTPIDR is a 32-bit register.

Field descriptions

The HTPIDR 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
Thread ID																															

Bits [31:0]

Thread ID. Thread identifying information stored by software running at this Exception level.

This field resets to an architecturally UNKNOWN value.

Accessing the HTPIDR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1101	0b0000	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T13 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return HTPIDR;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        return HTPIDR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1101	0b0000	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T13 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    HTPIDR = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        HTPIDR = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

HTRFCR, Hyp Trace Filter Control Register

The HTRFCR characteristics are:

Purpose

Provides EL2 controls for Trace.

Configuration

AArch32 System register HTRFCR bits [31:0] are architecturally mapped to AArch64 System register [TRFCR_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level and FEAT_TRF is implemented. Otherwise, direct accesses to HTRFCR are UNDEFINED.

If EL2 is not implemented, this register is RES0 from Monitor mode when [SCR.NS](#) == 1.

Attributes

HTRFCR is a 32-bit register.

Field descriptions

The HTRFCR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0														TS		RES0	CX	RES0	E2TRE	E0HTRE											

Bits [31:7]

Reserved, RES0.

TS, bits [6:5]

Timestamp Control. Controls which timebase is used for trace timestamps.

TS	Meaning
0b00	The timestamp is controlled by TRFCR.TS .
0b01	Virtual timestamp. The traced timestamp is the physical counter value minus the value of CNTVOFF .
0b11	Physical timestamp. The traced timestamp is the physical counter value.

When SelfHostedTraceEnabled() == FALSE, this field is ignored.

On a Warm reset, in a system where the PE resets into EL2 or EL3, this field resets to 0.

Bit [4]

Reserved, RES0.

CX, bit [3]

VMID Trace Enable.

CX	Meaning
0b0	VMID tracing is not allowed.
0b1	VMID tracing is allowed.

When SelfHostedTraceEnabled() == FALSE, this field is ignored.

On a Warm reset, in a system where the PE resets into EL2 or EL3, this field resets to 0.

Bit [2]

Reserved, RES0.

E2TRE, bit [1]

EL2 Trace Enable.

E2TRE	Meaning
0b0	Tracing is prohibited at EL2.
0b1	Tracing is allowed at EL2.

When SelfHostedTraceEnabled() == FALSE, this field is ignored.

On a Warm reset, in a system where the PE resets into EL2 or EL3, this field resets to 0.

EOHTRE, bit [0]

EL0 Trace Enable.

EOHTRE	Meaning
0b0	Tracing is prohibited at EL0 when HCR.TGE == 1.
0b1	Tracing is allowed at EL0 when HCR.TGE == 1.

This field is ignored if any of the following are true:

- The PE is in Secure state.
- SelfHostedTraceEnabled() == FALSE.
- [HCR.TGE](#) == 0.

On a Warm reset, in a system where the PE resets into EL2 or EL3, this field resets to 0.

Accessing the HTRFCR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0001	0b0010	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TTRF == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SDCR.TTRF == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TTRF == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SDCR.TTRF == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        return HTRFCR;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        return HTRFCR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0001	0b0010	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TTRF == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SDCR.TTRF == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TTRF == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SDCR.TTRF == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        HTRFCR = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        HTRFCR = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

HTTBR, Hyp Translation Table Base Register

The HTTBR characteristics are:

Purpose

Holds the base address of the translation table for the initial lookup for stage 1 of an address translation in the EL2 translation regime, and other information for this translation regime.

Configuration

AArch32 System register HTTBR bits [47:1] are architecturally mapped to AArch64 System register [TTBR0_EL2\[47:1\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to HTTBR are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

Attributes

HTTBR is a 64-bit register.

Field descriptions

The HTTBR bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																BADDR															
																BADDR															CnP
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:48]

Reserved, RES0.

BADDR, bits [47:1]

Translation table base address, bits[47:x], Bits [x-1:1] are RES0, with the additional requirement that if bits[x-1:3] are not all zero, this is a misaligned translation table base address, with effects that are CONSTRAINED UNPREDICTABLE, and must be one of the following:

- Register bits [x-1:3] are treated as if all the bits are zero. The value read back from these bits is either the value written or zero.
- The result of the calculation of an address for a translation table walk using this register can be corrupted in those bits that are nonzero.

x is determined from the value of [HTCR.T0SZ](#) as follows:

- If [HTCR.T0SZ](#) is 0 or 1, $x = 5 - \text{HTCR.T0SZ}$.
- If [HTCR.T0SZ](#) is greater than 1, $x = 14 - \text{HTCR.T0SZ}$.

If bits[47:40] of the translation table base address are not zero, an Address size fault is generated.

This field resets to an architecturally UNKNOWN value.

CnP, bit [0]

When FEAT_TTCNP is implemented:

Common not Private. This bit indicates whether each entry that is pointed to by HTTBR is a member of a common set that can be used by every PE in the Inner Shareable domain for which the value of HTTBR.CnP is 1.

CnP	Meaning
0b0	The translation table entries pointed to by HTTBR are permitted to differ from corresponding entries for HTTBR for other PEs in the Inner Shareable domain. This is not affected by the value of HTTBR.CnP on those other PEs.
0b1	The translation table entries pointed to by HTTBR are the same as the translation table entries pointed to by HTTBR on every other PE in the Inner Shareable domain for which the value of HTTBR.CnP is 1.

Note

If the value of the HTTBR.CnP bit is 1 on multiple PEs in the same Inner Shareable domain and those HTTBRs do not point to the same translation table entries when the other conditions specified for the case when the value of CnP is 1 apply, then the results of translations are **CONSTRAINED UNPREDICTABLE**, see 'CONSTRAINED UNPREDICTABLE behaviors due to caching of control or data values'.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Accessing the HTTBR

Accesses to this register use the following encodings:

MRRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

coproc	CRm	opc1
0b1111	0b0010	0b0100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T2 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T2 == '1' then
        AArch32.TakeHypTrapException(0x04);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return HTTBR;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        return HTTBR;

```

MCRR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

coproc	CRm	opc1
--------	-----	------

0b1111	0b0010	0b0100
--------	--------	--------

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T2 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T2 == '1' then
        AArch32.TakeHypTrapException(0x04);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    HTTBR = R[t2]:R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        HTTBR = R[t2]:R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

HVBAR, Hyp Vector Base Address Register

The HVBAR characteristics are:

Purpose

Holds the vector base address for any exception that is taken to Hyp mode.

Configuration

AArch32 System register HVBAR bits [31:0] are architecturally mapped to AArch64 System register [VBAR_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to HVBAR are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

Attributes

HVBAR is a 32-bit register.

Field descriptions

The HVBAR 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
Vector Base Address																											RES0				

Bits [31:5]

Vector Base Address. Bits[31:5] of the base address of the exception vectors for exceptions taken to this Exception level. Bits[4:0] of an exception vector are the exception offset.

This field resets to an architecturally UNKNOWN value.

Bits [4:0]

Reserved, RES0.

Accessing the HVBAR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1100	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return HVBAR;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        return HVBAR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1100	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    HVBAR = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        HVBAR = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICC_AP0R<n>, Interrupt Controller Active Priorities Group 0 Registers, n = 0 - 3

The ICC_AP0R<n> characteristics are:

Purpose

Provides information about Group 0 active priorities.

Configuration

AArch32 System register ICC_AP0R<n> bits [31:0] are architecturally mapped to AArch64 System register [ICC_AP0R<n>_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICC_AP0R<n> are UNDEFINED.

Attributes

ICC_AP0R<n> is a 32-bit register.

Field descriptions

The ICC_AP0R<n> 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
IMPLEMENTATION DEFINED																															

IMPLEMENTATION DEFINED, bits [31:0]

IMPLEMENTATION DEFINED.

This field resets to 0.

The contents of these registers are IMPLEMENTATION DEFINED with the one architectural requirement that the value 0x00000000 is consistent with no interrupts being active.

Accessing the ICC_AP0R<n>

Writing to these registers with any value other than the last read value of the register (or 0x00000000 when there are no Group 0 active priorities) might result in UNPREDICTABLE behavior of the interrupt prioritization system, causing:

- Interrupts that should preempt execution to not preempt execution.
- Interrupts that should not preempt execution to preempt execution.

ICC_AP0R1 is only implemented in implementations that support 6 or more bits of preemption. ICC_AP0R2 and ICC_AP0R3 are only implemented in implementations that support 7 bits of preemption. Unimplemented registers are UNDEFINED.

Note

The number of bits of preemption is indicated by [ICH_VTR](#).PREbits.

Writing to the active priority registers in any order other than the following order will result in UNPREDICTABLE behavior:

- ICC_AP0R<n>.

- Secure [ICC_AP1R<n>](#).
- Non-secure [ICC_AP1R<n>](#).

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1000	0b1:n[1:0]

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.FIQ == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif ICC_SRE.SRE == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TALL0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TALL0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.FMO == '1' then
        return ICC_AP0R[UInt(opc2<1:0>)];
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.FMO == '1' then
        return ICC_AP0R[UInt(opc2<1:0>)];
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ICC_AP0R[UInt(opc2<1:0>)];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.FIQ == '1' then
            UNDEFINED;
        elsif ICC_HSRE.SRE == '0' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ICC_AP0R[UInt(opc2<1:0>)];
    elsif PSTATE.EL == EL3 then
        if ICC_MSRE.SRE == '0' then
            UNDEFINED;
        else
            return ICC_AP0R[UInt(opc2<1:0>)];

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1000	0b1:n[1:0]

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.FIQ == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif ICC_SRE.SRE == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TALL0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TALL0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.FMO == '1' then
        ICC_AP0R[UInt(opc2<1:0>)] = R[t];
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.FMO == '1' then
        ICC_AP0R[UInt(opc2<1:0>)] = R[t];
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            ICC_AP0R[UInt(opc2<1:0>)] = R[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.FIQ == '1' then
            UNDEFINED;
        elsif ICC_HSRE.SRE == '0' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            ICC_AP0R[UInt(opc2<1:0>)] = R[t];
    elsif PSTATE.EL == EL3 then
        if ICC_MSRE.SRE == '0' then
            UNDEFINED;
        else
            ICC_AP0R[UInt(opc2<1:0>)] = R[t];

```


ICC_AP1R<n>, Interrupt Controller Active Priorities Group 1 Registers, n = 0 - 3

The ICC_AP1R<n> characteristics are:

Purpose

Provides information about Group 1 active priorities.

Configuration

AArch32 System register ICC_AP1R<n> bits [31:0] (S) are architecturally mapped to AArch64 System register [ICC_AP1R<n>_EL1\[31:0\] \(S\)](#).

AArch32 System register ICC_AP1R<n> bits [31:0] (NS) are architecturally mapped to AArch64 System register [ICC_AP1R<n>_EL1\[31:0\] \(NS\)](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICC_AP1R<n> are UNDEFINED.

Attributes

ICC_AP1R<n> is a 32-bit register.

Field descriptions

The ICC_AP1R<n> 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
IMPLEMENTATION DEFINED																															

IMPLEMENTATION DEFINED, bits [31:0]

IMPLEMENTATION DEFINED.

This field resets to 0.

The contents of these registers are IMPLEMENTATION DEFINED with the one architectural requirement that the value 0x00000000 is consistent with no interrupts being active.

Accessing the ICC_AP1R<n>

Writing to these registers with any value other than the last read value of the register (or 0x00000000 when there are no Group 1 active priorities) might result in UNPREDICTABLE behavior of the interrupt prioritization system, causing:

- Interrupts that should preempt execution to not preempt execution.
- Interrupts that should not preempt execution to preempt execution.

ICC_AP1R1 is only implemented in implementations that support 6 or more bits of preemption. ICC_AP1R2 and ICC_AP1R3 are only implemented in implementations that support 7 bits of preemption. Unimplemented registers are UNDEFINED.

Note

The number of bits of preemption is indicated by [ICH_VTR](#).PREbits.

Writing to the active priority registers in any order other than the following order will result in UNPREDICTABLE behavior:

- [ICC_AP0R<n>](#)
- Secure ICC_AP1R<n>
- Non-secure ICC_AP1R<n>

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1001	0b0:n[1:0]

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.IRQ == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif ICC_SRE.SRE == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TALL1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TALL1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.IMO == '1' then
        return ICV_AP1R[UInt(opc2<1:0>)];
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.IMO == '1' then
        return ICV_AP1R[UInt(opc2<1:0>)];
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.IRQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        elsif HaveEL(EL3) then
            return ICC_AP1R_NS[UInt(opc2<1:0>)];
        else
            return ICC_AP1R[UInt(opc2<1:0>)];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.IRQ == '1' then
            UNDEFINED;
        elsif ICC_HSRE.SRE == '0' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.IRQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        elsif HaveEL(EL3) then
            return ICC_AP1R_NS[UInt(opc2<1:0>)];
        else
            return ICC_AP1R[UInt(opc2<1:0>)];
    elsif PSTATE.EL == EL3 then
        if ICC_MSRE.SRE == '0' then
            UNDEFINED;
        else
            if SCR.NS == '0' then
                return ICC_AP1R_S[UInt(opc2<1:0>)];
            else
                return ICC_AP1R_NS[UInt(opc2<1:0>)];

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1001	0b0:n[1:0]

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.IRQ == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif ICC_SRE.SRE == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TALL1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TALL1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.IMO == '1' then
        ICV_AP1R[UInt(opc2<1:0>)] = R[t];
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.IMO == '1' then
        ICV_AP1R[UInt(opc2<1:0>)] = R[t];
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.IRQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        elsif HaveEL(EL3) then
            ICC_AP1R_NS[UInt(opc2<1:0>)] = R[t];
        else
            ICC_AP1R[UInt(opc2<1:0>)] = R[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.IRQ == '1' then
            UNDEFINED;
        elsif ICC_HSRE.SRE == '0' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.IRQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        elsif HaveEL(EL3) then
            ICC_AP1R_NS[UInt(opc2<1:0>)] = R[t];
        else
            ICC_AP1R[UInt(opc2<1:0>)] = R[t];
    elsif PSTATE.EL == EL3 then
        if ICC_MSRE.SRE == '0' then
            UNDEFINED;
        else
            if SCR.NS == '0' then
                ICC_AP1R_S[UInt(opc2<1:0>)] = R[t];
            else
                ICC_AP1R_NS[UInt(opc2<1:0>)] = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICC_ASGI1R, Interrupt Controller Alias Software Generated Interrupt Group 1 Register

The ICC_ASGI1R characteristics are:

Purpose

Generates Group 1 SGIs for the Security state that is not the current Security state.

Configuration

AArch32 System register ICC_ASGI1R performs the same function as AArch64 System register [ICC_ASGI1R_EL1](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICC_ASGI1R are UNDEFINED.

Under certain conditions a write to ICC_ASGI1R can generate Group 0 interrupts, see 'Forwarding an SGI to a target PE' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

Attributes

ICC_ASGI1R is a 64-bit register.

Field descriptions

The ICC_ASGI1R bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0								Aff3								RS				RES0		IRM	Aff2								
RES0				INTID				Aff1								TargetList															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:56]

Reserved, RES0.

Aff3, bits [55:48]

The affinity 3 value of the affinity path of the cluster for which SGI interrupts will be generated.

If the IRM bit is 1, this field is RES0.

RS, bits [47:44]

RangeSelector

Controls which group of 16 values is represented by the TargetList field.

TargetList[n] represents aff0 value $((RS * 16) + n)$.

When [ICC_CTLR_EL1](#).RSS==0, RS is RES0.

When [ICC_CTLR_EL1](#).RSS==1 and [GICD_TYPER](#).RSS==0, writing this register with $RS \neq 0$ is a CONSTRAINED UNPREDICTABLE choice of :

- The write is ignored.
- The RS field is treated as 0.

Bits [43:41]

Reserved, RES0.

IRM, bit [40]

Interrupt Routing Mode. Determines how the generated interrupts are distributed to PEs. Possible values are:

IRM	Meaning
0b0	Interrupts routed to the PEs specified by Aff3.Aff2.Aff1.<target list>.
0b1	Interrupts routed to all PEs in the system, excluding "self".

Aff2, bits [39:32]

The affinity 2 value of the affinity path of the cluster for which SGI interrupts will be generated.

If the IRM bit is 1, this field is RES0.

Bits [31:28]

Reserved, RES0.

INTID, bits [27:24]

The INTID of the SGI.

Aff1, bits [23:16]

The affinity 1 value of the affinity path of the cluster for which SGI interrupts will be generated.

If the IRM bit is 1, this field is RES0.

TargetList, bits [15:0]

Target List. The set of PEs for which SGI interrupts will be generated. Each bit corresponds to the PE within a cluster with an Affinity 0 value equal to the bit number.

If a bit is 1 and the bit does not correspond to a valid target PE, the bit must be ignored by the Distributor. It is IMPLEMENTATION DEFINED whether, in such cases, a Distributor can signal a system error.

Note

This restricts a system to sending targeted SGIs to PEs with an affinity 0 number that is less than 16. If SRE is set only for Secure EL3, software executing at EL3 might use the System register interface to generate SGIs. Therefore, the Distributor must always be able to receive and acknowledge Generate SGI packets received from CPU interface regardless of the ARE settings for a Security state. However, the Distributor might discard such packets.

If the IRM bit is 1, this field is RES0.

Accessing the ICC_ASGI1R

This register allows software executing in a Secure state to generate Non-secure Group 1 SGIs. It will also allow software executing in a Non-secure state to generate Secure Group 1 SGIs, if permitted by the settings of [GICR_NSACR](#) in the Redistributor corresponding to the target PE.

When [GICD_CTLR](#).DS==0, Non-secure writes do not generate an interrupt for a target PE if not permitted by the [GICR_NSACR](#) register associated with the target PE. For more information, see 'Use of control registers for SGI

forwarding' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

Note

Accesses from Secure Monitor mode are treated as Secure regardless of the value of SCR.NS.

Accesses to this register use the following encodings:

MCCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

coproc	CRm	opc1
0b1111	0b1100	0b0001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.<IRQ,FIQ> ==
'11' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif ICC_SRE.SRE == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TC == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TC == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.FMO == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.IMO == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.FMO == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.IMO == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.<IRQ,FIQ> == '11'
then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
            else
                ICC_ASGI1R = R[t2]:R[t];
        elsif PSTATE.EL == EL2 then
            if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
                UNDEFINED;
            elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.<IRQ,FIQ> == '11' then
                UNDEFINED;
            elsif ICC_HSRE.SRE == '0' then
                UNDEFINED;
            elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.AArch32SystemAccessTrap(EL3, 0x03);
            elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.<IRQ,FIQ> == '11' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch32.TakeMonitorTrapException();
            else
                ICC_ASGI1R = R[t2]:R[t];
        elsif PSTATE.EL == EL3 then
            if ICC_MSRE.SRE == '0' then
                UNDEFINED;
            else
                ICC_ASGI1R = R[t2]:R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICC_BPR0, Interrupt Controller Binary Point Register 0

The ICC_BPR0 characteristics are:

Purpose

Defines the point at which the priority value fields split into two parts, the group priority field and the subpriority field. The group priority field determines Group 0 interrupt preemption.

Configuration

AArch32 System register ICC_BPR0 bits [31:0] are architecturally mapped to AArch64 System register [ICC_BPR0_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICC_BPR0 are UNDEFINED.

Attributes

ICC_BPR0 is a 32-bit register.

Field descriptions

The ICC_BPR0 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																		BinaryPoint													

Bits [31:3]

Reserved, RES0.

BinaryPoint, bits [2:0]

The value of this field controls how the 8-bit interrupt priority field is split into a group priority field, that determines interrupt preemption, and a subpriority field. This is done as follows:

Binary point value	Group priority field	Subpriority field	Field with binary point
0	[7:1]	[0]	ggggggg.s
1	[7:2]	[1:0]	gggggg.ss
2	[7:3]	[2:0]	ggggg.sss
3	[7:4]	[3:0]	gggg.ssss
4	[7:5]	[4:0]	ggg.sssss
5	[7:6]	[5:0]	gg.ssssss
6	[7]	[6:0]	g.sssssss
7	No preemption	[7:0]	.ssssssss

This field resets to an architecturally UNKNOWN value.

Accessing the ICC_BPR0

The minimum binary point value is derived from the number of implemented priority bits. The number of priority bits is IMPLEMENTATION DEFINED, and reported by [ICC_CTLR.PRIBits](#) and [ICC_MCTLR.PRIBits](#).

An attempt to program the binary point field to a value less than the minimum value sets the field to the minimum value. On a reset, the binary point field is set to the minimum supported value.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1000	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.FIQ == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif ICC_SRE.SRE == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TALL0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TALL0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.FMO == '1' then
        return ICV_BPR0;
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.FMO == '1' then
        return ICV_BPR0;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        return ICC_BPR0;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.FIQ == '1' then
        UNDEFINED;
    elsif ICC_HSRE.SRE == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        return ICC_BPR0;
elsif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        return ICC_BPR0;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1000	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.FIQ == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif ICC_SRE.SRE == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TALL0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TALL0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.FMO == '1' then
        ICV_BPR0 = R[t];
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.FMO == '1' then
        ICV_BPR0 = R[t];
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            ICC_BPR0 = R[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.FIQ == '1' then
            UNDEFINED;
        elsif ICC_HSRE.SRE == '0' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            ICC_BPR0 = R[t];
    elsif PSTATE.EL == EL3 then
        if ICC_MSRE.SRE == '0' then
            UNDEFINED;
        else
            ICC_BPR0 = R[t];

```

ICC_BPR1, Interrupt Controller Binary Point Register 1

The ICC_BPR1 characteristics are:

Purpose

Defines the point at which the priority value fields split into two parts, the group priority field and the subpriority field. The group priority field determines Group 1 interrupt preemption.

Configuration

AArch32 System register ICC_BPR1 bits [31:0] (S) are architecturally mapped to AArch64 System register [ICC_BPR1_EL1\[31:0\] \(S\)](#).

AArch32 System register ICC_BPR1 bits [31:0] (NS) are architecturally mapped to AArch64 System register [ICC_BPR1_EL1\[31:0\] \(NS\)](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICC_BPR1 are UNDEFINED.

In GIC implementations supporting two Security states, this register is Banked.

Attributes

ICC_BPR1 is a 32-bit register.

Field descriptions

The ICC_BPR1 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																	BinaryPoint														

Bits [31:3]

Reserved, RES0.

BinaryPoint, bits [2:0]

If the GIC is configured to use separate binary point fields for Group 0 and Group 1 interrupts, the value of this field controls how the 8-bit interrupt priority field is split into a group priority field, that determines interrupt preemption, and a subpriority field. For more information about priorities, see 'Priority grouping' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

Writing 0 to this field will set this field to its reset value.

If EL3 is implemented and [ICC_MCTLR](#).CBPR_EL1S is 1:

- Accesses to this register at EL3 not in Monitor mode access the state of [ICC_BPR0](#).
- When [SCR_EL3](#).EEL2 is 1 and [HCR_EL2](#).IMO is 1, Secure accesses to this register at EL1 access the state of [ICV_BPR1](#).
- Otherwise, Secure accesses to this register at EL1 access the state of [ICC_BPR0](#).

If EL3 is implemented and [ICC_MCTLR](#).CBPR_EL1NS is 1, Non-secure accesses to this register at EL1 or EL2 behave as follows, depending on the values of HCR.IMO and SCR.IRQ:

HCR.IMO	SCR_IRQ	Behavior
0b0	0b0	Non-secure EL1 and EL2 reads return ICC_BPR0 + 1 saturated to 0b111. Non-secure EL1 and EL2 writes are ignored.
0b0	0b1	Non-secure EL1 and EL2 accesses trap to EL3.
0b1	0b0	Non-secure EL1 accesses affect virtual interrupts. Non-secure EL2 reads return ICC_BPR0 + 1 saturated to 0b111. Non-secure EL2 writes ignored.
0b1	0b1	Non-secure EL1 accesses affect virtual interrupts. Non-secure EL2 accesses trap to EL3.

If EL3 is not implemented and [ICC_CTLR](#).CBPR is 1, Non-secure accesses to this register at EL1 or EL2 behave as follows, depending on the values of HCR.IMO:

HCR.IMO	Behavior
0b0	Non-secure EL1 and EL2 reads return ICC_BPR0 + 1 saturated to 0b111. Non-secure EL1 and EL2 writes are ignored.
0b1	Non-secure EL1 accesses affect virtual interrupts. Non-secure EL2 reads return ICC_BPR0 + 1 saturated to 0b111. Non-secure EL2 writes are ignored.

This field resets to an IMPLEMENTATION DEFINED non-zero value.

Accessing the ICC_BPR1

When the PE resets into an Exception level that is using AArch32, the reset value is equal to:

- For the Secure copy of the register, the minimum value of [ICC_BPR0](#) plus one.
- For the Non-secure copy of the register, the minimum value of [ICC_BPR0](#).

Where the minimum value of [ICC_BPR0](#) is IMPLEMENTATION DEFINED.

If EL3 is not implemented:

- If the PE is Secure this reset value is (minimum value of [ICC_BPR0](#) plus one).
- If the PE is Non-secure this reset value is (minimum value of [ICC_BPR0](#)).

An attempt to program the binary point field to a value less than the reset value sets the field to the reset value.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1100	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.IRQ == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif ICC_SRE.SRE == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TALL1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TALL1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.IMO == '1' then
        return ICV_BPR1;
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.IMO == '1' then
        return ICV_BPR1;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    elsif HaveEL(EL3) then
        return ICC_BPR1_NS;
    else
        return ICC_BPR1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.IRQ == '1' then
        UNDEFINED;
    elsif ICC_HSRE.SRE == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    elsif HaveEL(EL3) then
        return ICC_BPR1_NS;
    else
        return ICC_BPR1;
elsif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        if SCR.NS == '0' then
            return ICC_BPR1_S;
        else
            return ICC_BPR1_NS;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1100	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.IRQ == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif ICC_SRE.SRE == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TALL1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TALL1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.IMO == '1' then
        ICV_BPR1 = R[t];
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.IMO == '1' then
        ICV_BPR1 = R[t];
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    elsif HaveEL(EL3) then
        ICC_BPR1_NS = R[t];
    else
        ICC_BPR1 = R[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.IRQ == '1' then
        UNDEFINED;
    elsif ICC_HSRE.SRE == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    elsif HaveEL(EL3) then
        ICC_BPR1_NS = R[t];
    else
        ICC_BPR1 = R[t];
elsif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        if SCR.NS == '0' then
            ICC_BPR1_S = R[t];
        else
            ICC_BPR1_NS = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICC_CTLR, Interrupt Controller Control Register

The ICC_CTLR characteristics are:

Purpose

Controls aspects of the behavior of the GIC CPU interface and provides information about the features implemented.

Configuration

AArch32 System register ICC_CTLR bits [31:0] (S) are architecturally mapped to AArch64 System register [ICC_CTLR_EL1\[31:0\] \(S\)](#).

AArch32 System register ICC_CTLR bits [31:0] (NS) are architecturally mapped to AArch64 System register [ICC_CTLR_EL1\[31:0\] \(NS\)](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICC_CTLR are UNDEFINED.

Attributes

ICC_CTLR is a 32-bit register.

Field descriptions

The ICC_CTLR bit assignments are:

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

Bits [31:20]

Reserved, RES0.

ExtRange, bit [19]

Extended INTID range (read-only).

ExtRange	Meaning
0b0	CPU interface does not support INTIDs in the range 1024..8191. Behaviour is UNPREDICTABLE if the IRI delivers an interrupt in the range 1024 to 8191 to the CPU interface.
	Note Arm strongly recommends that the IRI is not configured to deliver interrupts in this range to a PE that does not support them.
0b1	CPU interface supports INTIDs in the range 1024..8191. All INTIDs in the range 1024..8191 are treated as requiring deactivation.

If EL3 is implemented, ICC_CTLR_EL1.ExtRange is an alias of [ICC_CTLR_EL3.ExtRange](#).

RSS, bit [18]

Range Selector Support. Possible values are:

RSS	Meaning
0b0	Targeted SGIs with affinity level 0 values of 0 - 15 are supported.
0b1	Targeted SGIs with affinity level 0 values of 0 - 255 are supported.

This bit is read-only.

Bits [17:16]

Reserved, RES0.

A3V, bit [15]

Affinity 3 Valid. Read-only and writes are ignored. Possible values are:

A3V	Meaning
0b0	The CPU interface logic only supports zero values of Affinity 3 in SGI generation System registers.
0b1	The CPU interface logic supports non-zero values of Affinity 3 in SGI generation System registers.

If EL3 is implemented and using AArch32, this bit is an alias of [ICC_MCTLR.A3V](#).

If EL3 is implemented and using AArch64, this bit is an alias of [ICC_CTLR_EL3.A3V](#).

SEIS, bit [14]

SEI Support. Read-only and writes are ignored. Indicates whether the CPU interface supports local generation of SEIs:

SEIS	Meaning
0b0	The CPU interface logic does not support local generation of SEIs.
0b1	The CPU interface logic supports local generation of SEIs.

If EL3 is implemented and using AArch32, this bit is an alias of [ICC_MCTLR.SEIS](#).

If EL3 is implemented and using AArch64, this bit is an alias of [ICC_CTLR_EL3.SEIS](#).

IDbits, bits [13:11]

Identifier bits. Read-only and writes are ignored. The number of physical interrupt identifier bits supported:

IDbits	Meaning
0b000	16 bits.
0b001	24 bits.

All other values are reserved.

If EL3 is implemented and using AArch32, this field is an alias of [ICC_MCTLR.IDbits](#).

If EL3 is implemented and using AArch64, this field is an alias of [ICC_CTLR_EL3.IDbits](#).

PRibits, bits [10:8]

Priority bits. Read-only and writes are ignored. The number of priority bits implemented, minus one.

An implementation that supports two Security states must implement at least 32 levels of physical priority (5 priority bits).

An implementation that supports only a single Security state must implement at least 16 levels of physical priority (4 priority bits).

Note

This field always returns the number of priority bits implemented, regardless of the Security state of the access or the value of [GICD_CTLR.DS](#).

The division between group priority and subpriority is defined in the binary point registers [ICC_BPR0](#) and [ICC_BPR1](#).

If EL3 is implemented and using AArch32, physical accesses return the value from [ICC_MCTLR.PRIBits](#).

If EL3 is implemented and using AArch64, physical accesses return the value from [ICC_CTLR_EL3.PRIBits](#).

If EL3 is not implemented, physical accesses return the value from this field.

Bit [7]

Reserved, RES0.

PMHE, bit [6]

Priority Mask Hint Enable. Controls whether the priority mask register is used as a hint for interrupt distribution:

PMHE	Meaning
0b0	Disables use of ICC_PMR as a hint for interrupt distribution.
0b1	Enables use of ICC_PMR as a hint for interrupt distribution.

If EL3 is implemented:

- If EL3 is using AArch32, this bit is an alias of [ICC_MCTLR.PMHE](#).
- If EL3 is using AArch64, this bit is an alias of [ICC_CTLR_EL3.PMHE](#).
- If [GICD_CTLR.DS](#) == 0, this bit is read-only.
- If [GICD_CTLR.DS](#) == 1, this bit is read/write.

If EL3 is not implemented, it is IMPLEMENTATION DEFINED whether this bit is read-only or read-write:

- If this bit is read-only, an implementation can choose to make this field RAZ/WI or RAO/WI.
- If this bit is read/write, it resets to zero.

Bits [5:2]

Reserved, RES0.

EOImode, bit [1]

EOI mode for the current Security state. Controls whether a write to an End of Interrupt register also deactivates the interrupt:

EOImode	Meaning
0b0	ICC_EOIR0 and ICC_EOIR1 provide both priority drop and interrupt deactivation functionality. Accesses to ICC_DIR are UNPREDICTABLE.
0b1	ICC_EOIR0 and ICC_EOIR1 provide priority drop functionality only. ICC_DIR provides interrupt deactivation functionality.

If EL3 is implemented:

- If EL3 is using AArch32, this bit is an alias of [ICC_MCTLR.EOImode_EL1](#){S, NS} where S or NS corresponds to the current Security state.
- If EL3 is using AArch64, this bit is an alias of [ICC_CTLR_EL3.EOImode_EL1](#){S, NS} where S or NS corresponds to the current Security state.

If EL3 is not implemented, it is IMPLEMENTATION DEFINED whether this bit is read-only or read-write:

- If this bit is read-only, an implementation can choose to make this field RAZ/WI or RAO/WI.
- If this bit is read/write, it resets to zero.

CBPR, bit [0]

Common Binary Point Register. Controls whether the same register is used for interrupt preemption of both Group 0 and Group 1 interrupts:

CBPR	Meaning
0b0	ICC_BPR0 determines the preemption group for Group 0 interrupts only. ICC_BPR1 determines the preemption group for Group 1 interrupts.
0b1	ICC_BPR0 determines the preemption group for both Group 0 and Group 1 interrupts.

If EL3 is implemented:

- If EL3 is using AArch32, this bit is an alias of [ICC_MCTLR.CBPR_EL1](#){S,NS} where S or NS corresponds to the current Security state.
- If EL3 is using AArch64, this bit is an alias of [ICC_CTLR_EL3.CBPR_EL1](#){S,NS} where S or NS corresponds to the current Security state.
- If [GICD_CTLR.DS](#) == 0, this bit is read-only.
- If [GICD_CTLR.DS](#) == 1, this bit is read/write.

If EL3 is not implemented, it is IMPLEMENTATION DEFINED whether this bit is read-only or read-write:

- If this bit is read-only, an implementation can choose to make this field RAZ/WI or RAO/WI.
- If this bit is read/write, it resets to zero.

Accessing the ICC_CTLR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1100	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.<IRQ,FIQ> ==
'11' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TC == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TC == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.FMO == '1' then
        return ICV_CTLR;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.IMO == '1' then
        return ICV_CTLR;
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.FMO == '1' then
        return ICV_CTLR;
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.IMO == '1' then
        return ICV_CTLR;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.<IRQ,FIQ> == '11'
then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    elsif HaveEL(EL3) then
        return ICC_CTLR_NS;
    else
        return ICC_CTLR;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif ICC_HSRE.SRE == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    elsif HaveEL(EL3) then
        return ICC_CTLR_NS;
    else
        return ICC_CTLR;
elsif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        if SCR.NS == '0' then
            return ICC_CTLR_S;

```

```
else
    return ICC_CTLR_NS;
```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1100	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.<IRQ,FIQ> ==
'11' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TC == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TC == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.FMO == '1' then
        ICV_CTLR = R[t];
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.IMO == '1' then
        ICV_CTLR = R[t];
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.FMO == '1' then
        ICV_CTLR = R[t];
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.IMO == '1' then
        ICV_CTLR = R[t];
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.<IRQ,FIQ> == '11'
then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    elsif HaveEL(EL3) then
        ICC_CTLR_NS = R[t];
    else
        ICC_CTLR = R[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif ICC_HSRE.SRE == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    elsif HaveEL(EL3) then
        ICC_CTLR_NS = R[t];
    else
        ICC_CTLR = R[t];
elsif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        if SCR.NS == '0' then
            ICC_CTLR_S = R[t];

```

```
else  
    ICC_CTLR_NS = R[t];
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICC_DIR, Interrupt Controller Deactivate Interrupt Register

The ICC_DIR characteristics are:

Purpose

When interrupt priority drop is separated from interrupt deactivation, a write to this register deactivates the specified interrupt.

Configuration

AArch32 System register ICC_DIR performs the same function as AArch64 System register [ICC_DIR_EL1](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICC_DIR are UNDEFINED.

Attributes

ICC_DIR is a 32-bit register.

Field descriptions

The ICC_DIR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0								INTID																							

Bits [31:24]

Reserved, RES0.

INTID, bits [23:0]

The INTID of the interrupt to be deactivated.

This field has either 16 or 24 bits implemented. The number of implemented bits can be found in [ICC_CTLR.IDbits](#) and [ICC_MCTLR.IDbits](#). If only 16 bits are implemented, bits [23:16] of this register are RES0.

Accessing the ICC_DIR

There are two cases when writing to [ICC_DIR_EL1](#) that were UNPREDICTABLE for a corresponding GICv2 write to [GICC_DIR](#):

- When EOImode == 0. GICv3 implementations must ignore such writes. In systems supporting system error generation, an implementation might generate an SEI.
- When EOImode == 1 but no EOI has been issued. The interrupt will be de-activated by the Distributor, however the active priority in the CPU interface for the interrupt will remain set (because no EOI was issued).

Accesses to this register use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1011	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.<IRQ,FIQ> ==
'11' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TDIR == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TC == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TC == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TDIR == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.FMO == '1' then
        ICV_DIR = R[t];
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.IMO == '1' then
        ICV_DIR = R[t];
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.FMO == '1' then
        ICV_DIR = R[t];
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.IMO == '1' then
        ICV_DIR = R[t];
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.<IRQ,FIQ> == '11'
then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
            else
                ICC_DIR = R[t];
        elsif PSTATE.EL == EL2 then
            if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
                UNDEFINED;
            elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.<IRQ,FIQ> == '11' then
                UNDEFINED;
            elsif ICC_HSRE.SRE == '0' then
                UNDEFINED;
            elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.AArch32SystemAccessTrap(EL3, 0x03);
            elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.<IRQ,FIQ> == '11' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch32.TakeMonitorTrapException();
            else
                ICC_DIR = R[t];
        elsif PSTATE.EL == EL3 then
            if ICC_MSRE.SRE == '0' then
                UNDEFINED;
            else
                ICC_DIR = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICC_EOIR0, Interrupt Controller End Of Interrupt Register 0

The ICC_EOIR0 characteristics are:

Purpose

A PE writes to this register to inform the CPU interface that it has completed the processing of the specified Group 0 interrupt.

Configuration

AArch32 System register ICC_EOIR0 performs the same function as AArch64 System register [ICC_EOIR0_EL1](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICC_EOIR0 are UNDEFINED.

Attributes

ICC_EOIR0 is a 32-bit register.

Field descriptions

The ICC_EOIR0 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0								INTID																							

Bits [31:24]

Reserved, RES0.

INTID, bits [23:0]

The INTID from the corresponding [ICC_IAR0](#) access.

This field has either 16 or 24 bits implemented. The number of implemented bits can be found in [ICC_CTLR.IDbits](#) and [ICC_MCTLR.IDbits](#). If only 16 bits are implemented, bits [23:16] of this register are RES0.

If the EOImode bit for the current Exception level and Security state is 0, a write to this register drops the priority for the interrupt, and also deactivates the interrupt.

If the EOImode bit for the current Exception level and Security state is 1, a write to this register only drops the priority for the interrupt. Software must write to [ICC_DIR](#) to deactivate the interrupt.

The appropriate EOImode bit varies as follows:

- If EL3 is not implemented, the appropriate bit is [ICC_CTLR.EOImode](#).
- If EL3 is implemented and the software is executing in Monitor mode, the appropriate bit is [ICC_MCTLR.EOImode_EL3](#).
- If EL3 is implemented and the software is not executing in Monitor mode, the bit depends on the current Security state:
 - If the software is executing in Secure state, the bit is [ICC_CTLR.EOImode](#) in the Secure instance of [ICC_CTLR](#). This is an alias of [ICC_MCTLR.EOImode_EL1S](#).
 - If the software is executing in Non-secure state, the bit is [ICC_CTLR.EOImode](#) in the Non-secure instance of [ICC_CTLR](#). This is an alias of [ICC_MCTLR.EOImode_EL1NS](#).

Accessing the ICC_EOIR0

A write to this register must correspond to the most recent valid read by this PE from an Interrupt Acknowledge Register, and must correspond to the INTID that was read from [ICC_IAR0](#), otherwise the system behavior is UNPREDICTABLE. A valid read is a read that returns a valid INTID that is not a special INTID.

A write of a Special INTID is ignored. For more information, see 'Special INTIDs' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

Accesses to this register use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.FIQ == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif ICC_SRE.SRE == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TALL0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TALL0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.FMO == '1' then
        ICC_EOIR0 = R[t];
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.FMO == '1' then
        ICC_EOIR0 = R[t];
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            ICC_EOIR0 = R[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.FIQ == '1' then
            UNDEFINED;
        elsif ICC_HSRE.SRE == '0' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            ICC_EOIR0 = R[t];
    elsif PSTATE.EL == EL3 then
        if ICC_MSRE.SRE == '0' then
            UNDEFINED;
        else
            ICC_EOIR0 = R[t];

```

ICC_EOIR1, Interrupt Controller End Of Interrupt Register 1

The ICC_EOIR1 characteristics are:

Purpose

A PE writes to this register to inform the CPU interface that it has completed the processing of the specified Group 1 interrupt.

Configuration

AArch32 System register ICC_EOIR1 performs the same function as AArch64 System register [ICC_EOIR1_EL1](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICC_EOIR1 are UNDEFINED.

Attributes

ICC_EOIR1 is a 32-bit register.

Field descriptions

The ICC_EOIR1 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0								INTID																							

Bits [31:24]

Reserved, RES0.

INTID, bits [23:0]

The INTID from the corresponding [ICC_IAR1](#) access.

This field has either 16 or 24 bits implemented. The number of implemented bits can be found in [ICC_CTLR.IDbits](#) and [ICC_MCTLR.IDbits](#). If only 16 bits are implemented, bits [23:16] of this register are RES0.

If the EOImode bit for the current Exception level and Security state is 0, a write to this register drops the priority for the interrupt, and also deactivates the interrupt.

If the EOImode bit for the current Exception level and Security state is 1, a write to this register only drops the priority for the interrupt. Software must write to [ICC_DIR](#) to deactivate the interrupt.

The appropriate EOImode bit varies as follows:

- If EL3 is not implemented, the appropriate bit is [ICC_CTLR.EOImode](#).
- If EL3 is implemented and the software is executing in Monitor mode, the appropriate bit is [ICC_MCTLR.EOImode_EL3](#).
- If EL3 is implemented and the software is not executing in Monitor mode, the bit depends on the current Security state:
 - If the software is executing in Secure state, the bit is [ICC_CTLR.EOImode](#) in the Secure instance of [ICC_CTLR](#). This is an alias of [ICC_MCTLR.EOImode_EL1S](#).
 - If the software is executing in Non-secure state, the bit is [ICC_CTLR.EOImode](#) in the Non-secure instance of [ICC_CTLR](#). This is an alias of [ICC_MCTLR.EOImode_EL1NS](#).

Accessing the ICC_EOIR1

A write to this register must correspond to the most recent valid read by this PE from an Interrupt Acknowledge Register, and must correspond to the INTID that was read from [ICC_IAR1](#), otherwise the system behavior is UNPREDICTABLE. A valid read is a read that returns a valid INTID that is not a special INTID.

A write of a Special INTID is ignored. For more information, see 'Special INTIDs' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

Accesses to this register use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1100	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.IRQ == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif ICC_SRE.SRE == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TALL1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TALL1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.IMO == '1' then
        ICV_EOIR1 = R[t];
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.IMO == '1' then
        ICV_EOIR1 = R[t];
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.IRQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            ICC_EOIR1 = R[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.IRQ == '1' then
            UNDEFINED;
        elsif ICC_HSRE.SRE == '0' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.IRQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            ICC_EOIR1 = R[t];
    elsif PSTATE.EL == EL3 then
        if ICC_MSRE.SRE == '0' then
            UNDEFINED;
        else
            ICC_EOIR1 = R[t];

```

ICC_HPPIR0, Interrupt Controller Highest Priority Pending Interrupt Register 0

The ICC_HPPIR0 characteristics are:

Purpose

Indicates the highest priority pending Group 0 interrupt on the CPU interface.

Configuration

AArch32 System register ICC_HPPIR0 performs the same function as AArch64 System register [ICC_HPPIR0_EL1](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICC_HPPIR0 are UNDEFINED.

Attributes

ICC_HPPIR0 is a 32-bit register.

Field descriptions

The ICC_HPPIR0 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0								INTID																							

Bits [31:24]

Reserved, RES0.

INTID, bits [23:0]

The INTID of the highest priority pending interrupt, if that interrupt is observable at the current Security state and Exception level.

If the highest priority pending interrupt is not observable, this field contains a special INTID to indicate the reason. These special INTIDs can be one of: 1020, 1021, or 1023. For more information, see 'Special INTIDs' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

This field has either 16 or 24 bits implemented. The number of implemented bits can be found in [ICC_CTLR.IDbits](#) and [ICC_MCTLR.IDbits](#). If only 16 bits are implemented, bits [23:16] of this register are RES0.

Accessing the ICC_HPPIR0

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1000	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.FIQ == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif ICC_SRE.SRE == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TALL0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TALL0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.FMO == '1' then
        return ICV_HPPIR0;
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.FMO == '1' then
        return ICV_HPPIR0;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        return ICC_HPPIR0;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.FIQ == '1' then
        UNDEFINED;
    elsif ICC_HSRE.SRE == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        return ICC_HPPIR0;
elsif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        return ICC_HPPIR0;

```


ICC_HPPIR1, Interrupt Controller Highest Priority Pending Interrupt Register 1

The ICC_HPPIR1 characteristics are:

Purpose

Indicates the highest priority pending Group 1 interrupt on the CPU interface.

Configuration

AArch32 System register ICC_HPPIR1 performs the same function as AArch64 System register [ICC_HPPIR1_EL1](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICC_HPPIR1 are UNDEFINED.

Attributes

ICC_HPPIR1 is a 32-bit register.

Field descriptions

The ICC_HPPIR1 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0								INTID																							

Bits [31:24]

Reserved, RES0.

INTID, bits [23:0]

The INTID of the highest priority pending interrupt, if that interrupt is observable at the current Security state and Exception level.

If the highest priority pending interrupt is not observable, this field contains a special INTID to indicate the reason. This special INTID can take the value 1023 only. For more information, see 'Special INTIDs' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

This field has either 16 or 24 bits implemented. The number of implemented bits can be found in [ICC_CTLR.IDbits](#) and [ICC_MCTLR.IDbits](#). If only 16 bits are implemented, bits [23:16] of this register are RES0.

Accessing the ICC_HPPIR1

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1100	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.IRQ == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif ICC_SRE.SRE == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TALL1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TALL1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.IMO == '1' then
        return ICV_HPPIR1;
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.IMO == '1' then
        return ICV_HPPIR1;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        return ICC_HPPIR1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.IRQ == '1' then
        UNDEFINED;
    elsif ICC_HSRE.SRE == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        return ICC_HPPIR1;
elsif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        return ICC_HPPIR1;

```

ICC_HSRE, Interrupt Controller Hyp System Register Enable register

The ICC_HSRE characteristics are:

Purpose

Controls whether the System register interface or the memory-mapped interface to the GIC CPU interface is used for EL2.

Configuration

AArch32 System register ICC_HSRE bits [31:0] are architecturally mapped to AArch64 System register [ICC_SRE_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICC_HSRE are UNDEFINED.

Attributes

ICC_HSRE is a 32-bit register.

Field descriptions

The ICC_HSRE bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																												Enable	DIB	DFB	SRE

Bits [31:4]

Reserved, RES0.

Enable, bit [3]

Enable. Enables lower Exception level access to [ICC_SRE](#).

Enable	Meaning
0b0	Non-secure EL1 accesses to ICC_SRE trap to EL2.
0b1	Non-secure EL1 accesses to ICC_SRE do not trap to EL2.

If ICC_HSRE.SRE is RAO/WI, an implementation is permitted to make the Enable bit RAO/WI.

If ICC_HSRE.SRE is 0, the Enable bit behaves as 1 for all purposes other than reading the value of the bit.

This field resets to an architecturally UNKNOWN value.

DIB, bit [2]

Disable IRQ bypass.

DIB	Meaning
0b0	IRQ bypass enabled.
0b1	IRQ bypass disabled.

If EL3 is implemented and [GICD_CTLR](#).DS is 0, this field is a read-only alias of [ICC_MSRE](#).DIB.

If EL3 is implemented and [GICD_CTLR.DS](#) is 1, this field is a read-write alias of [ICC_MSRE.DIB](#).

In systems that do not support IRQ bypass, this bit is RAO/WI.

This field resets to 0.

DFB, bit [1]

Disable FIQ bypass.

DFB	Meaning
0b0	FIQ bypass enabled.
0b1	FIQ bypass disabled.

If EL3 is implemented and [GICD_CTLR.DS](#) is 0, this field is a read-only alias of [ICC_MSRE.DFB](#).

If EL3 is implemented and [GICD_CTLR.DS](#) is 1, this field is a read-write alias of [ICC_MSRE.DFB](#).

In systems that do not support FIQ bypass, this bit is RAO/WI.

This field resets to 0.

SRE, bit [0]

System Register Enable.

SRE	Meaning
0b0	The memory-mapped interface must be used. Accesses at EL2 or below to any ICH_* System register, or any EL1 or EL2 ICC_* register other than ICC_SRE or ICC_HSRE, are UNDEFINED.
0b1	The System register interface to the ICH_* registers and the EL1 and EL2 ICC_* registers is enabled for EL2.

If software changes this bit from 1 to 0, the results are UNPREDICTABLE.

If an implementation supports only a System register interface to the GIC CPU interface, this bit is RAO/WI.

If EL3 is implemented and using AArch64:

- When [ICC_SRE_EL3.SRE](#)==0 this bit is RAZ/WI.

If EL3 is implemented using AArch32:

- When [ICC_MSRE.SRE](#)==0 this bit is RAZ/WI.

This field resets to 0.

Accessing the ICC_HSRE

The GIC architecture permits, but does not require, that registers can be shared between memory-mapped registers and the equivalent System registers. This means that if the memory-mapped registers have been accessed while [ICC_HSRE.SRE](#)==0, then the System registers might be modified. Therefore, software must only rely on the reset values of the System registers if there has been no use of the GIC functionality while the memory-mapped registers are in use. Otherwise, the System register values must be treated as UNKNOWN.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1100	0b1001	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elseif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && ICC_SRE_EL3.Enable == '0' then
        UNDEFINED;
    elseif HaveEL(EL3) && !ELUsingAArch32(EL3) && ICC_SRE_EL3.Enable == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elseif ICC_MSRE.Enable == '0' then
        UNDEFINED;
    else
        return ICC_HSRE;
elseif PSTATE.EL == EL3 then
    if !EL2Enabled() then
        UNDEFINED;
    else
        return ICC_HSRE;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1100	0b1001	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elseif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && ICC_SRE_EL3.Enable == '0' then
        UNDEFINED;
    elseif HaveEL(EL3) && !ELUsingAArch32(EL3) && ICC_SRE_EL3.Enable == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elseif ICC_MSRE.Enable == '0' then
        UNDEFINED;
    else
        ICC_HSRE = R[t];
elseif PSTATE.EL == EL3 then
    if !EL2Enabled() then
        UNDEFINED;
    else
        ICC_HSRE = R[t];

```

ICC_IAR0, Interrupt Controller Interrupt Acknowledge Register 0

The ICC_IAR0 characteristics are:

Purpose

The PE reads this register to obtain the INTID of the signaled Group 0 interrupt. This read acts as an acknowledge for the interrupt.

Configuration

AArch32 System register ICC_IAR0 performs the same function as AArch64 System register [ICC_IAR0_EL1](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICC_IAR0 are UNDEFINED.

To allow software to ensure appropriate observability of actions initiated by GIC register accesses, the PE and CPU interface logic must ensure that reads of this register are self-synchronising when interrupts are masked by the PE (that is when $PSTATE.\{I,F\} == \{0,0\}$). This ensures that the effect of activating an interrupt on the signaling of interrupt exceptions is observed when a read of this register is architecturally executed so that no spurious interrupt exception occurs if interrupts are unmasked by an instruction immediately following the read. For more information, see 'Observability of the effects of accesses to the GIC registers' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

Attributes

ICC_IAR0 is a 32-bit register.

Field descriptions

The ICC_IAR0 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0								INTID																							

Bits [31:24]

Reserved, RES0.

INTID, bits [23:0]

The INTID of the signaled interrupt.

This is the INTID of the highest priority pending interrupt, if that interrupt is of sufficient priority for it to be signaled to the PE, and if it can be acknowledged at the current Security state and Exception level.

If the highest priority pending interrupt is not observable, this field contains a special INTID to indicate the reason. These special INTIDs can be one of: 1020, 1021, or 1023. For more information, see 'Special INTIDs' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

This field has either 16 or 24 bits implemented. The number of implemented bits can be found in [ICC_CTLR.IDbits](#) and [ICC_MCTLR.IDbits](#). If only 16 bits are implemented, bits [23:16] of this register are RES0.

Accessing the ICC_IAR0

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.FIQ == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif ICC_SRE.SRE == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TALL0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TALL0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.FMO == '1' then
        return ICV_IAR0;
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.FMO == '1' then
        return ICV_IAR0;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ICC_IAR0;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.FIQ == '1' then
            UNDEFINED;
        elsif ICC_HSRE.SRE == '0' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ICC_IAR0;
    elsif PSTATE.EL == EL3 then
        if ICC_MSRE.SRE == '0' then
            UNDEFINED;
        else
            return ICC_IAR0;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICC_IAR1, Interrupt Controller Interrupt Acknowledge Register 1

The ICC_IAR1 characteristics are:

Purpose

The PE reads this register to obtain the INTID of the signaled Group 1 interrupt. This read acts as an acknowledge for the interrupt.

Configuration

AArch32 System register ICC_IAR1 performs the same function as AArch64 System register [ICC_IAR1_EL1](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICC_IAR1 are UNDEFINED.

To allow software to ensure appropriate observability of actions initiated by GIC register accesses, the PE and CPU interface logic must ensure that reads of this register are self-synchronising when interrupts are masked by the PE (that is when $PSTATE.\{I,F\} == \{0,0\}$). This ensures that the effect of activating an interrupt on the signaling of interrupt exceptions is observed when a read of this register is architecturally executed so that no spurious interrupt exception occurs if interrupts are unmasked by an instruction immediately following the read. For more information, see 'Observability of the effects of accesses to the GIC registers' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

Attributes

ICC_IAR1 is a 32-bit register.

Field descriptions

The ICC_IAR1 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0								INTID																							

Bits [31:24]

Reserved, RES0.

INTID, bits [23:0]

The INTID of the signaled interrupt.

This is the INTID of the highest priority pending interrupt, if that interrupt is of sufficient priority for it to be signaled to the PE, and if it can be acknowledged at the current Security state and Exception level.

If the highest priority pending interrupt is not observable, this field contains a special INTID to indicate the reason. This special INTID can take the value 1023 only. For more information, see 'Special INTIDs' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

This field has either 16 or 24 bits implemented. The number of implemented bits can be found in [ICC_CTLR.IDbits](#) and [ICC_MCTLR.IDbits](#). If only 16 bits are implemented, bits [23:16] of this register are RES0.

Accessing the ICC_IAR1

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1100	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.IRQ == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif ICC_SRE.SRE == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TALL1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TALL1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.IMO == '1' then
        return ICV_IAR1;
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.IMO == '1' then
        return ICV_IAR1;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.IRQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ICC_IAR1;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.IRQ == '1' then
            UNDEFINED;
        elsif ICC_HSRE.SRE == '0' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.IRQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ICC_IAR1;
    elsif PSTATE.EL == EL3 then
        if ICC_MSRE.SRE == '0' then
            UNDEFINED;
        else
            return ICC_IAR1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICC_IGRPEN0, Interrupt Controller Interrupt Group 0 Enable register

The ICC_IGRPEN0 characteristics are:

Purpose

Controls whether Group 0 interrupts are enabled or not.

Configuration

AArch32 System register ICC_IGRPEN0 bits [31:0] are architecturally mapped to AArch64 System register [ICC_IGRPEN0_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICC_IGRPEN0 are UNDEFINED.

Attributes

ICC_IGRPEN0 is a 32-bit register.

Field descriptions

The ICC_IGRPEN0 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																															Enable

Bits [31:1]

Reserved, RES0.

Enable, bit [0]

Enables Group 0 interrupts.

Enable	Meaning
0b0	Group 0 interrupts are disabled.
0b1	Group 0 interrupts are enabled.

Virtual accesses to this register update [ICH_VMCR.VENG0](#).

This field resets to 0.

Accessing the ICC_IGRPEN0

The lowest Exception level at which this register can be accessed is governed by the Exception level to which FIQ is routed. This routing depends on SCR.FIQ, SCR.NS and HCR.FMO.

If an interrupt is pending within the CPU interface when Enable becomes 0, the interrupt must be released to allow the Distributor to forward the interrupt to a different PE.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1100	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.FIQ == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif ICC_SRE.SRE == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TALL0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TALL0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.FMO == '1' then
        return ICC_IGRPEN0;
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.FMO == '1' then
        return ICC_IGRPEN0;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ICC_IGRPEN0;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.FIQ == '1' then
            UNDEFINED;
        elsif ICC_HSRE.SRE == '0' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ICC_IGRPEN0;
    elsif PSTATE.EL == EL3 then
        if ICC_MSRE.SRE == '0' then
            UNDEFINED;
        else
            return ICC_IGRPEN0;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1100	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.FIQ == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif ICC_SRE.SRE == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TALL0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TALL0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.FMO == '1' then
        ICV_IGRPEN0 = R[t];
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.FMO == '1' then
        ICV_IGRPEN0 = R[t];
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            ICC_IGRPEN0 = R[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.FIQ == '1' then
            UNDEFINED;
        elsif ICC_HSRE.SRE == '0' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            ICC_IGRPEN0 = R[t];
    elsif PSTATE.EL == EL3 then
        if ICC_MSRE.SRE == '0' then
            UNDEFINED;
        else
            ICC_IGRPEN0 = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICC_IGRPEN1, Interrupt Controller Interrupt Group 1 Enable register

The ICC_IGRPEN1 characteristics are:

Purpose

Controls whether Group 1 interrupts are enabled for the current Security state.

Configuration

AArch32 System register ICC_IGRPEN1 bits [31:0] (S) are architecturally mapped to AArch64 System register [ICC_IGRPEN1_EL1\[31:0\] \(S\)](#).

AArch32 System register ICC_IGRPEN1 bits [31:0] (NS) are architecturally mapped to AArch64 System register [ICC_IGRPEN1_EL1\[31:0\] \(NS\)](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICC_IGRPEN1 are UNDEFINED.

Attributes

ICC_IGRPEN1 is a 32-bit register.

Field descriptions

The ICC_IGRPEN1 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																															Enable

Bits [31:1]

Reserved, RES0.

Enable, bit [0]

Enables Group 1 interrupts for the current Security state.

Enable	Meaning
0b0	Group 1 interrupts are disabled for the current Security state.
0b1	Group 1 interrupts are enabled for the current Security state.

Virtual accesses to this register update [ICH_VMCR.VENG1](#).

If EL3 is present:

- This bit is a read/write alias of [ICC_MGRPEN1.EnableGrp1](#){S, NS} as appropriate if EL3 is using AArch32, or [ICC_IGRPEN1_EL3.EnableGrp1](#){S, NS} as appropriate if EL3 is using AArch64.
- When this register is accessed at EL3, the copy of this register appropriate to the current setting of SCR.NS is accessed.

This field resets to 0.

Accessing the ICC_IGRPEN1

The lowest Exception level at which this register can be accessed is governed by the Exception level to which IRQ is routed. This routing depends on SCR.IRQ, SCR.NS and HCR.IMO.

If an interrupt is pending within the CPU interface when Enable becomes 0, the interrupt must be released to allow the Distributor to forward the interrupt to a different PE.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1100	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.IRQ == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif ICC_SRE.SRE == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TALL1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TALL1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.IMO == '1' then
        return ICV_IGRPEN1;
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.IMO == '1' then
        return ICV_IGRPEN1;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    elsif HaveEL(EL3) then
        return ICC_IGRPEN1_NS;
    else
        return ICC_IGRPEN1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.IRQ == '1' then
        UNDEFINED;
    elsif ICC_HSRE.SRE == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    elsif HaveEL(EL3) then
        return ICC_IGRPEN1_NS;
    else
        return ICC_IGRPEN1;
elsif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        if SCR.NS == '0' then
            return ICC_IGRPEN1_S;
        else
            return ICC_IGRPEN1_NS;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1100	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.IRQ == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif ICC_SRE.SRE == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TALL1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TALL1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.IMO == '1' then
        ICV_IGRPEN1 = R[t];
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.IMO == '1' then
        ICV_IGRPEN1 = R[t];
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    elsif HaveEL(EL3) then
        ICC_IGRPEN1_NS = R[t];
    else
        ICC_IGRPEN1 = R[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.IRQ == '1' then
        UNDEFINED;
    elsif ICC_HSRE.SRE == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    elsif HaveEL(EL3) then
        ICC_IGRPEN1_NS = R[t];
    else
        ICC_IGRPEN1 = R[t];
elsif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        if SCR.NS == '0' then
            ICC_IGRPEN1_S = R[t];
        else
            ICC_IGRPEN1_NS = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICC_MCTLR, Interrupt Controller Monitor Control Register

The ICC_MCTLR characteristics are:

Purpose

Controls aspects of the behavior of the GIC CPU interface and provides information about the features implemented.

Configuration

AArch32 System register ICC_MCTLR bits [31:0] can be mapped to AArch64 System register [ICC_CTLR_EL3\[31:0\]](#), but this is not architecturally mandated.

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICC_MCTLR are UNDEFINED.

Attributes

ICC_MCTLR is a 32-bit register.

Field descriptions

The ICC_MCTLR 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

Bits [31:20]

Reserved, RES0.

ExtRange, bit [19]

Extended INTID range (read-only).

ExtRange	Meaning
0b0	CPU interface does not support INTIDs in the range 1024..8191. Behavior is UNPREDICTABLE if the IRI delivers an interrupt in the range 1024 to 8191 to the CPU interface.
Note Arm strongly recommends that the IRI is not configured to deliver interrupts in this range to a PE that does not support them.	
0b1	CPU interface supports INTIDs in the range 1024..8191 All INTIDs in the range 1024..8191 are treated as requiring deactivation.

RSS, bit [18]

Range Selector Support. Possible values are:

RSS	Meaning
0b0	Targeted SGIs with affinity level 0 values of 0 - 15 are supported.
0b1	Targeted SGIs with affinity level 0 values of 0 - 255 are supported.

This bit is read-only.

nDS, bit [17]

Disable Security not supported. Read-only and writes are ignored.

nDS	Meaning
0b0	The CPU interface logic supports disabling of security.
0b1	The CPU interface logic does not support disabling of security, and requires that security is not disabled.

Bit [16]

Reserved, RES0.

A3V, bit [15]

Affinity 3 Valid. Read-only and writes are ignored.

A3V	Meaning
0b0	The CPU interface logic does not support non-zero values of the Aff3 field in SGI generation System registers.
0b1	The CPU interface logic supports non-zero values of the Aff3 field in SGI generation System registers.

If EL3 is present, [ICC_CTLR.A3V](#) is an alias of ICC_MCTLR.A3V

SEIS, bit [14]

SEI Support. Read-only and writes are ignored. Indicates whether the CPU interface supports generation of SEIs.

SEIS	Meaning
0b0	The CPU interface logic does not support generation of SEIs.
0b1	The CPU interface logic supports generation of SEIs.

If EL3 is present, [ICC_CTLR.SEIS](#) is an alias of ICC_MCTLR.SEIS

IDbits, bits [13:11]

Identifier bits. Read-only and writes are ignored. Indicates the number of physical interrupt identifier bits supported.

IDbits	Meaning
0b000	16 bits.
0b001	24 bits.

All other values are reserved.

If EL3 is present, [ICC_CTLR.IDbits](#) is an alias of ICC_MCTLR.IDbits

PRIbits, bits [10:8]

Priority bits. Read-only and writes are ignored. The number of priority bits implemented, minus one.

An implementation that supports two Security states must implement at least 32 levels of physical priority (5 priority bits).

An implementation that supports only a single Security state must implement at least 16 levels of physical priority (4 priority bits).

Note

This field always returns the number of priority bits implemented, regardless of the value of SCR.NS or the value of [GICD_CTLR.DS](#).

The division between group priority and subpriority is defined in the binary point registers [ICC_BPR0](#) and [ICC_BPR1](#).

This field determines the minimum value of ICC_BPR0.

Bit [7]

Reserved, RES0.

PMHE, bit [6]

Priority Mask Hint Enable.

PMHE	Meaning
0b0	Disables use of the priority mask register as a hint for interrupt distribution.
0b1	Enables use of the priority mask register as a hint for interrupt distribution.

Software must write [ICC_PMR](#) to 0xFF before clearing this field to 0.

An implementation might choose to make this field RAO/WI.

If EL3 is present, [ICC_CTLR](#).PMHE is an alias of ICC_MCTLR.PMHE.

This field resets to 0.

RM, bit [5]

SBZ.

The equivalent bit in AArch64 is the Routing Modifier bit. This feature is not supported when EL3 is using AArch32.

This field resets to an architecturally UNKNOWN value.

EOImode_EL1NS, bit [4]

EOI mode for interrupts handled at Non-secure EL1 and EL2. Controls whether a write to an End of Interrupt register also deactivates the interrupt.

EOImode_EL1NS	Meaning
0b0	ICC_EOIR0 and ICC_EOIR1 provide both priority drop and interrupt deactivation functionality. Accesses to ICC_DIR are UNPREDICTABLE.
0b1	ICC_EOIR0 and ICC_EOIR1 provide priority drop functionality only. ICC_DIR provides interrupt deactivation functionality.

If EL3 is present, [ICC_CTLR](#)(NS).EOImode is an alias of ICC_MCTLR.EOImode_EL1NS.

This field resets to an architecturally UNKNOWN value.

EOImode_EL1S, bit [3]

EOI mode for interrupts handled at Secure EL1. Controls whether a write to an End of Interrupt register also deactivates the interrupt.

EOImode_EL1S	Meaning
0b0	ICC_EOIR0 and ICC_EOIR1 provide both priority drop and interrupt deactivation functionality. Accesses to ICC_DIR are UNPREDICTABLE.
0b1	ICC_EOIR0 and ICC_EOIR1 provide priority drop functionality only. ICC_DIR provides interrupt deactivation functionality.

If EL3 is present, [ICC_CTLR](#)(S).EOImode is an alias of ICC_MCTLR.EOImode_EL1S.

This field resets to an architecturally UNKNOWN value.

EOImode_EL3, bit [2]

EOI mode for interrupts handled at EL3. Controls whether a write to an End of Interrupt register also deactivates the interrupt.

EOImode_EL3	Meaning
0b0	ICC_EOIR0 and ICC_EOIR1 provide both priority drop and interrupt deactivation functionality. Accesses to ICC_DIR are UNPREDICTABLE.
0b1	ICC_EOIR0 and ICC_EOIR1 provide priority drop functionality only. ICC_DIR provides interrupt deactivation functionality.

This field resets to an architecturally UNKNOWN value.

CBPR_EL1NS, bit [1]

Common Binary Point Register, EL1 Non-secure. Controls whether the same register is used for interrupt preemption of both Group 0 and Group 1 Non-secure interrupts at EL1 and EL2.

CBPR_EL1NS	Meaning
0b0	ICC_BPR0 determines the preemption group for Group 0 interrupts only. ICC_BPR1 determines the preemption group for Non-secure Group 1 interrupts.
0b1	ICC_BPR0 determines the preemption group for Group 0 interrupts and Non-secure Group 1 interrupts. Non-secure accesses to GICC_BPR and ICC_BPR1 access the state of ICC_BPR0 .

If EL3 is present, [ICC_CTLR](#)(NS).CBPR is an alias of ICC_MCTLR.CBPR_EL1NS.

This field resets to an architecturally UNKNOWN value.

CBPR_EL1S, bit [0]

Common Binary Point Register, EL1 Secure. Controls whether the same register is used for interrupt preemption of both Group 0 and Group 1 Secure interrupts in Secure non-Monitor modes.

CBPR_EL1S	Meaning
0b0	ICC_BPR0 determines the preemption group for Group 0 interrupts only. ICC_BPR1 determines the preemption group for Secure Group 1 interrupts.
0b1	ICC_BPR0 determines the preemption group for Group 0 interrupts and Secure Group 1 interrupts. Secure EL1 accesses, or EL3 accesses when not in Monitor mode, to ICC_BPR1 access the state of ICC_BPR0 .

If EL3 is present, [ICC_CTLR](#)(S).CBPR is an alias of ICC_MCTLR.CBPR_EL1S.

This field resets to an architecturally UNKNOWN value.

Accessing the ICC_MCTLR

This register is only accessible when executing in Monitor mode.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b110	0b1100	0b1100	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elseif PSTATE.EL == EL2 then
    UNDEFINED;
elseif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        return ICC_MCTLR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b110	0b1100	0b1100	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elseif PSTATE.EL == EL2 then
    UNDEFINED;
elseif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        ICC_MCTLR = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICC_MGRPEN1, Interrupt Controller Monitor Interrupt Group 1 Enable register

The ICC_MGRPEN1 characteristics are:

Purpose

Controls whether Group 1 interrupts are enabled or not.

Configuration

AArch32 System register ICC_MGRPEN1 bits [31:0] can be mapped to AArch64 System register [ICC_IGRPEN1_EL3\[31:0\]](#), but this is not architecturally mandated.

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICC_MGRPEN1 are UNDEFINED.

Attributes

ICC_MGRPEN1 is a 32-bit register.

Field descriptions

The ICC_MGRPEN1 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																EnableGrp1S		EnableGrp1NS													

Bits [31:2]

Reserved, RES0.

EnableGrp1S, bit [1]

Enables Group 1 interrupts for the Secure state.

EnableGrp1S	Meaning
0b0	Secure Group 1 interrupts are disabled.
0b1	Secure Group 1 interrupts are enabled.

The Secure [ICC_IGRPEN1](#).Enable bit is a read/write alias of the ICC_MGRPEN1.EnableGrp1S bit.

If the highest priority pending interrupt for that PE is a Group 1 interrupt using 1 of N model, then the interrupt will target another PE as a result of the Enable bit changing from 1 to 0.

This field resets to 0.

EnableGrp1NS, bit [0]

Enables Group 1 interrupts for the Non-secure state.

EnableGrp1NS	Meaning
0b0	Non-secure Group 1 interrupts are disabled.
0b1	Non-secure Group 1 interrupts are enabled.

The Non-secure [ICC_IGRPEN1](#).Enable bit is a read/write alias of the ICC_MGRPEN1.EnableGrp1NS bit.

If the highest priority pending interrupt for that PE is a Group 1 interrupt using 1 of N model, then the interrupt will target another PE as a result of the Enable bit changing from 1 to 0.

This field resets to 0.

Accessing the ICC_MGRPEN1

If an interrupt is pending within the CPU interface when an Enable bit becomes 0, the interrupt must be released to allow the Distributor to forward the interrupt to a different PE.

This register is only accessible when executing in Monitor mode.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b110	0b1100	0b1100	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        return ICC_MGRPEN1;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b110	0b1100	0b1100	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        ICC_MGRPEN1 = R[t];

```

ICC_MSRE, Interrupt Controller Monitor System Register Enable register

The ICC_MSRE characteristics are:

Purpose

Controls whether the System register interface or the memory-mapped interface to the GIC CPU interface is used for EL3.

Configuration

AArch32 System register ICC_MSRE bits [31:0] can be mapped to AArch64 System register [ICC_SRE_EL3\[31:0\]](#), but this is not architecturally mandated.

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICC_MSRE are UNDEFINED.

Attributes

ICC_MSRE is a 32-bit register.

Field descriptions

The ICC_MSRE bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																												Enable	DIB	DFB	SRE

Bits [31:4]

Reserved, RES0.

Enable, bit [3]

Enable. Enables lower Exception level access to [ICC_SRE](#) and [ICC_HSRE](#).

Enable	Meaning
0b0	Secure EL1 accesses to Secure ICC_SRE trap to EL3. EL2 accesses to Non-secure ICC_SRE and ICC_HSRE trap to EL3. Non-secure EL1 accesses to ICC_SRE trap to EL3, unless these accesses are trapped to EL2 as a result of ICC_HSRE.Enable == 0.
0b1	Secure EL1 accesses to Secure ICC_SRE do not trap to EL3. EL2 accesses to Non-secure ICC_SRE and ICC_HSRE do not trap to EL3. Non-secure EL1 accesses to ICC_SRE do not trap to EL3.

If ICC_MSRE.SRE is RAO/WI, an implementation is permitted to make the Enable bit RAO/WI.

If ICC_MSRE.SRE is 0, the Enable bit behaves as 1 for all purposes other than reading the value of the bit.

This field resets to an architecturally UNKNOWN value.

DIB, bit [2]

Disable IRQ bypass.

DIB	Meaning
0b0	IRQ bypass enabled.
0b1	IRQ bypass disabled.

In systems that do not support IRQ bypass, this bit is RAO/WI.

This field resets to 0.

DFB, bit [1]

Disable FIQ bypass.

DFB	Meaning
0b0	FIQ bypass enabled.
0b1	FIQ bypass disabled.

In systems that do not support FIQ bypass, this bit is RAO/WI.

This field resets to 0.

SRE, bit [0]

System Register Enable.

SRE	Meaning
0b0	The memory-mapped interface must be used. Accesses at EL3 or below to any ICH_* System register, or any EL1, EL2, or EL3 ICC_* register other than ICC_SRE , ICC_HSRE , or ICC_MSRE, are UNDEFINED.
0b1	The System register interface to the ICH_* registers and the EL1, EL2, and EL3 ICC_* registers is enabled for EL3.

If software changes this bit from 1 to 0, the results are UNPREDICTABLE.

If an implementation supports only a System register interface to the GIC CPU interface, this bit is RAO/WI.

This field resets to 0.

Accessing the ICC_MSRE

This register is always System register accessible.

The GIC architecture permits, but does not require, that registers can be shared between memory-mapped registers and the equivalent System registers. This means that if the memory-mapped registers have been accessed while ICC_MSRE.SRE==0, then the System registers might be modified. Therefore, software must only rely on the reset values of the System registers if there has been no use of the GIC functionality while the memory-mapped registers are in use. Otherwise, the System register values must be treated as UNKNOWN.

This register is only accessible when executing in Monitor mode.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b110	0b1100	0b1100	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elseif PSTATE.EL == EL2 then
    UNDEFINED;
elseif PSTATE.EL == EL3 then
    return ICC_MSRE;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b110	0b1100	0b1100	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elseif PSTATE.EL == EL2 then
    UNDEFINED;
elseif PSTATE.EL == EL3 then
    if SCR.NS == '0' && CP15SDISABLE2 == HIGH then
        UNDEFINED;
    else
        ICC_MSRE = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICC_PMR, Interrupt Controller Interrupt Priority Mask Register

The ICC_PMR characteristics are:

Purpose

Provides an interrupt priority filter. Only interrupts with a higher priority than the value in this register are signaled to the PE.

Configuration

AArch32 System register ICC_PMR bits [31:0] are architecturally mapped to AArch64 System register [ICC_PMR_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICC_PMR are UNDEFINED.

To allow software to ensure appropriate observability of actions initiated by GIC register accesses, the PE and CPU interface logic must ensure that writes to this register are self-synchronising. This ensures that no interrupts below the written PMR value will be taken after a write to this register is architecturally executed. For more information, see 'Observability of the effects of accesses to the GIC registers' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

Attributes

ICC_PMR is a 32-bit register.

Field descriptions

The ICC_PMR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								Priority							

Bits [31:8]

Reserved, RES0.

Priority, bits [7:0]

The priority mask level for the CPU interface. If the priority of an interrupt is higher than the value indicated by this field, the interface signals the interrupt to the PE.

The possible priority field values are as follows:

Implemented priority bits	Possible priority field values	Number of priority levels
[7:0]	0x00-0xFF (0-255), all values	256
[7:1]	0x00-0xFE (0-254), even values only	128
[7:2]	0x00-0xFC (0-252), in steps of 4	64
[7:3]	0x00-0xF8 (0-248), in steps of 8	32
[7:4]	0x00-0xF0 (0-240), in steps of 16	16

Unimplemented priority bits are RAZ/WI.

This field resets to 0.

Accessing the ICC_PMR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0100	0b0110	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.<IRQ,FIQ> ==
'11' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TC == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TC == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.FMO == '1' then
        return ICV_PMR;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.IMO == '1' then
        return ICV_PMR;
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.FMO == '1' then
        return ICV_PMR;
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.IMO == '1' then
        return ICV_PMR;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.<IRQ,FIQ> == '11'
then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        return ICC_PMR;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif ICC_HSRE.SRE == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        return ICC_PMR;
elsif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        return ICC_PMR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0100	0b0110	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.<IRQ,FIQ> ==
'11' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TC == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TC == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.FMO == '1' then
        ICV_PMR = R[t];
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.IMO == '1' then
        ICV_PMR = R[t];
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.FMO == '1' then
        ICV_PMR = R[t];
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.IMO == '1' then
        ICV_PMR = R[t];
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.<IRQ,FIQ> == '11'
then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        ICC_PMR = R[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif ICC_HSRE.SRE == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        ICC_PMR = R[t];
elsif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        ICC_PMR = R[t];

```


ICC_RPR, Interrupt Controller Running Priority Register

The ICC_RPR characteristics are:

Purpose

Indicates the Running priority of the CPU interface.

Configuration

AArch32 System register ICC_RPR performs the same function as AArch64 System register [ICC_RPR_EL1](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICC_RPR are UNDEFINED.

Attributes

ICC_RPR is a 32-bit register.

Field descriptions

The ICC_RPR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								Priority							

Bits [31:8]

Reserved, RES0.

Priority, bits [7:0]

The current running priority on the CPU interface. This is the group priority of the current active interrupt.

The priority returned is the group priority as if the BPR for the current Exception level and Security state was set to the minimum value of BPR for the number of implemented priority bits.

Note

If 8 bits of priority are implemented the group priority is bits[7:1] of the priority.

Accessing the ICC_RPR

If there are no active interrupts on the CPU interface, or all active interrupts have undergone a priority drop, the value returned is the Idle priority.

Software cannot determine the number of implemented priority bits from a read of this register.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1011	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.<IRQ,FIQ> ==
'11' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TC == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TC == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.FMO == '1' then
        return ICV_RPR;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.IMO == '1' then
        return ICV_RPR;
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.FMO == '1' then
        return ICV_RPR;
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.IMO == '1' then
        return ICV_RPR;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.<IRQ,FIQ> == '11'
then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        return ICC_RPR;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif ICC_HSRE.SRE == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        return ICC_RPR;
elsif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        return ICC_RPR;

```


ICC_SGI0R, Interrupt Controller Software Generated Interrupt Group 0 Register

The ICC_SGI0R characteristics are:

Purpose

Generates Secure Group 0 SGIs.

Configuration

AArch32 System register ICC_SGI0R performs the same function as AArch64 System register [ICC_SGI0R_EL1](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICC_SGI0R are UNDEFINED.

Attributes

ICC_SGI0R is a 64-bit register.

Field descriptions

The ICC_SGI0R bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0								Aff3								RS				RES0		IRM	Aff2								
RES0				INTID				Aff1								TargetList															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:56]

Reserved, RES0.

Aff3, bits [55:48]

The affinity 3 value of the affinity path of the cluster for which SGI interrupts will be generated.

If the IRM bit is 1, this field is RES0.

RS, bits [47:44]

RangeSelector

Controls which group of 16 values is represented by the TargetList field.

TargetList[n] represents aff0 value $((RS * 16) + n)$.

When [ICC_CTLR_EL1](#).RSS==0, RS is RES0.

When [ICC_CTLR_EL1](#).RSS==1 and [GICD_TYPER](#).RSS==0, writing this register with $RS \neq 0$ is a CONSTRAINED UNPREDICTABLE choice of :

- The write is ignored.
- The RS field is treated as 0.

Bits [43:41]

Reserved, RES0.

IRM, bit [40]

Interrupt Routing Mode. Determines how the generated interrupts are distributed to PEs. Possible values are:

IRM	Meaning
0b0	Interrupts routed to the PEs specified by Aff3.Aff2.Aff1.<target list>.
0b1	Interrupts routed to all PEs in the system, excluding "self".

Aff2, bits [39:32]

The affinity 2 value of the affinity path of the cluster for which SGI interrupts will be generated.

If the IRM bit is 1, this field is RES0.

Bits [31:28]

Reserved, RES0.

INTID, bits [27:24]

The INTID of the SGI.

Aff1, bits [23:16]

The affinity 1 value of the affinity path of the cluster for which SGI interrupts will be generated.

If the IRM bit is 1, this field is RES0.

TargetList, bits [15:0]

Target List. The set of PEs for which SGI interrupts will be generated. Each bit corresponds to the PE within a cluster with an Affinity 0 value equal to the bit number.

If a bit is 1 and the bit does not correspond to a valid target PE, the bit must be ignored by the Distributor. It is IMPLEMENTATION DEFINED whether, in such cases, a Distributor can signal a system error.

Note

This restricts a system to sending targeted SGIs to PEs with an affinity 0 number that is less than 16. If SRE is set only for Secure EL3, software executing at EL3 might use the System register interface to generate SGIs. Therefore, the Distributor must always be able to receive and acknowledge Generate SGI packets received from CPU interface regardless of the ARE settings for a Security state. However, the Distributor might discard such packets.

If the IRM bit is 1, this field is RES0.

Accessing the ICC_SGI0R

This register allows software executing in a Secure state to generate Group 0 SGIs. It will also allow software executing in a Non-secure state to generate Group 0 SGIs, if permitted by the settings of [GICR_NSACR](#) in the Redistributor corresponding to the target PE.

When [GICD_CTLR](#).DS==0, Non-secure writes do not generate an interrupt for a target PE if not permitted by the [GICR_NSACR](#) register associated with the target PE. For more information, see 'Use of control registers for SGI

forwarding' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

Note

Accesses from Secure Monitor mode are treated as Secure regardless of the value of SCR.NS.

Accesses to this register use the following encodings:

MCRR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

coproc	CRm	opc1
0b1111	0b1100	0b0010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.<IRQ,FIQ> ==
'11' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif ICC_SRE.SRE == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TC == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TC == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.FMO == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.IMO == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.FMO == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.IMO == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.<IRQ,FIQ> == '11'
then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        ICC_SGI0R = R[t2]:R[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif ICC_HSRE.SRE == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        ICC_SGI0R = R[t2]:R[t];
elsif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        ICC_SGI0R = R[t2]:R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICC_SGI1R, Interrupt Controller Software Generated Interrupt Group 1 Register

The ICC_SGI1R characteristics are:

Purpose

Generates Group 1 SGIs for the current Security state.

Configuration

AArch32 System register ICC_SGI1R performs the same function as AArch64 System register [ICC_SGI1R_EL1](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICC_SGI1R are UNDEFINED.

Under certain conditions a write to ICC_SGI1R can generate Group 0 interrupts, see 'Forwarding an SGI to a target PE' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

Attributes

ICC_SGI1R is a 64-bit register.

Field descriptions

The ICC_SGI1R bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0								Aff3								RS				RES0		IRM	Aff2								
RES0				INTID				Aff1								TargetList															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:56]

Reserved, RES0.

Aff3, bits [55:48]

The affinity 3 value of the affinity path of the cluster for which SGI interrupts will be generated.

If the IRM bit is 1, this field is RES0.

RS, bits [47:44]

RangeSelector

Controls which group of 16 values is represented by the TargetList field.

TargetList[n] represents aff0 value $((RS * 16) + n)$.

When [ICC_CTLR_EL1](#).RSS==0, RS is RES0.

When [ICC_CTLR_EL1](#).RSS==1 and [GICD_TYPER](#).RSS==0, writing this register with $RS \neq 0$ is a CONSTRAINED UNPREDICTABLE choice of :

- The write is ignored.
- The RS field is treated as 0.

Bits [43:41]

Reserved, RES0.

IRM, bit [40]

Interrupt Routing Mode. Determines how the generated interrupts are distributed to PEs. Possible values are:

IRM	Meaning
0b0	Interrupts routed to the PEs specified by Aff3.Aff2.Aff1.<target list>.
0b1	Interrupts routed to all PEs in the system, excluding "self".

Aff2, bits [39:32]

The affinity 2 value of the affinity path of the cluster for which SGI interrupts will be generated.

If the IRM bit is 1, this field is RES0.

Bits [31:28]

Reserved, RES0.

INTID, bits [27:24]

The INTID of the SGI.

Aff1, bits [23:16]

The affinity 1 value of the affinity path of the cluster for which SGI interrupts will be generated.

If the IRM bit is 1, this field is RES0.

TargetList, bits [15:0]

Target List. The set of PEs for which SGI interrupts will be generated. Each bit corresponds to the PE within a cluster with an Affinity 0 value equal to the bit number.

If a bit is 1 and the bit does not correspond to a valid target PE, the bit must be ignored by the Distributor. It is IMPLEMENTATION DEFINED whether, in such cases, a Distributor can signal a system error.

Note

This restricts a system to sending targeted SGIs to PEs with an affinity 0 number that is less than 16. If SRE is set only for Secure EL3, software executing at EL3 might use the System register interface to generate SGIs. Therefore, the Distributor must always be able to receive and acknowledge Generate SGI packets received from CPU interface regardless of the ARE settings for a Security state. However, the Distributor might discard such packets.

If the IRM bit is 1, this field is RES0.

Accessing the ICC_SGI1R

Note

Accesses from Secure Monitor mode are treated as Secure regardless of the value of SCR.NS.

Accesses to this register use the following encodings:

MCCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

coproc	CRm	opc1
0b1111	0b1100	0b0000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.<IRQ,FIQ> ==
'11' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif ICC_SRE.SRE == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TC == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TC == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.FMO == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.IMO == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.FMO == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.IMO == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.<IRQ,FIQ> == '11'
then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        ICC_SGI1R = R[t2]:R[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif ICC_HSRE.SRE == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        ICC_SGI1R = R[t2]:R[t];
elsif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        ICC_SGI1R = R[t2]:R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICC_SRE, Interrupt Controller System Register Enable register

The ICC_SRE characteristics are:

Purpose

Controls whether the System register interface or the memory-mapped interface to the GIC CPU interface is used for EL0 and EL1.

Configuration

AArch32 System register ICC_SRE bits [31:0] (S) are architecturally mapped to AArch64 System register [ICC_SRE_EL1\[31:0\] \(S\)](#).

AArch32 System register ICC_SRE bits [31:0] (NS) are architecturally mapped to AArch64 System register [ICC_SRE_EL1\[31:0\] \(NS\)](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICC_SRE are UNDEFINED.

Attributes

ICC_SRE is a 32-bit register.

Field descriptions

The ICC_SRE bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																													DIB	DFB	SRE

Bits [31:3]

Reserved, RES0.

DIB, bit [2]

Disable IRQ bypass.

DIB	Meaning
0b0	IRQ bypass enabled.
0b1	IRQ bypass disabled.

If EL3 is implemented and [GICD_CTLR](#).DS == 0, this field is a read-only alias of [ICC_MSRE](#).DIB.

If EL3 is implemented and [GICD_CTLR](#).DS == 1, and EL2 is not implemented, this field is a read-write alias of [ICC_MSRE](#).DIB.

If EL3 is not implemented and EL2 is implemented, this field is a read-only alias of [ICC_HSRE](#).DIB.

If [GICD_CTLR](#).DS == 1 and EL2 is implemented, this field is a read-only alias of [ICC_HSRE](#).DIB.

In systems that do not support IRQ bypass, this field is RAO/WI.

This field resets to 0.

DFB, bit [1]

Disable FIQ bypass.

DFB	Meaning
0b0	FIQ bypass enabled.
0b1	FIQ bypass disabled.

If EL3 is implemented and [GICD_CTLR.DS](#) == 0, this field is a read-only alias of [ICC_MSRE.DFB](#).

If EL3 is implemented and [GICD_CTLR.DS](#) == 1, and EL2 is not implemented, this field is a read-write alias of [ICC_MSRE.DFB](#).

If EL3 is not implemented and EL2 is implemented, this field is a read-only alias of [ICC_HSRE.DFB](#).

If [GICD_CTLR.DS](#) == 1 and EL2 is implemented, this field is a read-only alias of [ICC_HSRE.DFB](#).

In systems that do not support FIQ bypass, this field is RAO/WI.

This field resets to 0.

SRE, bit [0]

System Register Enable.

SRE	Meaning
0b0	The memory-mapped interface must be used. Accesses at EL1 to any ICC_* System register other than ICC_SRE are UNDEFINED.
0b1	The System register interface for the current Security state is enabled.

If software changes this bit from 1 to 0 in the Secure instance of this register, the results are UNPREDICTABLE.

If an implementation supports only a System register interface to the GIC CPU interface, this bit is RAO/WI.

If EL3 is implemented and using AArch64:

- When [ICC_SRE_EL3.SRE](#)==0 the Secure copy of this bit is RAZ/WI.
- When [ICC_SRE_EL3.SRE](#)==0 the Non-secure copy of this bit is RAZ/WI.

If EL3 is implemented and using AArch32:

- When [ICC_MSRE.SRE](#)==0 the Secure copy of this bit is RAZ/WI.
- When [ICC_MSRE.SRE](#)==0 the Non-secure copy of this bit is RAZ/WI.

If EL2 is implemented and using AArch64:

- When [ICC_SRE_EL2.SRE](#)==0 the Non-secure copy of this bit is RAZ/WI.

If EL2 is implemented and using AArch32:

- When [ICC_HSRE.SRE](#)==0 the Non-secure copy of this bit is RAZ/WI.

This field resets to 0.

Accessing the ICC_SRE

The GIC architecture permits, but does not require, that registers can be shared between memory-mapped registers and the equivalent System registers. This means that if the memory-mapped registers have been accessed while [ICC_SRE.SRE](#)==0, then the System registers might be modified. Therefore, software must only rely on the reset values of the System registers if there has been no use of the GIC functionality while the memory-mapped registers are in use. Otherwise, the System register values must be treated as UNKNOWN.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1100	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && ICC_SRE_EL3.Enable == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && ICC_SRE_EL3.Enable == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif ICC_MSRE.Enable == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) then
        if SCR_EL3.NS == '0' then
            return ICC_SRE_S;
        else
            return ICC_SRE_NS;
    else
        return ICC_SRE;
elsif PSTATE.EL == EL3 then
    if SCR_EL3.NS == '0' then
        return ICC_SRE_S;
    else
        return ICC_SRE_NS;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1100	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && ICC_SRE_EL3.Enable == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && ICC_SRE_EL3.Enable == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif ICC_MSRE.Enable == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) then
        if SCR_EL3.NS == '0' then
            ICC_SRE_S = R[t];
        else
            ICC_SRE_NS = R[t];
    else
        ICC_SRE = R[t];
elsif PSTATE.EL == EL3 then
    if SCR_EL3.NS == '0' then
        ICC_SRE_S = R[t];
    else
        ICC_SRE_NS = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICH_AP0R<n>, Interrupt Controller Hyp Active Priorities Group 0 Registers, n = 0 - 3

The ICH_AP0R<n> characteristics are:

Purpose

Provides information about Group 0 active priorities for EL2.

Configuration

AArch32 System register ICH_AP0R<n> bits [31:0] are architecturally mapped to AArch64 System register [ICH_AP0R<n>_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICH_AP0R<n> are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

Attributes

ICH_AP0R<n> is a 32-bit register.

Field descriptions

The ICH_AP0R<n> 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
P31	P30	P29	P28	P27	P26	P25	P24	P23	P22	P21	P20	P19	P18	P17	P16	P15	P14	P13	P12	P11	P10	P9	P8	P7	P6	P5	P4	P3	P2	P1	P0

P<x>, bit [x], for x = 0 to 31

Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:

P<x>	Meaning
0b0	There is no Group 0 interrupt active at the priority corresponding to that bit.
0b1	There is a Group 0 interrupt active at the priority corresponding to that bit.

The correspondence between priority levels and bits depends on the number of bits of priority that are implemented.

If 5 bits of preemption are implemented (bits [7:3] of priority), then there are 32 preemption levels, and the active state of these preemption levels are held in ICH_AP0R0 in the bits corresponding to Priority[7:3].

If 6 bits of preemption are implemented (bits [7:2] of priority), then there are 64 preemption levels, and:

- The active state of preemption levels 0 - 124 are held in ICH_AP0R0 in the bits corresponding to 0:Priority[6:2].
- The active state of preemption levels 128 - 252 are held in ICH_AP0R1 in the bits corresponding to 1:Priority[6:2].

If 7 bits of preemption are implemented (bits [7:1] of priority), then there are 128 preemption levels, and:

- The active state of preemption levels 0 - 62 are held in ICH_AP0R0 in the bits corresponding to 00:Priority[5:1].
- The active state of preemption levels 64 - 126 are held in ICH_AP0R1 in the bits corresponding to 01:Priority[5:1].
- The active state of preemption levels 128 - 190 are held in ICH_AP0R2 in the bits corresponding to 10:Priority[5:1].

- The active state of preemption levels 192 - 254 are held in ICH_AP0R3 in the bits corresponding to 11:Priority[5:1].

Note

Having the bit corresponding to a priority set to 1 in both ICH_AP0R<n> and [ICH_AP1R<n>](#) might result in UNPREDICTABLE behavior of the interrupt prioritization system for virtual interrupts.

This field resets to 0.

Accessing the ICH_AP0R<n>

ICH_AP0R1 is only implemented in implementations that support 6 or more bits of preemption. ICH_AP0R2 and ICH_AP0R3 are only implemented in implementations that support 7 bits of preemption. Unimplemented registers are UNDEFINED.

Note

The number of bits of preemption is indicated by [ICH_VTR](#).PREbits

Writing to the active priority registers in any order other than the following order will result in UNPREDICTABLE behavior:

- ICH_AP0R<n>
- [ICH_AP1R<n>](#)

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1100	0b1000	0b0:n[1:0]

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if ICC_HSRE.SRE == '0' then
        UNDEFINED;
    else
        return ICH_AP0R[UInt(opc2<1:0>)];
elsif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        return ICH_AP0R[UInt(opc2<1:0>)];

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1100	0b1000	0b0:n[1:0]

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if ICC_HSRE.SRE == '0' then
        UNDEFINED;
    else
        ICH_AP0R[UInt(opc2<1:0>)] = R[t];
elsif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        ICH_AP0R[UInt(opc2<1:0>)] = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICH_AP1R<n>, Interrupt Controller Hyp Active Priorities Group 1 Registers, n = 0 - 3

The ICH_AP1R<n> characteristics are:

Purpose

Provides information about Group 1 active priorities for EL2.

Configuration

AArch32 System register ICH_AP1R<n> bits [31:0] are architecturally mapped to AArch64 System register [ICH_AP1R<n>_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICH_AP1R<n> are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

Attributes

ICH_AP1R<n> is a 32-bit register.

Field descriptions

The ICH_AP1R<n> 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
P31	P30	P29	P28	P27	P26	P25	P24	P23	P22	P21	P20	P19	P18	P17	P16	P15	P14	P13	P12	P11	P10	P9	P8	P7	P6	P5	P4	P3	P2	P1	P0

P<x>, bit [x], for x = 0 to 31

Group 1 interrupt active priorities. Possible values of each bit are:

P<x>	Meaning
0b0	There is no Group 1 interrupt active at the priority corresponding to that bit.
0b1	There is a Group 1 interrupt active at the priority corresponding to that bit.

The correspondence between priority levels and bits depends on the number of bits of priority that are implemented.

If 5 bits of preemption are implemented (bits [7:3] of priority), then there are 32 preemption levels, and the active state of these preemption levels are held in ICH_AP1R0 in the bits corresponding to Priority[7:3].

If 6 bits of preemption are implemented (bits [7:2] of priority), then there are 64 preemption levels, and:

- The active state of preemption levels 0 - 124 are held in ICH_AP1R0 in the bits corresponding to 0:Priority[6:2].
- The active state of preemption levels 128 - 252 are held in ICH_AP1R1 in the bits corresponding to 1:Priority[6:2].

If 7 bits of preemption are implemented (bits [7:1] of priority), then there are 128 preemption levels, and:

- The active state of preemption levels 0 - 62 are held in ICH_AP1R0 in the bits corresponding to 00:Priority[5:1].
- The active state of preemption levels 64 - 126 are held in ICH_AP1R1 in the bits corresponding to 01:Priority[5:1].
- The active state of preemption levels 128 - 190 are held in ICH_AP1R2 in the bits corresponding to 10:Priority[5:1].

- The active state of preemption levels 192 - 254 are held in ICH_AP1R3 in the bits corresponding to 11:Priority[5:1].

Note

Having the bit corresponding to a priority set to 1 in both [ICH_AP0R<n>](#) and ICH_AP1R<n> might result in UNPREDICTABLE behavior of the interrupt prioritization system for virtual interrupts.

This field resets to 0.

Accessing the ICH_AP1R<n>

ICH_AP1R1 is only implemented in implementations that support 6 or more bits of preemption. ICH_AP1R2 and ICH_AP1R3 are only implemented in implementations that support 7 bits of preemption. Unimplemented registers are UNDEFINED.

Note

The number of bits of preemption is indicated by [ICH_VTR.PREbits](#)

Writing to the active priority registers in any order other than the following order will result in UNPREDICTABLE behavior:

- [ICH_AP0R<n>](#)
- ICH_AP1R<n>

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1100	0b1001	0b0:n[1:0]

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if ICC_HSRE.SRE == '0' then
        UNDEFINED;
    else
        return ICH_AP1R[UInt(opc2<1:0>)];
elsif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        return ICH_AP1R[UInt(opc2<1:0>)];

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1100	0b1001	0b0:n[1:0]

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if ICC_HSRE.SRE == '0' then
        UNDEFINED;
    else
        ICH_AP1R[UInt(opc2<1:0>)] = R[t];
elsif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        ICH_AP1R[UInt(opc2<1:0>)] = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICH_EISR, Interrupt Controller End of Interrupt Status Register

The ICH_EISR characteristics are:

Purpose

Indicates which List registers have outstanding EOI maintenance interrupts.

Configuration

AArch32 System register ICH_EISR bits [31:0] are architecturally mapped to AArch64 System register [ICH_EISR_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICH_EISR are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

Attributes

ICH_EISR is a 32-bit register.

Field descriptions

The ICH_EISR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																Status<n>, bit [n], for n = 0 to 15															

Bits [31:16]

Reserved, RES0.

Status<n>, bit [n], for n = 0 to 15

EOI maintenance interrupt status bit for List register <n>:

Status<n>	Meaning
0b0	List register <n>, ICH_LR<n> , does not have an EOI maintenance interrupt.
0b1	List register <n>, ICH_LR<n> , has an EOI maintenance interrupt that has not been handled.

For any ICH_LR<n>, the corresponding status bit is set to 1 if all of the following are true:

- [ICH_LRC<n>](#).State is 0b00.
- [ICH_LRC<n>](#).HW is 0.
- [ICH_LRC<n>](#).EOI (bit [9]) is 1, indicating that when the interrupt corresponding to that List register is deactivated, a maintenance interrupt is asserted.

This field resets to 0.

Accessing the ICH_EISR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1100	0b1011	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elseif PSTATE.EL == EL2 then
    if ICC_HSRE.SRE == '0' then
        UNDEFINED;
    else
        return ICH_EISR;
elseif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        return ICH_EISR;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICH_ELRSR, Interrupt Controller Empty List Register Status Register

The ICH_ELRSR characteristics are:

Purpose

Indicates which List registers contain valid interrupts.

Configuration

AArch32 System register ICH_ELRSR bits [31:0] are architecturally mapped to AArch64 System register [ICH_ELRSR_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICH_ELRSR are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

Attributes

ICH_ELRSR is a 32-bit register.

Field descriptions

The ICH_ELRSR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																Status<n>, bit [n], for n = 0 to 15															

Bits [31:16]

Reserved, RES0.

Status<n>, bit [n], for n = 0 to 15

Status bit for List register <n>, [ICH_LR<n>](#):

Status<n>	Meaning
0b0	List register ICH_LR<n> , if implemented, contains a valid interrupt. Using this List register can result in overwriting a valid interrupt.
0b1	List register ICH_LR<n> does not contain a valid interrupt. The List register is empty and can be used without overwriting a valid interrupt or losing an EOI maintenance interrupt.

For any List register <n>, the corresponding status bit is set to 1 if [ICH_LRC<n>](#).State is 0b00 and either [ICH_LRC<n>](#).HW is 1 or [ICH_LRC<n>](#).EOI (bit [9]) is 0.

Accessing the ICH_ELRSR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1100	0b1011	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elseif PSTATE.EL == EL2 then
    if ICC_HSRE.SRE == '0' then
        UNDEFINED;
    else
        return ICH_ELRSR;
elseif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        return ICH_ELRSR;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICH_HCR, Interrupt Controller Hyp Control Register

The ICH_HCR characteristics are:

Purpose

Controls the environment for VMs.

Configuration

AArch32 System register ICH_HCR bits [31:0] are architecturally mapped to AArch64 System register [ICH_HCR_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICH_HCR are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

Attributes

ICH_HCR is a 32-bit register.

Field descriptions

The ICH_HCR 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
EOIcount	RES0							TDIR	TSEI	TALL1	TALL0	TC	RES0	vSGIEOICount	VGrp1DIE	VGrp1EIE	VGrp0DIE	VGrp0EIE									

EOIcount, bits [31:27]

This field is incremented whenever a successful write to a virtual EOIR or DIR register would have resulted in a virtual interrupt deactivation. That is either:

- A virtual write to EOIR with a valid interrupt identifier that is not in the LPI range (that is < 8192) when EOI mode is zero and no List Register was found.
- A virtual write to DIR with a valid interrupt identifier that is not in the LPI range (that is < 8192) when EOI mode is one and no List Register was found.

This allows software to manage more active interrupts than there are implemented List Registers.

It is CONSTRAINED UNPREDICTABLE whether a virtual write to EOIR that does not clear a bit in the Active Priorities registers ([ICH_AP0R<n>/ICH_AP1R<n>](#)) increments EOIcount. Permitted behaviors are:

- Increment EOIcount.
- Leave EOIcount unchanged.

This field resets to 0.

Bits [26:15]

Reserved, RES0.

TDIR, bit [14]

Trap Non-secure EL1 writes to [ICC_DIR](#) and [ICV_DIR](#).

TDIR	Meaning
0b0	Non-secure EL1 writes of ICC_DIR and ICV_DIR are not trapped to EL2, unless trapped by other mechanisms.
0b1	Non-secure EL1 writes of ICV_DIR are trapped to EL2. It is IMPLEMENTATION DEFINED whether Non-secure writes of ICC_DIR are trapped. Not trapping ICC_DIR writes is DEPRECATED.

Support for this bit is OPTIONAL, with support indicated by [ICH_VTR](#).

If the implementation does not support this trap, this bit is RES0.

Arm deprecates not including this trap bit.

This field resets to 0.

TSEI, bit [13]

Trap all locally generated SEIs. This bit allows the hypervisor to intercept locally generated SEIs that would otherwise be taken at Non-secure EL1.

TSEI	Meaning
0b0	Locally generated SEIs do not cause a trap to EL2.
0b1	Locally generated SEIs trap to EL2.

If [ICH_VTR](#).SEIS is 0, this bit is RES0.

This field resets to 0.

TALL1, bit [12]

Trap all Non-secure EL1 accesses to ICC_* and ICV_* System registers for Group 1 interrupts to EL2.

TALL1	Meaning
0b0	Non-secure EL1 accesses to ICC_* and ICV_* registers for Group 1 interrupts proceed as normal.
0b1	Non-secure EL1 accesses to ICC_* and ICV_* registers for Group 1 interrupts trap to EL2.

This field resets to 0.

TALL0, bit [11]

Trap all Non-secure EL1 accesses to ICC_* and ICV_* System registers for Group 0 interrupts to EL2.

TALL0	Meaning
0b0	Non-secure EL1 accesses to ICC_* and ICV_* registers for Group 0 interrupts proceed as normal.
0b1	Non-secure EL1 accesses to ICC_* and ICV_* registers for Group 0 interrupts trap to EL2.

This field resets to 0.

TC, bit [10]

Trap all Non-secure EL1 accesses to System registers that are common to Group 0 and Group 1 to EL2.

TC	Meaning
0b0	Non-secure EL1 accesses to common registers proceed as normal.
0b1	Non-secure EL1 accesses to common registers trap to EL2.

This affects accesses to [ICC_SGI0R](#), [ICC_SGI1R](#), [ICC_ASGI1R](#), [ICC_CTLR](#), [ICC_DIR](#), [ICC_PMR](#), [ICC_RPR](#), [ICV_CTLR](#), [ICV_DIR](#), [ICV_PMR](#), and [ICV_RPR](#).

This field resets to 0.

Bit [9]

Reserved, RES0.

vSGIEOICount, bit [8]

When FEAT_GICv4p1 is implemented:

Controls whether deactivation of virtual SGIs can increment ICH_HCR_EL2.EOICount

vSGIEOICount	Meaning
0b0	Deactivation of virtual SGIs can increment ICH_HCR.EOICount.
0b1	Deactivation of virtual SGIs does not increment ICH_HCR.EOICount.

This field resets to 0.

Otherwise:

Reserved, RES0.

VGrp1DIE, bit [7]

VM Group 1 Disabled Interrupt Enable. Enables the signaling of a maintenance interrupt while signaling of Group 1 interrupts from the virtual CPU interface to the connected vPE is disabled:

VGrp1DIE	Meaning
0b0	Maintenance interrupt disabled.
0b1	Maintenance interrupt signaled when ICH_VMCR.VENG1 is 0.

This field resets to 0.

VGrp1EIE, bit [6]

VM Group 1 Enabled Interrupt Enable. Enables the signaling of a maintenance interrupt while signaling of Group 1 interrupts from the virtual CPU interface to the connected vPE is enabled:

VGrp1EIE	Meaning
0b0	Maintenance interrupt disabled.
0b1	Maintenance interrupt signaled when ICH_VMCR.VENG1 is 1.

This field resets to 0.

VGrp0DIE, bit [5]

VM Group 0 Disabled Interrupt Enable. Enables the signaling of a maintenance interrupt while signaling of Group 0 interrupts from the virtual CPU interface to the connected vPE is disabled:

VGrp0DIE	Meaning
0b0	Maintenance interrupt disabled.
0b1	Maintenance interrupt signaled when ICH_VMCR.VENG0 is 0.

This field resets to 0.

VGrp0EIE, bit [4]

VM Group 0 Enabled Interrupt Enable. Enables the signaling of a maintenance interrupt while signaling of Group 0 interrupts from the virtual CPU interface to the connected vPE is enabled:

VGrp0EIE	Meaning
0b0	Maintenance interrupt disabled.
0b1	Maintenance interrupt signaled when ICH_VMCR.VENG0 is 1.

This field resets to 0.

NPIE, bit [3]

No Pending Interrupt Enable. Enables the signaling of a maintenance interrupt when there are no List registers with the State field set to 0b01 (pending):

NPIE	Meaning
0b0	Maintenance interrupt disabled.
0b1	Maintenance interrupt signaled while the List registers contain no interrupts in the pending state.

This field resets to 0.

LRENPIE, bit [2]

List Register Entry Not Present Interrupt Enable. Enables the signaling of a maintenance interrupt while the virtual CPU interface does not have a corresponding valid List register entry for an EOI request:

LRENPIE	Meaning
0b0	Maintenance interrupt disabled.
0b1	Maintenance interrupt is asserted while the EOICount field is not 0.

This field resets to 0.

UIE, bit [1]

Underflow Interrupt Enable. Enables the signaling of a maintenance interrupt when the List registers are empty, or hold only one valid entry:

UIE	Meaning
0b0	Maintenance interrupt disabled.
0b1	Maintenance interrupt is asserted if none, or only one, of the List register entries is marked as a valid interrupt.

This field resets to 0.

En, bit [0]

Enable. Global enable bit for the virtual CPU interface:

En	Meaning
0b0	Virtual CPU interface operation disabled.
0b1	Virtual CPU interface operation enabled.

When this field is set to 0:

- The virtual CPU interface does not signal any maintenance interrupts.
- The virtual CPU interface does not signal any virtual interrupts.
- A read of [ICV_IAR0](#), [ICV_IAR1](#), [GICV_IAR](#) or [GICV_AIAR](#) returns a spurious interrupt ID.

This field resets to 0.

Accessing the ICH_HCR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1100	0b1011	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if ICC_HSRE.SRE == '0' then
        UNDEFINED;
    else
        return ICH_HCR;
elsif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        return ICH_HCR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1100	0b1011	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if ICC_HSRE.SRE == '0' then
        UNDEFINED;
    else
        ICH_HCR = R[t];
elsif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        ICH_HCR = R[t];

```

ICH_LRC<n>, Interrupt Controller List Registers, n = 0 - 15

The ICH_LRC<n> characteristics are:

Purpose

Provides interrupt context information for the virtual CPU interface.

Configuration

AArch32 System register ICH_LRC<n> bits [31:0] are architecturally mapped to AArch64 System register [ICH_LR<n>_EL2\[63:32\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICH_LRC<n> are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

If list register n is not implemented, then accesses to this register are UNDEFINED.

Attributes

ICH_LRC<n> is a 32-bit register.

Field descriptions

The ICH_LRC<n> 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
State	HW	Group		RES0							Priority					RES0															pINTID

State, bits [31:30]

The state of the interrupt:

State	Meaning
0b00	Invalid (Inactive).
0b01	Pending.
0b10	Active.
0b11	Pending and active.

The GIC updates these state bits as virtual interrupts proceed through the interrupt life cycle. Entries in the invalid state are ignored, except for the purpose of generating virtual maintenance interrupts.

For hardware interrupts, the pending and active state is held in the physical Distributor rather than the virtual CPU interface. A hypervisor must only use the pending and active state for software originated interrupts, which are typically associated with virtual devices, or SGIs.

This field resets to 0.

HW, bit [29]

Indicates whether this virtual interrupt maps directly to a hardware interrupt, meaning that it corresponds to a physical interrupt. Deactivation of the virtual interrupt also causes the deactivation of the physical interrupt with the INTID that the pINTID field indicates.

HW	Meaning
0b0	The interrupt is triggered entirely by software. No notification is sent to the Distributor when the virtual interrupt is deactivated.
0b1	The interrupt maps directly to a hardware interrupt. A deactivate interrupt request is sent to the Distributor when the virtual interrupt is deactivated, using the pINTID field from this register to indicate the physical INTID. If ICH_VMCR.VEOIM is 0, this request corresponds to a write to ICC_EOIR0 or ICC_EOIR1 . Otherwise, it corresponds to a write to ICC_DIR .

This field resets to 0.

Group, bit [28]

Indicates the group for this virtual interrupt.

Group	Meaning
0b0	This is a Group 0 virtual interrupt. ICH_VMCR.VFIQEn determines whether it is signaled as a virtual IRQ or as a virtual FIQ, and ICH_VMCR.VENG0 enables signaling of this interrupt to the virtual machine.
0b1	This is a Group 1 virtual interrupt, signaled as a virtual IRQ. ICH_VMCR.VENG1 enables the signaling of this interrupt to the virtual machine. If ICH_VMCR.VCBPR is 0, then ICC_BPR1 determines if a pending Group 1 interrupt has sufficient priority to preempt current execution. Otherwise, ICH_LR<n> determines preemption.

This field resets to 0.

Bits [27:24]

Reserved, RES0.

Priority, bits [23:16]

The priority of this interrupt.

It is IMPLEMENTATION DEFINED how many bits of priority are implemented, though at least five bits must be implemented. Unimplemented bits are RES0 and start from bit[16] up to bit[18]. The number of implemented bits can be discovered from [ICH_VTR.PRIbits](#).

This field resets to 0.

Bits [15:13]

Reserved, RES0.

pINTID, bits [12:0]

Physical INTID, for hardware interrupts.

When ICH_LRC<n>.HW is 0 (there is no corresponding physical interrupt), this field has the following meaning:

- Bits[12:10] : RES0.
- Bit[9] : EOI. If this bit is 1, then when the interrupt identified by vINTID is deactivated, an EOI maintenance interrupt is asserted.
- Bits[8:0] : Reserved, RES0.

When ICH_LRC<n>.HW is 1 (there is a corresponding physical interrupt):

- This field indicates the physical INTID. This field is only required to implement enough bits to hold a valid value for the implemented INTID size. Any unused higher order bits are RES0.

- When [ICC_CTLR_EL1](#).ExtRange is 0, then bits[44:42] of this field are RES0.
- If the value of pINTID is not a valid INTID, behavior is UNPREDICTABLE. If the value of pINTID indicates a PPI, this field applies to the PPI associated with this same physical PE ID as the virtual CPU interface requesting the deactivation.

A hardware physical identifier is only required in List Registers for interrupts that require deactivation. This means only 13 bits of Physical INTID are required, regardless of the number specified by [ICC_CTLR](#).IDbits.

This field resets to 0.

Accessing the ICH_LRC<n>

[ICH_LR<n>](#) and ICH_LRC<n> can be updated independently.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1100	0b111:n[3]	n[2:0]

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if ICC_HSRE.SRE == '0' then
        UNDEFINED;
    else
        return ICH_LRC[UInt(CRm<0>:opc2<2:0>)];
elsif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        return ICH_LRC[UInt(CRm<0>:opc2<2:0>)];

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1100	0b111:n[3]	n[2:0]

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if ICC_HSRE.SRE == '0' then
        UNDEFINED;
    else
        ICH_LRC[UInt(CRm<0>:opc2<2:0>)] = R[t];
elsif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        ICH_LRC[UInt(CRm<0>:opc2<2:0>)] = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICH_LR<n>, Interrupt Controller List Registers, n = 0 - 15

The ICH_LR<n> characteristics are:

Purpose

Provides interrupt context information for the virtual CPU interface.

Configuration

AArch32 System register ICH_LR<n> bits [31:0] are architecturally mapped to AArch64 System register [ICH_LR<n>_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICH_LR<n> are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

If list register n is not implemented, then accesses to this register are UNDEFINED.

Attributes

ICH_LR<n> is a 32-bit register.

Field descriptions

The ICH_LR<n> 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
																vINTID															

vINTID, bits [31:0]

Virtual INTID of the interrupt.

If the value of vINTID is 1020-1023 and [ICH_LRC<n>.State](#) != 0b00 (Inactive), behavior is UNPREDICTABLE.

Behavior is UNPREDICTABLE if two or more List Registers specify the same vINTID when:

- [ICH_LRC<n>.State](#) == 01.
- [ICH_LRC<n>.State](#) == 10.
- [ICH_LRC<n>.State](#) == 11.

It is IMPLEMENTATION DEFINED how many bits are implemented, though at least 16 bits must be implemented. Unimplemented bits are RES0. The number of implemented bits can be discovered from [ICH_VTR.IDbits](#).

Note

When a VM is using memory-mapped access to the GIC, software must ensure that the correct source PE ID is provided in bits[12:10].

This field resets to 0.

Accessing the ICH_LR<n>

ICH_LR<n> and [ICH_LRC<n>](#) can be updated independently.

Accesses to this register use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1100	0b110:n[3]	n[2:0]

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if ICC_HSRE.SRE == '0' then
        UNDEFINED;
    else
        return ICH_LR[UInt(CRm<0>:opc2<2:0>)];
elsif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        return ICH_LR[UInt(CRm<0>:opc2<2:0>)];

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1100	0b110:n[3]	n[2:0]

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if ICC_HSRE.SRE == '0' then
        UNDEFINED;
    else
        ICH_LR[UInt(CRm<0>:opc2<2:0>)] = R[t];
elsif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        ICH_LR[UInt(CRm<0>:opc2<2:0>)] = R[t];

```

ICH_MISR, Interrupt Controller Maintenance Interrupt State Register

The ICH_MISR characteristics are:

Purpose

Indicates which maintenance interrupts are asserted.

Configuration

AArch32 System register ICH_MISR bits [31:0] are architecturally mapped to AArch64 System register [ICH_MISR_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICH_MISR are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

Attributes

ICH_MISR is a 32-bit register.

Field descriptions

The ICH_MISR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0		
											RES0											VGrp1D		VGrp1E	VGrp0D	VGrp0E	NP	LREN	P	U	EOI		

Bits [31:8]

Reserved, RES0.

VGrp1D, bit [7]

vPE Group 1 Disabled.

VGrp1D	Meaning
0b0	vPE Group 1 Disabled maintenance interrupt not asserted.
0b1	vPE Group 1 Disabled maintenance interrupt asserted.

This maintenance interrupt is asserted when [ICH_HCR.VGrp1DIE](#) is 1 and [ICH_VMCR.VENG0](#) is 0.

This field resets to 0.

VGrp1E, bit [6]

vPE Group 1 Enabled.

VGrp1E	Meaning
0b0	vPE Group 1 Enabled maintenance interrupt not asserted.
0b1	vPE Group 1 Enabled maintenance interrupt asserted.

This maintenance interrupt is asserted when [ICH_HCR.VGrp1EIE](#) is 1 and [ICH_VMCR.VENG1](#) is 1.

This field resets to 0.

VGrp0D, bit [5]

vPE Group 0 Disabled.

VGrp0D	Meaning
0b0	vPE Group 0 Disabled maintenance interrupt not asserted.
0b1	vPE Group 0 Disabled maintenance interrupt asserted.

This maintenance interrupt is asserted when [ICH_HCR.VGrp0DIE](#) is 1 and [ICH_VMCR.VENG0](#) is 0.

This field resets to 0.

VGrp0E, bit [4]

vPE Group 0 Enabled.

VGrp0E	Meaning
0b0	vPE Group 0 Enabled maintenance interrupt not asserted.
0b1	vPE Group 0 Enabled maintenance interrupt asserted.

This maintenance interrupt is asserted when [ICH_HCR.VGrp0EIE](#) is 1 and [ICH_VMCR.VENG0](#) is 1.

This field resets to 0.

NP, bit [3]

No Pending.

NP	Meaning
0b0	No Pending maintenance interrupt not asserted.
0b1	No Pending maintenance interrupt asserted.

This maintenance interrupt is asserted when [ICH_HCR.NPIE](#) is 1 and no List register is in pending state.

This field resets to 0.

LREN, bit [2]

List Register Entry Not Present.

LREN	Meaning
0b0	List Register Entry Not Present maintenance interrupt not asserted.
0b1	List Register Entry Not Present maintenance interrupt asserted.

This maintenance interrupt is asserted when [ICH_HCR.LRENPIE](#) is 1 and [ICH_HCR.EOIcount](#) is non-zero.

This field resets to 0.

U, bit [1]

Underflow.

U	Meaning
0b0	Underflow maintenance interrupt not asserted.
0b1	Underflow maintenance interrupt asserted.

This maintenance interrupt is asserted when [ICH_HCR.UIE](#) is 1 and zero or one of the List register entries are marked as a valid interrupt, that is, if the corresponding [ICH_LRC<n>.State](#) bits do not equal 0x0.

This field resets to 0.

EOI, bit [0]

End Of Interrupt.

EOI	Meaning
0b0	End Of Interrupt maintenance interrupt not asserted.
0b1	End Of Interrupt maintenance interrupt asserted.

This maintenance interrupt is asserted when at least one bit in [ICH_EISR](#) is 1.

This field resets to 0.

Accessing the ICH_MISR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1100	0b1011	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if ICC_HSRE.SRE == '0' then
        UNDEFINED;
    else
        return ICH_MISR;
elsif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        return ICH_MISR;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICH_VMCR, Interrupt Controller Virtual Machine Control Register

The ICH_VMCR characteristics are:

Purpose

Enables the hypervisor to save and restore the virtual machine view of the GIC state.

Configuration

AArch32 System register ICH_VMCR bits [31:0] are architecturally mapped to AArch64 System register [ICH_VMCR_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICH_VMCR are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

Attributes

ICH_VMCR is a 32-bit register.

Field descriptions

The ICH_VMCR 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
VPMR								VBPR0		VBPR1		RES0				VEOIM		RES0		VCBPR		VFIQEn		VackCtI		VENG1		VENG0			

VPMR, bits [31:24]

Virtual Priority Mask. The priority mask level for the virtual CPU interface. If the priority of a pending virtual interrupt is higher than the value indicated by this field, the interface signals the virtual interrupt to the PE.

This field is an alias of [ICV_PMR](#).Priority.

This field resets to an architecturally UNKNOWN value.

VBPR0, bits [23:21]

Virtual Binary Point Register, Group 0. Defines the point at which the priority value fields split into two parts, the group priority field and the subpriority field. The group priority field determines Group 0 interrupt preemption, and also determines Group 1 interrupt preemption if ICH_VMCR.VCBPR == 1.

This field is an alias of [ICV_BPR0](#).BinaryPoint.

This field resets to an architecturally UNKNOWN value.

VBPR1, bits [20:18]

Virtual Binary Point Register, Group 1. Defines the point at which the priority value fields split into two parts, the group priority field and the subpriority field. The group priority field determines Group 1 interrupt preemption if [ICH_VMCR](#).VCBPR == 0.

This field is an alias of [ICV_BPR1](#).BinaryPoint.

This field resets to an architecturally UNKNOWN value.

Bits [17:10]

Reserved, RES0.

VEOIM, bit [9]

Virtual EOI mode. Controls whether a write to an End of Interrupt register also deactivates the virtual interrupt:

VEOIM	Meaning
0b0	ICV_EOIR0 and ICV_EOIR1 provide both priority drop and interrupt deactivation functionality. Accesses to ICV_DIR are UNPREDICTABLE.
0b1	ICV_EOIR0 and ICV_EOIR1 provide priority drop functionality only. ICV_DIR provides interrupt deactivation functionality.

This bit is an alias of [ICV_CTLR.EOImode](#).

This field resets to an architecturally UNKNOWN value.

Bits [8:5]

Reserved, RES0.

VCBPR, bit [4]

Virtual Common Binary Point Register. Possible values of this bit are:

VCBPR	Meaning
0b0	ICV_BPR0 determines the preemption group for virtual Group 0 interrupts only. ICV_BPR1 determines the preemption group for virtual Group 1 interrupts.
0b1	ICV_BPR0 determines the preemption group for both virtual Group 0 and virtual Group 1 interrupts. Reads of ICV_BPR1 return ICV_BPR0 plus one, saturated to 0b111. Writes to ICV_BPR1 are ignored.

This field is an alias of [ICV_CTLR.CBPR](#).

This field resets to an architecturally UNKNOWN value.

VFIQEn, bit [3]

Virtual FIQ enable. Possible values of this bit are:

VFIQEn	Meaning
0b0	Group 0 virtual interrupts are presented as virtual IRQs.
0b1	Group 0 virtual interrupts are presented as virtual FIQs.

This bit is an alias of [GICV_CTLR.FIQEn](#).

In implementations where the Non-secure copy of [ICC_SRE](#).SRE is always 1, this bit is RES1.

This field resets to an architecturally UNKNOWN value.

VAckCtl, bit [2]

Virtual AckCtl. Possible values of this bit are:

VAckCtl	Meaning
0b0	If the highest priority pending interrupt is Group 1, a read of GICV_IAR or GICV_HPPIR returns an INTID of 1022.
0b1	If the highest priority pending interrupt is Group 1, a read of GICV_IAR or GICV_HPPIR returns the INTID of the corresponding interrupt.

This bit is an alias of [GICV_CTLR.AckCtl](#).

This field is supported for backwards compatibility with GICv2. Arm deprecates the use of this field.

In implementations where the Non-secure copy of [ICC_SRE.SRE](#) is always 1, this bit is RES0.

This field resets to an architecturally UNKNOWN value.

VENG1, bit [1]

Virtual Group 1 interrupt enable. Possible values of this bit are:

VENG1	Meaning
0b0	Virtual Group 1 interrupts are disabled.
0b1	Virtual Group 1 interrupts are enabled.

This bit is an alias of [ICV_IGRPEN1.Enable](#).

This field resets to an architecturally UNKNOWN value.

VENG0, bit [0]

Virtual Group 0 interrupt enable. Possible values of this bit are:

VENG0	Meaning
0b0	Virtual Group 0 interrupts are disabled.
0b1	Virtual Group 0 interrupts are enabled.

This bit is an alias of [ICV_IGRPEN0.Enable](#).

This field resets to an architecturally UNKNOWN value.

Accessing the ICH_VMCR

When EL2 is using System register access, EL1 using either System register or memory-mapped access must be supported.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1100	0b1011	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if ICC_HSRE.SRE == '0' then
        UNDEFINED;
    else
        return ICH_VMCR;
elsif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        return ICH_VMCR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1100	0b1011	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if ICC_HSRE.SRE == '0' then
        UNDEFINED;
    else
        ICH_VMCR = R[t];
elsif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        ICH_VMCR = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICH_VTR, Interrupt Controller VGIC Type Register

The ICH_VTR characteristics are:

Purpose

Reports supported GIC virtualisartion features.

Configuration

AArch32 System register ICH_VTR bits [31:0] are architecturally mapped to AArch64 System register [ICH_VTR_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICH_VTR are UNDEFINED.

If EL2 is not implemented, all bits in this register are RES0 from EL3, except for nV4, which is RES1 from EL3.

Attributes

ICH_VTR is a 32-bit register.

Field descriptions

The ICH_VTR 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
PRIbits				PREbits			IDbits		SEIS	A3V	nV4	TDS	RES0												ListRegs						

PRIbits, bits [31:29]

Priority bits. The number of virtual priority bits implemented, minus one.

An implementation must implement at least 32 levels of virtual priority (5 priority bits).

This field is an alias of [ICV_CTLR](#).PRIbits.

PREbits, bits [28:26]

The number of virtual preemption bits implemented, minus one.

An implementation must implement at least 32 levels of virtual preemption priority (5 preemption bits).

The value of this field must be less than or equal to the value of ICH_VTR.PRIbits.

IDbits, bits [25:23]

The number of virtual interrupt identifier bits supported:

IDbits	Meaning
0b000	16 bits.
0b001	24 bits.

All other values are reserved.

This field is an alias of [ICV_CTLR](#).IDbits.

SEIS, bit [22]

SEI Support. Indicates whether the virtual CPU interface supports generation of SEIs:

SEIS	Meaning
0b0	The virtual CPU interface logic does not support generation of SEIs.
0b1	The virtual CPU interface logic supports generation of SEIs.

This bit is an alias of [ICV_CTLR](#).SEIS.

A3V, bit [21]

Affinity 3 Valid. Possible values are:

A3V	Meaning
0b0	The virtual CPU interface logic only supports zero values of Affinity 3 in SGI generation System registers.
0b1	The virtual CPU interface logic supports non-zero values of Affinity 3 in SGI generation System registers.

This bit is an alias of [ICV_CTLR](#).A3V.

nV4, bit [20]

Direct injection of virtual interrupts not supported. Possible values are:

nV4	Meaning
0b0	The CPU interface logic supports direct injection of virtual interrupts.
0b1	The CPU interface logic does not support direct injection of virtual interrupts.

In GICv3 implementations, this bit is RES1.

TDS, bit [19]

Separate trapping of Non-secure EL1 writes to [ICV_DIR](#) supported.

TDS	Meaning
0b0	Implementation does not support ICH_HCR .TDIR.
0b1	Implementation supports ICH_HCR .TDIR.

Bits [18:5]

Reserved, RES0.

ListRegs, bits [4:0]

The number of implemented List registers, minus one. For example, a value of 0b01111 indicates that the maximum of 16 List registers are implemented.

Accessing the ICH_VTR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1100	0b1011	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if ICC_HSRE.SRE == '0' then
        UNDEFINED;
    else
        return ICH_VTR;
elsif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        return ICH_VTR;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICIALLU, Instruction Cache Invalidate All to PoU

The ICIALLU characteristics are:

Purpose

Invalidate all instruction caches to PoU. If branch predictors are architecturally visible, also flush branch predictors.

Configuration

AArch32 System instruction ICIALLU performs the same function as AArch64 System instruction [IC IALLU](#).

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICIALLU are UNDEFINED.

Attributes

ICIALLU is a 32-bit System instruction.

Field descriptions

This instruction has no applicable fields.

The value in the register specified by <Rt> is ignored.

Executing the ICIALLU instruction

The PE ignores the value of <Rt>. Software does not have to write a value to this register before issuing this instruction.

When [HCR.FB](#) is 1, at Non-secure EL1 this instruction executes as a [ICIALLUIS](#).

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0111	0b0101	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T7 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T7 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TPU == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TOCU == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TPU == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TOCU == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.FB == '1' then
        ICIALLUIS();
    else
        ICIALLU();
elsif PSTATE.EL == EL2 then
    ICIALLU();
elsif PSTATE.EL == EL3 then
    ICIALLU();

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICIALLUIS, Instruction Cache Invalidate All to PoU, Inner Shareable

The ICIALLUIS characteristics are:

Purpose

Invalidate all instruction caches Inner Shareable to PoU. If branch predictors are architecturally visible, also flush branch predictors.

Configuration

AArch32 System instruction ICIALLUIS performs the same function as AArch64 System instruction [IC IALLUIS](#).

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICIALLUIS are UNDEFINED.

Attributes

ICIALLUIS is a 32-bit System instruction.

Field descriptions

This instruction has no applicable fields.

The value in the register specified by <Rt> is ignored.

Executing the ICIALLUIS instruction

The PE ignores the value of <Rt>. Software does not have to write a value to this register before issuing this instruction.

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0111	0b0001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T7 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T7 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TPU == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TICAB == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TOCU == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TPU == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TICAB == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TOCU == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        ICIALLUIS();
elsif PSTATE.EL == EL2 then
    ICIALLUIS();
elsif PSTATE.EL == EL3 then
    ICIALLUIS();

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICIMVAU, Instruction Cache line Invalidate by VA to PoU

The ICIMVAU characteristics are:

Purpose

Invalidate instruction cache line by virtual address to PoU.

Configuration

AArch32 System instruction ICIMVAU performs the same function as AArch64 System instruction [IC IVAU](#).

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICIMVAU are UNDEFINED.

Attributes

ICIMVAU is a 32-bit System instruction.

Field descriptions

The ICIMVAU input value 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
Virtual address to use																															

Bits [31:0]

Virtual address to use. No alignment restrictions apply to this VA.

Executing the ICIMVAU instruction

Execution of this instruction might require an address translation from VA to PA, and that translation might fault. For more information, see 'AArch32 instruction cache maintenance instructions (IC*)'.

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0111	0b0101	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T7 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T7 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TPU == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TOCU == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TPU == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TOCU == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        ICIMVAU(R[t]);
elsif PSTATE.EL == EL2 then
    ICIMVAU(R[t]);
elsif PSTATE.EL == EL3 then
    ICIMVAU(R[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICV_AP0R<n>, Interrupt Controller Virtual Active Priorities Group 0 Registers, n = 0 - 3

The ICV_AP0R<n> characteristics are:

Purpose

Provides information about virtual Group 0 active priorities.

Configuration

AArch32 System register ICV_AP0R<n> bits [31:0] are architecturally mapped to AArch64 System register [ICV_AP0R<n>_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICV_AP0R<n> are UNDEFINED.

Attributes

ICV_AP0R<n> is a 32-bit register.

Field descriptions

The ICV_AP0R<n> 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
IMPLEMENTATION DEFINED																															

IMPLEMENTATION DEFINED, bits [31:0]

IMPLEMENTATION DEFINED.

This field resets to 0.

The contents of these registers are IMPLEMENTATION DEFINED with the one architectural requirement that the value 0x00000000 is consistent with no interrupts being active.

Accessing the ICV_AP0R<n>

Writing to these registers with any value other than the last read value of the register (or 0x00000000 when there are no Group 0 active priorities) might result in UNPREDICTABLE behavior of the virtual interrupt prioritization system, causing:

- Interrupts that should preempt execution to not preempt execution.
- Interrupts that should not preempt execution to preempt execution.

ICV_AP0R1 is only implemented in implementations that support 6 or more bits of priority. ICV_AP0R2 and ICV_AP0R3 are only implemented in implementations that support 7 bits of priority. Unimplemented registers are UNDEFINED.

Writing to the active priority registers in any order other than the following order might result in UNPREDICTABLE behavior of the interrupt prioritization system:

- ICV_AP0R<n>.
- [ICV_AP1R<n>](#).

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1000	0b1:n[1:0]

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.FIQ == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif ICC_SRE.SRE == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TALL0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TALL0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.FMO == '1' then
        return ICV_AP0R[UInt(opc2<1:0>)];
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.FMO == '1' then
        return ICV_AP0R[UInt(opc2<1:0>)];
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ICC_AP0R[UInt(opc2<1:0>)];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.FIQ == '1' then
            UNDEFINED;
        elsif ICC_HSRE.SRE == '0' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ICC_AP0R[UInt(opc2<1:0>)];
    elsif PSTATE.EL == EL3 then
        if ICC_MSRE.SRE == '0' then
            UNDEFINED;
        else
            return ICC_AP0R[UInt(opc2<1:0>)];

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1000	0b1:n[1:0]

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.FIQ == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif ICC_SRE.SRE == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TALL0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TALL0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.FMO == '1' then
        ICV_AP0R[UInt(opc2<1:0>)] = R[t];
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.FMO == '1' then
        ICV_AP0R[UInt(opc2<1:0>)] = R[t];
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        ICC_AP0R[UInt(opc2<1:0>)] = R[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.FIQ == '1' then
        UNDEFINED;
    elsif ICC_HSRE.SRE == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        ICC_AP0R[UInt(opc2<1:0>)] = R[t];
elsif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        ICC_AP0R[UInt(opc2<1:0>)] = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICV_AP1R<n>, Interrupt Controller Virtual Active Priorities Group 1 Registers, n = 0 - 3

The ICV_AP1R<n> characteristics are:

Purpose

Provides information about virtual Group 1 active priorities.

Configuration

AArch32 System register ICV_AP1R<n> bits [31:0] are architecturally mapped to AArch64 System register [ICV_AP1R<n>_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICV_AP1R<n> are UNDEFINED.

Attributes

ICV_AP1R<n> is a 32-bit register.

Field descriptions

The ICV_AP1R<n> 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
IMPLEMENTATION DEFINED																															

IMPLEMENTATION DEFINED, bits [31:0]

IMPLEMENTATION DEFINED.

This field resets to 0.

The contents of these registers are IMPLEMENTATION DEFINED with the one architectural requirement that the value 0x00000000 is consistent with no interrupts being active.

Accessing the ICV_AP1R<n>

Writing to these registers with any value other than the last read value of the register (or 0x00000000 when there are no Group 1 active priorities) might result in UNPREDICTABLE behavior of the virtual interrupt prioritization system, causing:

- Interrupts that should preempt execution to not preempt execution.
- Interrupts that should not preempt execution to preempt execution.

ICV_AP1R1 is only implemented in implementations that support 6 or more bits of priority. ICV_AP1R2 and ICV_AP1R3 are only implemented in implementations that support 7 bits of priority. Unimplemented registers are UNDEFINED.

Writing to the active priority registers in any order other than the following order might result in UNPREDICTABLE behavior of the interrupt prioritization system:

- [ICV_AP0R<n>](#).
- ICV_AP1R<n>.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1001	0b0:n[1:0]

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.IRQ == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif ICC_SRE.SRE == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TALL1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TALL1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.IMO == '1' then
        return ICV_AP1R[UInt(opc2<1:0>)];
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.IMO == '1' then
        return ICV_AP1R[UInt(opc2<1:0>)];
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    elsif HaveEL(EL3) then
        return ICC_AP1R_NS[UInt(opc2<1:0>)];
    else
        return ICC_AP1R[UInt(opc2<1:0>)];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.IRQ == '1' then
        UNDEFINED;
    elsif ICC_HSRE.SRE == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    elsif HaveEL(EL3) then
        return ICC_AP1R_NS[UInt(opc2<1:0>)];
    else
        return ICC_AP1R[UInt(opc2<1:0>)];
elsif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        if SCR.NS == '0' then
            return ICC_AP1R_S[UInt(opc2<1:0>)];
        else
            return ICC_AP1R_NS[UInt(opc2<1:0>)];

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1001	0b0:n[1:0]

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.IRQ == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif ICC_SRE.SRE == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TALL1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TALL1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.IMO == '1' then
        ICV_AP1R[UInt(opc2<1:0>)] = R[t];
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.IMO == '1' then
        ICV_AP1R[UInt(opc2<1:0>)] = R[t];
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.IRQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        elsif HaveEL(EL3) then
            ICC_AP1R_NS[UInt(opc2<1:0>)] = R[t];
        else
            ICC_AP1R[UInt(opc2<1:0>)] = R[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.IRQ == '1' then
            UNDEFINED;
        elsif ICC_HSRE.SRE == '0' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.IRQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        elsif HaveEL(EL3) then
            ICC_AP1R_NS[UInt(opc2<1:0>)] = R[t];
        else
            ICC_AP1R[UInt(opc2<1:0>)] = R[t];
    elsif PSTATE.EL == EL3 then
        if ICC_MSRE.SRE == '0' then
            UNDEFINED;
        else
            if SCR.NS == '0' then
                ICC_AP1R_S[UInt(opc2<1:0>)] = R[t];
            else
                ICC_AP1R_NS[UInt(opc2<1:0>)] = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICV_BPR0, Interrupt Controller Virtual Binary Point Register 0

The ICV_BPR0 characteristics are:

Purpose

Defines the point at which the priority value fields split into two parts, the group priority field and the subpriority field. The group priority field determines virtual Group 0 interrupt preemption.

Configuration

AArch32 System register ICV_BPR0 bits [31:0] are architecturally mapped to AArch64 System register [ICV_BPR0_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICV_BPR0 are UNDEFINED.

Attributes

ICV_BPR0 is a 32-bit register.

Field descriptions

The ICV_BPR0 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																															BinaryPoint

Bits [31:3]

Reserved, RES0.

BinaryPoint, bits [2:0]

The value of this field controls how the 8-bit interrupt priority field is split into a group priority field, that determines interrupt preemption, and a subpriority field. This is done as follows:

Binary point value	Group priority field	Subpriority field	Field with binary point
0	[7:1]	[0]	ggggggg.s
1	[7:2]	[1:0]	ggggggg.ss
2	[7:3]	[2:0]	ggggg.sss
3	[7:4]	[3:0]	gggg.ssss
4	[7:5]	[4:0]	ggg.sssss
5	[7:6]	[5:0]	gg.ssssss
6	[7]	[6:0]	g.sssssss
7	No preemption	[7:0]	.ssssssss

This field resets to an architecturally UNKNOWN value.

Accessing the ICV_BPR0

The minimum binary point value is derived from the number of implemented priority bits. The number of priority bits is IMPLEMENTATION DEFINED, and reported by [ICV_CTLR.PRIBits](#).

An attempt to program the binary point field to a value less than the minimum value sets the field to the minimum value. On a reset, the binary point field is set to the minimum supported value.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1000	0b011


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.FIQ == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif ICC_SRE.SRE == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TALL0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TALL0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.FMO == '1' then
        return ICV_BPR0;
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.FMO == '1' then
        return ICV_BPR0;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        return ICC_BPR0;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.FIQ == '1' then
        UNDEFINED;
    elsif ICC_HSRE.SRE == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        return ICC_BPR0;
elsif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        return ICC_BPR0;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1000	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.FIQ == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif ICC_SRE.SRE == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TALL0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TALL0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.FMO == '1' then
        ICV_BPR0 = R[t];
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.FMO == '1' then
        ICV_BPR0 = R[t];
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            ICC_BPR0 = R[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.FIQ == '1' then
            UNDEFINED;
        elsif ICC_HSRE.SRE == '0' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            ICC_BPR0 = R[t];
    elsif PSTATE.EL == EL3 then
        if ICC_MSRE.SRE == '0' then
            UNDEFINED;
        else
            ICC_BPR0 = R[t];

```

ICV_BPR1, Interrupt Controller Virtual Binary Point Register 1

The ICV_BPR1 characteristics are:

Purpose

Defines the point at which the priority value fields split into two parts, the group priority field and the subpriority field. The group priority field determines virtual Group 1 interrupt preemption.

Configuration

AArch32 System register ICV_BPR1 bits [31:0] are architecturally mapped to AArch64 System register [ICV_BPR1_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICV_BPR1 are UNDEFINED.

Attributes

ICV_BPR1 is a 32-bit register.

Field descriptions

The ICV_BPR1 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																															BinaryPoint

Bits [31:3]

Reserved, RES0.

BinaryPoint, bits [2:0]

If the GIC is configured to use separate binary point fields for virtual Group 0 and virtual Group 1 interrupts, the value of this field controls how the 8-bit interrupt priority field is split into a group priority field, that determines interrupt preemption, and a subpriority field. This is done as follows:

Binary point value	Group priority field	Subpriority field	Field with binary point
0	-	-	-
1	[7:1]	[0]	ggggggg.s
2	[7:2]	[1:0]	gggggg.ss
3	[7:3]	[2:0]	ggggg.sss
4	[7:4]	[3:0]	gggg.ssss
5	[7:5]	[4:0]	ggg.sssss
6	[7:6]	[5:0]	gg.ssssss
7	[7]	[6:0]	g.sssssss

Writing 0 to this field will set this field to its reset value.

If [ICV_CTLR](#).CBPR is set to 1, Non-secure EL1 reads return [ICV_BPR0](#) + 1 saturated to 0b111. Non-secure EL1 writes are ignored.

This field resets to an IMPLEMENTATION DEFINED non-zero value.

Accessing the ICV_BPR1

The reset value is IMPLEMENTATION DEFINED, but is equal to the minimum value of [ICV_BPR0](#) plus one.

An attempt to program the binary point field to a value less than the reset value sets the field to the reset value.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1100	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.IRQ == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif ICC_SRE.SRE == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TALL1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TALL1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.IMO == '1' then
        return ICV_BPR1;
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.IMO == '1' then
        return ICV_BPR1;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.IRQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        elsif HaveEL(EL3) then
            return ICC_BPR1_NS;
        else
            return ICC_BPR1;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.IRQ == '1' then
            UNDEFINED;
        elsif ICC_HSRE.SRE == '0' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.IRQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        elsif HaveEL(EL3) then
            return ICC_BPR1_NS;
        else
            return ICC_BPR1;
    elsif PSTATE.EL == EL3 then
        if ICC_MSRE.SRE == '0' then
            UNDEFINED;
        else
            if SCR.NS == '0' then
                return ICC_BPR1_S;
            else
                return ICC_BPR1_NS;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1100	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.IRQ == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif ICC_SRE.SRE == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TALL1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TALL1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.IMO == '1' then
        ICV_BPR1 = R[t];
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.IMO == '1' then
        ICV_BPR1 = R[t];
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.IRQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        elsif HaveEL(EL3) then
            ICC_BPR1_NS = R[t];
        else
            ICC_BPR1 = R[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.IRQ == '1' then
            UNDEFINED;
        elsif ICC_HSRE.SRE == '0' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.IRQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        elsif HaveEL(EL3) then
            ICC_BPR1_NS = R[t];
        else
            ICC_BPR1 = R[t];
    elsif PSTATE.EL == EL3 then
        if ICC_MSRE.SRE == '0' then
            UNDEFINED;
        else
            if SCR.NS == '0' then
                ICC_BPR1_S = R[t];
            else
                ICC_BPR1_NS = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICV_CTLR, Interrupt Controller Virtual Control Register

The ICV_CTLR characteristics are:

Purpose

Controls aspects of the behavior of the GIC virtual CPU interface and provides information about the features implemented.

Configuration

AArch32 System register ICV_CTLR bits [31:0] are architecturally mapped to AArch64 System register [ICV_CTLR_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICV_CTLR are UNDEFINED.

Attributes

ICV_CTLR is a 32-bit register.

Field descriptions

The ICV_CTLR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0												ExtRange	RSS	RES0	A3V	SEIS	IDbits	PRIbits	RES0							EOImode	CBPR				

Bits [31:20]

Reserved, RES0.

ExtRange, bit [19]

Extended INTID range (read-only).

ExtRange	Meaning
0b0	CPU interface does not support INTIDs in the range 1024..8191. Behaviour is UNPREDICTABLE if the IRI delivers an interrupt in the range 1024 to 8191 to the CPU interface.
Note Arm strongly recommends that the IRI is not configured to deliver interrupts in this range to a PE that does not support them.	
0b1	CPU interface supports INTIDs in the range 1024..8191. All INTIDs in the range 1024..8191 are treated as requiring deactivation.

ICV_CTLR.ExtRange is an alias of [ICC_CTLR](#).ExtRange.

RSS, bit [18]

Range Selector Support. Possible values are:

RSS	Meaning
0b0	Targeted SGIs with affinity level 0 values of 0 - 15 are supported.
0b1	Targeted SGIs with affinity level 0 values of 0 - 255 are supported.

This bit is read-only.

Bits [17:16]

Reserved, RES0.

A3V, bit [15]

Affinity 3 Valid. Read-only and writes are ignored. Possible values are:

A3V	Meaning
0b0	The virtual CPU interface logic only supports zero values of Affinity 3 in SGI generation System registers.
0b1	The virtual CPU interface logic supports non-zero values of Affinity 3 in SGI generation System registers.

SEIS, bit [14]

SEI Support. Read-only and writes are ignored. Indicates whether the virtual CPU interface supports local generation of SEIs:

SEIS	Meaning
0b0	The virtual CPU interface logic does not support local generation of SEIs.
0b1	The virtual CPU interface logic supports local generation of SEIs.

IDbits, bits [13:11]

Identifier bits. Read-only and writes are ignored. The number of virtual interrupt identifier bits supported:

IDbits	Meaning
0b000	16 bits.
0b001	24 bits.

All other values are reserved.

PRIbits, bits [10:8]

Priority bits. Read-only and writes are ignored. The number of priority bits implemented, minus one.

An implementation must implement at least 32 levels of physical priority (5 priority bits).

Note

This field always returns the number of priority bits implemented.

The division between group priority and subpriority is defined in the binary point registers [ICV_BPR0](#) and [ICV_BPR1](#).

Bits [7:2]

Reserved, RES0.

EOImode, bit [1]

Virtual EOI mode. Controls whether a write to an End of Interrupt register also deactivates the virtual interrupt:

EOImode	Meaning
0b0	ICV_EOIR0 and ICV_EOIR1 provide both priority drop and interrupt deactivation functionality. Accesses to ICV_DIR are UNPREDICTABLE.
0b1	ICV_EOIR0 and ICV_EOIR1 provide priority drop functionality only. ICV_DIR provides interrupt deactivation functionality.

This field resets to an architecturally UNKNOWN value.

CBPR, bit [0]

Common Binary Point Register. Controls whether the same register is used for interrupt preemption of both virtual Group 0 and virtual Group 1 interrupts:

CBPR	Meaning
0b0	ICV_BPR0 determines the preemption group for virtual Group 0 interrupts only. ICV_BPR1 determines the preemption group for virtual Group 1 interrupts.
0b1	ICV_BPR0 determines the preemption group for both virtual Group 0 and virtual Group 1 interrupts. Reads of ICV_BPR1 return ICV_BPR0 plus one, saturated to 0b111. Writes to ICV_BPR1 are ignored.

This field resets to an architecturally UNKNOWN value.

Accessing the ICV_CTLR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1100	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.<IRQ,FIQ> ==
'11' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TC == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TC == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.FMO == '1' then
        return ICV_CTLR;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.IMO == '1' then
        return ICV_CTLR;
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.FMO == '1' then
        return ICV_CTLR;
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.IMO == '1' then
        return ICV_CTLR;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.<IRQ,FIQ> == '11'
then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    elsif HaveEL(EL3) then
        return ICC_CTLR_NS;
    else
        return ICC_CTLR;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif ICC_HSRE.SRE == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    elsif HaveEL(EL3) then
        return ICC_CTLR_NS;
    else
        return ICC_CTLR;
elsif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        if SCR.NS == '0' then
            return ICC_CTLR_S;

```

```
else
    return ICC_CTLR_NS;
```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1100	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.<IRQ,FIQ> ==
'11' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TC == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TC == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.FMO == '1' then
        ICV_CTLR = R[t];
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.IMO == '1' then
        ICV_CTLR = R[t];
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.FMO == '1' then
        ICV_CTLR = R[t];
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.IMO == '1' then
        ICV_CTLR = R[t];
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.<IRQ,FIQ> == '11'
then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    elsif HaveEL(EL3) then
        ICC_CTLR_NS = R[t];
    else
        ICC_CTLR = R[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif ICC_HSRE.SRE == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    elsif HaveEL(EL3) then
        ICC_CTLR_NS = R[t];
    else
        ICC_CTLR = R[t];
elsif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        if SCR.NS == '0' then
            ICC_CTLR_S = R[t];

```

```
else  
    ICC_CTLR_NS = R[t];
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICV_DIR, Interrupt Controller Deactivate Virtual Interrupt Register

The ICV_DIR characteristics are:

Purpose

When interrupt priority drop is separated from interrupt deactivation, a write to this register deactivates the specified virtual interrupt.

Configuration

AArch32 System register ICV_DIR bits [31:0] performs the same function as AArch64 System register [ICV_DIR_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICV_DIR are UNDEFINED.

Attributes

ICV_DIR is a 32-bit register.

Field descriptions

The ICV_DIR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0								INTID																							

Bits [31:24]

Reserved, RES0.

INTID, bits [23:0]

The INTID of the virtual interrupt to be deactivated.

This field has either 16 or 24 bits implemented. The number of implemented bits can be found in [ICV_CTLR.IDbits](#). If only 16 bits are implemented, bits [23:16] of this register are RES0.

Accessing the ICV_DIR

When EOImode == 0, writes are ignored. In systems supporting system error generation, an implementation might generate an SEI.

Accesses to this register use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1011	0b001


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.<IRQ,FIQ> ==
'11' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TDIR == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TC == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TC == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TDIR == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.FMO == '1' then
        ICV_DIR = R[t];
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.IMO == '1' then
        ICV_DIR = R[t];
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.FMO == '1' then
        ICV_DIR = R[t];
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.IMO == '1' then
        ICV_DIR = R[t];
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.<IRQ,FIQ> == '11'
then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
            else
                ICC_DIR = R[t];
        elsif PSTATE.EL == EL2 then
            if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
                UNDEFINED;
            elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.<IRQ,FIQ> == '11' then
                UNDEFINED;
            elsif ICC_HSRE.SRE == '0' then
                UNDEFINED;
            elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.AArch32SystemAccessTrap(EL3, 0x03);
            elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.<IRQ,FIQ> == '11' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch32.TakeMonitorTrapException();
            else
                ICC_DIR = R[t];
        elsif PSTATE.EL == EL3 then
            if ICC_MSRE.SRE == '0' then
                UNDEFINED;
            else
                ICC_DIR = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICV_EOIR0, Interrupt Controller Virtual End Of Interrupt Register 0

The ICV_EOIR0 characteristics are:

Purpose

A PE writes to this register to inform the CPU interface that it has completed the processing of the specified virtual Group 0 interrupt.

Configuration

AArch32 System register ICV_EOIR0 performs the same function as AArch64 System register [ICV_EOIR0_EL1](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICV_EOIR0 are UNDEFINED.

Attributes

ICV_EOIR0 is a 32-bit register.

Field descriptions

The ICV_EOIR0 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0								INTID																							

Bits [31:24]

Reserved, RES0.

INTID, bits [23:0]

The INTID from the corresponding [ICV_IAR0](#) access.

This field has either 16 or 24 bits implemented. The number of implemented bits can be found in [ICV_CTLR.IDbits](#). If only 16 bits are implemented, bits [23:16] of this register are RES0.

If the [ICV_CTLR.EOImode](#) bit is 0, a write to this register drops the priority for the virtual interrupt, and also deactivates the virtual interrupt.

If the [ICV_CTLR.EOImode](#) bit is 1, a write to this register only drops the priority for the virtual interrupt. Software must write to [ICV_DIR](#) to deactivate the virtual interrupt.

Accessing the ICV_EOIR0

A write to this register must correspond to the most recent valid read by this vPE from a Virtual Interrupt Acknowledge Register, and must correspond to the INTID that was read from [ICV_IAR0](#), otherwise the system behavior is UNPREDICTABLE. A valid read is a read that returns a valid INTID that is not a special INTID.

Accesses to this register use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
--------	------	-----	-----	------

0b1111	0b000	0b1100	0b1000	0b001
--------	-------	--------	--------	-------

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.FIQ == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif ICC_SRE.SRE == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TALL0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TALL0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.FMO == '1' then
        ICV_EOIR0 = R[t];
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.FMO == '1' then
        ICV_EOIR0 = R[t];
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            ICC_EOIR0 = R[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.FIQ == '1' then
            UNDEFINED;
        elsif ICC_HSRE.SRE == '0' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            ICC_EOIR0 = R[t];
    elsif PSTATE.EL == EL3 then
        if ICC_MSRE.SRE == '0' then
            UNDEFINED;
        else
            ICC_EOIR0 = R[t];

```


ICV_EOIR1, Interrupt Controller Virtual End Of Interrupt Register 1

The ICV_EOIR1 characteristics are:

Purpose

A PE writes to this register to inform the CPU interface that it has completed the processing of the specified virtual Group 1 interrupt.

Configuration

AArch32 System register ICV_EOIR1 performs the same function as AArch64 System register [ICV_EOIR1_EL1](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICV_EOIR1 are UNDEFINED.

Attributes

ICV_EOIR1 is a 32-bit register.

Field descriptions

The ICV_EOIR1 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0								INTID																							

Bits [31:24]

Reserved, RES0.

INTID, bits [23:0]

The INTID from the corresponding [ICV_IAR1](#) access.

This field has either 16 or 24 bits implemented. The number of implemented bits can be found in [ICV_CTLR.IDbits](#). If only 16 bits are implemented, bits [23:16] of this register are RES0.

If the [ICV_CTLR.EOImode](#) bit is 0, a write to this register drops the priority for the virtual interrupt, and also deactivates the virtual interrupt.

If the [ICV_CTLR.EOImode](#) bit is 1, a write to this register only drops the priority for the virtual interrupt. Software must write to [ICV_DIR](#) to deactivate the virtual interrupt.

Accessing the ICV_EOIR1

A write to this register must correspond to the most recent valid read by this vPE from a Virtual Interrupt Acknowledge Register, and must correspond to the INTID that was read from [ICV_IAR1](#), otherwise the system behavior is UNPREDICTABLE. A valid read is a read that returns a valid INTID that is not a special INTID.

Accesses to this register use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
--------	------	-----	-----	------

0b1111	0b000	0b1100	0b1100	0b001
--------	-------	--------	--------	-------

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.IRQ == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif ICC_SRE.SRE == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TALL1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TALL1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.IMO == '1' then
        ICV_EOIR1 = R[t];
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.IMO == '1' then
        ICV_EOIR1 = R[t];
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.IRQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            ICC_EOIR1 = R[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.IRQ == '1' then
            UNDEFINED;
        elsif ICC_HSRE.SRE == '0' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.IRQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            ICC_EOIR1 = R[t];
    elsif PSTATE.EL == EL3 then
        if ICC_MSRE.SRE == '0' then
            UNDEFINED;
        else
            ICC_EOIR1 = R[t];

```


ICV_HPPIR0, Interrupt Controller Virtual Highest Priority Pending Interrupt Register 0

The ICV_HPPIR0 characteristics are:

Purpose

Indicates the highest priority pending virtual Group 0 interrupt on the virtual CPU interface.

Configuration

AArch32 System register ICV_HPPIR0 performs the same function as AArch64 System register [ICV_HPPIR0_EL1](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICV_HPPIR0 are UNDEFINED.

Attributes

ICV_HPPIR0 is a 32-bit register.

Field descriptions

The ICV_HPPIR0 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0								INTID																							

Bits [31:24]

Reserved, RES0.

INTID, bits [23:0]

The INTID of the highest priority pending virtual interrupt.

If the highest priority pending interrupt is not observable, this field contains a special INTID to indicate the reason. This special INTID can take the value 1023 only. For more information, see 'Special INTIDs' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

This field has either 16 or 24 bits implemented. The number of implemented bits can be found in [ICV_CTLR.IDbits](#). If only 16 bits are implemented, bits [23:16] of this register are RES0.

Accessing the ICV_HPPIR0

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1000	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.FIQ == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif ICC_SRE.SRE == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TALL0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TALL0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.FMO == '1' then
        return ICV_HPPIR0;
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.FMO == '1' then
        return ICV_HPPIR0;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        return ICC_HPPIR0;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.FIQ == '1' then
        UNDEFINED;
    elsif ICC_HSRE.SRE == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        return ICC_HPPIR0;
elsif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        return ICC_HPPIR0;

```

ICV_HPPIR1, Interrupt Controller Virtual Highest Priority Pending Interrupt Register 1

The ICV_HPPIR1 characteristics are:

Purpose

Indicates the highest priority pending virtual Group 1 interrupt on the virtual CPU interface.

Configuration

AArch32 System register ICV_HPPIR1 performs the same function as AArch64 System register [ICV_HPPIR1_EL1](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICV_HPPIR1 are UNDEFINED.

Attributes

ICV_HPPIR1 is a 32-bit register.

Field descriptions

The ICV_HPPIR1 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0								INTID																							

Bits [31:24]

Reserved, RES0.

INTID, bits [23:0]

The INTID of the highest priority pending virtual interrupt.

If the highest priority pending interrupt is not observable, this field contains a special INTID to indicate the reason. This special INTID can take the value 1023 only. For more information, see 'Special INTIDs' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

This field has either 16 or 24 bits implemented. The number of implemented bits can be found in [ICV_CTLR.IDbits](#). If only 16 bits are implemented, bits [23:16] of this register are RES0.

Accessing the ICV_HPPIR1

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1100	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.IRQ == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif ICC_SRE.SRE == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TALL1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TALL1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.IMO == '1' then
        return ICV_HPPIR1;
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.IMO == '1' then
        return ICV_HPPIR1;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        return ICC_HPPIR1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.IRQ == '1' then
        UNDEFINED;
    elsif ICC_HSRE.SRE == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        return ICC_HPPIR1;
elsif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        return ICC_HPPIR1;

```

ICV_IAR0, Interrupt Controller Virtual Interrupt Acknowledge Register 0

The ICV_IAR0 characteristics are:

Purpose

The PE reads this register to obtain the INTID of the signaled virtual Group 0 interrupt. This read acts as an acknowledge for the interrupt.

Configuration

AArch32 System register ICV_IAR0 performs the same function as AArch64 System register [ICV_IAR0_EL1](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICV_IAR0 are UNDEFINED.

To allow software to ensure appropriate observability of actions initiated by GIC register accesses, the PE and CPU interface logic must ensure that reads of this register are self-synchronising when interrupts are masked by the PE (that is when $PSTATE.\{I,F\} == \{0,0\}$). This ensures that the effect of activating an interrupt on the signaling of interrupt exceptions is observed when a read of this register is architecturally executed so that no spurious interrupt exception occurs if interrupts are unmasked by an instruction immediately following the read. For more information, see 'Observability of the effects of accesses to the GIC registers' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

Attributes

ICV_IAR0 is a 32-bit register.

Field descriptions

The ICV_IAR0 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0								INTID																							

Bits [31:24]

Reserved, RES0.

INTID, bits [23:0]

The INTID of the signaled virtual interrupt.

This is the INTID of the highest priority pending virtual interrupt, if that interrupt is of sufficient priority for it to be signaled to the PE, and if it can be acknowledged.

If the highest priority pending interrupt is not observable, this field contains a special INTID to indicate the reason. This special INTID can take the value 1023 only. For more information, see 'Special INTIDs' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

This field has either 16 or 24 bits implemented. The number of implemented bits can be found in [ICV_CTLR.IDbits](#). If only 16 bits are implemented, bits [23:16] of this register are RES0.

Accessing the ICV_IAR0

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.FIQ == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif ICC_SRE.SRE == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TALL0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TALL0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.FMO == '1' then
        return ICV_IAR0;
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.FMO == '1' then
        return ICV_IAR0;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ICC_IAR0;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.FIQ == '1' then
            UNDEFINED;
        elsif ICC_HSRE.SRE == '0' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ICC_IAR0;
    elsif PSTATE.EL == EL3 then
        if ICC_MSRE.SRE == '0' then
            UNDEFINED;
        else
            return ICC_IAR0;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICV_IAR1, Interrupt Controller Virtual Interrupt Acknowledge Register 1

The ICV_IAR1 characteristics are:

Purpose

The PE reads this register to obtain the INTID of the signaled virtual Group 1 interrupt. This read acts as an acknowledge for the interrupt.

Configuration

AArch32 System register ICV_IAR1 performs the same function as AArch64 System register [ICV_IAR1_EL1](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICV_IAR1 are UNDEFINED.

To allow software to ensure appropriate observability of actions initiated by GIC register accesses, the PE and CPU interface logic must ensure that reads of this register are self-synchronising when interrupts are masked by the PE (that is when $PSTATE.\{I,F\} == \{0,0\}$). This ensures that the effect of activating an interrupt on the signaling of interrupt exceptions is observed when a read of this register is architecturally executed so that no spurious interrupt exception occurs if interrupts are unmasked by an instruction immediately following the read. For more information, see 'Observability of the effects of accesses to the GIC registers' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

Attributes

ICV_IAR1 is a 32-bit register.

Field descriptions

The ICV_IAR1 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0								INTID																							

Bits [31:24]

Reserved, RES0.

INTID, bits [23:0]

The INTID of the signaled virtual interrupt.

This is the INTID of the highest priority pending virtual interrupt, if that interrupt is of sufficient priority for it to be signaled to the PE, and if it can be acknowledged.

If the highest priority pending interrupt is not observable, this field contains a special INTID to indicate the reason. This special INTID can take the value 1023 only. For more information, see 'Special INTIDs' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

This field has either 16 or 24 bits implemented. The number of implemented bits can be found in [ICV_CTLR.IDbits](#). If only 16 bits are implemented, bits [23:16] of this register are RES0.

Accessing the ICV_IAR1

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1100	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.IRQ == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif ICC_SRE.SRE == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TALL1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TALL1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.IMO == '1' then
        return ICV_IAR1;
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.IMO == '1' then
        return ICV_IAR1;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.IRQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ICC_IAR1;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.IRQ == '1' then
            UNDEFINED;
        elsif ICC_HSRE.SRE == '0' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.IRQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ICC_IAR1;
    elsif PSTATE.EL == EL3 then
        if ICC_MSRE.SRE == '0' then
            UNDEFINED;
        else
            return ICC_IAR1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICV_IGRPEN0, Interrupt Controller Virtual Interrupt Group 0 Enable register

The ICV_IGRPEN0 characteristics are:

Purpose

Controls whether virtual Group 0 interrupts are enabled or not.

Configuration

AArch32 System register ICV_IGRPEN0 bits [31:0] are architecturally mapped to AArch64 System register [ICV_IGRPEN0_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICV_IGRPEN0 are UNDEFINED.

Attributes

ICV_IGRPEN0 is a 32-bit register.

Field descriptions

The ICV_IGRPEN0 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																															Enable

Bits [31:1]

Reserved, RES0.

Enable, bit [0]

Enables virtual Group 0 interrupts.

Enable	Meaning
0b0	Virtual Group 0 interrupts are disabled.
0b1	Virtual Group 0 interrupts are enabled.

This field resets to 0.

Accessing the ICV_IGRPEN0

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1100	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.FIQ == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif ICC_SRE.SRE == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TALL0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TALL0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.FMO == '1' then
        return ICV_IGRPEN0;
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.FMO == '1' then
        return ICV_IGRPEN0;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ICC_IGRPEN0;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.FIQ == '1' then
            UNDEFINED;
        elsif ICC_HSRE.SRE == '0' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return ICC_IGRPEN0;
    elsif PSTATE.EL == EL3 then
        if ICC_MSRE.SRE == '0' then
            UNDEFINED;
        else
            return ICC_IGRPEN0;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1100	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.FIQ == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif ICC_SRE.SRE == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TALL0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TALL0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.FMO == '1' then
        ICV_IGRPEN0 = R[t];
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.FMO == '1' then
        ICV_IGRPEN0 = R[t];
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            ICC_IGRPEN0 = R[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.FIQ == '1' then
            UNDEFINED;
        elsif ICC_HSRE.SRE == '0' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            ICC_IGRPEN0 = R[t];
    elsif PSTATE.EL == EL3 then
        if ICC_MSRE.SRE == '0' then
            UNDEFINED;
        else
            ICC_IGRPEN0 = R[t];

```

ICV_IGRPEN1, Interrupt Controller Virtual Interrupt Group 1 Enable register

The ICV_IGRPEN1 characteristics are:

Purpose

Controls whether virtual Group 1 interrupts are enabled for the current Security state.

Configuration

AArch32 System register ICV_IGRPEN1 bits [31:0] are architecturally mapped to AArch64 System register [ICV_IGRPEN1_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICV_IGRPEN1 are UNDEFINED.

Attributes

ICV_IGRPEN1 is a 32-bit register.

Field descriptions

The ICV_IGRPEN1 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																															Enable

Bits [31:1]

Reserved, RES0.

Enable, bit [0]

Enables virtual Group 1 interrupts.

Enable	Meaning
0b0	Virtual Group 1 interrupts are disabled.
0b1	Virtual Group 1 interrupts are enabled.

This field resets to 0.

Accessing the ICV_IGRPEN1

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1100	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.IRQ == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif ICC_SRE.SRE == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TALL1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TALL1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.IMO == '1' then
        return ICV_IGRPEN1;
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.IMO == '1' then
        return ICV_IGRPEN1;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.IRQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        elsif HaveEL(EL3) then
            return ICC_IGRPEN1_NS;
        else
            return ICC_IGRPEN1;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.IRQ == '1' then
            UNDEFINED;
        elsif ICC_HSRE.SRE == '0' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.IRQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        elsif HaveEL(EL3) then
            return ICC_IGRPEN1_NS;
        else
            return ICC_IGRPEN1;
    elsif PSTATE.EL == EL3 then
        if ICC_MSRE.SRE == '0' then
            UNDEFINED;
        else
            if SCR.NS == '0' then
                return ICC_IGRPEN1_S;
            else
                return ICC_IGRPEN1_NS;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1100	0b111


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.IRQ == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif ICC_SRE.SRE == '0' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TALL1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TALL1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.IMO == '1' then
        ICV_IGRPEN1 = R[t];
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.IMO == '1' then
        ICV_IGRPEN1 = R[t];
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.IRQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        elsif HaveEL(EL3) then
            ICC_IGRPEN1_NS = R[t];
        else
            ICC_IGRPEN1 = R[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.IRQ == '1' then
            UNDEFINED;
        elsif ICC_HSRE.SRE == '0' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.IRQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.IRQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        elsif HaveEL(EL3) then
            ICC_IGRPEN1_NS = R[t];
        else
            ICC_IGRPEN1 = R[t];
    elsif PSTATE.EL == EL3 then
        if ICC_MSRE.SRE == '0' then
            UNDEFINED;
        else
            if SCR.NS == '0' then
                ICC_IGRPEN1_S = R[t];
            else
                ICC_IGRPEN1_NS = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ICV_PMR, Interrupt Controller Virtual Interrupt Priority Mask Register

The ICV_PMR characteristics are:

Purpose

Provides a virtual interrupt priority filter. Only virtual interrupts with a higher priority than the value in this register are signaled to the PE.

Configuration

AArch32 System register ICV_PMR bits [31:0] are architecturally mapped to AArch64 System register [ICV_PMR_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICV_PMR are UNDEFINED.

To allow software to ensure appropriate observability of actions initiated by GIC register accesses, the PE and CPU interface logic must ensure that writes to this register are self-synchronising. This ensures that no interrupts below the written PMR value will be taken after a write to this register is architecturally executed. For more information, see 'Observability of the effects of accesses to the GIC registers' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

Attributes

ICV_PMR is a 32-bit register.

Field descriptions

The ICV_PMR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								Priority							

Bits [31:8]

Reserved, RES0.

Priority, bits [7:0]

The priority mask level for the virtual CPU interface. If the priority of a virtual interrupt is higher than the value indicated by this field, the interface signals the virtual interrupt to the PE.

The possible priority field values are as follows:

Implemented priority bits	Possible priority field values	Number of priority levels
[7:0]	0x00-0xFF (0-255), all values	256
[7:1]	0x00-0xFE (0-254), even values only	128
[7:2]	0x00-0xFC (0-252), in steps of 4	64
[7:3]	0x00-0xF8 (0-248), in steps of 8	32
[7:4]	0x00-0xF0 (0-240), in steps of 16	16

Unimplemented priority bits are RAZ/WI.

This field resets to 0.

Accessing the ICV_PMR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0100	0b0110	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.<IRQ,FIQ> ==
'11' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TC == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TC == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.FMO == '1' then
        return ICV_PMR;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.IMO == '1' then
        return ICV_PMR;
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.FMO == '1' then
        return ICV_PMR;
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.IMO == '1' then
        return ICV_PMR;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.<IRQ,FIQ> == '11'
then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        return ICC_PMR;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif ICC_HSRE.SRE == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        return ICC_PMR;
elsif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        return ICC_PMR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0100	0b0110	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.<IRQ,FIQ> ==
'11' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TC == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TC == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.FMO == '1' then
        ICV_PMR = R[t];
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.IMO == '1' then
        ICV_PMR = R[t];
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.FMO == '1' then
        ICV_PMR = R[t];
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.IMO == '1' then
        ICV_PMR = R[t];
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.<IRQ,FIQ> == '11'
then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        ICC_PMR = R[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif ICC_HSRE.SRE == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        ICC_PMR = R[t];
elsif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        ICC_PMR = R[t];

```


ICV_RPR, Interrupt Controller Virtual Running Priority Register

The ICV_RPR characteristics are:

Purpose

Indicates the Running priority of the virtual CPU interface.

Configuration

AArch32 System register ICV_RPR performs the same function as AArch64 System register [ICV_RPR_EL1](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ICV_RPR are UNDEFINED.

Attributes

ICV_RPR is a 32-bit register.

Field descriptions

The ICV_RPR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																Priority															

Bits [31:8]

Reserved, RES0.

Priority, bits [7:0]

The current running priority on the virtual CPU interface. This is the group priority of the current active virtual interrupt.

The priority returned is the group priority as if the BPR for the current Exception level and Security state was set to the minimum value of BPR for the number of implemented priority bits.

Note

If 8 bits of priority are implemented the group priority is bits[7:1] of the priority.

Accessing the ICV_RPR

If there are no active interrupts on the virtual CPU interface, or all active interrupts have undergone a priority drop, the value returned is the Idle priority.

Software cannot determine the number of implemented priority bits from a read of this register.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b1011	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.<IRQ,FIQ> ==
'11' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && ICH_HCR_EL2.TC == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ICH_HCR.TC == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.FMO == '1' then
        return ICV_RPR;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.IMO == '1' then
        return ICV_RPR;
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.FMO == '1' then
        return ICV_RPR;
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.IMO == '1' then
        return ICV_RPR;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SCR.<IRQ,FIQ> == '11'
then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        return ICC_RPR;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SCR.<IRQ,FIQ> == '11' then
        UNDEFINED;
    elsif ICC_HSRE.SRE == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SCR.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch32.TakeMonitorTrapException();
    else
        return ICC_RPR;
elsif PSTATE.EL == EL3 then
    if ICC_MSRE.SRE == '0' then
        UNDEFINED;
    else
        return ICC_RPR;

```


ID_AFR0, Auxiliary Feature Register 0

The ID_AFR0 characteristics are:

Purpose

Provides information about the IMPLEMENTATION DEFINED features of the PE in AArch32 state.

Must be interpreted with the Main ID Register, [MIDR](#).

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch32 System register ID_AFR0 bits [31:0] are architecturally mapped to AArch64 System register [ID_AFR0_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ID_AFR0 are UNDEFINED.

Attributes

ID_AFR0 is a 32-bit register.

Field descriptions

The ID_AFR0 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																IMPLEMENTATION DEFINED				IMPLEMENTATION DEFINED				IMPLEMENTATION DEFINED				IMPLEMENTATION DEFINED			

Bits [31:16]

Reserved, RES0.

IMPLEMENTATION DEFINED, bits [15:12]

IMPLEMENTATION DEFINED.

IMPLEMENTATION DEFINED, bits [11:8]

IMPLEMENTATION DEFINED.

IMPLEMENTATION DEFINED, bits [7:4]

IMPLEMENTATION DEFINED.

IMPLEMENTATION DEFINED, bits [3:0]

IMPLEMENTATION DEFINED.

Accessing the ID_AFR0

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0000	0b0001	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TID3 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TID3 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        return ID_AFR0;
elsif PSTATE.EL == EL2 then
    return ID_AFR0;
elsif PSTATE.EL == EL3 then
    return ID_AFR0;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ID_DFR0, Debug Feature Register 0

The ID_DFR0 characteristics are:

Purpose

Provides top level information about the debug system in AArch32 state.

Must be interpreted with the Main ID Register, [MIDR](#).

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch32 System register ID_DFR0 bits [31:0] are architecturally mapped to AArch64 System register [ID_DFR0_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ID_DFR0 are UNDEFINED.

Attributes

ID_DFR0 is a 32-bit register.

Field descriptions

The ID_DFR0 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
TraceFilt				PerfMon				MProfDbg				MMapTrc				CopTrc				MMapDbg				CopSDBG				CopDbg			

TraceFilt, bits [31:28]

Armv8.4 Self-hosted Trace Extension version. Defined values are:

TraceFilt	Meaning
0b0000	Armv8.4 Self-hosted Trace Extension not implemented.
0b0001	Armv8.4 Self-hosted Trace Extension implemented.

All other values are reserved.

FEAT_TRF implements the functionality added by the value 0b0001.

From Armv8.3, the permitted values are 0b0000 and 0b0001.

PerfMon, bits [27:24]

Performance Monitors Extension version.

This field does not follow the standard ID scheme, but uses the alternative ID scheme described in 'Alternative ID scheme used for the Performance Monitors Extension version'.

Defined values are:

PerfMon	Meaning
0b0000	Performance Monitors Extension not implemented.
0b0001	Performance Monitors Extension, PMUv1 implemented.
0b0010	Performance Monitors Extension, PMUv2 implemented.
0b0011	Performance Monitors Extension, PMUv3 implemented.
0b0100	PMUv3 for Armv8.1. As 0b0011, and also includes support for: <ul style="list-style-type: none"> Extended 16-bit PMEVTYPER<n>.evtCount field. If EL2 is implemented, the HDCR.HPMD control bit.
0b0101	PMUv3 for Armv8.4. As 0b0100, and also includes support for the PMMIR register.
0b0110	PMUv3 for Armv8.5. As 0b0101, and also includes support for: <ul style="list-style-type: none"> 64-bit event counters. If EL2 is implemented, the HDCR.HCCD control bit. If EL3 is implemented, the SDCR.SCCD control bit.
0b1111	IMPLEMENTATION DEFINED form of performance monitors supported, PMUv3 not supported. Arm does not recommend this value for new implementations.

All other values are reserved.

FEAT_PMUv3 implements the functionality identified by the value 0b0011.

FEAT_PMUv3p1 implements the functionality identified by the value 0b0100.

FEAT_PMUv3p4 implements the functionality identified by the value 0b0101.

FEAT_PMUv3p5 implements the functionality identified by the value 0b0110.

In any Armv8 implementation, the values 0b0001 and 0b0010 are not permitted.

From Armv8.1, if FEAT_PMUv3 is implemented, the value 0b0011 is not permitted.

From Armv8.4, if FEAT_PMUv3 is implemented, the value 0b0100 is not permitted.

From Armv8.5, if FEAT_PMUv3 is implemented, the value 0b0101 is not permitted.

Note

In Armv7, the value 0b0000 can mean that PMUv1 is implemented. PMUv1 is not permitted in an Armv8 implementation.

MProfDbg, bits [23:20]

M Profile Debug. Support for memory-mapped debug model for M profile processors. Defined values are:

MProfDbg	Meaning
0b0000	Not supported.
0b0001	Support for M profile Debug architecture, with memory-mapped access.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0000.

MMapTrc, bits [19:16]

Memory Mapped Trace. Support for memory-mapped trace model. Defined values are:

MMapTrc	Meaning
0b0000	Not supported.
0b0001	Support for Arm trace architecture, with memory-mapped access.

All other values are reserved.

In Armv8-A, the permitted values are 0b0000 and 0b0001.

See the ETM Architecture Specification for more information.

CopTrc, bits [15:12]

Support for System registers-based trace model, using registers in the coproc == 0b1110 encoding space. Defined values are:

CopTrc	Meaning
0b0000	Not supported.
0b0001	Support for Arm trace architecture, with System registers access.

All other values are reserved.

In Armv8-A, the permitted values are 0b0000 and 0b0001.

See the ETM Architecture Specification for more information.

MMapDbg, bits [11:8]

Memory Mapped Debug. Support for v7 memory-mapped debug model, for A and R profile processors.

In Armv8-A, this field is RES0.

The optional memory map defined by Armv8 is not compatible with Armv7.

CopSDBG, bits [7:4]

Support for a System registers-based Secure debug model, using registers in the coproc = 0b1110 encoding space, for an A profile processor that includes EL3.

If EL3 is not implemented and the implemented Security state is Non-secure state, this field is RES0. Otherwise, this field reads the same as bits [3:0].

CopDbg, bits [3:0]

Support for System registers-based debug model, using registers in the coproc == 0b1110 encoding space, for A and R profile processors. Defined values are:

CopDbg	Meaning
0b0000	Not supported.
0b0010	Support for Armv6, v6 Debug architecture, with System registers access.
0b0011	Support for Armv6, v6.1 Debug architecture, with System registers access.
0b0100	Support for Armv7, v7 Debug architecture, with System registers access.
0b0101	Support for Armv7, v7.1 Debug architecture, with System registers access.
0b0110	Support for Armv8 debug architecture, with System registers access.
0b0111	Support for Armv8 debug architecture, with System registers access, and Virtualization Host Extensions.
0b1000	Support for Armv8.2 debug architecture.
0b1001	Support for Armv8.4 debug architecture.

All other values are reserved.

FEAT_Debugv8p2 adds the functionality identified by the value 0b1000.

FEAT_Debugv8p4 adds the functionality identified by the value 0b1001.

In Armv8.0, the only permitted value is 0b0110.

In Armv8.1, the only permitted value is 0b0111.

In Armv8.2, the only permitted value is 0b1000.

From Armv8.4, the only permitted value is 0b1001.

Accessing the ID_DFR0

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0000	0b0001	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TID3 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TID3 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        return ID_DFR0;
elseif PSTATE.EL == EL2 then
    return ID_DFR0;
elseif PSTATE.EL == EL3 then
    return ID_DFR0;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ID_DFR1, Debug Feature Register 1

The ID_DFR1 characteristics are:

Purpose

Provides top level information about the debug system in AArch32.

For general information about the interpretation of the ID registers, see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch32 System register ID_DFR1 bits [31:0] are architecturally mapped to AArch64 System register [ID_DFR1_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ID_DFR1 are UNDEFINED.

Note

Prior to the introduction of the features described by this register, this register was unnamed and reserved, RES0 from EL1, EL2, and EL3.

Attributes

ID_DFR1 is a 32-bit register.

Field descriptions

The ID_DFR1 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																		MTPMU													

Bits [31:4]

Reserved, RES0.

MTPMU, bits [3:0]

Multi-threaded PMU extension. Defined values are:

MTPMU	Meaning
0b0000	FEAT_MTPMU not implemented. If PMUv3 is implemented, it is IMPLEMENTATION DEFINED whether PMEVTYPER<n> .MT are read/write or RES0.
0b0001	FEAT_MTPMU implemented and PMEVTYPER<n> .MT are read/write. When FEAT_MTPMU is disabled, the Effective values of PMEVTYPER<n> .MT are 0.
0b1111	FEAT_MTPMU not implemented. If PMUv3 is implemented, PMEVTYPER<n> .MT are RES0.

All other values are reserved.

FEAT_MTPMU implements the functionality identified by the value 0b0001.

In an Armv8.6-compliant implementation that includes PMUv3, the value 0b0000 is not permitted.

In an implementation that does not include PMUv3, the value 0b0001 is not permitted.

Accessing the ID_DFR1

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0000	0b0011	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && (!IsZero(ID_DFR1) || boolean
IMPLEMENTATION_DEFINED "ID_DFR1 trapped by HCR_EL2.TID3") && HCR_EL2.TID3 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && (!IsZero(ID_DFR1) || boolean
IMPLEMENTATION_DEFINED "ID_DFR1 trapped by HCR.TID3") && HCR.TID3 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        return ID_DFR1;
elsif PSTATE.EL == EL2 then
    return ID_DFR1;
elsif PSTATE.EL == EL3 then
    return ID_DFR1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ID_ISAR0, Instruction Set Attribute Register 0

The ID_ISAR0 characteristics are:

Purpose

Provides information about the instruction sets implemented by the PE in AArch32 state.

Must be interpreted with [ID_ISAR1](#), [ID_ISAR2](#), [ID_ISAR3](#), [ID_ISAR4](#), and [ID_ISAR5](#).

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch32 System register ID_ISAR0 bits [31:0] are architecturally mapped to AArch64 System register [ID_ISAR0_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ID_ISAR0 are UNDEFINED.

Attributes

ID_ISAR0 is a 32-bit register.

Field descriptions

The ID_ISAR0 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0				Divide				Debug				Coprocc				CmpBranch				BitField				BitCount				Swap			

Bits [31:28]

Reserved, RES0.

Divide, bits [27:24]

Indicates the implemented Divide instructions. Defined values are:

Divide	Meaning
0b0000	None implemented.
0b0001	Adds SDIV and UDIV in the T32 instruction set.
0b0010	As for 0b0001, and adds SDIV and UDIV in the A32 instruction set.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0010.

Debug, bits [23:20]

Indicates the implemented Debug instructions. Defined values are:

Debug	Meaning
0b0000	None implemented.
0b0001	Adds BKPT.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

Coproc, bits [19:16]

Indicates the implemented System register access instructions. Defined values are:

Coproc	Meaning
0b0000	None implemented, except for instructions separately attributed by the architecture to provide access to AArch32 System registers and System instructions.
0b0001	Adds generic CDP, LDC, MCR, MRC, and STC.
0b0010	As for 0b0001, and adds generic CDP2, LDC2, MCR2, MRC2, and STC2.
0b0011	As for 0b0010, and adds generic MCRR and MRRC.
0b0100	As for 0b0011, and adds generic MCRR2 and MRRC2.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0000.

CmpBranch, bits [15:12]

Indicates the implemented combined Compare and Branch instructions in the T32 instruction set. Defined values are:

CmpBranch	Meaning
0b0000	None implemented.
0b0001	Adds CBNZ and CBZ.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

BitField, bits [11:8]

Indicates the implemented BitField instructions. Defined values are:

BitField	Meaning
0b0000	None implemented.
0b0001	Adds BFC, BFI, SBFX, and UBFX.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

BitCount, bits [7:4]

Indicates the implemented Bit Counting instructions. Defined values are:

BitCount	Meaning
0b0000	None implemented.
0b0001	Adds CLZ.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

Swap, bits [3:0]

Indicates the implemented Swap instructions in the A32 instruction set. Defined values are:

Swap	Meaning
0b0000	None implemented.
0b0001	Adds SWP and SWPB.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0000.

Accessing the ID_ISAR0

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0000	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TID3 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TID3 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        return ID_ISAR0;
elseif PSTATE.EL == EL2 then
    return ID_ISAR0;
elseif PSTATE.EL == EL3 then
    return ID_ISAR0;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ID_ISAR1, Instruction Set Attribute Register 1

The ID_ISAR1 characteristics are:

Purpose

Provides information about the instruction sets implemented by the PE in AArch32 state.

Must be interpreted with [ID_ISAR0](#), [ID_ISAR2](#), [ID_ISAR3](#), [ID_ISAR4](#), and [ID_ISAR5](#).

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch32 System register ID_ISAR1 bits [31:0] are architecturally mapped to AArch64 System register [ID_ISAR1_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ID_ISAR1 are UNDEFINED.

Attributes

ID_ISAR1 is a 32-bit register.

Field descriptions

The ID_ISAR1 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
Jazelle	Interwork	Immediate	IfThen	Extend	Except_AR	Except	Endian																								

Jazelle, bits [31:28]

Indicates the implemented Jazelle extension instructions. Defined values are:

Jazelle	Meaning
0b0000	No support for Jazelle.
0b0001	Adds the BXJ instruction, and the J bit in the PSR. This setting might indicate a trivial implementation of the Jazelle extension.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

Interwork, bits [27:24]

Indicates the implemented Interworking instructions. Defined values are:

Interwork	Meaning
0b0000	None implemented.
0b0001	Adds the BX instruction, and the T bit in the PSR.
0b0010	As for 0b0001, and adds the BLX instruction. PC loads have BX-like behavior.
0b0011	As for 0b0010, and guarantees that data-processing instructions in the A32 instruction set with the PC as the destination and the S bit clear have BX-like behavior.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0011.

Immediate, bits [23:20]

Indicates the implemented data-processing instructions with long immediates. Defined values are:

Immediate	Meaning
0b0000	None implemented.
0b0001	Adds: <ul style="list-style-type: none"> • The MOVT instruction • The MOV instruction encodings with zero-extended 16-bit immediates. • The T32 ADD and SUB instruction encodings with zero-extended 12-bit immediates, and the other ADD, ADR, and SUB encodings cross-referenced by the pseudocode for those encodings.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

IfThen, bits [19:16]

Indicates the implemented If-Then instructions in the T32 instruction set. Defined values are:

IfThen	Meaning
0b0000	None implemented.
0b0001	Adds the IT instructions, and the IT bits in the PSRs.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

Extend, bits [15:12]

Indicates the implemented Extend instructions. Defined values are:

Extend	Meaning
0b0000	No scalar sign-extend or zero-extend instructions are implemented, where scalar instructions means non-Advanced SIMD instructions.
0b0001	Adds the SXTB, SXTB, UXTB, and UXTH instructions.
0b0010	As for 0b0001, and adds the SXTB16, SXTAB, SXTAB16, SXTAH, UXTB16, UXTAB, UXTAB16, and UXTAH instructions.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0010.

Except_AR, bits [11:8]

Indicates the implemented A and R profile exception-handling instructions. Defined values are:

Except_AR	Meaning
0b0000	None implemented.
0b0001	Adds the SRS and RFE instructions, and the A and R profile forms of the CPS instruction.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

Except, bits [7:4]

Indicates the implemented exception-handling instructions in the A32 instruction set. Defined values are:

Except	Meaning
0b0000	Not implemented. This indicates that the User bank and Exception return forms of the LDM and STM instructions are not implemented.
0b0001	Adds the LDM (exception return), LDM (user registers), and STM (user registers) instruction versions.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

Endian, bits [3:0]

Indicates the implemented Endian instructions. Defined values are:

Endian	Meaning
0b0000	None implemented.
0b0001	Adds the SETEND instruction, and the E bit in the PSRs.

All other values are reserved.

In Armv8-A, the permitted values are 0b0000 and 0b0001.

Accessing the ID_ISAR1

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0000	0b0010	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TID3 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TID3 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        return ID_ISAR1;
elsif PSTATE.EL == EL2 then
    return ID_ISAR1;
elsif PSTATE.EL == EL3 then
    return ID_ISAR1;

```

ID_ISAR2, Instruction Set Attribute Register 2

The ID_ISAR2 characteristics are:

Purpose

Provides information about the instruction sets implemented by the PE in AArch32 state.

Must be interpreted with [ID_ISAR0](#), [ID_ISAR1](#), [ID_ISAR3](#), [ID_ISAR4](#), and [ID_ISAR5](#).

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch32 System register ID_ISAR2 bits [31:0] are architecturally mapped to AArch64 System register [ID_ISAR2_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ID_ISAR2 are UNDEFINED.

Attributes

ID_ISAR2 is a 32-bit register.

Field descriptions

The ID_ISAR2 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
Reversal				PSR_AR				MultU				MultS				Mult				MultiAccessInt			MemHint								LoadStore

Reversal, bits [31:28]

Indicates the implemented Reversal instructions. Defined values are:

Reversal	Meaning
0b0000	None implemented.
0b0001	Adds the REV, REV16, and REVSH instructions.
0b0010	As for 0b0001, and adds the RBIT instruction.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0010.

PSR_AR, bits [27:24]

Indicates the implemented A and R profile instructions to manipulate the PSR. Defined values are:

PSR_AR	Meaning
0b0000	None implemented.
0b0001	Adds the MRS and MSR instructions, and the exception return forms of data-processing instructions.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

The exception return forms of the data-processing instructions are:

- In the A32 instruction set, data-processing instructions with the PC as the destination and the S bit set. These instructions might be affected by the WithShifts attribute.
- In the T32 instruction set, the SUBS PC,LR,#N instruction.

MultU, bits [23:20]

Indicates the implemented advanced unsigned Multiply instructions. Defined values are:

MultU	Meaning
0b0000	None implemented.
0b0001	Adds the UMULL and UMLAL instructions.
0b0010	As for 0b0001, and adds the UMAAL instruction.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0010.

MultS, bits [19:16]

Indicates the implemented advanced signed Multiply instructions. Defined values are:

MultS	Meaning
0b0000	None implemented.
0b0001	Adds the SMULL and SMLAL instructions.
0b0010	As for 0b0001, and adds the SMLABB, SMLABT, SMLALBB, SMLALBT, SMLALTB, SMLALTT, SMLATB, SMLATT, SMLAWB, SMLAWT, SMULBB, SMULBT, SMULTB, SMULTT, SMULWB, and SMULWT instructions. Also adds the Q bit in the PSRs.
0b0011	As for 0b0010, and adds the SMLAD, SMLADX, SMLALD, SMLALDX, SMLSD, SMLSDX, SMLS LD, SMLS LD, SMMLA, SMMLAR, SMMLS, SMMLSR, SMMUL, SMMULR, SMUAD, SMUADX, SMUSD, and SMUSD X instructions.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0011.

Mult, bits [15:12]

Indicates the implemented additional Multiply instructions. Defined values are:

Mult	Meaning
0b0000	No additional instructions implemented. This means only MUL is implemented.
0b0001	Adds the MLA instruction.
0b0010	As for 0b0001, and adds the MLS instruction.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0010.

MultiAccessInt, bits [11:8]

Indicates the support for interruptible multi-access instructions. Defined values are:

MultiAccessInt	Meaning
0b0000	No support. This means the LDM and STM instructions are not interruptible.
0b0001	LDM and STM instructions are restartable.
0b0010	LDM and STM instructions are continuable.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0000.

MemHint, bits [7:4]

Indicates the implemented Memory Hint instructions. Defined values are:

MemHint	Meaning
0b0000	None implemented.
0b0001	Adds the PLD instruction.
0b0010	Adds the PLD instruction. (0b0001 and 0b0010 have identical effects.)
0b0011	As for 0b0001 (or 0b0010), and adds the PLI instruction.
0b0100	As for 0b0011, and adds the PLDW instruction.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0100.

LoadStore, bits [3:0]

Indicates the implemented additional load/store instructions. Defined values are:

LoadStore	Meaning
0b0000	No additional load/store instructions implemented.
0b0001	Adds the LDRD and STRD instructions.
0b0010	As for 0b0001, and adds the Load Acquire (LDAB, LDAH, LDA, LDAEXB, LDAEXH, LDAEX, LDAEXD) and Store Release (STLB, STLH, STL, STLEXB, STLEXH, STLEX, STLEXD) instructions.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0010.

Accessing the ID_ISAR2

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0000	0b0010	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TID3 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TID3 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        return ID_ISAR2;
elsif PSTATE.EL == EL2 then
    return ID_ISAR2;
elsif PSTATE.EL == EL3 then
    return ID_ISAR2;

```

ID_ISAR3, Instruction Set Attribute Register 3

The ID_ISAR3 characteristics are:

Purpose

Provides information about the instruction sets implemented by the PE in AArch32 state.

Must be interpreted with [ID_ISAR0](#), [ID_ISAR1](#), [ID_ISAR2](#), [ID_ISAR4](#), and [ID_ISAR5](#).

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch32 System register ID_ISAR3 bits [31:0] are architecturally mapped to AArch64 System register [ID_ISAR3_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ID_ISAR3 are UNDEFINED.

Attributes

ID_ISAR3 is a 32-bit register.

Field descriptions

The ID_ISAR3 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
T32EE				TrueNOP				T32Copy				TabBranch			SynchPrim						SVC				SIMD				Saturate		

T32EE, bits [31:28]

Indicates the implemented T32EE instructions. Defined values are:

T32EE	Meaning
0b0000	None implemented.
0b0001	Adds the ENTERX and LEAVEX instructions, and modifies the load behavior to include null checking.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0000.

TrueNOP, bits [27:24]

Indicates the implemented true NOP instructions. Defined values are:

TrueNOP	Meaning
0b0000	None implemented. This means there are no NOP instructions that do not have any register dependencies.
0b0001	Adds true NOP instructions in both the T32 and A32 instruction sets. This also permits additional NOP-compatible hints.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

T32Copy, bits [23:20]

Indicates the support for T32 non flag-setting MOV instructions. Defined values are:

T32Copy	Meaning
0b0000	Not supported. This means that in the T32 instruction set, encoding T1 of the MOV (register) instruction does not support a copy from a low register to a low register.
0b0001	Adds support for T32 instruction set encoding T1 of the MOV (register) instruction, copying from a low register to a low register.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

TabBranch, bits [19:16]

Indicates the implemented Table Branch instructions in the T32 instruction set. Defined values are:

TabBranch	Meaning
0b0000	None implemented.
0b0001	Adds the TBB and TBH instructions.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

SynchPrim, bits [15:12]

Used in conjunction with ID_ISAR4.SynchPrim_frac to indicate the implemented Synchronization Primitive instructions. Defined values are:

SynchPrim	Meaning
0b0000	If SynchPrim_frac == 0b000, no Synchronization Primitives implemented.
0b0001	If SynchPrim_frac == 0b000, adds the LDREX and STREX instructions.
0b0010	If SynchPrim_frac == 0b011, also adds the CLREX, LDREXB, STREXB, and STREXH instructions.
0b0011	If SynchPrim_frac == 0b000, as for [0b001, 0b011] and also adds the LDREXD and STREXD instructions.

All other combinations of SynchPrim and SynchPrim_frac are reserved.

In Armv8-A, the only permitted value is 0b0010.

SVC, bits [11:8]

Indicates the implemented SVC instructions. Defined values are:

SVC	Meaning
0b0000	Not implemented.
0b0001	Adds the SVC instruction.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

SIMD, bits [7:4]

Indicates the implemented SIMD instructions. Defined values are:

SIMD	Meaning
0b0000	None implemented.
0b0001	Adds the SSAT and USAT instructions, and the Q bit in the PSRs.
0b0011	As for 0b0001, and adds the PKHBT, PKHTB, QADD16, QADD8, QASX, QSUB16, QSUB8, QSAX, SADD16, SADD8, SASX, SEL, SHADD16, SHADD8, SHASX, SHSUB16, SHSUB8, SHSAX, SSAT16, SSUB16, SSUB8, SSAX, SXTAB16, SXTB16, UADD16, UADD8, UASX, UHADD16, UHADD8, UHASX, UHSUB16, UHSUB8, UHSAX, UQADD16, UQADD8, UQASX, UQSUB16, UQSUB8, UQSAX, USAD8, USADA8, USAT16, USUB16, USUB8, USAX, UXTAB16, and UXTB16 instructions. Also adds support for the GE[3:0] bits in the PSRs.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0011.

The SIMD field relates only to implemented instructions that perform SIMD operations on the general-purpose registers. In an implementation that supports floating-point and Advanced SIMD instructions, [MVFR0](#), [MVFR1](#), and [MVFR2](#) give information about the implemented Advanced SIMD instructions.

Saturate, bits [3:0]

Indicates the implemented Saturate instructions. Defined values are:

Saturate	Meaning
0b0000	None implemented. This means no non-Advanced SIMD saturate instructions are implemented.
0b0001	Adds the QADD, QDADD, QDSUB, and QSUB instructions, and the Q bit in the PSRs.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

Accessing the ID_ISAR3

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0000	0b0010	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TID3 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TID3 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        return ID_ISAR3;
elsif PSTATE.EL == EL2 then
    return ID_ISAR3;
elsif PSTATE.EL == EL3 then
    return ID_ISAR3;

```


ID_ISAR4, Instruction Set Attribute Register 4

The ID_ISAR4 characteristics are:

Purpose

Provides information about the instruction sets implemented by the PE in AArch32 state.

Must be interpreted with [ID_ISAR0](#), [ID_ISAR1](#), [ID_ISAR2](#), [ID_ISAR3](#), and [ID_ISAR5](#).

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch32 System register ID_ISAR4 bits [31:0] are architecturally mapped to AArch64 System register [ID_ISAR4_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ID_ISAR4 are UNDEFINED.

Attributes

ID_ISAR4 is a 32-bit register.

Field descriptions

The ID_ISAR4 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
SWP_frac				PSR_M				SynchPrim_frac				Barrier				SMC				Writeback				WithShifts				Unpriv			

SWP_frac, bits [31:28]

Indicates support for the memory system locking the bus for SWP or SWPB instructions. Defined values are:

SWP_frac	Meaning
0b0000	SWP or SWPB instructions not implemented.
0b0001	SWP or SWPB implemented but only in a uniprocessor context. SWP and SWPB do not guarantee whether memory accesses from other Requesters can come between the load memory access and the store memory access of the SWP or SWPB.

All other values are reserved. This field is valid only if [ID_ISAR0](#).Swap is 0b0000.

In Armv8-A, the only permitted value is 0b0000.

PSR_M, bits [27:24]

Indicates the implemented M profile instructions to modify the PSRs. Defined values are:

PSR_M	Meaning
0b0000	None implemented.
0b0001	Adds the M profile forms of the CPS, MRS, and MSR instructions.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0000.

SynchPrim_frac, bits [23:20]

Used in conjunction with [ID_ISAR3.SynchPrim](#) to indicate the implemented Synchronization Primitive instructions. Possible values are:

SynchPrim_frac	Meaning
0b0000	If SynchPrim == 0b0000, no Synchronization Primitives implemented. If SynchPrim == 0b0001, adds the LDREX and STREX instructions. If SynchPrim == 0b0010, also adds the CLREX, LDREXB, LDREXH, STREXB, STREXH, LDREXD, and STREXD instructions.
0b0011	If SynchPrim == 0b0001, adds the LDREX, STREX, CLREX, LDREXB, LDREXH, STREXB, and STREXH instructions.

All other combinations of SynchPrim and SynchPrim_frac are reserved.

In Armv8-A, the only permitted value is 0b0000.

Barrier, bits [19:16]

Indicates the implemented Barrier instructions in the A32 and T32 instruction sets. Defined values are:

Barrier	Meaning
0b0000	None implemented. Barrier operations are provided only as System instructions in the (coproc==0b1111) encoding space.
0b0001	Adds the DMB, DSB, and ISB barrier instructions.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

SMC, bits [15:12]

Indicates the implemented SMC instructions. Defined values are:

SMC	Meaning
0b0000	None implemented.
0b0001	Adds the SMC instruction.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

Writeback, bits [11:8]

Indicates the support for Writeback addressing modes. Defined values are:

Writeback	Meaning
0b0000	Basic support. Only the LDM, STM, PUSH, POP, SRS, and RFE instructions support writeback addressing modes. These instructions support all of their writeback addressing modes.
0b0001	Adds support for all of the writeback addressing modes.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

WithShifts, bits [7:4]

Indicates the support for instructions with shifts. Defined values are:

WithShifts	Meaning
0b0000	Nonzero shifts supported only in MOV and shift instructions.
0b0001	Adds support for shifts of loads and stores over the range LSL 0-3.
0b0011	As for 0b0001, and adds support for other constant shift options, both on load/store and other instructions.
0b0100	As for 0b0011, and adds support for register-controlled shift options.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0100.

Unpriv, bits [3:0]

Indicates the implemented unprivileged instructions. Defined values are:

Unpriv	Meaning
0b0000	None implemented. No T variant instructions are implemented.
0b0001	Adds the LDRBT, LDRT, STRBT, and STRT instructions.
0b0010	As for 0b0001, and adds the LDRHT, LDRSBT, LDRSHT, and STRHT instructions.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0010.

Accessing the ID_ISAR4

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0000	0b0010	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TID3 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TID3 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        return ID_ISAR4;
elsif PSTATE.EL == EL2 then
    return ID_ISAR4;
elsif PSTATE.EL == EL3 then
    return ID_ISAR4;

```

ID_ISAR5, Instruction Set Attribute Register 5

The ID_ISAR5 characteristics are:

Purpose

Provides information about the instruction sets implemented by the PE in AArch32 state.

Must be interpreted with [ID_ISAR0](#), [ID_ISAR1](#), [ID_ISAR2](#), [ID_ISAR3](#), and [ID_ISAR4](#).

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch32 System register ID_ISAR5 bits [31:0] are architecturally mapped to AArch64 System register [ID_ISAR5_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ID_ISAR5 are UNDEFINED.

Attributes

ID_ISAR5 is a 32-bit register.

Field descriptions

The ID_ISAR5 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
VCMA				RDM				RES0				CRC32				SHA2				SHA1				AES				SEVL			

VCMA, bits [31:28]

Indicates AArch32 support for complex number addition and multiplication where numbers are stored in vectors. Defined values are:

VCMA	Meaning
0b0000	The VCMLA and VCADD instructions are not implemented in AArch32.
0b0001	The VCMLA and VCADD instructions are implemented in AArch32.

All other values are reserved.

FEAT_FCMA implements the functionality identified by 0b0001.

From Armv8.3, the only permitted value is 0b0001.

RDM, bits [27:24]

Indicates support for the VQRDMLAH and VQRDMLSH instructions in AArch32 state. Defined values are:

RDM	Meaning
0b0000	No VQRDMLAH and VQRDMLSH instructions implemented.
0b0001	VQRDMLAH and VQRDMLSH instructions implemented.

All other values are reserved.

FEAT_RDM implements the functionality identified by the value 0b0001.

From Armv8.1, the only permitted value is 0b0001.

Bits [23:20]

Reserved, RES0.

CRC32, bits [19:16]

Indicates support for the CRC32 instructions in AArch32 state. Defined values are:

CRC32	Meaning
0b0000	No CRC32 instructions implemented.
0b0001	CRC32B, CRC32H, CRC32W, CRC32CB, CRC32CH, and CRC32CW instructions implemented.

All other values are reserved.

In Armv8.0, the permitted values are 0b0000 and 0b0001.

From Armv8.1, the only permitted value is 0b0001.

SHA2, bits [15:12]

Indicates support for the SHA2 instructions in AArch32 state.

SHA2	Meaning
0b0000	No SHA2 instructions implemented.
0b0001	SHA256H, SHA256H2, SHA256SU0, and SHA256SU1 implemented.

All other values are reserved.

In Armv8-A, the permitted values are 0b0000 and 0b0001.

SHA1, bits [11:8]

Indicates support for the SHA1 instructions are implemented in AArch32 state. Defined values are:

SHA1	Meaning
0b0000	No SHA1 instructions implemented.
0b0001	SHA1C, SHA1P, SHA1M, SHA1H, SHA1SU0, and SHA1SU1 implemented.

All other values are reserved.

In Armv8-A, the permitted values are 0b0000 and 0b0001.

AES, bits [7:4]

Indicates support for the AES instructions in AArch32 state. Defined values are:

AES	Meaning
0b0000	No AES instructions implemented.
0b0001	AESE, AESD, AESMC, and AESIMC implemented.
0b0010	As for 0b0001, plus VMULL (polynomial) instructions operating on 64-bit data quantities.

All other values are reserved.

In Armv8-A, the permitted values are 0b0000 and 0b0010.

SEVL, bits [3:0]

Indicates support for the SEVL instruction in AArch32 state. Defined values are:

SEVL	Meaning
0b0000	SEVL is implemented as a NOP.
0b0001	SEVL is implemented as Send Event Local.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

Accessing the ID_ISAR5

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0000	0b0010	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TID3 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TID3 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        return ID_ISAR5;
elsif PSTATE.EL == EL2 then
    return ID_ISAR5;
elsif PSTATE.EL == EL3 then
    return ID_ISAR5;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ID_ISAR6, Instruction Set Attribute Register 6

The ID_ISAR6 characteristics are:

Purpose

Provides information about the instruction sets implemented by the PE in AArch32 state.

Must be interpreted with [ID_ISAR0](#), [ID_ISAR1](#), [ID_ISAR2](#), [ID_ISAR3](#), [ID_ISAR4](#) and [ID_ISAR5](#).

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch32 System register ID_ISAR6 bits [31:0] are architecturally mapped to AArch64 System register [ID_ISAR6_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ID_ISAR6 are UNDEFINED.

Note

Prior to the introduction of the features described by this register, this register was unnamed and reserved, RES0 from EL1, EL2, and EL3.

Attributes

ID_ISAR6 is a 32-bit register.

Field descriptions

The ID_ISAR6 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0				I8MM				BF16				SPECRES				SB				FHM				DP				JSCVT			

Bits [31:28]

Reserved, RES0.

I8MM, bits [27:24]

Indicates support for Advanced SIMD and floating-point Int8 matrix multiplication instructions in AArch32 state. Defined values are:

I8MM	Meaning
0b0000	Int8 matrix multiplication instructions are not implemented.
0b0001	VSMMLA, VSUDOT, VUMMLA, VUSMMLA, and VUSDOT instructions are implemented.

All other values are reserved.

FEAT_AA32I8MM implements the functionality identified by 0b0001.

From Armv8.2, the permitted values are 0b0000 and 0b0001.

BF16, bits [23:20]

Indicates support for Advanced SIMD and floating-point BFloat16 instructions in AArch32 state. Defined values are:

BF16	Meaning
0b0000	BFloat16 instructions are not implemented.
0b0001	VCVT, VCVTB, VCVTT, VDOT, VFMAL, and VMMLA instructions with BF16 operand or result types are implemented.

All other values are reserved.

FEAT_AA32BF16 implements the functionality identified by 0b0001.

From Armv8.2, the permitted values are 0b0000 and 0b0001.

SPECRES, bits [19:16]

Indicates support for Speculation invalidation instructions in AArch32 state. Defined values are:

SPECRES	Meaning
0b0000	CFPRCTX, DVPRCTX, and CPPRCTX instructions are not implemented.
0b0001	CFPRCTX, DVPRCTX, and CPPRCTX instructions are implemented.

All other values are reserved.

From Armv8.5, the only permitted value is 0b0001.

SB, bits [15:12]

Indicates support for SB instruction in AArch32 state. Defined values are:

SB	Meaning
0b0000	SB instruction is not implemented.
0b0001	SB instruction is implemented.

All other values are reserved.

From Armv8.5, the only permitted value is 0b0001.

FHM, bits [11:8]

Indicates support for Advanced SIMD and floating-point VFMAL and VFMSL instructions in AArch32 state. Defined values are:

FHM	Meaning
0b0000	VFMAL and VFMSL instructions not implemented.
0b0001	VFMAL and VFMSL instructions implemented.

FEAT_FHM implements the functionality identified by the value 0b0001.

DP, bits [7:4]

Indicates support for dot product instructions in AArch32 state. Defined values are:

DP	Meaning
0b0000	No dot product instructions implemented.
0b0001	VUDOT and VSDOT instructions implemented.

All other values are reserved.

FEAT_DotProd implements the functionality identified by the value 0b0001.

JSCVT, bits [3:0]

Indicates support for the Javascript conversion instruction in AArch32 state. Defined values are:

JSCVT	Meaning
0b0000	The VJCVT instruction is not implemented.
0b0001	The VJCVT instruction is implemented.

All other values are reserved.

In Armv8.0, Armv8.1 and Armv8.2 the only permitted value is 0b0000.

FEAT_JSCVT implements the functionality identified by 0b0001.

From Armv8.3, if Advanced SIMD or Floating-point is implemented, the only permitted value is 0b0001.

From Armv8.3, if Advanced SIMD or Floating-point is not implemented, the only permitted value is 0b0000.

Accessing the ID_ISAR6

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0000	0b0010	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && (!IsZero(ID_ISAR6) || boolean
IMPLEMENTATION_DEFINED "ID_ISAR6 trapped by HCR_EL2.TID3") && HCR_EL2.TID3 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && (!IsZero(ID_ISAR6) || boolean
IMPLEMENTATION_DEFINED "ID_ISAR6 trapped by HCR.TID3") && HCR.TID3 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        return ID_ISAR6;
elsif PSTATE.EL == EL2 then
    return ID_ISAR6;
elsif PSTATE.EL == EL3 then
    return ID_ISAR6;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ID_MMFR0, Memory Model Feature Register 0

The ID_MMFR0 characteristics are:

Purpose

Provides information about the implemented memory model and memory management support in AArch32 state.

Must be interpreted with [ID_MMFR1](#), [ID_MMFR2](#), [ID_MMFR3](#), and [ID_MMFR4](#).

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch32 System register ID_MMFR0 bits [31:0] are architecturally mapped to AArch64 System register [ID_MMFR0_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ID_MMFR0 are UNDEFINED.

Attributes

ID_MMFR0 is a 32-bit register.

Field descriptions

The ID_MMFR0 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
InnerShr				FCSE				AuxReg				TCM				ShareLvl				OuterShr				PMSA				VMSA			

InnerShr, bits [31:28]

Innermost Shareability. Indicates the innermost shareability domain implemented. Defined values are:

InnerShr	Meaning
0b0000	Implemented as Non-cacheable.
0b0001	Implemented with hardware coherency support.
0b1111	Shareability ignored.

All other values are reserved.

In Armv8-A, the permitted values are 0b0000, 0b0001, and 0b1111.

This field is valid only if the implementation supports two levels of shareability, as indicated by ID_MMFR0.ShareLvl having the value 0b0001.

When ID_MMFR0.ShareLvl is zero, this field is UNKNOWN.

FCSE, bits [27:24]

Indicates whether the implementation includes the FCSE. Defined values are:

FCSE	Meaning
0b0000	Not supported.
0b0001	Support for FCSE.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0000.

AuxReg, bits [23:20]

Auxiliary Registers. Indicates support for Auxiliary registers. Defined values are:

AuxReg	Meaning
0b0000	None supported.
0b0001	Support for Auxiliary Control Register only.
0b0010	Support for Auxiliary Fault Status Registers (AIFSR and ADFSR) and Auxiliary Control Register.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0010.

Note

Accesses to unimplemented Auxiliary registers are UNDEFINED.

TCM, bits [19:16]

Indicates support for TCMs and associated DMAs. Defined values are:

TCM	Meaning
0b0000	Not supported.
0b0001	Support is IMPLEMENTATION DEFINED. Armv7 requires this setting.
0b0010	Support for TCM only, Armv6 implementation.
0b0011	Support for TCM and DMA, Armv6 implementation.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0000.

ShareLvl, bits [15:12]

Shareability Levels. Indicates the number of shareability levels implemented. Defined values are:

ShareLvl	Meaning
0b0000	One level of shareability implemented.
0b0001	Two levels of shareability implemented.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

OuterShr, bits [11:8]

Outermost Shareability. Indicates the outermost shareability domain implemented. Defined values are:

OuterShr	Meaning
0b0000	Implemented as Non-cacheable.
0b0001	Implemented with hardware coherency support.
0b1111	Shareability ignored.

All other values are reserved.

In Armv8-A, the permitted values are 0b0000, 0b0001, and 0b1111.

PMSA, bits [7:4]

Indicates support for a PMSA. Defined values are:

PMSA	Meaning
0b0000	Not supported.
0b0001	Support for IMPLEMENTATION DEFINED PMSA.
0b0010	Support for PMSAv6, with a Cache Type Register implemented.
0b0011	Support for PMSAv7, with support for memory subsections. Armv7-R profile.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0000.

VMSA, bits [3:0]

Indicates support for a VMSA. Defined values are:

VMSA	Meaning
0b0000	Not supported.
0b0001	Support for IMPLEMENTATION DEFINED VMSA.
0b0010	Support for VMSAv6, with Cache and TLB Type Registers implemented.
0b0011	Support for VMSAv7, with support for remapping and the Access flag. ARMv7-A profile.
0b0100	As for 0b0011, and adds support for the PXN bit in the Short-descriptor translation table format descriptors.
0b0101	As for 0b0100, and adds support for the Long-descriptor translation table format.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0101.

Accessing the ID_MMFR0

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0000	0b0001	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TID3 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TID3 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        return ID_MMFR0;
elsif PSTATE.EL == EL2 then
    return ID_MMFR0;
elsif PSTATE.EL == EL3 then
    return ID_MMFR0;

```

ID_MMFR1, Memory Model Feature Register 1

The ID_MMFR1 characteristics are:

Purpose

Provides information about the implemented memory model and memory management support in AArch32 state.

Must be interpreted with [ID_MMFR0](#), [ID_MMFR2](#), [ID_MMFR3](#), and [ID_MMFR4](#).

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch32 System register ID_MMFR1 bits [31:0] are architecturally mapped to AArch64 System register [ID_MMFR1_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ID_MMFR1 are UNDEFINED.

Attributes

ID_MMFR1 is a 32-bit register.

Field descriptions

The ID_MMFR1 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
BPred				L1TstCln				L1Uni					L1Hvd			L1UniSW			L1HvdSW			L1UniVA			L1HvdVA						

BPred, bits [31:28]

Branch Predictor. Indicates branch predictor management requirements. Defined values are:

BPred	Meaning
0b0000	No branch predictor, or no MMU present. Implies a fixed MPU configuration.
0b0001	Branch predictor requires flushing on: <ul style="list-style-type: none"> Enabling or disabling a stage of address translation. Writing new data to instruction locations. Writing new mappings to the translation tables. Changes to the TTBR0, TTBR1, or TTBCR registers. Changes to the ContextID or ASID, or to the FCSE ProcessID if this is supported.
0b0010	Branch predictor requires flushing on: <ul style="list-style-type: none"> Enabling or disabling a stage of address translation. Writing new data to instruction locations. Writing new mappings to the translation tables. Any change to the TTBR0, TTBR1, or TTBCR registers without a change to the corresponding ContextID or ASID, or FCSE ProcessID if this is supported.
0b0011	Branch predictor requires flushing only on writing new data to instruction locations.
0b0100	For execution correctness, branch predictor requires no flushing at any time.

All other values are reserved.

In Armv8-A, the permitted values are 0b0010, 0b0011, or 0b0100. For values other than 0b0000 and 0b0100, the Arm Architecture Reference Manual, or the product documentation, might give more information about the required maintenance.

L1TstCln, bits [27:24]

Level 1 cache Test and Clean. Indicates the supported Level 1 data cache test and clean operations, for Harvard or unified cache implementations. Defined values are:

L1TstCln	Meaning
0b0000	None supported.
0b0001	Supported Level 1 data cache test and clean operations are: <ul style="list-style-type: none"> Test and clean data cache.
0b0010	As for 0b0001, and adds: <ul style="list-style-type: none"> Test, clean, and invalidate data cache.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0000.

L1Uni, bits [23:20]

Level 1 Unified cache. Indicates the supported entire Level 1 cache maintenance operations for a unified cache implementation. Defined values are:

L1Uni	Meaning
0b0000	None supported.
0b0001	Supported entire Level 1 cache operations are: <ul style="list-style-type: none"> Invalidate cache, including branch predictor if appropriate. Invalidate branch predictor, if appropriate.
0b0010	As for 0b0001, and adds: <ul style="list-style-type: none"> Clean cache, using a recursive model that uses the cache dirty status bit. Clean and invalidate cache, using a recursive model that uses the cache dirty status bit.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0000.

L1Hvd, bits [19:16]

Level 1 Harvard cache. Indicates the supported entire Level 1 cache maintenance operations for a Harvard cache implementation. Defined values are:

L1Hvd	Meaning
0b0000	None supported.
0b0001	Supported entire Level 1 cache operations are: <ul style="list-style-type: none"> Invalidate instruction cache, including branch predictor if appropriate. Invalidate branch predictor, if appropriate.
0b0010	As for 0b0001, and adds: <ul style="list-style-type: none"> Invalidate data cache. Invalidate data cache and instruction cache, including branch predictor if appropriate.
0b0011	As for 0b0010, and adds: <ul style="list-style-type: none"> Clean data cache, using a recursive model that uses the cache dirty status bit. Clean and invalidate data cache, using a recursive model that uses the cache dirty status bit.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0000.

L1UniSW, bits [15:12]

Level 1 Unified cache by Set/Way. Indicates the supported Level 1 cache line maintenance operations by set/way, for a unified cache implementation. Defined values are:

L1UniSW	Meaning
0b0000	None supported.
0b0001	Supported Level 1 unified cache line maintenance operations by set/way are: <ul style="list-style-type: none"> Clean cache line by set/way.
0b0010	As for 0b0001, and adds: <ul style="list-style-type: none"> Clean and invalidate cache line by set/way.
0b0011	As for 0b0010, and adds: <ul style="list-style-type: none"> Invalidate cache line by set/way.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0000.

L1HvdSW, bits [11:8]

Level 1 Harvard cache by Set/Way. Indicates the supported Level 1 cache line maintenance operations by set/way, for a Harvard cache implementation. Defined values are:

L1HvdSW	Meaning
0b0000	None supported.
0b0001	Supported Level 1 Harvard cache line maintenance operations by set/way are: <ul style="list-style-type: none"> Clean data cache line by set/way. Clean and invalidate data cache line by set/way.
0b0010	As for 0b0001, and adds: <ul style="list-style-type: none"> Invalidate data cache line by set/way.
0b0011	As for 0b0010, and adds: <ul style="list-style-type: none"> Invalidate instruction cache line by set/way.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0000.

L1UniVA, bits [7:4]

Level 1 Unified cache by Virtual Address. Indicates the supported Level 1 cache line maintenance operations by VA, for a unified cache implementation. Defined values are:

L1UniVA	Meaning
0b0000	None supported.
0b0001	Supported Level 1 unified cache line maintenance operations by VA are: <ul style="list-style-type: none"> Clean cache line by VA. Invalidate cache line by VA. Clean and invalidate cache line by VA.
0b0010	As for 0b0001, and adds: <ul style="list-style-type: none"> Invalidate branch predictor by VA, if branch predictor is implemented.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0000.

L1HvdVA, bits [3:0]

Level 1 Harvard cache by Virtual Address. Indicates the supported Level 1 cache line maintenance operations by VA, for a Harvard cache implementation. Defined values are:

L1HvdVA	Meaning
0b0000	None supported.
0b0001	Supported Level 1 Harvard cache line maintenance operations by VA are: <ul style="list-style-type: none"> Clean data cache line by VA. Invalidate data cache line by VA. Clean and invalidate data cache line by VA. Clean instruction cache line by VA.
0b0010	As for 0b0001, and adds: <ul style="list-style-type: none"> Invalidate branch predictor by VA, if branch predictor is implemented.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0000.

Accessing the ID_MMFR1

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0000	0b0001	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TID3 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TID3 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        return ID_MMFR1;
elseif PSTATE.EL == EL2 then
    return ID_MMFR1;
elseif PSTATE.EL == EL3 then
    return ID_MMFR1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ID_MMFR2, Memory Model Feature Register 2

The ID_MMFR2 characteristics are:

Purpose

Provides information about the implemented memory model and memory management support in AArch32 state.

Must be interpreted with [ID_MMFR0](#), [ID_MMFR1](#), [ID_MMFR3](#), and [ID_MMFR4](#).

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch32 System register ID_MMFR2 bits [31:0] are architecturally mapped to AArch64 System register [ID_MMFR2_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ID_MMFR2 are UNDEFINED.

Attributes

ID_MMFR2 is a 32-bit register.

Field descriptions

The ID_MMFR2 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
HWAAccFlg				WFIS Stall				MemBarr				UniTLB				HvdTLB				L1HvdRng			L1HvdBG				L1HvdFG				

HWAAccFlg, bits [31:28]

Hardware Access Flag. In earlier versions of the Arm Architecture, this field indicates support for a Hardware Access flag, as part of the VMSAv7 implementation. Defined values are:

HWAAccFlg	Meaning
0b0000	Not supported.
0b0001	Support for VMSAv7 Access flag, updated in hardware.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0000.

WFIS Stall, bits [27:24]

Wait For Interrupt Stall. Indicates the support for Wait For Interrupt (WFI) stalling. Defined values are:

WFIS Stall	Meaning
0b0000	Not supported.
0b0001	Support for WFI stalling.

All other values are reserved.

In Armv8-A, the permitted values are 0b0000 and 0b0001.

MemBarr, bits [23:20]

Memory Barrier. Indicates the supported memory barrier System instructions in the (coproc == 1111) encoding space. Defined values are:

MemBarr	Meaning
0b0000	None supported.
0b0001	Supported memory barrier System instructions are: <ul style="list-style-type: none"> • Data Synchronization Barrier (DSB).
0b0010	As for 0b0001, and adds: <ul style="list-style-type: none"> • Instruction Synchronization Barrier (ISB). • Data Memory Barrier (DMB).

All other values are reserved.

In Armv8-A, the only permitted value is 0b0010.

Arm deprecates the use of these operations. [ID_ISAR4](#).Barrier_instrs indicates the level of support for the preferred barrier instructions.

UniTLB, bits [19:16]

Unified TLB. Indicates the supported TLB maintenance operations, for a unified TLB implementation. Defined values are:

UniTLB	Meaning
0b0000	Not supported.
0b0001	Supported unified TLB maintenance operations are: <ul style="list-style-type: none"> • Invalidate all entries in the TLB. • Invalidate TLB entry by VA.
0b0010	As for 0b0001, and adds: <ul style="list-style-type: none"> • Invalidate TLB entries by ASID match.
0b0011	As for 0b0010, and adds: <ul style="list-style-type: none"> • Invalidate instruction TLB and data TLB entries by VA All ASID. This is a shared unified TLB operation
0b0100	As for 0b0011, and adds: <ul style="list-style-type: none"> • Invalidate Hyp mode unified TLB entry by VA. • Invalidate entire Non-secure PL1&0 unified TLB. • Invalidate entire Hyp mode unified TLB.
0b0101	As for 0b0100, and adds the following operations: TLBIMVALIS , TLBIMVAALIS , TLBIMVALHIS , TLBIMVAL , TLBIMVAAL , TLBIMVALH .
0b0110	As for 0b0101, and adds the following operations: TLBIIPAS2IS , TLBIIPAS2LIS , TLBIIPAS2 , TLBIIPAS2L .

All other values are reserved.

In Armv8-A, the only permitted value is 0b0110.

HvdTLB, bits [15:12]

If the value of ID_MMFR2.UniTLB is not 0b0000, then the meaning of this field is IMPLEMENTATION DEFINED. Arm deprecates the use of this field by software.

L1HvdRng, bits [11:8]

Level 1 Harvard cache Range. Indicates the supported Level 1 cache maintenance range operations, for a Harvard cache implementation. Defined values are:

L1HvdRng	Meaning
0b0000	Not supported.
0b0001	Supported Level 1 Harvard cache maintenance range operations are: <ul style="list-style-type: none"> • Invalidate data cache range by VA. • Invalidate instruction cache range by VA. • Clean data cache range by VA. • Clean and invalidate data cache range by VA.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0000.

L1HvdBG, bits [7:4]

Level 1 Harvard cache Background fetch. Indicates the supported Level 1 cache background fetch operations, for a Harvard cache implementation. When supported, background fetch operations are non-blocking operations. Defined values are:

L1HvdBG	Meaning
0b0000	Not supported.
0b0001	Supported Level 1 Harvard cache background fetch operations are: <ul style="list-style-type: none"> Fetch instruction cache range by VA. Fetch data cache range by VA.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0000.

L1HvdFG, bits [3:0]

Level 1 Harvard cache Foreground fetch. Indicates the supported Level 1 cache foreground fetch operations, for a Harvard cache implementation. When supported, foreground fetch operations are blocking operations. Defined values are:

L1HvdFG	Meaning
0b0000	Not supported.
0b0001	Supported Level 1 Harvard cache foreground fetch operations are: <ul style="list-style-type: none"> Fetch instruction cache range by VA. Fetch data cache range by VA.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0000.

Accessing the ID_MMFR2

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0000	0b0001	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TID3 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TID3 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        return ID_MMFR2;
elsif PSTATE.EL == EL2 then
    return ID_MMFR2;
elsif PSTATE.EL == EL3 then
    return ID_MMFR2;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ID_MMFR3, Memory Model Feature Register 3

The ID_MMFR3 characteristics are:

Purpose

Provides information about the implemented memory model and memory management support in AArch32 state.

Must be interpreted with [ID_MMFR0](#), [ID_MMFR1](#), [ID_MMFR2](#), and [ID_MMFR4](#).

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch32 System register ID_MMFR3 bits [31:0] are architecturally mapped to AArch64 System register [ID_MMFR3_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ID_MMFR3 are UNDEFINED.

Attributes

ID_MMFR3 is a 32-bit register.

Field descriptions

The ID_MMFR3 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
Supersec				CMemSz				CohWalk					PAN			MaintBcst				BPMaint				CMaintSW				CMaintVA			

Supersec, bits [31:28]

Supersections. On a VMSA implementation, indicates whether Supersections are supported. Defined values are:

Supersec	Meaning
0b0000	Supersections supported.
0b1111	Supersections not supported.

All other values are reserved.

In Armv8-A, the permitted values are 0b0000 and 0b1111.

CMemSz, bits [27:24]

Cached Memory Size. Indicates the physical memory size supported by the caches. Defined values are:

CMemSz	Meaning
0b0000	4GB, corresponding to a 32-bit physical address range.
0b0001	64GB, corresponding to a 36-bit physical address range.
0b0010	1TB or more, corresponding to a 40-bit or larger physical address range.

All other values are reserved.

In Armv8-A, the permitted values are 0b0000, 0b0001, and 0b0010.

CohWalk, bits [23:20]

Coherent Walk. Indicates whether Translation table updates require a clean to the Point of Unification. Defined values are:

CohWalk	Meaning
0b0000	Updates to the translation tables require a clean to the Point of Unification to ensure visibility by subsequent translation table walks.
0b0001	Updates to the translation tables do not require a clean to the Point of Unification to ensure visibility by subsequent translation table walks.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

PAN, bits [19:16]

Privileged Access Never. Indicates support for the PAN bit in [CPSR](#), [SPSR](#), and [DPSR](#) in AArch32 state. Defined values are:

PAN	Meaning
0b0000	PAN not supported.
0b0001	PAN supported.
0b0010	PAN supported and ATS1CPRP and ATS1CPWP instructions supported.

All other values are reserved.

FEAT_PAN implements the functionality identified by the value 0b0001.

FEAT_PAN2 implements the functionality added by the value 0b0010.

In Armv8.1, the value 0b0000 is not permitted.

From Armv8.2, the only permitted value is 0b0010.

MaintBcst, bits [15:12]

Maintenance Broadcast. Indicates whether Cache, TLB, and branch predictor operations are broadcast. Defined values are:

MaintBcst	Meaning
0b0000	Cache, TLB, and branch predictor operations only affect local structures.
0b0001	Cache and branch predictor operations affect structures according to shareability and defined behavior of instructions. TLB operations only affect local structures.
0b0010	Cache, TLB, and branch predictor operations affect structures according to shareability and defined behavior of instructions.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0010.

BPMaint, bits [11:8]

Branch Predictor Maintenance. Indicates the supported branch predictor maintenance operations in an implementation with hierarchical cache maintenance operations. Defined values are:

BPMaint	Meaning
0b0000	None supported.
0b0001	Supported branch predictor maintenance operations are: <ul style="list-style-type: none"> • Invalidate all branch predictors.
0b0010	As for 0b0001, and adds: <ul style="list-style-type: none"> • Invalidate branch predictors by VA.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0010.

CMaintSW, bits [7:4]

Cache Maintenance by Set/Way. Indicates the supported cache maintenance operations by set/way, in an implementation with hierarchical caches. Defined values are:

CMaintSW	Meaning
0b0000	None supported.
0b0001	Supported hierarchical cache maintenance instructions by set/way are: <ul style="list-style-type: none"> • Invalidate data cache by set/way. • Clean data cache by set/way. • Clean and invalidate data cache by set/way.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

In a unified cache implementation, the data cache maintenance operations apply to the unified caches.

CMaintVA, bits [3:0]

Cache Maintenance by Virtual Address. Indicates the supported cache maintenance operations by VA, in an implementation with hierarchical caches. Defined values are:

CMaintVA	Meaning
0b0000	None supported.
0b0001	Supported hierarchical cache maintenance operations by VA are: <ul style="list-style-type: none"> • Invalidate data cache by VA. • Clean data cache by VA. • Clean and invalidate data cache by VA. • Invalidate instruction cache by VA. • Invalidate all instruction cache entries.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

In a unified cache implementation, data cache maintenance operations apply to the unified caches, and the instruction cache maintenance instructions are not implemented.

Accessing the ID_MMFR3

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0000	0b0001	0b111


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TID3 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TID3 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        return ID_MMFR3;
elsif PSTATE.EL == EL2 then
    return ID_MMFR3;
elsif PSTATE.EL == EL3 then
    return ID_MMFR3;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ID_MMFR4, Memory Model Feature Register 4

The ID_MMFR4 characteristics are:

Purpose

Provides information about the implemented memory model and memory management support in AArch32 state.

Must be interpreted with [ID_MMFR0](#), [ID_MMFR1](#), [ID_MMFR2](#), and [ID_MMFR3](#).

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch32 System register ID_MMFR4 bits [31:0] are architecturally mapped to AArch64 System register [ID_MMFR4_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ID_MMFR4 are UNDEFINED.

Attributes

ID_MMFR4 is a 32-bit register.

Field descriptions

The ID_MMFR4 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
EVT				CCIDX				LSM					HPDS				CnP				XNX			AC2				SpecSEI			

EVT, bits [31:28]

Enhanced Virtualization Traps. If EL2 is implemented, indicates support for the [HCR2](#).{TTLBIS, TOCU, TICAB, TID4} traps. Defined values are:

EVT	Meaning
0b0000	HCR2 .{TTLBIS, TOCU, TICAB, TID4} traps are not supported.
0b0001	HCR2 .{TOCU, TICAB, TID4} traps are supported.
	HCR2 .TTLBIS trap is not supported.
0b0010	HCR2 .{TTLBIS, TOCU, TICAB, TID4} traps are supported.

All other values are reserved.

FEAT_EVT implements the functionality identified by the values 0b0001 and 0b0010.

If EL2 is not implemented supporting AArch32, the only permitted value is 0b0000.

In Armv8.2, the permitted values are 0b0000, 0b0001, and 0b0010.

From Armv8.5, the permitted values are:

- 0b0000 when EL2 is not implemented.
- 0b0010 when EL2 is implemented.

CCIDX, bits [27:24]

Support for use of the revised CCSIDR format and the presence of the CCSIDR2 is indicated. Defined values are:

CCIDX	Meaning
0b0000	32-bit format implemented for all levels of the CCSIDR, and the CCSIDR2 register is not implemented.
0b0001	64-bit format implemented for all levels of the CCSIDR, and the CCSIDR2 register is implemented.

All other values are reserved.

FEAT_CCIDX implements the functionality identified by 0b0001.

From Armv8.3, the permitted values are 0b0000 and 0b0001.

LSM, bits [23:20]

Indicates support for LSMAOE and nTLSMD bits in [HSCTLR](#) and [SCTLR](#). Defined values are:

LSM	Meaning
0b0000	LSMAOE and nTLSMD bits not supported.
0b0001	LSMAOE and nTLSMD bits supported.

All other values are reserved.

FEAT_LSMAOC implements the functionality identified by the value 0b0001.

From Armv8.2, the permitted values are 0b0000 and 0b0001.

HPDS, bits [19:16]

Hierarchical permission disables bits in translation tables. Defined values are:

HPDS	Meaning
0b0000	Disabling of hierarchical controls not supported.
0b0001	Supports disabling of hierarchical controls using the TTBCR2 .HPD0, TTBCR2 .HPD1, and HTCR .HPD bits.
0b0010	As for value 0b0001, and adds possible hardware allocation of bits[62:59] of the translation table descriptors from the final lookup level for IMPLEMENTATION DEFINED use.

All other values are reserved.

FEAT_AA32HPD implements the functionality identified by the value 0b0001.

FEAT_HPDS2 implements the functionality added by the value 0b0010.

Note

The value 0b0000 implies that the encoding for [TTBCR2](#) is UNDEFINED.

CnP, bits [15:12]

Common not Private translations. Defined values are:

CnP	Meaning
0b0000	Common not Private translations not supported.
0b0001	Common not Private translations supported.

All other values are reserved.

FEAT_TTCNP implements the functionality identified by the value 0b0001.

From Armv8.2, the only permitted value is 0b0001.

XXN, bits [11:8]

Support for execute-never control distinction by Exception level at stage 2. Defined values are:

XNX	Meaning
0b0000	Distinction between EL0 and EL1 execute-never control at stage 2 not supported.
0b0001	Distinction between EL0 and EL1 execute-never control at stage 2 supported.

All other values are reserved.

FEAT_XNX implements the functionality identified by the value 0b0001.

When FEAT_XNX is implemented:

- If all of the following conditions are true, it is IMPLEMENTATION DEFINED whether the value of ID_MMFR4.XNX is 0b0000 or 0b0001:
 - [ID_AA64MMFR1_EL1.XNX](#) == 1.
 - EL2 cannot use AArch32.
 - EL1 can use AArch32.
- If EL2 can use AArch32 then the only permitted value is 0b0001.

AC2, bits [7:4]

Indicates the extension of the [ACTLR](#) and [HACTLR](#) registers using [ACTLR2](#) and [HACTLR2](#). Defined values are:

AC2	Meaning
0b0000	ACTLR2 and HACTLR2 are not implemented.
0b0001	ACTLR2 and HACTLR2 are implemented.

All other values are reserved.

In Armv8.0, the permitted values are 0b0000 and 0b0001.

From Armv8.2, the only permitted value is 0b0001.

SpecSEI, bits [3:0]

Describes whether the PE can generate SError interrupt exceptions from speculative reads of memory, including speculative instruction fetches. The defined values of this field are:

SpecSEI	Meaning
0b0000	The PE never generates an SError interrupt due to an External abort on a speculative read.
0b0001	The PE might generate an SError interrupt due to an External abort on a speculative read.

All other values are reserved.

Accessing the ID_MMFR4

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0000	0b0010	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && (!IsZero(ID_MMFR4) || boolean
IMPLEMENTATION_DEFINED "ID_MMFR4 trapped by HCR_EL2.TID3") && HCR_EL2.TID3 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && (!IsZero(ID_MMFR4) || boolean
IMPLEMENTATION_DEFINED "ID_MMFR4 trapped by HCR.TID3") && HCR.TID3 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        return ID_MMFR4;
elsif PSTATE.EL == EL2 then
    return ID_MMFR4;
elsif PSTATE.EL == EL3 then
    return ID_MMFR4;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ID_MMFR5, Memory Model Feature Register 5

The ID_MMFR5 characteristics are:

Purpose

Provides information about the implemented memory model and memory management support in AArch32 state.

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch32 System register ID_MMFR5 bits [31:0] are architecturally mapped to AArch64 System register [ID_MMFR5_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ID_MMFR5 are UNDEFINED.

Attributes

ID_MMFR5 is a 32-bit register.

Field descriptions

The ID_MMFR5 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																		ETS													

Bits [31:4]

Reserved, RES0.

ETS, bits [3:0]

Support for Enhanced Translation Synchronization. Defined values are:

ETS	Meaning
0b0000	Enhanced Translation Synchronization is not supported.
0b0001	Enhanced Translation Synchronization is supported.

All other values are reserved.

FEAT_ETTS implements the functionality identified by the value 0b0001.

From Armv8.0, the permitted values are 0b0000 and 0b0001.

Accessing the ID_MMFR5

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0000	0b0011	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && (!IsZero(ID_MMFR5) || boolean
IMPLEMENTATION_DEFINED "ID_MMFR5 trapped by HCR_EL2.TID3") && HCR_EL2.TID3 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && (!IsZero(ID_MMFR5) || boolean
IMPLEMENTATION_DEFINED "ID_MMFR5 trapped by HCR.TID3") && HCR.TID3 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        return ID_MMFR5;
elsif PSTATE.EL == EL2 then
    return ID_MMFR5;
elsif PSTATE.EL == EL3 then
    return ID_MMFR5;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ID_PFR0, Processor Feature Register 0

The ID_PFR0 characteristics are:

Purpose

Gives top-level information about the instruction sets and other features supported by the PE in AArch32 state.

Must be interpreted with [ID_PFR1](#).

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'

Configuration

AArch32 System register ID_PFR0 bits [31:0] are architecturally mapped to AArch64 System register [ID_PFR0_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ID_PFR0 are UNDEFINED.

Attributes

ID_PFR0 is a 32-bit register.

Field descriptions

The ID_PFR0 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
RAS				DIT				AMU				CSV2				State3				State2				State1				State0			

RAS, bits [31:28]

RAS Extension version. Defined values are:

RAS	Meaning
0b0000	No RAS Extension.
0b0001	RAS Extension present.
0b0010	FEAT_RASv1p1 present. As 0b0001, and adds support for additional ERXMISC<m> System registers. Error records accessed through System registers conform to RAS System Architecture v1.1, which includes simplifications to ERR<n>STATUS and support for the optional RAS Timestamp Extension.

All other values are reserved.

In Armv8.1 and Armv8.0, the permitted values are 0b0000 and 0b0001.

In Armv8.2, the only permitted value is 0b0001.

From Armv8.4, when FEAT_DoubleFault is not implemented, and [ERRIDR.NUM](#) is 0, the permitted values are IMPLEMENTATION DEFINED 0b0001 or 0b0010. Otherwise, from Armv8.4, the only permitted value is 0b0010.

FEAT_RASv1p1 implements the functionality identified by the value 0b0010.

DIT, bits [27:24]

Data Independent Timing. Defined values are:

DIT	Meaning
0b0000	AArch32 does not guarantee constant execution time of any instructions.
0b0001	AArch32 provides the CPSR.DIT mechanism to guarantee constant execution time of certain instructions.

All other values are reserved.

FEAT_DIT implements the functionality identified by the value 0b0001.

From Armv8.4, the only permitted value is 0b0001.

AMU, bits [23:20]

Indicates support for Activity Monitors Extension. Defined values are:

AMU	Meaning
0b0000	Activity Monitors Extension is not implemented.
0b0001	FEAT_AMUv1 is implemented.
0b0010	FEAT_AMUv1p1 is implemented. As 0b0001 and adds support for virtualization of the activity monitor event counters.

All other values are reserved.

FEAT_AMUv1 implements the functionality identified by the value 0b0001.

FEAT_AMUv1p1 implements the functionality identified by the value 0b0010.

In Armv8.0, the only permitted value is 0b0000.

In Armv8.4, the permitted values are 0b0000 and 0b0001.

From Armv8.6, the permitted values are 0b0000, 0b0001, and 0b0010.

CSV2, bits [19:16]

Speculative use of out of context branch targets. Defined values are:

CSV2	Meaning
0b0000	This Device does not disclose whether branch targets trained in one hardware described context can affect speculative execution in a different hardware described context.
0b0001	Branch targets trained in one hardware described context can only affect speculative execution in a different hardware described context in a hard-to-determine way.

All other values are reserved.

FEAT_CSV2 implements the functionality identified by 0b0001.

From Armv8.5, the only permitted value is 0b0001.

State3, bits [15:12]

T32EE instruction set support. Defined values are:

State3	Meaning
0b0000	Not implemented.
0b0001	T32EE instruction set implemented.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0000.

State2, bits [11:8]

Jazelle extension support. Defined values are:

State2	Meaning
0b0000	Not implemented.
0b0001	Jazelle extension implemented, without clearing of JOSCR.CV on exception entry.
0b0010	Jazelle extension implemented, with clearing of JOSCR.CV on exception entry.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

State1, bits [7:4]

T32 instruction set support. Defined values are:

State1	Meaning
0b0000	T32 instruction set not implemented.
0b0001	T32 encodings before the introduction of Thumb-2 technology implemented: <ul style="list-style-type: none"> • All instructions are 16-bit. • A BL or BLX is a pair of 16-bit instructions • 32-bit instructions other than BL and BLX cannot be encoded.
0b0011	T32 encodings after the introduction of Thumb-2 technology implemented, for all 16-bit and 32-bit T32 basic instructions.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0011.

State0, bits [3:0]

A32 instruction set support. Defined values are:

State0	Meaning
0b0000	A32 instruction set not implemented.
0b0001	A32 instruction set implemented.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

Accessing the ID_PFR0

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0000	0b0001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TID3 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TID3 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        return ID_PFR0;
elsif PSTATE.EL == EL2 then
    return ID_PFR0;
elsif PSTATE.EL == EL3 then
    return ID_PFR0;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ID_PFR1, Processor Feature Register 1

The ID_PFR1 characteristics are:

Purpose

Gives information about the AArch32 programmers' model.

Must be interpreted with [ID_PFR0](#).

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch32 System register ID_PFR1 bits [31:0] are architecturally mapped to AArch64 System register [ID_PFR1_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ID_PFR1 are UNDEFINED.

Attributes

ID_PFR1 is a 32-bit register.

Field descriptions

The ID_PFR1 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
GIC				Virt_frac				Sec_frac				GenTimer				Virtualization				MProgMod				Security				ProgMod			

GIC, bits [31:28]

System register GIC CPU interface. Defined values are:

GIC	Meaning
0b0000	GIC CPU interface system registers not implemented.
0b0001	System register interface to versions 3.0 and 4.0 of the GIC CPU interface is supported.
0b0011	System register interface to version 4.1 of the GIC CPU interface is supported.

All other values are reserved.

Virt_frac, bits [27:24]

Virtualization fractional field. When the Virtualization field is 0b0000, determines the support for features from the ARMv7 Virtualization Extensions. Defined values are:

Virt_frac	Meaning
0b0000	No features from the ARMv7 Virtualization Extensions are implemented.
0b0001	The following features of the ARMv7 Virtualization Extensions are implemented: <ul style="list-style-type: none"> • The SCR.SIF bit, if EL3 is implemented. • The modifications to the SCR.AW and SCR.FW bits described in the Virtualization Extensions, if EL3 is implemented. • The MSR (banked register) and MRS (banked register) instructions. • The ERET instruction.

All other values are reserved.

In Armv8-A, the permitted values are:

- 0b0000 when EL2 is implemented.
- 0b0001 when EL2 is not implemented.

This field is only valid when the value of ID_PFR1.Virtualization is 0, otherwise it holds the value 0b0000.

Note

The ID_ISAR registers do not identify whether the instructions added by the ARMv7 Virtualization Extensions are implemented.

Sec_frac, bits [23:20]

Security fractional field. When the Security field is 0b0000, determines the support for features from the ARMv7 Security Extensions. Defined values are:

Sec_frac	Meaning
0b0000	No features from the ARMv7 Security Extensions are implemented.
0b0001	The following features from the ARMv7 Security Extensions are implemented: <ul style="list-style-type: none"> • The VBAR register. • The TTBCR.PD0 and TTBCR.PD1 bits.
0b0010	As for 0b0001, plus the ability to access Secure or Non-secure physical memory is supported.

All other values are reserved.

In Armv8-A, the permitted values are:

- 0b0000 when EL3 is implemented.
- 0b0001 or 0b0010 when EL3 is not implemented.

This field is only valid when the value of ID_PFR1.Security is 0, otherwise it holds the value 0b0000.

GenTimer, bits [19:16]

Generic Timer support. Defined values are:

GenTimer	Meaning
0b0000	Generic Timer is not implemented.
0b0001	Generic Timer is implemented.
0b0010	Generic Timer is implemented, and also includes support for CNTHCTL .EVNTIS and CNTKCTL .EVNTIS fields, and CNTPTCSS and CNTVCTSS counter views.

All other values are reserved.

FEAT_ECV implements the functionality identified by the value 0b0010.

In Armv8.0 to Armv8.4, the only permitted value is 0b0001.

From Armv8.6, the only permitted value is 0b0010.

Virtualization, bits [15:12]

Virtualization support. Defined values are:

Virtualization	Meaning
0b0000	EL2, Hyp mode, and the HVC instruction not implemented.
0b0001	EL2, Hyp mode, the HVC instruction, and all the features described by Virt_frac == 0b0001 implemented.

All other values are reserved.

In Armv8-A, the permitted values are:

- 0b0000 when EL2 is not implemented.
- 0b0001 when EL2 is implemented.

In an implementation that includes EL2, if EL2 cannot use AArch32 but EL1 can use AArch32 then this field has the value 0b0001.

Note

The ID_ISARs do not identify whether the HVC instruction is implemented.

MProgMod, bits [11:8]

M profile programmers' model support. Defined values are:

MProgMod	Meaning
0b0000	Not supported.
0b0010	Support for two-stack programmers' model.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0000.

Security, bits [7:4]

Security support. Defined values are:

Security	Meaning
0b0000	EL3, Monitor mode, and the SMC instruction not implemented.
0b0001	EL3, Monitor mode, the SMC instruction, and all the features described by Sec_frac == 0b0001 implemented.
0b0010	As for 0b0001, and adds the ability to set the NSACR .RFR bit. Not permitted in Armv8 as the NSACR .RFR bit is RES0.

All other values are reserved.

In Armv8-A, the permitted values are:

- 0b0000 when EL3 is not implemented.
- 0b0001 when EL3 is implemented.

In an implementation that includes EL3, if EL3 cannot use AArch32 but EL1 can use AArch32 then this field has the value 0b0001.

ProgMod, bits [3:0]

Support for the standard programmers' model for ARMv4 and later. Model must support User, FIQ, IRQ, Supervisor, Abort, Undefined, and System modes. Defined values are:

ProgMod	Meaning
0b0000	Not supported.
0b0001	Supported.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0001.

Accessing the ID_PFR1

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0000	0b0001	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TID3 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TID3 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        return ID_PFR1;
elsif PSTATE.EL == EL2 then
    return ID_PFR1;
elsif PSTATE.EL == EL3 then
    return ID_PFR1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ID_PFR2, Processor Feature Register 2

The ID_PFR2 characteristics are:

Purpose

Gives information about the AArch32 programmers' model.

Must be interpreted with [ID_PFR0](#) and [ID_PFR1](#).

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch32 System register ID_PFR2 bits [31:0] are architecturally mapped to AArch64 System register [ID_PFR2_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ID_PFR2 are UNDEFINED.

Attributes

ID_PFR2 is a 32-bit register.

Field descriptions

The ID_PFR2 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0												RAS_frac				SSBS				CSV3											

Bits [31:12]

Reserved, RES0.

RAS_frac, bits [11:8]

RAS Extension fractional field.

RAS_frac	Meaning
0b0000	If ID_PFR0 .RAS == 0b0001, RAS Extension implemented.
0b0001	If ID_PFR0 .RAS == 0b0001, as 0b0000 and adds support for additional ERXMISC<m> System registers. Error records accessed through System registers conform to RAS System Architecture v1.1, which includes simplifications to ERR<n>STATUS and support for the optional RAS Timestamp Extension.

All other values are reserved.

This field is valid only if [ID_PFR0](#).RAS == 0b0001.

SSBS, bits [7:4]

Speculative Store Bypassing controls in AArch64 state. Defined values are:

SSBS	Meaning
0b0000	AArch32 provides no mechanism to control the use of Speculative Store Bypassing.
0b0001	AArch32 provides the PSTATE.SSBS mechanism to mark regions that are Speculative Store Bypass Safe.

In Armv8.0, the permitted values are 0b0000 and 0b0001.

From Armv8.5, the only permitted value is 0b0001.

All other values are reserved.

CSV3, bits [3:0]

Speculative use of faulting data. Defined values are:

CSV3	Meaning
0b0000	This Device does not disclose whether data loaded under speculation with a permission or domain fault can be used to form an address or generate condition codes or SVE predicate values to be used by instructions newer than the load in the speculative sequence
0b0001	Data loaded under speculation with a permission or domain fault cannot be used to form an address or generate condition codes or SVE predicate values to be used by instructions newer than the load in the speculative sequence

All other values are reserved.

FEAT_CSV3 implements the functionality identified by the value 0b0001.

In Armv8.0, the permitted values are 0b0000 and 0b0001.

From Armv8.5, the only permitted value is 0b0001.

If FEAT_EOPD is implemented, FEAT_CSV3 must be implemented.

Accessing the ID_PFR2

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0000	0b0011	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TID3 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TID3 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        return ID_PFR2;
elsif PSTATE.EL == EL2 then
    return ID_PFR2;
elsif PSTATE.EL == EL3 then
    return ID_PFR2;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

IFAR, Instruction Fault Address Register

The IFAR characteristics are:

Purpose

Holds the virtual address of the faulting address that caused a synchronous Prefetch Abort exception.

Configuration

AArch32 System register IFAR bits [31:0] are architecturally mapped to AArch64 System register [FAR_EL1\[63:32\]](#).

AArch32 System register IFAR bits [31:0] (S) are architecturally mapped to AArch32 System register [HIFAR\[31:0\]](#) when EL2 is implemented, EL3 is implemented and the highest implemented Exception level is using AArch32 state.

AArch32 System register IFAR bits [31:0] (S) are architecturally mapped to AArch64 System register [FAR_EL2\[63:32\]](#) when EL2 is implemented.

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to IFAR are UNDEFINED.

Attributes

IFAR is a 32-bit register.

Field descriptions

The IFAR 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
VA of faulting address of synchronous Prefetch Abort exception																															

Bits [31:0]

VA of faulting address of synchronous Prefetch Abort exception.

This field resets to an architecturally UNKNOWN value.

Accessing the IFAR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0110	0b0000	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T6 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T6 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TRVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TRVM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        return IFAR_NS;
    else
        return IFAR;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        return IFAR_NS;
    else
        return IFAR;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        return IFAR_S;
    else
        return IFAR_NS;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0110	0b0000	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T6 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T6 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TVM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        IFAR_NS = R[t];
    else
        IFAR = R[t];
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        IFAR_NS = R[t];
    else
        IFAR = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        IFAR_S = R[t];
    else
        IFAR_NS = R[t];

```

IFSR, Instruction Fault Status Register

The IFSR characteristics are:

Purpose

Holds status information about the last instruction fault.

Configuration

AArch32 System register IFSR bits [31:0] are architecturally mapped to AArch64 System register [IFSR32_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to IFSR are UNDEFINED.

The current translation table format determines which format of the register is used.

Attributes

IFSR is a 32-bit register.

Field descriptions

The IFSR bit assignments are:

When TTBCR.EAE == 0:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																FnV	RES0			ExT	RES0	FS[4]	LPAAE	RES0				FS[3:0]			

Bits [31:17]

Reserved, RES0.

FnV, bit [16]

FAR not Valid, for a synchronous External abort other than a synchronous External abort on a translation table walk.

FnV	Meaning
0b0	IFAR is valid.
0b1	IFAR is not valid, and holds an UNKNOWN value.

This field is only valid for a synchronous External abort other than a synchronous External abort on a translation table walk. It is RES0 for all other Prefetch Abort exceptions.

This field resets to an architecturally UNKNOWN value.

Bits [15:13]

Reserved, RES0.

ExT, bit [12]

External abort type. This bit can be used to provide an IMPLEMENTATION DEFINED classification of External aborts.

In an implementation that does not provide any classification of External aborts, this bit is RES0.

For aborts other than External aborts this bit always returns 0.

This field resets to an architecturally UNKNOWN value.

Bit [11]

Reserved, RES0.

FS[4], bit [10]

This field is bit[4] of FS[4:0].

Fault Status bits. Bits [10] and [3:0] are interpreted together.

FS	Meaning	Applies when
0b00001	PC alignment fault.	
0b00010	Debug exception.	
0b00011	Access flag fault, level 1.	
0b00101	Translation fault, level 1.	
0b00110	Access flag fault, level 2.	
0b00111	Translation fault, level 2.	
0b01000	Synchronous External abort, not on translation table walk.	
0b01001	Domain fault, level 1.	
0b01011	Domain fault, level 2.	
0b01100	Synchronous External abort, on translation table walk, level 1.	
0b01101	Permission fault, level 1.	
0b01110	Synchronous External abort, on translation table walk, level 2.	
0b01111	Permission fault, level 2.	
0b10000	TLB conflict abort.	
0b10100	IMPLEMENTATION DEFINED fault (Lockdown fault).	
0b11001	Synchronous parity or ECC error on memory access, not on translation table walk.	When FEAT_RAS is not implemented
0b11100	Synchronous parity or ECC error on translation table walk, level 1.	When FEAT_RAS is not implemented
0b11110	Synchronous parity or ECC error on translation table walk, level 2.	When FEAT_RAS is not implemented

All other values are reserved.

For more information about the lookup level associated with a fault, see 'The level associated with MMU faults on a Short-descriptor translation table lookup'.

The FS field is split as follows:

- FS[4] is IFSR[10].
- FS[3:0] is IFSR[3:0].

This field resets to an architecturally UNKNOWN value.

LPAAE, bit [9]

On taking a Data Abort exception, this bit is set as follows:

LPAAE	Meaning
0b0	Using the Short-descriptor translation table formats.
0b1	Using the Long-descriptor translation table formats.

Hardware does not interpret this bit to determine the behavior of the memory system, and therefore software can set this bit to 0 or 1 without affecting operation.

This field resets to an architecturally UNKNOWN value.

Bits [8:4]

Reserved, RES0.

FS[3:0], bits [3:0]

This field is bits[3:0] of FS[4:0].

See FS[4] for the field description.

When TTBCR.EAE == 1:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0															FnV	RES0			ExT	RES0	LPAE	RES0			STATUS						

Bits [31:17]

Reserved, RES0.

FnV, bit [16]

FAR not Valid, for a synchronous External abort other than a synchronous External abort on a translation table walk.

FnV	Meaning
0b0	IFAR is valid.
0b1	IFAR is not valid, and holds an UNKNOWN value.

This field is only valid for a synchronous External abort other than a synchronous External abort on a translation table walk. It is RES0 for all other Prefetch Abort exceptions.

This field resets to an architecturally UNKNOWN value.

Bits [15:13]

Reserved, RES0.

ExT, bit [12]

External abort type. This bit can be used to provide an IMPLEMENTATION DEFINED classification of External aborts.

In an implementation that does not provide any classification of External aborts, this bit is RES0.

For aborts other than External aborts this bit always returns 0.

This field resets to an architecturally UNKNOWN value.

Bits [11:10]

Reserved, RES0.

LPAE, bit [9]

On taking a Data Abort exception, this bit is set as follows:

LPAE	Meaning
0b0	Using the Short-descriptor translation table formats.
0b1	Using the Long-descriptor translation table formats.

Hardware does not interpret this bit to determine the behavior of the memory system, and therefore software can set this bit to 0 or 1 without affecting operation.

This field resets to an architecturally UNKNOWN value.

Bits [8:6]

Reserved, RES0.

STATUS, bits [5:0]

Fault status bits. Possible values of this field are:

STATUS	Meaning	Applies when
0b000000	Address size fault in translation table base register.	
0b000001	Address size fault, level 1.	
0b000010	Address size fault, level 2.	
0b000011	Address size fault, level 3.	
0b000101	Translation fault, level 1.	
0b000110	Translation fault, level 2.	
0b000111	Translation fault, level 3.	
0b001001	Access flag fault, level 1.	
0b001010	Access flag fault, level 2.	
0b001011	Access flag fault, level 3.	
0b001101	Permission fault, level 1.	
0b001110	Permission fault, level 2.	
0b001111	Permission fault, level 3.	
0b010000	Synchronous External abort, not on translation table walk.	
0b010101	Synchronous External abort on translation table walk, level 1.	
0b010110	Synchronous External abort on translation table walk, level 2.	
0b010111	Synchronous External abort on translation table walk, level 3.	
0b011000	Synchronous parity or ECC error on memory access, not on translation table walk.	When FEAT_RAS is not implemented
0b011101	Synchronous parity or ECC error on memory access on translation table walk, level 1.	When FEAT_RAS is not implemented
0b011110	Synchronous parity or ECC error on memory access on translation table walk, level 2.	When FEAT_RAS is not implemented
0b011111	Synchronous parity or ECC error on memory access on translation table walk, level 3.	When FEAT_RAS is not implemented
0b100001	PC alignment fault.	
0b100010	Debug exception.	
0b110000	TLB conflict abort.	

All other values are reserved.

When the RAS Extension is implemented, 0b011000, 0b011101, 0b011110, and 0b011111, are reserved.

For more information about the lookup level associated with a fault, see 'The level associated with MMU faults on a Long-descriptor translation table lookup'.

This field resets to an architecturally UNKNOWN value.

Accessing the IFSR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0101	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TRVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TRVM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        return IFSR_NS;
    else
        return IFSR;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        return IFSR_NS;
    else
        return IFSR;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        return IFSR_S;
    else
        return IFSR_NS;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0101	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TVM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        IFSR_NS = R[t];
    else
        IFSR = R[t];
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        IFSR_NS = R[t];
    else
        IFSR = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        IFSR_S = R[t];
    else
        IFSR_NS = R[t];

```


ISR, Interrupt Status Register

The ISR characteristics are:

Purpose

Shows the pending status of the IRQ, FIQ, or SError.

When executing at EL2, EL3, or Secure EL1, when [SCR_EL3.EEL2](#) == 0b0, this shows the pending status of the physical interrupts.

When executing at Non-secure EL1, or at Secure EL1, when [SCR_EL3.EEL2](#) == 0b01:

- If the [HCR](#).{IMO,FMO,AMO} bit has a value of 1, the corresponding ISR.{I,F,A} bit shows the pending status of the virtual IRQ, FIQ, or SError.
- If the [HCR](#).{IMO,FMO,AMO} bit has a value of 0, the corresponding ISR.{I,F,A} bit shows the pending status of the physical IRQ, FIQ, or SError.

Configuration

AArch32 System register ISR bits [31:0] are architecturally mapped to AArch64 System register [ISR_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ISR are UNDEFINED.

Attributes

ISR is a 32-bit register.

Field descriptions

The ISR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																							A	I	F	RES0					

Bits [31:9]

Reserved, RES0.

A, bit [8]

SError interrupt pending bit:

A	Meaning
0b0	No pending SError interrupt.
0b1	An SError interrupt is pending.

If the SError interrupt is edge-triggered, this field is cleared to zero when the physical SError interrupt is taken.

I, bit [7]

IRQ pending bit. Indicates whether an IRQ interrupt is pending:

I	Meaning
0b0	No pending IRQ.
0b1	An IRQ interrupt is pending.

F, bit [6]

FIQ pending bit. Indicates whether an FIQ interrupt is pending.

F	Meaning
0b0	No pending FIQ.
0b1	An FIQ interrupt is pending.

Bits [5:0]

Reserved, RES0.

Accessing the ISR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b0001	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        return ISR;
elsif PSTATE.EL == EL2 then
    return ISR;
elsif PSTATE.EL == EL3 then
    return ISR;
```

ITLBIALL, Instruction TLB Invalidate All

The ITLBIALL characteristics are:

Purpose

Invalidate all cached copies of translation table entries from instruction TLBs that are from any level of the translation table walk. The entries that are invalidated are as follows:

- If executed at EL1, all entries that:
 - Would be required for the EL1&0 translation regime.
 - Match the current VMID, if EL2 is implemented and enabled in the current Security state.
- If executed in Secure state when EL3 is using AArch32, all entries that would be required for the Secure PL1&0 translation regime.
- If executed at EL2, and if EL2 is enabled in the curent Security state, the stage 1 or stage 2 translation table entries that would be required for the Non-secure PL1&0 translation regime and matches the current VMID.

The invalidation only applies to the PE that executes this System instruction.

Arm deprecates the use of this System instruction. It is only provided for backwards compatibility with earlier versions of the Arm architecture.

Configuration

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ITLBIALL are UNDEFINED.

Attributes

ITLBIALL is a 32-bit System instruction.

Field descriptions

This instruction has no applicable fields.

The value in the register specified by <Rt> is ignored.

Executing the ITLBIALL instruction

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1000	0b0101	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T8 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T8 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TTLB == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TTLB == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        ITLBIALL();
elsif PSTATE.EL == EL2 then
    ITLBIALL();
elsif PSTATE.EL == EL3 then
    ITLBIALL();
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ITLBIASID, Instruction TLB Invalidate by ASID match

The ITLBIASID characteristics are:

Purpose

Invalidate all cached copies of translation table entries from instruction TLBs that meet the following requirements:

- The entry is a stage 1 translation table entry.
- The entry would be used for the specified ASID, and either:
 - Is from a level of lookup above the final level.
 - Is a non-global entry from the final level of lookup.
- If EL2 is implemented and enabled in the current Security state, the entry would be used with the current VMID.

From the entries that match these requirements, the entries that are invalidated are required for the following translation regime:

- If executed at Secure EL1 when EL3 is using AArch64, the Secure EL1&0 translation regime.
- If executed in Secure state when EL3 is using AArch32, the Secure PL1&0 translation regime.
- If executed in Non-secure state, the Non-secure PL1&0 translation regime.

The invalidation only applies to the PE that executes this System instruction.

Arm deprecates the use of this System instruction. It is only provided for backwards compatibility with earlier versions of the Arm architecture.

Configuration

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ITLBIASID are UNDEFINED.

Attributes

ITLBIASID is a 32-bit System instruction.

Field descriptions

The ITLBIASID input value bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								ASID							

Bits [31:8]

Reserved, RES0.

ASID, bits [7:0]

ASID value to match. Any TLB entries for non-global pages that match the ASID values will be affected by this System instruction.

Executing the ITLBIASID instruction

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1000	0b0101	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T8 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T8 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TTLB == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TTLB == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        ITLBIASID(R[t]);
    endif PSTATE.EL == EL2 then
        ITLBIASID(R[t]);
    elsif PSTATE.EL == EL3 then
        ITLBIASID(R[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ITLBIMVA, Instruction TLB Invalidate by VA

The ITLBIMVA characteristics are:

Purpose

Invalidate all cached copies of translation table entries from instruction TLBs that meet the following requirements:

- The entry is a stage 1 translation table entry.
- The entry would be used to translate the specified address, and one of the following applies:
 - The entry is from a level of lookup above the final level and matches the specified ASID.
 - The entry is a global entry from the final level of lookup.
 - The entry is a non-global entry from the final level of lookup that matches the specified ASID.
- If EL2 is implemented and enabled in the current Security state, the entry would be used with the current VMID.

From the entries that match these requirements, the entries that are invalidated are required for the following translation regime:

- If executed at Secure EL1 when EL3 is using AArch64, the Secure EL1&0 translation regime.
- If executed in Secure state when EL3 is using AArch32, the Secure PL1&0 translation regime.
- If executed in Non-secure state, the Non-secure PL1&0 translation regime.

The invalidation only applies to the PE that executes this System instruction.

Arm deprecates the use of this System instruction. It is only provided for backwards compatibility with earlier versions of the Arm architecture.

Configuration

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to ITLBIMVA are UNDEFINED.

Attributes

ITLBIMVA is a 32-bit System instruction.

Field descriptions

The ITLBIMVA input value 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
VA												RES0				ASID															

VA, bits [31:12]

Virtual address to match. Any TLB entries that match the ASID value and VA value will be affected by this System instruction.

Bits [11:8]

Reserved, RES0.

ASID, bits [7:0]

ASID value to match. Any TLB entries that match the ASID value and VA value will be affected by this System instruction.

Global TLB entries that match the VA value will be affected by this operation, regardless of the value of the ASID field.

Executing the ITLBIMVA instruction

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1000	0b0101	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T8 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T8 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TTLB == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TTLB == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        ITLBIMVA(R[t]);
elsif PSTATE.EL == EL2 then
    ITLBIMVA(R[t]);
elsif PSTATE.EL == EL3 then
    ITLBIMVA(R[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

JIDR, Jazelle ID Register

The JIDR characteristics are:

Purpose

A Jazelle register, which identified the Jazelle architecture version.

Configuration

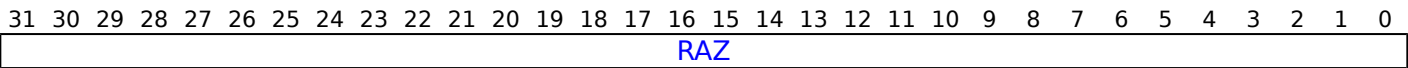
This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to JIDR are UNDEFINED.

Attributes

JIDR is a 32-bit register.

Field descriptions

The JIDR bit assignments are:



Bits [31:0]

Reserved, RAZ.

Accessing the JIDR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b111	0b0000	0b0000	0b000

```

if PSTATE.EL == EL0 then
    if boolean IMPLEMENTATION_DEFINED "JIDR UNDEFINED at EL0" then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HCR_EL2.TID0 == '1'
then
    AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TID0 == '1' then
        AArch32.TakeHypTrapException(0x05);
    else
        return JIDR;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TID0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x05);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TID0 == '1' then
        AArch32.TakeHypTrapException(0x05);
    else
        return JIDR;
elsif PSTATE.EL == EL2 then
    return JIDR;
elsif PSTATE.EL == EL3 then
    return JIDR;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

JMCR, Jazelle Main Configuration Register

The JMCR characteristics are:

Purpose

A Jazelle register, which provides control of the Jazelle extension.

Configuration

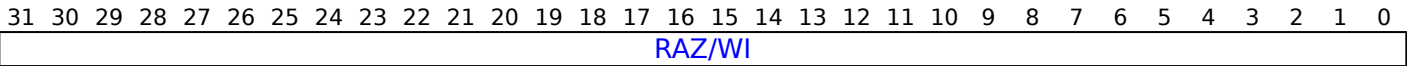
This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to JMCR are UNDEFINED.

Attributes

JMCR is a 32-bit register.

Field descriptions

The JMCR bit assignments are:



Bits [31:0]

Reserved, RAZ/WI.

Accessing the JMCR

For accesses from EL0 it is IMPLEMENTATION DEFINED whether the register is RW or UNDEFINED.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b111	0b0010	0b0000	0b000

```
if PSTATE.EL == EL0 then
    if boolean IMPLEMENTATION_DEFINED "JMCR UNDEFINED at EL0" then
        UNDEFINED;
    else
        return JMCR;
elseif PSTATE.EL == EL1 then
    return JMCR;
elseif PSTATE.EL == EL2 then
    return JMCR;
elseif PSTATE.EL == EL3 then
    return JMCR;
```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
--------	------	-----	-----	------

JMCR, Jazelle Main Configuration Register

0b1110	0b111	0b0010	0b0000	0b000
--------	-------	--------	--------	-------

```
if PSTATE.EL == EL0 then
    if boolean IMPLEMENTATION_DEFINED "JMCR UNDEFINED at EL0" then
        UNDEFINED;
    else
        //no operation
elseif PSTATE.EL == EL1 then
    //no operation
elseif PSTATE.EL == EL2 then
    //no operation
elseif PSTATE.EL == EL3 then
    //no operation
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

JOSCR, Jazelle OS Control Register

The JOSCR characteristics are:

Purpose

A Jazelle register, which provides operating system control of the Jazelle Extension.

Configuration

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to JOSCR are UNDEFINED.

Attributes

JOSCR is a 32-bit register.

Field descriptions

The JOSCR 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
																RAZ/WI															

Bits [31:0]

Reserved, RAZ/WI.

Accessing the JOSCR

Accesses to this register use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b111	0b0001	0b0000	0b000

```
if PSTATE.EL == EL0 then
    if boolean IMPLEMENTATION_DEFINED "JOSCR UNDEFINED at EL0" then
        UNDEFINED;
    else
        return JOSCR;
elsif PSTATE.EL == EL1 then
    return JOSCR;
elsif PSTATE.EL == EL2 then
    return JOSCR;
elsif PSTATE.EL == EL3 then
    return JOSCR;
```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1110	0b111	0b0001	0b0000	0b000

```
if PSTATE.EL == EL0 then
    if boolean IMPLEMENTATION_DEFINED "JOSCR UNDEFINED at EL0" then
        UNDEFINED;
    else
        //no operation
elseif PSTATE.EL == EL1 then
    //no operation
elseif PSTATE.EL == EL2 then
    //no operation
elseif PSTATE.EL == EL3 then
    //no operation
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MAIR0, Memory Attribute Indirection Register 0

The MAIR0 characteristics are:

Purpose

Along with [MAIR1](#), provides the memory attribute encodings corresponding to the possible AttrIdx values in a Long-descriptor format translation table entry for stage 1 translations.

AttrIdx[2] indicates the MAIR register to be used:

- When AttrIdx[2] is 0, MAIR0 is used.
- When AttrIdx[2] is 1, [MAIR1](#) is used.

Configuration

AArch32 System register MAIR0 bits [31:0] are architecturally mapped to AArch64 System register [MAIR_EL1\[31:0\]](#) when EL3 is not implemented or EL3 is using AArch64.

AArch32 System register MAIR0 bits [31:0] are architecturally mapped to AArch32 System register [PRRR\[31:0\]](#) when EL3 is not implemented or EL3 is using AArch64.

AArch32 System register MAIR0 bits [31:0] (MAIR0_NS) are architecturally mapped to AArch32 System register [PRRR\[31:0\] \(PRRR_NS\)](#) when EL3 is using AArch32.

AArch32 System register MAIR0 bits [31:0] (MAIR0_S) are architecturally mapped to AArch32 System register [PRRR\[31:0\] \(PRRR_S\)](#) when EL3 is using AArch32.

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to MAIR0 are UNDEFINED.

MAIR0 and [PRRR](#) are the same register, with a different view depending on the value of [TTBCR.EAE](#):

- When it is set to 0, the register is as described in [PRRR](#).
- When it is set to 1, the register is as described in MAIR0.

When EL3 is using AArch32, write access to MAIR0(S) is disabled when the CP15SDISABLE signal is asserted HIGH.

Attributes

MAIR0 is a 32-bit register.

Field descriptions

The MAIR0 bit assignments are:

When TTBCR.EAE == 1:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Attr3								Attr2								Attr1								Attr0							

Attr<n>, bits [8n+7:8n], for n = 0 to 3

The memory attribute encoding for an AttrIdx[2:0] entry in a Long descriptor format translation table entry, where:

- AttrIdx[2:0] gives the value of <n> in Attr<n>.
- AttrIdx[2] defines which MAIR to access. Attr7 to Attr4 are in MAIR1, and Attr3 to Attr0 are in MAIR0.

Bits [7:4] are encoded as follows:

Attr<n>[7:4]	Meaning
0b0000	Device memory. See encoding of Attr<n>[3:0] for the type of Device memory.
0b00RW, RW not0b00	Normal memory, Outer Write-Through Transient.
0b0100	Normal memory, Outer Non-cacheable.
0b01RW, RW not0b00	Normal memory, Outer Write-Back Transient.
0b10RW	Normal memory, Outer Write-Through Non-transient.
0b11RW	Normal memory, Outer Write-Back Non-transient.

R = Outer Read-Allocate policy, W = Outer Write-Allocate policy.

The meaning of bits [3:0] depends on the value of bits [7:4]:

Attr<n>[3:0]	Meaning when Attr<n>[7:4] is 0b0000	Meaning when Attr<n>[7:4] is not 0b0000
0b0000	Device-nGnRnE memory	UNPREDICTABLE
0b00RW, RW not0b00	UNPREDICTABLE	Normal memory, Inner Write-Through Transient
0b0100	Device-nGnRE memory	Normal memory, Inner Non-cacheable
0b01RW, RW not0b00	UNPREDICTABLE	Normal memory, Inner Write-Back Transient
0b1000	Device-nGRE memory	Normal memory, Inner Write-Through Non-transient (RW=0b00)
0b10RW, RW not0b00	UNPREDICTABLE	Normal memory, Inner Write-Through Non-transient
0b1100	Device-GRE memory	Normal memory, Inner Write-Back Non-transient (RW=0b00)
0b11RW, RW not0b00	UNPREDICTABLE	Normal memory, Inner Write-Back Non-transient

R = Inner Read-Allocate policy, W = Inner Write-Allocate policy.

The R and W bits in some Attr<n> fields have the following meanings:

R or W	Meaning
0b0	No Allocate
0b1	Allocate

This field resets to an architecturally UNKNOWN value.

Accessing the MAIRO

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1010	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T10 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T10 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TRVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TRVM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        if TTBCR.EAE == '1' then
            return MAIR0_NS;
        else
            return PRRR_NS;
    else
        if TTBCR.EAE == '1' then
            return MAIR0;
        else
            return PRRR;
    elsif PSTATE.EL == EL2 then
        if HaveEL(EL3) && ELUsingAArch32(EL3) then
            if TTBCR.EAE == '1' then
                return MAIR0_NS;
            else
                return PRRR_NS;
        else
            if TTBCR.EAE == '1' then
                return MAIR0;
            else
                return PRRR;
    elsif PSTATE.EL == EL3 then
        if TTBCR.EAE == '1' then
            if SCR.NS == '0' then
                return MAIR0_S;
            else
                return MAIR0_NS;
        else
            if SCR.NS == '0' then
                return PRRR_S;
            else
                return PRRR_NS;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1010	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T10 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T10 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TVM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        if TTBCR.EAE == '1' then
            MAIR0_NS = R[t];
        else
            PRRR_NS = R[t];
        else
            if TTBCR.EAE == '1' then
                MAIR0 = R[t];
            else
                PRRR = R[t];
    elsif PSTATE.EL == EL2 then
        if HaveEL(EL3) && ELUsingAArch32(EL3) then
            if TTBCR.EAE == '1' then
                MAIR0_NS = R[t];
            else
                PRRR_NS = R[t];
        else
            if TTBCR.EAE == '1' then
                MAIR0 = R[t];
            else
                PRRR = R[t];
    elsif PSTATE.EL == EL3 then
        if SCR.NS == '0' && CP15SDISABLE == HIGH then
            UNDEFINED;
        elsif SCR.NS == '0' && CP15SDISABLE2 == HIGH then
            UNDEFINED;
        else
            if TTBCR.EAE == '1' then
                if SCR.NS == '0' then
                    MAIR0_S = R[t];
                else
                    MAIR0_NS = R[t];
            else
                if SCR.NS == '0' then
                    PRRR_S = R[t];
                else
                    PRRR_NS = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MAIR1, Memory Attribute Indirection Register 1

The MAIR1 characteristics are:

Purpose

Along with [MAIR0](#), provides the memory attribute encodings corresponding to the possible AttrIdx values in a Long-descriptor format translation table entry for stage 1 translations.

AttrIdx[2] indicates the MAIR register to be used:

- When AttrIdx[2] is 0, [MAIR0](#) is used.
- When AttrIdx[2] is 1, MAIR1 is used.

Configuration

AArch32 System register MAIR1 bits [31:0] are architecturally mapped to AArch64 System register [MAIR_EL1\[63:32\]](#) when EL3 is not implemented or EL3 is using AArch64.

AArch32 System register MAIR1 bits [31:0] are architecturally mapped to AArch32 System register [NMRR\[31:0\]](#) when EL3 is not implemented or EL3 is using AArch64.

AArch32 System register MAIR1 bits [31:0] (MAIR1_NS) are architecturally mapped to AArch32 System register [NMRR\[31:0\] \(NMRR_NS\)](#) when EL3 is using AArch32.

AArch32 System register MAIR1 bits [31:0] (MAIR1_S) are architecturally mapped to AArch32 System register [NMRR\[31:0\] \(NMRR_S\)](#) when EL3 is using AArch32.

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to MAIR1 are UNDEFINED.

MAIR1 and [NMRR](#) are the same register, with a different view depending on the value of [TTBCR.EAE](#):

- When it is set to 0, the register is as described in [NMRR](#).
- When it is set to 1, the register is as described in MAIR1.

When EL3 is using AArch32, write access to MAIR1(S) is disabled when the CP15SDISABLE signal is asserted HIGH.

Attributes

MAIR1 is a 32-bit register.

Field descriptions

The MAIR1 bit assignments are:

When TTBCR.EAE == 1:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Attr7								Attr6								Attr5								Attr4							

Attr<n>, bits [8(n-4)+7:8(n-4)], for n = 4 to 7

The memory attribute encoding for an AttrIdx[2:0] entry in a Long descriptor format translation table entry, where:

- AttrIdx[2:0] gives the value of <n> in Attr<n>.
- AttrIdx[2] defines which MAIR to access. Attr7 to Attr4 are in MAIR1, and Attr3 to Attr0 are in MAIR0.

Bits [7:4] are encoded as follows:

Attr<n>[7:4]	Meaning
0b0000	Device memory. See encoding of Attr<n>[3:0] for the type of Device memory.
0b00RW, RW not0b00	Normal memory, Outer Write-Through Transient.
0b0100	Normal memory, Outer Non-cacheable.
0b01RW, RW not0b00	Normal memory, Outer Write-Back Transient.
0b10RW	Normal memory, Outer Write-Through Non-transient.
0b11RW	Normal memory, Outer Write-Back Non-transient.

R = Outer Read-Allocate policy, W = Outer Write-Allocate policy.

The meaning of bits [3:0] depends on the value of bits [7:4]:

Attr<n>[3:0]	Meaning when Attr<n>[7:4] is 0b0000	Meaning when Attr<n>[7:4] is not 0b0000
0b0000	Device-nGnRnE memory	UNPREDICTABLE
0b00RW, RW not0b00	UNPREDICTABLE	Normal memory, Inner Write-Through Transient
0b0100	Device-nGnRE memory	Normal memory, Inner Non-cacheable
0b01RW, RW not0b00	UNPREDICTABLE	Normal memory, Inner Write-Back Transient
0b1000	Device-nGRE memory	Normal memory, Inner Write-Through Non-transient (RW=0b00)
0b10RW, RW not0b00	UNPREDICTABLE	Normal memory, Inner Write-Through Non-transient
0b1100	Device-GRE memory	Normal memory, Inner Write-Back Non-transient (RW=0b00)
0b11RW, RW not0b00	UNPREDICTABLE	Normal memory, Inner Write-Back Non-transient

R = Inner Read-Allocate policy, W = Inner Write-Allocate policy.

The R and W bits in some Attr<n> fields have the following meanings:

R or W	Meaning
0b0	No Allocate
0b1	Allocate

This field resets to an architecturally UNKNOWN value.

Accessing the MAIR1

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1010	0b0010	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T10 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T10 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TRVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TRVM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        if TTBCR.EAE == '1' then
            return MAIR1_NS;
        else
            return NMRR_NS;
    else
        if TTBCR.EAE == '1' then
            return MAIR1;
        else
            return NMRR;
    elsif PSTATE.EL == EL2 then
        if HaveEL(EL3) && ELUsingAArch32(EL3) then
            if TTBCR.EAE == '1' then
                return MAIR1_NS;
            else
                return NMRR_NS;
        else
            if TTBCR.EAE == '1' then
                return MAIR1;
            else
                return NMRR;
    elsif PSTATE.EL == EL3 then
        if TTBCR.EAE == '1' then
            if SCR.NS == '0' then
                return MAIR1_S;
            else
                return MAIR1_NS;
        else
            if SCR.NS == '0' then
                return NMRR_S;
            else
                return NMRR_NS;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1010	0b0010	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T10 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T10 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TVM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        if TTBCR.EAE == '1' then
            MAIR1_NS = R[t];
        else
            NMRR_NS = R[t];
    else
        if TTBCR.EAE == '1' then
            MAIR1 = R[t];
        else
            NMRR = R[t];
    elsif PSTATE.EL == EL2 then
        if HaveEL(EL3) && ELUsingAArch32(EL3) then
            if TTBCR.EAE == '1' then
                MAIR1_NS = R[t];
            else
                NMRR_NS = R[t];
        else
            if TTBCR.EAE == '1' then
                MAIR1 = R[t];
            else
                NMRR = R[t];
    elsif PSTATE.EL == EL3 then
        if SCR.NS == '0' && CP15SDISABLE == HIGH then
            UNDEFINED;
        elsif SCR.NS == '0' && CP15SDISABLE2 == HIGH then
            UNDEFINED;
        else
            if TTBCR.EAE == '1' then
                if SCR.NS == '0' then
                    MAIR1_S = R[t];
                else
                    MAIR1_NS = R[t];
            else
                if SCR.NS == '0' then
                    NMRR_S = R[t];
                else
                    NMRR_NS = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MIDR, Main ID Register

The MIDR characteristics are:

Purpose

Provides identification information for the PE, including an implementer code for the device and a device ID number.

Configuration

AArch32 System register MIDR bits [31:0] are architecturally mapped to AArch64 System register [MIDR_EL1\[31:0\]](#).

AArch32 System register MIDR bits [31:0] are architecturally mapped to External register [MIDR_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to MIDR are UNDEFINED.

Some fields of the MIDR are IMPLEMENTATION DEFINED. For details of the values of these fields for a particular Armv8 implementation, and any implementation-specific significance of these values, see the product documentation.

Attributes

MIDR is a 32-bit register.

Field descriptions

The MIDR 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
Implementer								Variant				Architecture				PartNum								Revision							

Implementer, bits [31:24]

The Implementer code. This field must hold an implementer code that has been assigned by Arm. Assigned codes include the following:

Hex representation	Implementer
0x00	Reserved for software use
0xC0	Ampere Computing
0x41	Arm Limited
0x42	Broadcom Corporation
0x43	Cavium Inc.
0x44	Digital Equipment Corporation
0x46	Fujitsu Ltd.
0x49	Infineon Technologies AG
0x4D	Motorola or Freescale Semiconductor Inc.
0x4E	NVIDIA Corporation
0x50	Applied Micro Circuits Corporation
0x51	Qualcomm Inc.
0x56	Marvell International Ltd.
0x69	Intel Corporation

Arm can assign codes that are not published in this manual. All values not assigned by Arm are reserved and must not be used.

Variant, bits [23:20]

An IMPLEMENTATION DEFINED variant number. Typically, this field is used to distinguish between different product variants, or major revisions of a product.

Architecture, bits [19:16]

Architecture version. Defined values are:

Architecture	Meaning
0b0001	Armv4.
0b0010	Armv4T.
0b0011	Armv5 (obsolete).
0b0100	Armv5T.
0b0101	Armv5TE.
0b0110	Armv5TEJ.
0b0111	Armv6.
0b1111	Architectural features are individually identified in the ID_* registers, see 'ID registers'.

All other values are reserved.

PartNum, bits [15:4]

An IMPLEMENTATION DEFINED primary part number for the device.

On processors implemented by Arm, if the top four bits of the primary part number are 0x0 or 0x7, the variant and architecture are encoded differently.

Revision, bits [3:0]

An IMPLEMENTATION DEFINED revision number for the device.

Accessing the MIDR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0000	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) then
        return VPIDR_EL2<31:0>;
    elsif EL2Enabled() && ELUsingAArch32(EL2) then
        return VPIDR;
    else
        return MIDR;
elsif PSTATE.EL == EL2 then
    return MIDR;
elsif PSTATE.EL == EL3 then
    return MIDR;

```

MPIDR, Multiprocessor Affinity Register

The MPIDR characteristics are:

Purpose

In a multiprocessor system, provides an additional PE identification mechanism for scheduling purposes.

Configuration

AArch32 System register MPIDR bits [31:0] are architecturally mapped to AArch64 System register [MPIDR_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to MPIDR are UNDEFINED.

In a uniprocessor system Arm recommends that each Aff<n> field of this register returns a value of 0.

Attributes

MPIDR is a 32-bit register.

Field descriptions

The MPIDR 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
M	U	RES0					MT	Aff2								Aff1								Aff0							

M, bit [31]

Indicates whether this implementation includes the functionality introduced by the ARMv7 Multiprocessing Extensions. The possible values of this bit are:

M	Meaning
0b0	This implementation does not include the ARMv7 Multiprocessing Extensions functionality.
0b1	This implementation includes the ARMv7 Multiprocessing Extensions functionality.

From Armv8, this bit is RAO.

U, bit [30]

Indicates a Uniprocessor system, as distinct from PE 0 in a multiprocessor system. The possible values of this bit are:

U	Meaning
0b0	Processor is part of a multiprocessor system.
0b1	Processor is part of a uniprocessor system.

Bits [29:25]

Reserved, RES0.

MT, bit [24]

Indicates whether the lowest level of affinity consists of logical PEs that are implemented using a multithreading type approach. See the description of Aff0 for more information about affinity levels. The possible values of this bit are:

MT	Meaning
0b0	Performance of PEs at the lowest affinity level, or PEs with MPIDR.MT set to 1, different affinity level 0 values, and the same values for affinity level 1 and higher, is largely independent.
0b1	Performance of PEs at the lowest affinity level, or PEs with MPIDR.MT set to 1, different affinity level 0 values, and the same values for affinity level 1 and higher, is very interdependent.

Aff2, bits [23:16]

Affinity level 2. See the description of Aff0 for more information.

Aff1, bits [15:8]

Affinity level 1. See the description of Aff0 for more information.

Aff0, bits [7:0]

Affinity level 0. This is the affinity level that is most significant for determining PE behavior. Higher affinity levels are increasingly less significant in determining PE behavior. The assigned value of the MPIDR.{Aff2, Aff1, Aff0} or [MPIDR_EL1](#).{Aff3, Aff2, Aff1, Aff0} set of fields of each PE must be unique within the system as a whole.

Accessing the MPIDR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0000	0b0000	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) then
        return VMPIDR_EL2<31:0>;
    elseif EL2Enabled() && ELUsingAArch32(EL2) then
        return VMPIDR;
    else
        return MPIDR;
elseif PSTATE.EL == EL2 then
    return MPIDR;
elseif PSTATE.EL == EL3 then
    return MPIDR;

```

MVBAR, Monitor Vector Base Address Register

The MVBAR characteristics are:

Purpose

When EL3 is implemented and can use AArch32, holds the vector base address for any exception that is taken to Monitor mode.

Secure software must program the MVBAR with the required initial value as part of the PE boot sequence.

Configuration

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to MVBAR are UNDEFINED.

It is IMPLEMENTATION DEFINED whether MVBAR[0] has a fixed value and ignored writes, or takes the last value written to it.

On a reset into EL3 using AArch32, the reset value of MVBAR is an IMPLEMENTATION DEFINED choice between the following:

- MVBAR[31:5] = an IMPLEMENTATION DEFINED value, which might be UNKNOWN, MVBAR[4:1] = RES0, and MVBAR[0] = 0.
- MVBAR[31:1] = an IMPLEMENTATION DEFINED value that is bits[31:1] of the AArch32 reset address, and MVBAR[0] = 1.

Attributes

MVBAR is a 32-bit register.

Field descriptions

The MVBAR bit assignments are:

When programmed with a vector base address:

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
Vector Base Address																									Reserved						

Bits [31:5]

Vector Base Address. Bits[31:5] of the base address of the exception vectors for exceptions taken to this Exception level. Bits[4:0] of an exception vector are the exception offset.

Reserved, bits [4:0]

Reserved, see Configurations.

Accessing the MVBAR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
--------	------	-----	-----	------

0b1111	0b000	0b1100	0b0000	0b001
--------	-------	--------	--------	-------

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if IsHighestEL(EL1) then
        return RVBAR;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif !ELUsingAArch32(EL2) && SCR_EL3.<NS,EEL2> == '01' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif !ELUsingAArch32(EL3) && SCR_EL3.NS == '0' then
        AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if IsHighestEL(EL2) then
        return RVBAR;
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    return MVBAR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif !ELUsingAArch32(EL2) && SCR_EL3.<NS,EEL2> == '01' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif !ELUsingAArch32(EL3) && SCR_EL3.NS == '0' then
        AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' && CP15SDISABLE == HIGH then
        UNDEFINED;
    elsif SCR.NS == '0' && CP15SDISABLE2 == HIGH then
        UNDEFINED;
    else
        MVBAR = R[t];

```

MVFR0, Media and VFP Feature Register 0

The MVFR0 characteristics are:

Purpose

Describes the features provided by the AArch32 Advanced SIMD and Floating-point implementation.

Must be interpreted with [MVFR1](#) and [MVFR2](#).

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch32 System register MVFR0 bits [31:0] are architecturally mapped to AArch64 System register [MVFR0_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to MVFR0 are UNDEFINED.

Implemented only if the implementation includes Advanced SIMD and floating-point instructions.

Attributes

MVFR0 is a 32-bit register.

Field descriptions

The MVFR0 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
FPRound				FPSHVec				FPSqrt				FPDivide				FPTrap				FPDP				FPSP				SIMDReg			

FPRound, bits [31:28]

Floating-Point Rounding modes. Indicates whether the floating-point implementation provides support for rounding modes. Defined values are:

FPRound	Meaning
0b0000	Not implemented, or only Round to Nearest mode supported, except that Round towards Zero mode is supported for VCVT instructions that always use that rounding mode regardless of the FPSCR setting.
0b0001	All rounding modes supported.

All other values are reserved.

In Armv8-A, the permitted values are 0b0000 and 0b0001.

FPShVec, bits [27:24]

Short Vectors. Indicates whether the floating-point implementation provides support for the use of short vectors. Defined values are:

FPShVec	Meaning
0b0000	Short vectors not supported.
0b0001	Short vector operation supported.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0000.

FPSqrt, bits [23:20]

Square Root. Indicates whether the floating-point implementation provides support for the ARMv6 VFP square root operations. Defined values are:

FPSqrt	Meaning
0b0000	Not supported in hardware.
0b0001	Supported.

All other values are reserved.

In Armv8-A, the permitted values are 0b0000 and 0b0001.

The VSQRT.F32 instruction also requires the single-precision floating-point attribute, bits [7:4], and the VSQRT.F64 instruction also requires the double-precision floating-point attribute, bits [11:8].

FPDivide, bits [19:16]

Indicates whether the floating-point implementation provides support for VFP divide operations. Defined values are:

FPDivide	Meaning
0b0000	Not supported in hardware.
0b0001	Supported.

All other values are reserved.

In Armv8-A, the permitted values are 0b0000 and 0b0001.

The VDIV.F32 instruction also requires the single-precision floating-point attribute, bits [7:4], and the VDIV.F64 instruction also requires the double-precision floating-point attribute, bits [11:8].

FPTrap, bits [15:12]

Floating Point Exception Trapping. Indicates whether the floating-point implementation provides support for exception trapping. Defined values are:

FPTrap	Meaning
0b0000	Not supported.
0b0001	Supported.

All other values are reserved.

A value of 0b0001 indicates that, when the corresponding trap is enabled, a floating-point exception generates an exception.

FPDP, bits [11:8]

Double Precision. Indicates whether the floating-point implementation provides support for double-precision operations. Defined values are:

FPDP	Meaning
0b0000	Not supported in hardware.
0b0001	Supported, VFPv2.
0b0010	Supported, VFPv3, VFPv4, or Armv8. VFPv3 and Armv8 add an instruction to load a double-precision floating-point constant, and conversions between double-precision and fixed-point values.

All other values are reserved.

In Armv8-A, the permitted values are 0b0000 and 0b0010.

A value of 0b0001 or 0b0010 indicates support for all VFP double-precision instructions in the supported version of VFP, except that, in addition to this field being nonzero:

- VSQRT.F64 is only available if the Square root field is 0b0001.
- VDIV.F64 is only available if the Divide field is 0b0001.
- Conversion between double-precision and single-precision is only available if the single-precision field is nonzero.

FPSP, bits [7:4]

Single Precision. Indicates whether the floating-point implementation provides support for single-precision operations. Defined values are:

FPSP	Meaning
0b0000	Not supported in hardware.
0b0001	Supported, VFPv2.
0b0010	Supported, VFPv3 or VFPv4. VFPv3 adds an instruction to load a single-precision floating-point constant, and conversions between single-precision and fixed-point values.

All other values are reserved.

In Armv8-A, the permitted values are 0b0000 and 0b0010.

A value of 0b0001 or 0b0010 indicates support for all VFP single-precision instructions in the supported version of VFP, except that, in addition to this field being nonzero:

- VSQRT.F32 is only available if the Square root field is 0b0001.
- VDIV.F32 is only available if the Divide field is 0b0001.
- Conversion between double-precision and single-precision is only available if the double-precision field is nonzero.

SIMDReg, bits [3:0]

Advanced SIMD registers. Indicates whether the Advanced SIMD and floating-point implementation provides support for the Advanced SIMD and floating-point register bank. Defined values are:

SIMDReg	Meaning
0b0000	The implementation has no Advanced SIMD and floating-point support.
0b0001	The implementation includes floating-point support with 16 x 64-bit registers.
0b0010	The implementation includes Advanced SIMD and floating-point support with 32 x 64-bit registers.

All other values are reserved.

In Armv8-A, the permitted values are 0b0000 and 0b0010.

Accessing the MVFR0

Accesses to this register use the following encodings:

VMRS{<c>}{<q>} <Rt>, <spec_reg>

reg
0b0111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if (ELUsingAArch32(EL3) && SCR.NS == '1' && NSACR.cp10 == '0') || CPACR.cp10 == '00' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H != '1' && CPTR_EL2.TFP == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x07);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' && CPTR_EL2.FPEN == 'x0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x07);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ((ELUsingAArch32(EL3) && SCR.NS == '1' &&
NSACR.cp10 == '0') || HCPTR.TCP10 == '1') then
        AArch32.TakeHypTrapException(0x08);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TID3 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x08);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TID3 == '1' then
        AArch32.TakeHypTrapException(0x08);
    else
        return MVFR0;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '0' && CPTR_EL2.TFP == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x07);
    elsif HCR_EL2.E2H == '1' && CPTR_EL2.FPEN == 'x0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x07);
    elsif EL2Enabled() && ((ELUsingAArch32(EL3) && SCR.NS == '1' && NSACR.cp10 == '0') ||
HCPTR.TCP10 == '1') then
        AArch32.TakeHypTrapException(0x00);
    else
        return MVFR0;
elsif PSTATE.EL == EL3 then
    if CPACR.cp10 == '00' then
        UNDEFINED;
    else
        return MVFR0;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MVFR1, Media and VFP Feature Register 1

The MVFR1 characteristics are:

Purpose

Describes the features provided by the AArch32 Advanced SIMD and Floating-point implementation.

Must be interpreted with [MVFR0](#) and [MVFR2](#).

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch32 System register MVFR1 bits [31:0] are architecturally mapped to AArch64 System register [MVFR1_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to MVFR1 are UNDEFINED.

Implemented only if the implementation includes Advanced SIMD and floating-point instructions.

Attributes

MVFR1 is a 32-bit register.

Field descriptions

The MVFR1 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
SIMDFMAC					FPHP				SIMDHP				SIMDSP			SIMDInt			SIMDLS					FPDNaN				FPFtZ			

SIMDFMAC, bits [31:28]

Advanced SIMD Fused Multiply-Accumulate. Indicates whether the Advanced SIMD implementation provides fused multiply accumulate instructions. Defined values are:

SIMDFMAC	Meaning
0b0000	Not implemented.
0b0001	Implemented.

All other values are reserved.

In Armv8-A, the permitted values are 0b0000 and 0b0001.

The Advanced SIMD and floating-point implementations must provide the same level of support for these instructions.

FPHP, bits [27:24]

Floating Point Half Precision. Indicates the level of half-precision floating-point support. Defined values are:

FPHP	Meaning
0b0000	Not supported.
0b0001	Floating-point half-precision conversion instructions are supported for conversion between single-precision and half-precision.
0b0010	As for 0b0001, and adds instructions for conversion between double-precision and half-precision.
0b0011	As for 0b0010, and adds support for half-precision floating-point arithmetic.

All other values are reserved.

In Armv8-A, the permitted values are:

- 0b0000 in an implementation without floating-point support.
- 0b0010 in an implementation with floating-point support that does not include the FEAT_FP16 extension.
- 0b0011 in an implementation with floating-point support that includes the FEAT_FP16 extension.

The level of support indicated by this field must be equivalent to the level of support indicated by the SIMDHP field, meaning the permitted values are:

Half Precision instructions supported	FPHP	SIMDHP
No support	0b0000	0b0000
Conversions only	0b0010	0b0001
Conversions and arithmetic	0b0011	0b0010

SIMDHP, bits [23:20]

Advanced SIMD Half Precision. Indicates the level of half-precision floating-point support. Defined values are:

SIMDHP	Meaning
0b0000	Not supported.
0b0001	SIMD half-precision conversion instructions are supported for conversion between single-precision and half-precision.
0b0010	As for 0b0001, and adds support for half-precision floating-point arithmetic.

All other values are reserved.

In Armv8-A, the permitted values are:

- 0b0000 in an implementation without SIMD floating-point support.
- 0b0010 in an implementation with SIMD floating-point support that does not include the FEAT_FP16 extension.
- 0b0011 in an implementation with SIMD floating-point support that includes the FEAT_FP16 extension.

The level of support indicated by this field must be equivalent to the level of support indicated by the FPHP field, meaning the permitted values are:

Half Precision instructions supported	FPHP	SIMDHP
No support	0b0000	0b0000
Conversions only	0b0010	0b0001
Conversions and arithmetic	0b0011	0b0010

SIMDSP, bits [19:16]

Advanced SIMD Single Precision. Indicates whether the Advanced SIMD and floating-point implementation provides single-precision floating-point instructions. Defined values are:

SIMDSP	Meaning
0b0000	Not implemented.
0b0001	Implemented. This value is permitted only if the SIMDInt field is 0b0001.

All other values are reserved.

In Armv8-A, the permitted values are 0b0000 and 0b0001.

SIMDInt, bits [15:12]

Advanced SIMD Integer. Indicates whether the Advanced SIMD and floating-point implementation provides integer instructions. Defined values are:

SIMDInt	Meaning
0b0000	Not implemented.
0b0001	Implemented.

All other values are reserved.

In Armv8-A, the permitted values are 0b0000 and 0b0001.

SIMDLS, bits [11:8]

Advanced SIMD Load/Store. Indicates whether the Advanced SIMD and floating-point implementation provides load/store instructions. Defined values are:

SIMDLS	Meaning
0b0000	Not implemented.
0b0001	Implemented.

All other values are reserved.

In Armv8-A, the permitted values are 0b0000 and 0b0001.

FPDNaN, bits [7:4]

Default NaN mode. Indicates whether the floating-point implementation provides support only for the Default NaN mode. Defined values are:

FPDNaN	Meaning
0b0000	Not implemented, or hardware supports only the Default NaN mode.
0b0001	Hardware supports propagation of NaN values.

All other values are reserved.

In Armv8-A, the permitted values are 0b0000 and 0b0001.

FPFtZ, bits [3:0]

Flush to Zero mode. Indicates whether the floating-point implementation provides support only for the Flush-to-Zero mode of operation. Defined values are:

FPFtZ	Meaning
0b0000	Not implemented, or hardware supports only the Flush-to-Zero mode of operation.
0b0001	Hardware supports full denormalized number arithmetic.

All other values are reserved.

In Armv8-A, the permitted values are 0b0000 and 0b0001.

Accessing the MVFR1

Accesses to this register use the following encodings:

VMRS{<c>}{<q>} <Rt>, <spec_reg>

reg
0b0110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if (ELUsingAArch32(EL3) && SCR.NS == '1' && NSACR.cp10 == '0') || CPACR.cp10 == '00' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H != '1' && CPTR_EL2.TFP == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x07);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' && CPTR_EL2.FPEN == 'x0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x07);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ((ELUsingAArch32(EL3) && SCR.NS == '1' &&
NSACR.cp10 == '0') || HCPTR.TCP10 == '1') then
        AArch32.TakeHypTrapException(0x08);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TID3 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x08);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TID3 == '1' then
        AArch32.TakeHypTrapException(0x08);
    else
        return MVFR1;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '0' && CPTR_EL2.TFP == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x07);
    elsif HCR_EL2.E2H == '1' && CPTR_EL2.FPEN == 'x0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x07);
    elsif EL2Enabled() && ((ELUsingAArch32(EL3) && SCR.NS == '1' && NSACR.cp10 == '0') ||
HCPTR.TCP10 == '1') then
        AArch32.TakeHypTrapException(0x00);
    else
        return MVFR1;
elsif PSTATE.EL == EL3 then
    if CPACR.cp10 == '00' then
        UNDEFINED;
    else
        return MVFR1;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MVFR2, Media and VFP Feature Register 2

The MVFR2 characteristics are:

Purpose

Describes the features provided by the AArch32 Advanced SIMD and Floating-point implementation.

Must be interpreted with [MVFR0](#) and [MVFR1](#).

For general information about the interpretation of the ID registers see 'Principles of the ID scheme for fields in ID registers'.

Configuration

AArch32 System register MVFR2 bits [31:0] are architecturally mapped to AArch64 System register [MVFR2_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to MVFR2 are UNDEFINED.

Implemented only if the implementation includes Advanced SIMD and floating-point instructions.

Attributes

MVFR2 is a 32-bit register.

Field descriptions

The MVFR2 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								FPMisc				SIMDMisc			

Bits [31:8]

Reserved, RES0.

FPMisc, bits [7:4]

Indicates whether the floating-point implementation provides support for miscellaneous VFP features.

FPMisc	Meaning
0b0000	Not implemented, or no support for miscellaneous features.
0b0001	Support for Floating-point selection.
0b0010	As 0b0001, and Floating-point Conversion to Integer with Directed Rounding modes.
0b0011	As 0b0010, and Floating-point Round to Integer Floating-point.
0b0100	As 0b0011, and Floating-point MaxNum and MinNum.

All other values are reserved.

In Armv8-A, the permitted values are 0b0000 and 0b0100.

SIMDMisc, bits [3:0]

Indicates whether the Advanced SIMD implementation provides support for miscellaneous Advanced SIMD features.

SIMDMisc	Meaning
0b0000	Not implemented, or no support for miscellaneous features.
0b0001	Floating-point Conversion to Integer with Directed Rounding modes.
0b0010	As 0b0001, and Floating-point Round to Integer Floating-point.
0b0011	As 0b0010, and Floating-point MaxNum and MinNum.

All other values are reserved.

In Armv8-A, the permitted values are 0b0000 and 0b0011.

Accessing the MVFR2

Accesses to this register use the following encodings:

VMRS{<c>}{<q>} <Rt>, <spec_reg>

reg
0b0101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if (ELUsingAArch32(EL3) && SCR.NS == '1' && NSACR.cp10 == '0') || CPACR.cp10 == '00' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H != '1' && CPTR_EL2.TFP == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x07);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.E2H == '1' && CPTR_EL2.FPEN == 'x0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x07);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && ((ELUsingAArch32(EL3) && SCR.NS == '1' &&
        NSACR.cp10 == '0') || HCPTR.TCP10 == '1') then
        AArch32.TakeHypTrapException(0x08);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TID3 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x08);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TID3 == '1' then
        AArch32.TakeHypTrapException(0x08);
    else
        return MVFR2;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '0' && CPTR_EL2.TFP == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x07);
    elsif HCR_EL2.E2H == '1' && CPTR_EL2.FPEN == 'x0' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x07);
    elsif EL2Enabled() && ((ELUsingAArch32(EL3) && SCR.NS == '1' && NSACR.cp10 == '0') ||
        HCPTR.TCP10 == '1') then
        AArch32.TakeHypTrapException(0x00);
    else
        return MVFR2;
elsif PSTATE.EL == EL3 then
    if CPACR.cp10 == '00' then
        UNDEFINED;
    else
        return MVFR2;

```


NMRR, Normal Memory Remap Register

The NMRR characteristics are:

Purpose

Provides additional mapping controls for memory regions that are mapped as Normal memory by their entry in the [PRRR](#).

Used in conjunction with the [PRRR](#).

Configuration

AArch32 System register NMRR bits [31:0] are architecturally mapped to AArch64 System register [MAIR_EL1\[63:32\]](#) when EL3 is not implemented or EL3 is using AArch64.

AArch32 System register NMRR bits [31:0] are architecturally mapped to AArch32 System register [MAIR1\[31:0\]](#) when EL3 is not implemented or EL3 is using AArch64.

AArch32 System register NMRR bits [31:0] (NMRR_S) are architecturally mapped to AArch32 System register [MAIR1\[31:0\] \(MAIR1_S\)](#) when EL3 is using AArch32.

AArch32 System register NMRR bits [31:0] (NMRR_NS) are architecturally mapped to AArch32 System register [MAIR1\[31:0\] \(MAIR1_NS\)](#) when EL3 is using AArch32.

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to NMRR are UNDEFINED.

[MAIR1](#) and NMRR are the same register, with a different view depending on the value of [TTBCR.EAE](#):

- When it is set to 0, the register is as described in NMRR.
- When it is set to 1, the register is as described in [MAIR1](#).

Attributes

NMRR is a 32-bit register.

Field descriptions

The NMRR bit assignments are:

When TTBCR.EAE == 0:

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
OR7	OR6	OR5	OR4	OR3	OR2	OR1	OR0	IR7	IR6	IR5	IR4	IR3	IR2	IR1	IR0																

OR<n>, bits [2n+17:2n+16], for n = 0 to 7

Outer Cacheable property mapping for memory attributes n, if the region is mapped as Normal memory by the [PRRR.TR<n>](#) entry. n is the value of the TEX[0], C, and B bits concatenated. The possible values of this field are:

OR<n>	Meaning
0b00	Region is Non-cacheable.
0b01	Region is Write-Back, Write-Allocate.
0b10	Region is Write-Through, no Write-Allocate.
0b11	Region is Write-Back, no Write-Allocate.

The meaning of the field with n = 6 is IMPLEMENTATION DEFINED and might differ from the meaning given here. This is because the meaning of the attribute combination {TEX[0] = 1, C = 1, B = 0} is IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

IR<n>, bits [2n+1:2n], for n = 0 to 7

Inner Cacheable property mapping for memory attributes n, if the region is mapped as Normal memory by the PRRR.TR<n> entry. n is the value of the TEX[0], C, and B bits concatenated. The possible values of this field are:

IR<n>	Meaning
0b00	Region is Non-cacheable.
0b01	Region is Write-Back, Write-Allocate.
0b10	Region is Write-Through, no Write-Allocate.
0b11	Region is Write-Back, no Write-Allocate.

The meaning of the field with n = 6 is IMPLEMENTATION DEFINED and might differ from the meaning given here. This is because the meaning of the attribute combination {TEX[0] = 1, C = 1, B = 0} is IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

Accessing the NMRR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1010	0b0010	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T10 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T10 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TRVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TRVM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        if TTBCR.EAE == '1' then
            return MAIR1_NS;
        else
            return NMRR_NS;
    else
        if TTBCR.EAE == '1' then
            return MAIR1;
        else
            return NMRR;
    elsif PSTATE.EL == EL2 then
        if HaveEL(EL3) && ELUsingAArch32(EL3) then
            if TTBCR.EAE == '1' then
                return MAIR1_NS;
            else
                return NMRR_NS;
        else
            if TTBCR.EAE == '1' then
                return MAIR1;
            else
                return NMRR;
    elsif PSTATE.EL == EL3 then
        if TTBCR.EAE == '1' then
            if SCR.NS == '0' then
                return MAIR1_S;
            else
                return MAIR1_NS;
        else
            if SCR.NS == '0' then
                return NMRR_S;
            else
                return NMRR_NS;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1010	0b0010	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T10 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T10 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TVM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        if TTBCR.EAE == '1' then
            MAIR1_NS = R[t];
        else
            NMRR_NS = R[t];
    else
        if TTBCR.EAE == '1' then
            MAIR1 = R[t];
        else
            NMRR = R[t];
    elsif PSTATE.EL == EL2 then
        if HaveEL(EL3) && ELUsingAArch32(EL3) then
            if TTBCR.EAE == '1' then
                MAIR1_NS = R[t];
            else
                NMRR_NS = R[t];
        else
            if TTBCR.EAE == '1' then
                MAIR1 = R[t];
            else
                NMRR = R[t];
    elsif PSTATE.EL == EL3 then
        if SCR.NS == '0' && CP15SDISABLE == HIGH then
            UNDEFINED;
        elsif SCR.NS == '0' && CP15SDISABLE2 == HIGH then
            UNDEFINED;
        else
            if TTBCR.EAE == '1' then
                if SCR.NS == '0' then
                    MAIR1_S = R[t];
                else
                    MAIR1_NS = R[t];
            else
                if SCR.NS == '0' then
                    NMRR_S = R[t];
                else
                    NMRR_NS = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

NSACR, Non-Secure Access Control Register

The NSACR characteristics are:

Purpose

When EL3 is implemented and can use AArch32, defines the Non-secure access permissions to Trace, Advanced SIMD and floating-point functionality. Also includes IMPLEMENTATION DEFINED bits that can define Non-secure access permissions for IMPLEMENTATION DEFINED functionality.

Configuration

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to NSACR are UNDEFINED.

Note

In AArch64 state, the NSACR controls are replaced by controls in [CPTR_EL3](#).

Attributes

NSACR is a 32-bit register.

Field descriptions

The NSACR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0										NSTRCDIS	RES0	IMPLEMENTATION DEFINED			NSASEDIS	RES0	cp11	cp10	RES0												

If EL3 is implemented and is using AArch64 then:

- Any read of the NSACR from Non-secure EL2 or Non-secure EL1 returns a value of 0x00000C00.
- Any read or write to NSACR from Secure EL1 is trapped as an exception to EL3.

If EL3 is not implemented, then any read of the NSACR from EL2 or EL1 returns a value of 0x00000C00.

Bits [31:21]

Reserved, RES0.

NSTRCDIS, bit [20]

Disables Non-secure System register accesses to all implemented trace registers.

NSTRCDIS	Meaning
0b0	This control has no effect on: <ul style="list-style-type: none"> System register access to implemented trace registers. The behavior of CPACR.TRCDIS and HCPTR.TTA.
0b1	Non-secure System register accesses to all implemented trace registers are disabled, meaning: <ul style="list-style-type: none"> CPACR.TRCDIS behaves as RAO/WI in Non-secure state, regardless of its actual value. HCPTR.TTA behaves as RAO/WI, regardless of its actual value.

The implementation of this field must correspond to the implementation of the [CPACR](#).TRCDIS field:

- If [CPACR](#).TRCDIS is RAZ/WI, this field is RAZ/WI.
- If [CPACR](#).TRCDIS is RW, this field is RW.

Note

- The ETMv4 architecture does not permit EL0 to access the trace registers. If the PE trace unit implements FEAT_ETMv4, EL0 accesses to the trace registers are UNDEFINED.
 - The architecture does not provide Non-secure access controls on trace register accesses through the optional memory-mapped external debug interface.
-

System register accesses to the trace registers can have side-effects. When a System register access is trapped, any side-effects that are normally associated with the access do not occur before the exception is taken.

In a system where the PE resets into EL3, this field resets to 0.

Bit [19]

Reserved, RES0.

IMPLEMENTATION DEFINED, bits [18:16]

IMPLEMENTATION DEFINED.

NSASEDIS, bit [15]

Disables Non-secure access to the Advanced SIMD functionality.

NSASEDIS	Meaning
0b0	This control has no effect on: <ul style="list-style-type: none"> • Non-secure access to Advanced SIMD functionality. • The behavior of CPACR.ASEDIS and HCPTR.TASE.
0b1	Non-secure access to the Advanced SIMD functionality is disabled, meaning: <ul style="list-style-type: none"> • CPACR.ASEDIS behaves as RAO/WI in Non-secure state, regardless of its actual value. • HCPTR.TASE behaves as RAO/WI, regardless of its actual value.

The implementation of this field must correspond to the implementation of the [CPACR](#).ASEDIS field:

- If [CPACR](#).ASEDIS is RES0, this field is RES0. If the implementation does not include Advanced SIMD and floating-point functionality, this field is RES0.
- If [CPACR](#).ASEDIS is RAZ/WI, this field is RAZ/WI.
- If [CPACR](#).ASEDIS is RW, this field is RW.

In a system where the PE resets into EL3, this field resets to 0.

Bits [14:12]

Reserved, RES0.

cp11, bit [11]

The value of this field is ignored. If this field is programmed with a different value to the cp10 field then this field is UNKNOWN on a direct read of the NSACR.

If the implementation does not include Advanced SIMD and floating-point functionality, this field is RES0.

In a system where the PE resets into EL3, this field resets to an architecturally UNKNOWN value.

cp10, bit [10]

Enable Non-secure access to the Advanced SIMD and floating-point features. Possible values of the fields are:

cp10	Meaning
0b0	Advanced SIMD and floating-point features can be accessed only from Secure state. Any attempt to access this functionality from Non-secure state is UNDEFINED. When the PE is in Non-secure state: <ul style="list-style-type: none"> The CPACR.{cp11, cp10} fields ignore writes and read as 0b00, access denied. The HCPTR.{TCP11, TCP10} fields behave as RAO/WI, regardless of their actual values.
0b1	Advanced SIMD and floating-point features can be accessed from both Security states.

If Non-secure access to the Advanced SIMD and floating-point functionality is enabled, the [CPACR](#) must be checked to determine the level of access that is permitted.

The Advanced SIMD and floating-point features controlled by these fields are:

- Execution of any floating-point or Advanced SIMD instruction.
- Any access to the Advanced SIMD and floating-point registers D0-D31 and their views as S0-S31 and Q0-Q15.
- Any access to the [FPSCR](#), [FPSID](#), [MVFR0](#), [MVFR1](#), [MVFR2](#), or [FPEXC](#) System registers.

If the implementation does not include Advanced SIMD and floating-point functionality, this field is RES0.

In a system where the PE resets into EL3, this field resets to an architecturally UNKNOWN value.

Bits [9:0]

Reserved, RES0.

Accessing the NSACR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0001	0b0001	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif !ELUsingAArch32(EL2) && SCR_EL3.<NS,EEL2> == '01' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif !ELUsingAArch32(EL3) && SCR_EL3.NS == '0' then
        AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    elsif !HaveEL(EL3) || (!ELUsingAArch32(EL3) && SCR_EL3.NS == '1') then
        return Zeros(20):'1100':Zeros(8);
    else
        return NSACR;
elsif PSTATE.EL == EL2 then
    if !HaveEL(EL3) || (!ELUsingAArch32(EL3) && SCR_EL3.NS == '1') then
        return Zeros(20):'1100':Zeros(8);
    else
        return NSACR;
elsif PSTATE.EL == EL3 then
    return NSACR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0001	0b0001	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif !ELUsingAArch32(EL2) && SCR_EL3.<NS,EEL2> == '01' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif !ELUsingAArch32(EL3) && SCR_EL3.NS == '0' then
        AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' && CP15SDISABLE2 == HIGH then
        UNDEFINED;
    else
        NSACR = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PAR, Physical Address Register

The PAR characteristics are:

Purpose

Returns the output address (OA) from an Address translation instruction that executed successfully, or fault information if the instruction did not execute successfully.

Configuration

AArch32 System register PAR bits [63:0] are architecturally mapped to AArch64 System register [PAR_EL1\[63:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to PAR are UNDEFINED.

PAR is accessed as a 32-bit value:

- When the PE is not in Hyp mode and is using the Short-descriptor translation table format.
- When the PE is in Hyp mode and executes an [ATS12NSOPR](#), [ATS12NSOPW](#), [ATS12NSOUR](#), or [ATS12NSOUW](#) instruction and the value of [HCR.VM](#) is 0 and the value of [TTBCR.EAE](#) is 0.

In these cases, PAR[63:32] is RES0.

Otherwise, the PAR is accessed as a 64-bit value, if any of the following is true:

- When using the Long-descriptor translation table format.
- If the stage 1 address translation is disabled and [TTBCR.EAE](#) is set to 1.
- In an implementation that includes EL2, for the result of an ATS1Cxx instruction performed from Hyp mode.

For PL1&0 stage 1 translations, [TTBCR.EAE](#) selects the translation table format.

Attributes

PAR is a 64-bit register that can also be accessed as a 32-bit value. If it is accessed as a 32-bit register, accesses read and write bits[31:0] and do not modify bits[63:32].

The Configurations section specifies the cases where each PAR format is used.

Field descriptions

The PAR bit assignments are:

When the instruction returned a 32-bit value to the PAR, PAR.F==0:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32											
RES0																																										
PA																				LPA		EN		NOS		NS		IMPLEMENTATION DEFINED						SH		Inner[2:0]			Outer[1:0]		SS	F
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											

This section describes the register value returned by the successful execution of an Address translation instruction. Software might subsequently write a different value to the register, and that write does not affect the operation of the PE.

On a successful conversion, the PAR can return a value that indicates the resulting attributes, rather than the values that appear in the translation table descriptors. More precisely:

- Memory attribute fields are permitted to report the resulting attributes, as determined by any permitted implementation choices and any applicable configuration bits, instead of reporting the values that appear in the translation table descriptors. This applies to the NOS, SH, Inner, and Outer fields.

- See the NS bit description for constraints on the value it returns.

Bits [63:32]

Reserved, RES0.

PA, bits [31:12]

Output address. The output address (OA) corresponding to the supplied input address. This field returns address bits[31:12].

This field resets to an architecturally UNKNOWN value.

LPAE, bit [11]

When updating the PAR with the result of the translation operation, this bit is set as follows:

LPAE	Meaning
0b0	Short-descriptor translation table format used. This means the PAR returned a 32-bit value.

This field resets to an architecturally UNKNOWN value.

NOS, bit [10]

Not Outer Shareable. When the returned value of PAR.SH is 1, indicates the Shareability attribute for the physical memory region:

NOS	Meaning
0b0	Memory region is Outer Shareable.
0b1	Memory region is Inner Shareable.

When the returned value of PAR.SH is 0 the value returned to this field is UNKNOWN.

The value returned in this field can be the resulting attribute, as determined by any permitted implementation choices and any applicable configuration bits, instead of the value that appears in the translation table descriptor.

This field resets to an architecturally UNKNOWN value.

NS, bit [9]

Non-secure. The NS attribute for a translation table entry from a Secure translation regime.

For a result from a Secure translation regime, this bit reflects the Security state of the physical address space of the translation. This means it reflects the effect of the NSTable bits of earlier levels of the translation table walk if those NSTable bits have an effect on the translation.

For a result from a Non-secure translation regime, this bit is UNKNOWN.

This field resets to an architecturally UNKNOWN value.

IMPLEMENTATION DEFINED, bit [8]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

SH, bit [7]

Shareability. Indicates whether the physical memory region is Non-shareable:

SH	Meaning
0b0	Memory is Non-shareable.
0b1	Memory is shareable, and PAR.NOS indicates whether the region is Outer Shareable or Inner Shareable.

The value returned in this field can be the resulting attribute, as determined by any permitted implementation choices and any applicable configuration bits, instead of the value that appears in the translation table descriptor.

This field resets to an architecturally UNKNOWN value.

Inner[2:0], bits [6:4]

Inner cacheability attribute for the region. Permitted values are:

Inner[2:0]	Meaning
0b000	Non-cacheable.
0b001	Device-nGnRnE.
0b011	Device-nGnRE.
0b101	Write-Back, Write-Allocate.
0b110	Write-Through.
0b111	Write-Back, no Write-Allocate.

The values 0b010 and 0b100 are reserved.

The value returned in this field can be the resulting attribute, as determined by any permitted implementation choices and any applicable configuration bits, instead of the value that appears in the translation table descriptor.

This field resets to an architecturally UNKNOWN value.

Outer[1:0], bits [3:2]

Outer cacheability attribute for the region. Permitted values are:

Outer[1:0]	Meaning
0b00	Non-cacheable.
0b01	Write-Back, Write-Allocate.
0b10	Write-Through, no Write-Allocate.
0b11	Write-Back, no Write-Allocate.

The value returned in this field can be the resulting attribute, as determined by any permitted implementation choices and any applicable configuration bits, instead of the value that appears in the translation table descriptor.

This field resets to an architecturally UNKNOWN value.

SS, bit [1]

Supersection. Used to indicate if the result is a Supersection:

SS	Meaning
0b0	Result is not a Supersection. PAR[31:12] contains OA[31:12].
0b1	Result is a Supersection, and: <ul style="list-style-type: none"> PAR[31:24] contains OA[31:24]. PAR[23:16] contains OA[39:32]. PAR[15:12] contains 0b0000. If an implementation supports less than 40 bits of physical address, the bits in the PAR field that correspond to physical address bits that are not implemented are UNKNOWN.

This field resets to an architecturally UNKNOWN value.

F, bit [0]

Indicates whether the instruction performed a successful address translation.

F	Meaning
0b0	Address translation completed successfully.

This field resets to an architecturally UNKNOWN value.

When the instruction returned a 32-bit value to the PAR, PAR.F==1:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
IMPLEMENTATION DEFINED																RES0															
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
IMPLEMENTATION DEFINED																RES0				LPAE		RES0				FS[5]		FS[4:0]			F

This section describes the register value returned by a fault on the execution of an Address translation instruction. Software might subsequently write a different value to the register, and that write does not affect the operation of the PE.

Bits [63:32]

Reserved, RES0.

IMPLEMENTATION DEFINED, bits [31:16]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

Bits [15:12]

Reserved, RES0.

LPAE, bit [11]

When updating the PAR with the result of the translation operation, this bit is set as follows:

LPAE	Meaning
0b0	Short-descriptor translation table format used. This means the PAR returned a 32-bit value.

This field resets to an architecturally UNKNOWN value.

Bits [10:7]

Reserved, RES0.

FS[5], bit [6]

Fault status bits, external abort type. Provides an IMPLEMENTATION DEFINED classification of an External abort. Values are as in in the [DESR.ExT](#) field when using the Short-descriptor translation table format.

In an implementation that does not provide any classification of External aborts, this bit is RES0.

For aborts other than External aborts this bit always returns 0.

This field resets to an architecturally UNKNOWN value.

FS[4:0], bits [5:1]

Fault status bits. Values are as in the [DESR.FS](#) field when using the Short-descriptor translation table format.

FS[4:0]	Meaning	Applies when
0b00001	Alignment fault.	
0b00011	Access flag fault, level 1.	
0b00100	Fault on instruction cache maintenance.	
0b00101	Translation fault, level 1.	
0b00110	Access flag fault, level 2.	
0b00111	Translation fault, level 2.	
0b01001	Domain fault, level 1.	
0b01011	Domain fault, level 2.	
0b01100	Synchronous External abort, on translation table walk, level 1.	
0b01101	Permission fault, level 1.	
0b01110	Synchronous External abort, on translation table walk, level 2.	
0b01111	Permission fault, level 2.	
0b10000	TLB conflict abort.	
0b11001	Synchronous parity or ECC error on memory access, not on translation table walk.	When FEAT_RAS is not implemented
0b11100	Synchronous parity or ECC error on translation table walk, level 1.	When FEAT_RAS is not implemented
0b11110	Synchronous parity or ECC error on translation table walk, level 2.	When FEAT_RAS is not implemented

This field resets to an UNKNOWN value.

F, bit [0]

Indicates whether the instruction performed a successful address translation.

F	Meaning
0b1	Address translation aborted.

This field resets to an architecturally UNKNOWN value.

When the instruction returned a 64-bit value to the PAR, PAR.F==0:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
ATTR								RES0																PA							
PA												LPAE	IMPLEMENTATION DEFINED				NS	SH	RES0							F					
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

This section describes the register value returned by the successful execution of an Address translation instruction. Software might subsequently write a different value to the register, and that write does not affect the operation of the PE.

On a successful conversion, the PAR can return a value that indicates the resulting attributes, rather than the values that appear in the translation table descriptors. More precisely:

- Memory attribute fields are permitted to report the resulting attributes, as determined by any permitted implementation choices and any applicable configuration bits, instead of reporting the values that appear in the translation table descriptors. This applies to the ATTR and SH fields.
- See the NS bit description for constraints on the value it returns.

ATTR, bits [63:56]

Memory attributes for the returned output address. This field uses the same encoding as the Attr<n> fields in [MAIRO](#) and [MAIR1](#).

The value returned in this field can be the resulting attribute, as determined by any permitted implementation choices and any applicable configuration bits, instead of the value that appears in the translation table descriptor.

This field resets to an architecturally UNKNOWN value.

Bits [55:40]

Reserved, RES0.

PA, bits [39:12]

Output address. The output address (OA) corresponding to the supplied input address. This field returns address bits[39:12].

This field resets to an architecturally UNKNOWN value.

LPAE, bit [11]

When updating the PAR with the result of the translation operation, this bit is set as follows:

LPAE	Meaning
0b1	Long-descriptor translation table format used. This means the PAR returned a 64-bit value.

This field resets to an architecturally UNKNOWN value.

IMPLEMENTATION DEFINED, bit [10]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

NS, bit [9]

Non-secure. The NS attribute for a translation table entry from a Secure translation regime.

For a result from a Secure translation regime, this bit reflects the Security state of the physical address space of the translation. This means it reflects the effect of the NSTable bits of earlier levels of the translation table walk if those NSTable bits have an effect on the translation.

For a result from a Non-secure translation regime, this bit is UNKNOWN.

This field resets to an architecturally UNKNOWN value.

SH, bits [8:7]

Shareability attribute, for the returned output address. Permitted values are:

SH	Meaning
0b00	Non-shareable.
0b10	Outer Shareable.
0b11	Inner Shareable.

The value 0b01 is reserved.

Note

This field returns the value 0b10 for:

- Any type of Device memory.
- Normal memory with both Inner Non-cacheable and Outer Non-cacheable attributes.

The value returned in this field can be the resulting attribute, as determined by any permitted implementation choices and any applicable configuration bits, instead of the value that appears in the translation table descriptor.

This field resets to an architecturally UNKNOWN value.

Bits [6:1]

Reserved, RES0.

F, bit [0]

Indicates whether the instruction performed a successful address translation.

F	Meaning
0b0	Address translation completed successfully.

This field resets to an architecturally UNKNOWN value.

When the instruction returned a 64-bit value to the PAR, PAR.F==1:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32								
IMPLEMENTATION DEFINED								IMPLEMENTATION DEFINED								IMPLEMENTATION DEFINED								RES0															
RES0																LPAE		RES0		FSTAGE		S2WLK		RES0		FST				F									
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								

This section describes the register value returned by a fault on the execution of an Address translation instruction. Software might subsequently write a different value to the register, and that write does not affect the operation of the PE.

IMPLEMENTATION DEFINED, bits [63:56]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

IMPLEMENTATION DEFINED, bits [55:52]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

IMPLEMENTATION DEFINED, bits [51:48]

IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

Bits [47:12]

Reserved, RES0.

LPAE, bit [11]

When updating the PAR with the result of the translation operation, this bit is set as follows:

LPAE	Meaning
0b1	Long-descriptor translation table format used. This means the PAR returned a 64-bit value.

This field resets to an architecturally UNKNOWN value.

Bit [10]

Reserved, RES0.

FSTAGE, bit [9]

Indicates the translation stage at which the translation aborted:

FSTAGE	Meaning
0b0	Translation aborted because of a fault in the stage 1 translation.
0b1	Translation aborted because of a fault in the stage 2 translation.

This field resets to an architecturally UNKNOWN value.

S2WLK, bit [8]

If this bit is set to 1, it indicates the translation aborted because of a stage 2 fault during a stage 1 translation table walk.

This field resets to an architecturally UNKNOWN value.

Bit [7]

Reserved, RES0.

FST, bits [6:1]

Fault status field. Values are as in the [DFSR.STATUS](#) and [IFSR.STATUS](#) fields when using the Long-descriptor translation table format.

FST	Meaning	Applies when
0b000000	Address size fault in translation table base register.	
0b000001	Address size fault, level 1.	
0b000010	Address size fault, level 2.	
0b000011	Address size fault, level 3.	
0b000101	Translation fault, level 1.	
0b000110	Translation fault, level 2.	
0b000111	Translation fault, level 3.	
0b001001	Access flag fault, level 1.	
0b001010	Access flag fault, level 2.	
0b001011	Access flag fault, level 3.	
0b001101	Permission fault, level 1.	
0b001110	Permission fault, level 2.	
0b001111	Permission fault, level 3.	
0b010101	Synchronous External abort on translation table walk, level 1.	
0b010110	Synchronous External abort on translation table walk, level 2.	
0b010111	Synchronous External abort on translation table walk, level 3.	
0b011101	Synchronous parity or ECC error on memory access on translation table walk, level 1.	When FEAT_RAS is not implemented
0b011110	Synchronous parity or ECC error on memory access on translation table walk, level 2.	When FEAT_RAS is not implemented
0b011111	Synchronous parity or ECC error on memory access on translation table walk, level 3.	When FEAT_RAS is not implemented
0b110000	TLB conflict abort.	

This field resets to an architecturally UNKNOWN value.

F, bit [0]

Indicates whether the instruction performed a successful address translation.

F	Meaning
0b1	Address translation aborted.

This field resets to an architecturally UNKNOWN value.

Accessing the PAR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0111	0b0100	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T7 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T7 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        return PAR_NS<31:0>;
    else
        return PAR<31:0>;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        return PAR_NS<31:0>;
    else
        return PAR<31:0>;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        return PAR_S<31:0>;
    else
        return PAR_NS<31:0>;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0111	0b0100	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T7 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T7 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        PAR_NS = ZeroExtend(R[t]);
    else
        PAR = ZeroExtend(R[t]);
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        PAR_NS = ZeroExtend(R[t]);
    else
        PAR = ZeroExtend(R[t]);
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        PAR_S = ZeroExtend(R[t]);
    else
        PAR_NS = ZeroExtend(R[t]);

```

MRRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

coproc	CRm	opc1
0b1111	0b0111	0b0000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T7 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T7 == '1' then
        AArch32.TakeHypTrapException(0x04);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        return PAR_NS;
    else
        return PAR;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        return PAR_NS;
    else
        return PAR;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        return PAR_S;
    else
        return PAR_NS;

```

MCRR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

coproc	CRm	opc1
0b1111	0b0111	0b0000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T7 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T7 == '1' then
        AArch32.TakeHypTrapException(0x04);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        PAR_NS = R[t2]:R[t];
    else
        PAR = R[t2]:R[t];
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        PAR_NS = R[t2]:R[t];
    else
        PAR = R[t2]:R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        PAR_S = R[t2]:R[t];
    else
        PAR_NS = R[t2]:R[t];

```

PMCCFILTR, Performance Monitors Cycle Count Filter Register

The PMCCFILTR characteristics are:

Purpose

Determines the modes in which the Cycle Counter, [PMCCNTR](#), increments.

Configuration

AArch32 System register PMCCFILTR bits [31:0] are architecturally mapped to AArch64 System register [PMCCFILTR_EL0\[31:0\]](#).

AArch32 System register PMCCFILTR bits [31:0] are architecturally mapped to External register [PMCCFILTR_EL0\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level and FEAT_PMUv3 is implemented. Otherwise, direct accesses to PMCCFILTR are UNDEFINED.

Attributes

PMCCFILTR is a 32-bit register.

Field descriptions

The PMCCFILTR 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
P	U	NSK	NSU	NSH	RES0																										

P, bit [31]

Privileged filtering bit. Controls counting in EL1.

If EL3 is implemented, then counting in Non-secure EL1 is further controlled by the PMCCFILTR.NSK bit.

P	Meaning
0b0	Count cycles in EL1.
0b1	Do not count cycles in EL1.

On a Warm reset, this field resets to 0.

U, bit [30]

User filtering bit. Controls counting in EL0.

If EL3 is implemented, then counting in Non-secure EL0 is further controlled by the PMCCFILTR.NSU bit.

U	Meaning
0b0	Count cycles in EL0.
0b1	Do not count cycles in EL0.

On a Warm reset, this field resets to 0.

NSK, bit [29]

When EL3 is implemented:

Non-secure EL1 (kernel) modes filtering bit. Controls counting in Non-secure EL1.

If the value of this bit is equal to the value of PMCCFILTR.P, cycles in Non-secure EL1 are counted.

Otherwise, cycles in Non-secure EL1 are not counted.

On a Warm reset, this field resets to 0.

Otherwise:

Reserved, RES0.

NSU, bit [28]

When EL3 is implemented:

Non-secure EL0 (Unprivileged) filtering. Controls counting in Non-secure EL0.

If the value of this bit is equal to the value of PMCCFILTR.U, cycles in Non-secure EL0 are counted.

Otherwise, cycles in Non-secure EL0 are not counted.

On a Warm reset, this field resets to 0.

Otherwise:

Reserved, RES0.

NSH, bit [27]

When EL2 is implemented:

EL2 (Hyp mode) filtering bit. Controls counting in EL2.

NSH	Meaning
0b0	Do not count cycles in EL2.
0b1	Count cycles in EL2.

On a Warm reset, this field resets to 0.

Otherwise:

Reserved, RES0.

Bits [26:0]

Reserved, RES0.

Accessing the PMCCFILTR

PMCCFILTR can also be accessed by using [PMXEVTYPERR](#) with [PMSELR](#).SEL set to 0b11111.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1110	0b1111	0b111

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elseif !ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elseif ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elseif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elseif EL2Enabled() && !ELUsingAArch32(EL1) && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) ||
SCR_EL3.FGTen == '1') && HDFGRTR_EL2.PMCCFILTR_EL0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elseif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMCCFILTR;
elseif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elseif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMCCFILTR;
elseif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elseif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMCCFILTR;
elseif PSTATE.EL == EL3 then
    return PMCCFILTR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1110	0b1111	0b111

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif !ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elsif ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL1) && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) ||
SCR_EL3.FGTen == '1') && HDFGWTR_EL2.PMCCFILTR_EL0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        PMCCFILTR = R[t];
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        PMCCFILTR = R[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        PMCCFILTR = R[t];
elsif PSTATE.EL == EL3 then
    PMCCFILTR = R[t];

```


PMCCNTR, Performance Monitors Cycle Count Register

The PMCCNTR characteristics are:

Purpose

Holds the value of the processor Cycle Counter, CCNT, that counts processor clock cycles. See 'Time as measured by the Performance Monitors cycle counter' for more information.

[PMCCFILTER](#) determines the modes and states in which the PMCCNTR can increment.

Configuration

AArch32 System register PMCCNTR bits [63:0] are architecturally mapped to AArch64 System register [PMCCNTR_EL0\[63:0\]](#).

AArch32 System register PMCCNTR bits [63:0] are architecturally mapped to External register [PMCCNTR_EL0\[63:0\]](#).

This register is present only when AArch32 is supported at any Exception level and FEAT_PMUv3 is implemented. Otherwise, direct accesses to PMCCNTR are UNDEFINED.

All counters are subject to any changes in clock frequency, including clock stopping caused by the WFI and WFE instructions. This means that it is CONSTRAINED UNPREDICTABLE whether or not PMCCNTR continues to increment when clocks are stopped by WFI and WFE instructions.

Attributes

PMCCNTR is a 64-bit register that can also be accessed as a 32-bit value. If it is accessed as a 32-bit register, accesses read and write bits [31:0] and do not modify bits [63:32].

Field descriptions

The PMCCNTR bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																CCNT															
																CCNT															
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

CCNT, bits [63:0]

Cycle count. Depending on the values of [PMCR](#).{LC,D}, this field increments in one of the following ways:

- Every processor clock cycle.
- Every 64th processor clock cycle.

Writing 1 to [PMCR](#).C sets this field to 0.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the PMCCNTR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1001	0b1101	0b000

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif !ELUsingAArch32(EL1) && PMUSERENR_EL0.<CR,EN> == '00' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elsif ELUsingAArch32(EL1) && PMUSERENR.<CR,EN> == '00' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T9 == '1'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL1) && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) ||
SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.PMCCNTR_EL0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMCCNTR<31:0>;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T9 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMCCNTR<31:0>;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMCCNTR<31:0>;
elsif PSTATE.EL == EL3 then
    return PMCCNTR<31:0>;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1001	0b1101	0b000

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif !ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elsif ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T9 == '1'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL1) && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) ||
SCR_EL3.FGTEn == '1') && HDBGWTR_EL2.PMCCNTR_EL0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        PMCCNTR = ZeroExtend(R[t]);
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T9 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        PMCCNTR = ZeroExtend(R[t]);
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        PMCCNTR = ZeroExtend(R[t]);
elsif PSTATE.EL == EL3 then
    PMCCNTR = ZeroExtend(R[t]);

```

MRRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

coproc	CRm	opc1
0b1111	0b1001	0b0000

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif !ELUsingAArch32(EL1) && PMUSERENR_EL0.<CR,EN> == '00' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x04);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x04);
    elsif ELUsingAArch32(EL1) && PMUSERENR.<CR,EN> == '00' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x04);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T9 == '1'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x04);
    elsif EL2Enabled() && !ELUsingAArch32(EL1) && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) ||
SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.PMCCNTR_EL0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x04);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x04);
    else
        return PMCCNTR;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T9 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x04);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x04);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x04);
    else
        return PMCCNTR;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x04);
    else
        return PMCCNTR;
elsif PSTATE.EL == EL3 then
    return PMCCNTR;

```

MCCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

coproc	CRm	opc1
0b1111	0b1001	0b0000

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif !ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x04);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x04);
    elsif ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x04);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T9 == '1'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x04);
    elsif EL2Enabled() && !ELUsingAArch32(EL1) && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) ||
SCR_EL3.FGTEn == '1') && HDFGWTR_EL2.PMCCNTR_EL0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x04);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x04);
    else
        PMCCNTR = R[t2]:R[t];
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T9 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x04);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x04);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x04);
    else
        PMCCNTR = R[t2]:R[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x04);
    else
        PMCCNTR = R[t2]:R[t];
elsif PSTATE.EL == EL3 then
    PMCCNTR = R[t2]:R[t];

```


01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMCEID0, Performance Monitors Common Event Identification register 0

The PMCEID0 characteristics are:

Purpose

Defines which common architectural events and common microarchitectural events are implemented, or counted, using PMU events in the range 0x0000 to 0x001F

When the value of a bit in the register is 1 the corresponding common event is implemented and counted.

Note

Arm recommends that, if a common event is never counted, the value of the corresponding register bit is 0.

For more information about the common events and the use of the PMCEIDn registers see 'The PMU event number space and common events'.

Configuration

AArch32 System register PMCEID0 bits [31:0] are architecturally mapped to AArch64 System register [PMCEID0_EL0\[31:0\]](#).

AArch32 System register PMCEID0 bits [31:0] are architecturally mapped to External register [PMCEID0\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level and FEAT_PMUv3 is implemented. Otherwise, direct accesses to PMCEID0 are UNDEFINED.

Attributes

PMCEID0 is a 32-bit register.

Field descriptions

The PMCEID0 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
ID31	ID30	ID29	ID28	ID27	ID26	ID25	ID24	ID23	ID22	ID21	ID20	ID19	ID18	ID17	ID16	ID15	ID14	ID13	ID12	ID11	ID10	ID9	ID8	ID7

ID<n>, bit [n], for n = 0 to 31

ID[n] corresponds to common event n.

For each bit:

ID<n>	Meaning
0b0	The common event is not implemented, or not counted.
0b1	The common event is implemented.

A bit that corresponds to a reserved event number is reserved. The value might be used in a future revision of the architecture to identify an additional common event.

Note

Such an event might be added retrospectively to an earlier version of the PMU architecture, provided the event does not require any additional PMU features and has an event number that can be represented in the PMCEID<n> registers of that earlier version of the PMU architecture.

Accessing the PMCEID0

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1001	0b1100	0b110

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif !ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elsif ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T9 == '1'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMCEID0;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T9 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMCEID0;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMCEID0;
elsif PSTATE.EL == EL3 then
    return PMCEID0;

```


PMCEID1, Performance Monitors Common Event Identification register 1

The PMCEID1 characteristics are:

Purpose

Defines which common architectural events and common microarchitectural events are implemented, or counted, using PMU events in the range 0x0020 to 0x003F.

When the value of a bit in the register is 1 the corresponding common event is implemented and counted.

Note

Arm recommends that, if a common event is never counted, the value of the corresponding register bit is 0.

For more information about the common events and the use of the PMCEIDn registers see 'The PMU event number space and common events'.

Configuration

AArch32 System register PMCEID1 bits [31:0] are architecturally mapped to AArch64 System register [PMCEID1_ELO\[31:0\]](#).

AArch32 System register PMCEID1 bits [31:0] are architecturally mapped to External register [PMCEID1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level and FEAT_PMUv3 is implemented. Otherwise, direct accesses to PMCEID1 are UNDEFINED.

Attributes

PMCEID1 is a 32-bit register.

Field descriptions

The PMCEID1 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
ID31	ID30	ID29	ID28	ID27	ID26	ID25	ID24	ID23	ID22	ID21	ID20	ID19	ID18	ID17	ID16	ID15	ID14	ID13	ID12	ID11	ID10	ID9	ID8	ID7

ID<n>, bit [n], for n = 0 to 31

ID[n] corresponds to common event (0x0020 + n).

For each bit:

ID<n>	Meaning
0b0	The common event is not implemented, or not counted.
0b1	The common event is implemented.

A bit that corresponds to a reserved event number is reserved. The value might be used in a future revision of the architecture to identify an additional common event.

Note

Such an event might be added retrospectively to an earlier version of the PMU architecture, provided the event does not require any additional PMU features and has an event number that can be represented in the PMCEID<n> registers of that earlier version of the PMU architecture.

Accessing the PMCEID1

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1001	0b1100	0b111

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif !ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elsif ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T9 == '1'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMCEID1;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T9 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMCEID1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMCEID1;
elsif PSTATE.EL == EL3 then
    return PMCEID1;

```


PMCEID2, Performance Monitors Common Event Identification register 2

The PMCEID2 characteristics are:

Purpose

Defines which common architectural events and common microarchitectural events are implemented, or counted, using PMU events in the range 0x4000 to 0x401F.

When the value of a bit in the register is 1 the corresponding common event is implemented and counted.

Note

Arm recommends that, if a common event is never counted, the value of the corresponding register bit is 0.

For more information about the common events and the use of the PMCEIDn registers see 'The PMU event number space and common events'.

Configuration

AArch32 System register PMCEID2 bits [31:0] are architecturally mapped to AArch64 System register [PMCEID0_EL0\[63:32\]](#).

AArch32 System register PMCEID2 bits [31:0] are architecturally mapped to External register [PMCEID2\[63:32\]](#).

This register is present only when AArch32 is supported at any Exception level and FEAT_PMUv3p1 is implemented. Otherwise, direct accesses to PMCEID2 are UNDEFINED.

Attributes

PMCEID2 is a 32-bit register.

Field descriptions

The PMCEID2 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
IDhi<n>, bit [n], for n = 0 to 31																															

IDhi<n>, bit [n], for n = 0 to 31

IDhi[n] corresponds to common event (0x4000 + n).

For each bit:

IDhi<n>	Meaning
0b0	The common event is not implemented, or not counted.
0b1	The common event is implemented.

A bit that corresponds to a reserved event number is reserved. The value might be used in a future revision of the architecture to identify an additional common event.

Note

Such an event might be added retrospectively to an earlier version of the PMU architecture, provided the event does not require any additional PMU features and has an event number that can be represented in the PMCEID<n> registers of that earlier version of the PMU architecture.

Accessing the PMCEID2

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1001	0b1110	0b100

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif !ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elsif ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T9 == '1'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMCEID2;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T9 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMCEID2;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMCEID2;
elsif PSTATE.EL == EL3 then
    return PMCEID2;

```


PMCEID3, Performance Monitors Common Event Identification register 3

The PMCEID3 characteristics are:

Purpose

Defines which common architectural events and common microarchitectural events are implemented, or counted, using PMU events in the range 0x4020 to 0x403F.

When the value of a bit in the register is 1 the corresponding common event is implemented and counted.

Note

Arm recommends that, if a common event is never counted, the value of the corresponding register bit is 0.

For more information about the common events and the use of the PMCEIDn registers see 'The PMU event number space and common events'.

Configuration

AArch32 System register PMCEID3 bits [31:0] are architecturally mapped to AArch64 System register [PMCEID1_EL0\[63:32\]](#).

AArch32 System register PMCEID3 bits [31:0] are architecturally mapped to External register [PMCEID3\[63:32\]](#).

This register is present only when AArch32 is supported at any Exception level and FEAT_PMUv3p1 is implemented. Otherwise, direct accesses to PMCEID3 are UNDEFINED.

Attributes

PMCEID3 is a 32-bit register.

Field descriptions

The PMCEID3 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
IDhi<n>, bit [n], for n = 0 to 31																															

IDhi<n>, bit [n], for n = 0 to 31

IDhi[n] corresponds to common event (0x4020 + n).

For each bit:

IDhi<n>	Meaning
0b0	The common event is not implemented, or not counted.
0b1	The common event is implemented.

A bit that corresponds to a reserved event number is reserved. The value might be used in a future revision of the architecture to identify an additional common event.

Note

Such an event might be added retrospectively to an earlier version of the PMU architecture, provided the event does not require any additional PMU features and has an event number that can be represented in the PMCEID<n> registers of that earlier version of the PMU architecture.

Accessing the PMCEID3

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1001	0b1110	0b101

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif !ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elsif ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T9 == '1'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMCEID3;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T9 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMCEID3;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMCEID3;
elsif PSTATE.EL == EL3 then
    return PMCEID3;

```


PMCNTENCLR, Performance Monitors Count Enable Clear register

The PMCNTENCLR characteristics are:

Purpose

Disables the Cycle Count Register, [PMCCNTR](#), and any implemented event counters [PMEVCNTR<n>](#). Reading this register shows which counters are enabled.

PMCNTENCLR is used in conjunction with the [PMCNTENSET](#) register.

Configuration

AArch32 System register PMCNTENCLR bits [31:0] are architecturally mapped to AArch64 System register [PMCNTENCLR_ELO\[31:0\]](#).

AArch32 System register PMCNTENCLR bits [31:0] are architecturally mapped to External register [PMCNTENCLR_ELO\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level and FEAT_PMUv3 is implemented. Otherwise, direct accesses to PMCNTENCLR are UNDEFINED.

Attributes

PMCNTENCLR is a 32-bit register.

Field descriptions

The PMCNTENCLR 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
C	P<n>, bit [n]																														

C, bit [31]

[PMCCNTR](#) disable bit. Disables the cycle counter register.

C	Meaning
0b0	When read, means the cycle counter is disabled. When written, has no effect.
0b1	When read, means the cycle counter is enabled. When written, disables the cycle counter.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

P<n>, bit [n], for n = 0 to 30

Event counter disable bit for [PMEVCNTR<n>](#).

If N is less than 31, then bits [30:N] are RAZ/WI. When EL2 is implemented and enabled in the current Security state, in EL1 and EL0, N is the value in [MDCR_EL2](#).HPMN if EL2 is using AArch64, or in [HDCR](#).HPMN if EL2 is using AArch32. Otherwise, N is the value in [PMCR](#).N.

P<n>	Meaning
0b0	When read, means that PMEVCNTR<n> is disabled. When written, has no effect.
0b1	When read, means that PMEVCNTR<n> is enabled. When written, disables PMEVCNTR<n> .

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the PMCNTENCLR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1001	0b1100	0b010

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif !ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elsif ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T9 == '1'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL1) && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) ||
SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.PMCNTEN == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMCNTENCLR;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T9 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMCNTENCLR;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMCNTENCLR;
elsif PSTATE.EL == EL3 then
    return PMCNTENCLR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1001	0b1100	0b010

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif !ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elsif ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T9 == '1'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL1) && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) ||
SCR_EL3.FGTEn == '1') && HDFGWTR_EL2.PMCNTEN == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        PMCNTENCLR = R[t];
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T9 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        PMCNTENCLR = R[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        PMCNTENCLR = R[t];
elsif PSTATE.EL == EL3 then
    PMCNTENCLR = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMCNTENSET, Performance Monitors Count Enable Set register

The PMCNTENSET characteristics are:

Purpose

Enables the Cycle Count Register, [PMCCNTR](#), and any implemented event counters [PMEVCNTR<n>](#). Reading this register shows which counters are enabled.

PMCNTENSET is used in conjunction with the [PMCNTENCLR](#) register.

Configuration

AArch32 System register PMCNTENSET bits [31:0] are architecturally mapped to AArch64 System register [PMCNTENSET_EL0\[31:0\]](#).

AArch32 System register PMCNTENSET bits [31:0] are architecturally mapped to External register [PMCNTENSET_EL0\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level and FEAT_PMUv3 is implemented. Otherwise, direct accesses to PMCNTENSET are UNDEFINED.

Attributes

PMCNTENSET is a 32-bit register.

Field descriptions

The PMCNTENSET 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
C	P<n>, bit [n]																														

C, bit [31]

[PMCCNTR](#) enable bit. Enables the cycle counter register.

C	Meaning
0b0	When read, means the cycle counter is disabled. When written, has no effect.
0b1	When read, means the cycle counter is enabled. When written, enables the cycle counter.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

P<n>, bit [n], for n = 0 to 30

Event counter enable bit for [PMEVCNTR<n>](#).

If N is less than 31, then bits [30:N] are RAZ/WI. When EL2 is implemented and enabled in the current Security state, in EL1 and EL0, N is the value in [MDCR_EL2](#).HPMN if EL2 is using AArch64, or in [HDCR](#).HPMN if EL2 is using AArch32. Otherwise, N is the value in [PMCR](#).N.

P<n>	Meaning
0b0	When read, means that PMEVCNTR<n> is disabled. When written, has no effect.
0b1	When read, means that PMEVCNTR<n> event counter is enabled. When written, enables PMEVCNTR<n> .

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the PMCNTENSET

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1001	0b1100	0b001

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif !ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elsif ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T9 == '1'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL1) && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) ||
SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.PMCNTEN == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMCNTENSET;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T9 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMCNTENSET;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMCNTENSET;
elsif PSTATE.EL == EL3 then
    return PMCNTENSET;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1001	0b1100	0b001

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif !ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elsif ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T9 == '1'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL1) && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) ||
SCR_EL3.FGTEn == '1') && HDFGWTR_EL2.PMCNTEN == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        PMCNTENSET = R[t];
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T9 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        PMCNTENSET = R[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        PMCNTENSET = R[t];
elsif PSTATE.EL == EL3 then
    PMCNTENSET = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMCR, Performance Monitors Control Register

The PMCR characteristics are:

Purpose

Provides details of the Performance Monitors implementation, including the number of counters implemented, and configures and controls the counters.

Configuration

AArch32 System register PMCR bits [31:0] are architecturally mapped to AArch64 System register [PMCR_EL0\[31:0\]](#).

AArch32 System register PMCR bits [7:0] are architecturally mapped to External register [PMCR_EL0\[7:0\]](#).

This register is present only when AArch32 is supported at any Exception level and FEAT_PMUv3 is implemented. Otherwise, direct accesses to PMCR are UNDEFINED.

Attributes

PMCR is a 32-bit register.

Field descriptions

The PMCR 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
IMP								IDCODE								N				RES0		LP	LC	DP	X	D	C	P	E		

IMP, bits [31:24]

Implementer code.

If this field is zero, then PMCR.IDCODE is RES0 and software must use [MIDR](#) to identify the PE.

Otherwise, this field and PMCR.IDCODE identify the PMU implementation to software. The implementer codes are allocated by Arm. A non-zero value has the same interpretation as [MIDR](#).Implementer.

Use of this field is deprecated.

This field reads as an IMPLEMENTATION DEFINED value.

Access to this field is **RO**.

IDCODE, bits [23:16]

When PMCR.IMP != 0x00:

Identification code. Use of this field is deprecated. This field has an IMPLEMENTATION DEFINED value.

Each implementer must maintain a list of identification codes that are specific to the implementer. A specific implementation is identified by the combination of the implementer code and the identification code.

Access to this field is **RO**.

Otherwise:

Reserved, RES0.

N, bits [15:11]

Indicates the number of event counters implemented. This value is in the range of 0b000000-0b111111. If the value is 0b000000 then only [PMCCNTR](#) is implemented. If the value is 0b111111 [PMCCNTR](#) and 31 event counters are implemented.

In an implementation that includes EL2:

- If EL2 is using AArch32, reads of this field from Non-secure EL1 and Non-secure EL0 return the value of [HDCR](#).HPMN.
- If EL2 is using AArch64 and enabled in the current Security state, reads of this field from EL1 and EL0 return the value of [MDCR_EL2](#).HPMN.

Access to this field is **RO**.

Bits [10:8]

Reserved, RES0.

LP, bit [7]

When FEAT_PMUv3p5 is implemented:

Long event counter enable. Determines when unsigned overflow is recorded by a counter overflow bit.

LP	Meaning
0b0	Event counter overflow on increment that causes unsigned overflow of PMEVCNTR<n> [31:0].
0b1	Event counter overflow on increment that causes unsigned overflow of PMEVCNTR<n> [63:0].

If the highest implemented Exception level is using AArch32, it is IMPLEMENTATION DEFINED whether this bit is RW or RAZ/WI.

If EL2 is implemented and [HDCR](#).HPMN or [MDCR_EL2](#).HPMN is less than PMCR.N, this bit does not affect the operation of event counters in the range [[HDCR](#).HPMN..(PMCR.N-1)] or [[MDCR_EL2](#).HPMN..(PMCR.N-1)].

[PMEVCNTR<n>](#)[63:32] cannot be accessed directly in AArch32 state.

Note

The effect of [HDCR](#).HPMN or [MDCR_EL2](#).HPMN on the operation of this bit always applies if EL2 is implemented, at all Exception levels including EL2 and EL3, and regardless of whether EL2 is enabled in the current Security state. For more information, see the description of [HDCR](#).HPMN or [MDCR_EL2](#).HPMN.

On a Warm reset, this field resets to 0.

Otherwise:

Reserved, RES0.

LC, bit [6]

Long cycle counter enable. Determines when unsigned overflow is recorded by the cycle counter overflow bit.

LC	Meaning
0b0	Cycle counter overflow on increment that causes unsigned overflow of PMCCNTR [31:0].
0b1	Cycle counter overflow on increment that causes unsigned overflow of PMCCNTR [63:0].

Arm deprecates use of [PMCR.LC](#) = 0.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

DP, bit [5]

When EL3 is implemented or (FEAT_PMUv3p1 is implemented and EL2 is implemented):

Disable cycle counter when event counting is prohibited.

DP	Meaning
0b0	Cycle counting by PMCCNTR is not affected by this bit.
0b1	When event counting for counters in the range [0.. HDCR .HPMN-1] or [0.. MDCR_EL2 .HPMN-1] is prohibited, cycle counting by PMCCNTR is disabled.

For more information see 'Prohibiting event counting'

On a Warm reset, this field resets to 0.

Otherwise:

Reserved, RES0.

X, bit [4]

When the implementation includes an PMU event export bus:

Enable export of events in an IMPLEMENTATION DEFINED PMU event export bus.

X	Meaning
0b0	Do not export events.
0b1	Export events where not prohibited.

This field enables the exporting of events over an IMPLEMENTATION DEFINED PMU event export bus to another device, for example to an OPTIONAL PE trace unit.

No events are exported when counting is prohibited.

This field does not affect the generation of Performance Monitors overflow interrupt requests or signaling to a cross-trigger interface (CTI) that can be implemented as signals exported from the PE.

On a Warm reset, this field resets to 0.

Otherwise:

Reserved, RAZ/WI.

D, bit [3]

Clock divider. The possible values of this bit are:

D	Meaning
0b0	When enabled, PMCCNTR counts every clock cycle.
0b1	When enabled, PMCCNTR counts once every 64 clock cycles.

If [PMCR.LC](#) == 1, this bit is ignored and the cycle counter counts every clock cycle.

Arm deprecates use of [PMCR.D](#) = 1.

On a Warm reset, this field resets to 0.

C, bit [2]

Cycle counter reset. The effects of writing to this bit are:

C	Meaning
0b0	No action.
0b1	Reset PMCCNTR to zero.

This bit is always RAZ.

Note

Resetting [PMCCNTR](#) does not change the cycle counter overflow bit.

The value of PMCR_EL0.LC is ignored, and bits [63:0] of all affected event counters are reset.

Access to this field is **WO**.

P, bit [1]

Event counter reset. The effects of writing to this bit are:

P	Meaning
0b0	No action.
0b1	Reset all event counters accessible in the current Exception level, not including PMCCNTR , to zero.

This bit is always RAZ.

In EL0 and EL1:

- If EL2 is implemented and enabled in the current Security state, and [HDCR](#).HPMN or [MDCR_EL2](#).HPMN is less than PMCR_EL0.N, a write of 1 to this bit does not reset event counters in the range [[HDCR](#).HPMN..(PMCR.N-1)] or [[MDCR_EL2](#).HPMN..(PMCR.N-1)].
- If EL2 is not implemented, EL2 is disabled in the current Security state, or [HDCR](#).HPMN or [MDCR_EL2](#).HPMN is equal to PMCR_EL0.N, a write of 1 to this bit resets all the event counters.

In EL2 and EL3, a write of 1 to this bit resets all the event counters.

Note

Resetting the event counters does not change the event counter overflow bits.

If FEAT_PMUv3p5 is implemented, the values of [HDCR](#).HLP and PMCR.LP are ignored and bits [63:0] of all affected event counters are reset.

Access to this field is **WO**.

E, bit [0]

Enable.

E	Meaning
0b0	All event counters in the range [0..(PMN-1)] and PMCCNTR , are disabled.
0b1	All event counters in the range [0..(PMN-1)] and PMCCNTR , are enabled by PMCNTENSET .

If EL2 is implemented then:

- If EL2 is using AArch32, PMN is [HDCR](#).HPMN.
- If EL2 is using AArch64, PMN is [MDCR_EL2](#).HPMN.
- If PMN is less than PMCR.N, this bit does not affect the operation of event counters in the range [PMN..(PMCR.N-1)].

If EL2 is not implemented, PMN is PMCR.N.

Note

The effect of [MDCR_EL2](#).HPMN or [HDCR](#).HPMN on the operation of this bit always applies if EL2 is implemented, at all Exception levels including EL2 and EL3, regardless of whether EL2 is enabled in the current Security state. For more information, see the description of [MDCR_EL2](#).HPMN or [HDCR](#).HPMN.

On a Warm reset, this field resets to 0.

Accessing the PMCR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1001	0b1100	0b000

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif !ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elsif ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T9 == '1'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPMCR == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPMCR == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMCR;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T9 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPMCR == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPMCR == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMCR;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMCR;

```

```
elsif PSTATE.EL == EL3 then  
    return PMCR;
```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1001	0b1100	0b000

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif !ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elsif ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T9 == '1'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL1) && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) ||
SCR_EL3.FGTEn == '1') && HDFGWTR_EL2.PMCR_EL0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPMCR == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPMCR == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        PMCR = R[t];
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T9 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPMCR == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPMCR == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        PMCR = R[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        PMCR = R[t];

```

```
        AArch64.AArch32SystemAccessTrap(EL3, 0x03);  
    else  
        PMCR = R[t];  
    elsif PSTATE.EL == EL3 then  
        PMCR = R[t];
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMEVCNTR<n>, Performance Monitors Event Count Registers, n = 0 - 30

The PMEVCNTR<n> characteristics are:

Purpose

Holds event counter n, which counts events, where n is 0 to 30.

Configuration

AArch32 System register PMEVCNTR<n> bits [31:0] are architecturally mapped to AArch64 System register [PMEVCNTR<n>_ELO\[31:0\]](#).

AArch32 System register PMEVCNTR<n> bits [31:0] are architecturally mapped to External register [PMEVCNTR<n>_ELO\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level and FEAT_PMUv3 is implemented. Otherwise, direct accesses to PMEVCNTR<n> are UNDEFINED.

Attributes

PMEVCNTR<n> is a 32-bit register.

Field descriptions

The PMEVCNTR<n> 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
Event counter n																															

Bits [31:0]

Event counter n. Value of event counter n, where n is the number of this register and is a number from 0 to 30.

If FEAT_PMUv3p5 is implemented, the event counter is 64 bits and only the least-significant part of the event counter is accessible in AArch32 state:

- Reads from PMEVCNTR<n> return bits [31:0] of the counter.
- Writes to PMEVCNTR<n> update bits [31:0] and leave bits [63:32] unchanged.
- There is no means to access bits [63:32] directly from AArch32 state.
- If the implementation does not support AArch64 at any Exception level, bits [63:32] are not required to be implemented.

If FEAT_PMUv3p5 is not implemented, the event counter is 32 bits.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the PMEVCNTR<n>

PMEVCNTR<n> can also be accessed by using [PMXEVCNTR](#) with [PMSELR](#).SEL set to the value of <n>.

If FEAT_FGT is implemented and <n> is greater than or equal to the number of accessible counters, then the behavior of permitted reads and writes of [PMEVCNTR<n>](#) is as follows:

- If <n> is an unimplemented event counter, the access is UNDEFINED.

- Otherwise, the access is trapped to EL2.

If FEAT_FGT is not implemented and <n> is greater than or equal to the number of accessible counters, then reads and writes of [PMEVCNTR<n>](#) are CONSTRAINED UNPREDICTABLE, and the following behaviors are permitted:

If <n> is greater than or equal to the number of accessible event counters, then reads and writes of PMEVCNTR<n> are CONSTRAINED UNPREDICTABLE, and the following behaviors are permitted:

- Accesses to the register are UNDEFINED.
- Accesses to the register behave as RAZ/WI.
- Accesses to the register execute as a NOP
- If EL2 is implemented and enabled in the current Security state, and <n> is less than the number of implemented counters, accesses from EL1 or permitted accesses from EL0 are trapped to EL2.

Note

In EL0, an access is permitted if it is enabled by [PMUSERENR](#).{ER,EN} or [PMUSERENR_EL0](#).{ER,EN}.

If EL2 is implemented and enabled in the current Security state, at EL0 and EL1:

- If EL2 is using AArch32, [HDCR](#).HPMN identifies the number of accessible event counters.
- If EL2 is using AArch64, [MDCR_EL2](#).HPMN identifies the number of accessible event counters.

Otherwise, the number of accessible event counters is the number of implemented counters. See [HDCR](#).HPMN and [MDCR_EL2](#).HPMN for more details.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1110	0b10:n[4:3]	n[2:0]


```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elseif !ELUsingAArch32(EL1) && PMUSERENR_EL0.<ER,EN> == '00' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elseif ELUsingAArch32(EL1) && PMUSERENR.<ER,EN> == '00' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elseif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elseif EL2Enabled() && !ELUsingAArch32(EL1) && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) ||
SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.PMEVCNTRn_EL0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elseif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMEVCNTR[UInt(CRm<1:0>:opc2<2:0>)];
elseif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elseif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMEVCNTR[UInt(CRm<1:0>:opc2<2:0>)];
elseif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elseif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMEVCNTR[UInt(CRm<1:0>:opc2<2:0>)];
elseif PSTATE.EL == EL3 then
    return PMEVCNTR[UInt(CRm<1:0>:opc2<2:0>)];

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1110	0b10:n[4:3]	n[2:0]

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elseif !ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elseif ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elseif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elseif EL2Enabled() && !ELUsingAArch32(EL1) && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) ||
SCR_EL3.FGTEn == '1') && HDBGWTR_EL2.PMEVCNTRn_EL0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elseif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        PMEVCNTR[UInt(CRm<1:0>:opc2<2:0>)] = R[t];
elseif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elseif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        PMEVCNTR[UInt(CRm<1:0>:opc2<2:0>)] = R[t];
elseif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elseif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        PMEVCNTR[UInt(CRm<1:0>:opc2<2:0>)] = R[t];
elseif PSTATE.EL == EL3 then
    PMEVCNTR[UInt(CRm<1:0>:opc2<2:0>)] = R[t];

```

PMEVTYPER<n>, Performance Monitors Event Type Registers, n = 0 - 30

The PMEVTYPER<n> characteristics are:

Purpose

Configures event counter n, where n is 0 to 30.

Configuration

AArch32 System register PMEVTYPER<n> bits [31:0] are architecturally mapped to AArch64 System register [PMEVTYPER<n>_EL0\[31:0\]](#).

AArch32 System register PMEVTYPER<n> bits [31:0] are architecturally mapped to External register [PMEVTYPER<n>_EL0\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level and FEAT_PMUv3 is implemented. Otherwise, direct accesses to PMEVTYPER<n> are UNDEFINED.

Attributes

PMEVTYPER<n> is a 32-bit register.

Field descriptions

The PMEVTYPER<n> 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
P	U	NSK	NSU	NSH	RES0	MT	RES0								evtCount[15:10]						evtCount[9:0]										

P, bit [31]

Privileged filtering bit. Controls counting in EL1.

If EL3 is implemented, then counting in Non-secure EL1 is further controlled by the PMEVTYPER<n>.NSK bit.

P	Meaning
0b0	Count events in EL1.
0b1	Do not count events in EL1.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

U, bit [30]

User filtering bit. Controls counting in EL0.

If EL3 is implemented, then counting in Non-secure EL0 is further controlled by the PMEVTYPER<n>.NSU bit.

U	Meaning
0b0	Count events in EL0.
0b1	Do not count events in EL0.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

NSK, bit [29]**When EL3 is implemented:**

Non-secure EL1 (kernel) modes filtering bit. Controls counting in Non-secure EL1.

If the value of this bit is equal to the value of PMEVTYPER<n>.P, events in Non-secure EL1 are counted.

Otherwise, events in Non-secure EL1 are not counted.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

NSU, bit [28]**When EL3 is implemented:**

Non-secure EL0 (Unprivileged) filtering. Controls counting in Non-secure EL0.

If the value of this bit is equal to the value of PMEVTYPER<n>.U, events in Non-secure EL0 are counted.

Otherwise, events in Non-secure EL0 are not counted.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

NSH, bit [27]**When EL2 is implemented:**

EL2 (Hyp mode) filtering bit. Controls counting in EL2.

NSH	Meaning
0b0	Do not count events in EL2.
0b1	Count events in EL2.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bit [26]

Reserved, RES0.

MT, bit [25]**When (FEAT_MTPMU is implemented and enabled) or an IMPLEMENTATION DEFINED multi-threaded PMU Extension is implemented:**

Multithreading.

MT	Meaning
0b0	Count events only on controlling PE.
0b1	Count events from any PE with the same affinity at level 1 and above as this PE.

Note

- When the lowest level of affinity consists of logical PEs that are implemented using a multi-threading type approach, an implementation is described as multi-threaded. That is, the performance of PEs at the lowest affinity level is highly interdependent.
- Events from a different thread of a multithreaded implementation are not Attributable to the thread counting the event.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bits [24:16]

Reserved, RES0.

evtCount[15:10], bits [15:10]**When FEAT_PMUv3p1 is implemented:**

Extension to evtCount[9:0]. See evtCount[9:0] for more details.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

evtCount[9:0], bits [9:0]

Event to count. The event number of the event that is counted by event counter [PMEVCNTR<n>](#).

Software must program this field with an event that is supported by the PE being programmed.

The ranges of event numbers allocated to each type of event are shown in 'Allocation of the PMU event number space'.

If evtCount is programmed to an event that is reserved or not supported by the PE, the behavior depends on the value written:

- For the range 0x0000 to 0x003F, no events are counted, and the value returned by a direct or external read of the evtCount field is the value written to the field.
- If 16-bit evtCount is implemented, for the range 0x4000 to 0x403F, no events are counted, and the value returned by a direct or external read of the evtCount field is the value written to the field.
- For IMPLEMENTATION DEFINED events, it is UNPREDICTABLE what event, if any, is counted, and the value returned by a direct or external read of the evtCount field is UNKNOWN.

Note

UNPREDICTABLE means the event must not expose privileged information.

Arm recommends that the behavior across a family of implementations is defined such that if a given implementation does not include an event from a set of common IMPLEMENTATION DEFINED events, then no event is counted and the value read back on evtCount is the value written.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the PMEVTYPER<n>

PMEVTYPER<n> can also be accessed by using [PMXEVTYPER](#) with [PMSCLR](#).SEL set to n.

If FEAT_FGT is implemented and <n> is greater than or equal to the number of accessible counters, then the behavior of permitted reads and writes of [PMEVTYPER<n>](#) is as follows:

- If <n> is an unimplemented event counter, the access is UNDEFINED.
- Otherwise, the access is trapped to EL2.

If FEAT_FGT is not implemented and <n> is greater than or equal to the number of accessible counters, then reads and writes of [PMEVTYPER<n>](#) are CONSTRAINED UNPREDICTABLE, and the following behaviors are permitted:

If <n> is greater or equal to the number of accessible event counters, then reads and writes of PMEVTYPER<n> are CONSTRAINED UNPREDICTABLE, and the following behaviors are permitted:

- Accesses to the register are UNDEFINED.
- Accesses to the register behave as RAZ/WI.
- Accesses to the register execute as a NOP.
- If EL2 is implemented and enabled in the current Security state, and <n> is less than the number of implemented counters, accesses from EL1 or permitted accesses from EL0 are trapped to EL2.

Note

In EL0, an access is permitted if it is enabled by [PMUSERENR](#).EN or [PMUSERENR_EL0](#).EN.

If EL2 is implemented and enabled in the current Security state, at EL0 and EL1:

- If EL2 is using AArch32, [HDCR](#).HPMN identifies the number of accessible event counters.
- If EL2 is using AArch64, [MDCR_EL2](#).HPMN identifies the number of accessible event counters.

Otherwise, the number of accessible event counters is the number of implemented counters. See [HDCR](#).HPMN and [MDCR_EL2](#).HPMN for more details.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1110	0b11:n[4:3]	n[2:0]

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elseif !ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elseif ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elseif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elseif EL2Enabled() && !ELUsingAArch32(EL1) && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) ||
SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.PMEVTYPEPERn_EL0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elseif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMEVTYPER[UInt(CRm<1:0>:opc2<2:0>)];
elseif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elseif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMEVTYPER[UInt(CRm<1:0>:opc2<2:0>)];
elseif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elseif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMEVTYPER[UInt(CRm<1:0>:opc2<2:0>)];
elseif PSTATE.EL == EL3 then
    return PMEVTYPER[UInt(CRm<1:0>:opc2<2:0>)];

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1110	0b11:n[4:3]	n[2:0]

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elseif !ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elseif ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elseif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elseif EL2Enabled() && !ELUsingAArch32(EL1) && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) ||
SCR_EL3.FGTEn == '1') && HDBGWTR_EL2.PMEVTYPEPERn_EL0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elseif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        PMEVTYPER[UInt(CRm<1:0>:opc2<2:0>)] = R[t];
elseif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elseif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        PMEVTYPER[UInt(CRm<1:0>:opc2<2:0>)] = R[t];
elseif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elseif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        PMEVTYPER[UInt(CRm<1:0>:opc2<2:0>)] = R[t];
elseif PSTATE.EL == EL3 then
    PMEVTYPER[UInt(CRm<1:0>:opc2<2:0>)] = R[t];

```


PMINTENCLR, Performance Monitors Interrupt Enable Clear register

The PMINTENCLR characteristics are:

Purpose

Disables the generation of interrupt requests on overflows from the Cycle Count Register, [PMCCNTR](#), and the event counters [PMEVCNTR<n>](#). Reading the register shows which overflow interrupt requests are enabled.

PMINTENCLR is used in conjunction with the [PMINTENSET](#) register.

Configuration

AArch32 System register PMINTENCLR bits [31:0] are architecturally mapped to AArch64 System register [PMINTENCLR_EL1\[31:0\]](#).

AArch32 System register PMINTENCLR bits [31:0] are architecturally mapped to External register [PMINTENCLR_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level and FEAT_PMUv3 is implemented. Otherwise, direct accesses to PMINTENCLR are UNDEFINED.

Attributes

PMINTENCLR is a 32-bit register.

Field descriptions

The PMINTENCLR 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
C	P<n>, bit [n]																														

C, bit [31]

[PMCCNTR](#) overflow interrupt request disable bit.

C	Meaning
0b0	When read, means the cycle counter overflow interrupt request is disabled. When written, has no effect.
0b1	When read, means the cycle counter overflow interrupt request is enabled. When written, disables the cycle count overflow interrupt request.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

P<n>, bit [n], for n = 0 to 30

Event counter overflow interrupt request disable bit for [PMEVCNTR<n>](#).

If N is less than 31, then bits [30:N] are RAZ/WI. When EL2 is implemented and enabled in the current Security state, in EL1, N is the value in [MDCR_EL2](#).HPMN if EL2 is using AArch64, or in [HDCR](#).HPMN if EL2 is using AArch32. Otherwise, N is the value in [PMCR](#).N.

P<n>	Meaning
0b0	When read, means that the PMEVCNTR<n> event counter interrupt request is disabled. When written, has no effect.
0b1	When read, means that the PMEVCNTR<n> event counter interrupt request is enabled. When written, disables the PMEVCNTR<n> interrupt request.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the PMINTENCLR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1001	0b1110	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T9 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        else
            return PMINTENCLR;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
            else
                return PMINTENCLR;
    elsif PSTATE.EL == EL3 then
        return PMINTENCLR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1001	0b1110	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T9 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        else
            PMINTENCLR = R[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
            else
                PMINTENCLR = R[t];
    elsif PSTATE.EL == EL3 then
        PMINTENCLR = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMINTENSET, Performance Monitors Interrupt Enable Set register

The PMINTENSET characteristics are:

Purpose

Enables the generation of interrupt requests on overflows from the Cycle Count Register, [PMCCNTR](#), and the event counters [PMEVCNTR<n>](#). Reading the register shows which overflow interrupt requests are enabled.

PMINTENSET is used in conjunction with the [PMINTENCLR](#) register.

Configuration

AArch32 System register PMINTENSET bits [31:0] are architecturally mapped to AArch64 System register [PMINTENSET_EL1\[31:0\]](#).

AArch32 System register PMINTENSET bits [31:0] are architecturally mapped to External register [PMINTENSET_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level and FEAT_PMUv3 is implemented. Otherwise, direct accesses to PMINTENSET are UNDEFINED.

Attributes

PMINTENSET is a 32-bit register.

Field descriptions

The PMINTENSET 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
C	P<n>, bit [n]																														

C, bit [31]

[PMCCNTR](#) overflow interrupt request enable bit.

C	Meaning
0b0	When read, means the cycle counter overflow interrupt request is disabled. When written, has no effect.
0b1	When read, means the cycle counter overflow interrupt request is enabled. When written, enables the cycle count overflow interrupt request.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

P<n>, bit [n], for n = 0 to 30

Event counter overflow interrupt request enable bit for [PMEVCNTR<n>](#).

If N is less than 31, then bits [30:N] are RAZ/WI. When EL2 is implemented and enabled in the current Security state, in EL1, N is the value in [MDCR_EL2](#).HPMN if EL2 is using AArch64, or in [HDCR](#).HPMN if EL2 is using AArch32. Otherwise, N is the value in [PMCR](#).N.

P<n>	Meaning
0b0	When read, means that the PMEVCNTR<n> event counter interrupt request is disabled. When written, has no effect.
0b1	When read, means that the PMEVCNTR<n> event counter interrupt request is enabled. When written, enables the PMEVCNTR<n> interrupt request.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the PMINTENSET

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1001	0b1110	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T9 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        else
            return PMINTENSET;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
            else
                return PMINTENSET;
    elsif PSTATE.EL == EL3 then
        return PMINTENSET;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1001	0b1110	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T9 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        else
            PMINTENSET = R[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
            else
                PMINTENSET = R[t];
    elsif PSTATE.EL == EL3 then
        PMINTENSET = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMMIR, Performance Monitors Machine Identification Register

The PMMIR characteristics are:

Purpose

Describes Performance Monitors parameters specific to the implementation to software.

Configuration

This register is present only when AArch32 is supported at any Exception level and FEAT_PMUv3p4 is implemented. Otherwise, direct accesses to PMMIR are UNDEFINED.

Attributes

PMMIR is a 32-bit register.

Field descriptions

The PMMIR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																SLOTS															

Bits [31:8]

Reserved, RES0.

SLOTS, bits [7:0]

Operation width. The largest value by which the STALL_SLOT event might increment by in a single cycle. If the STALL_SLOT event is not implemented, this field might read as zero.

Accessing the PMMIR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1001	0b1110	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T9 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        else
            return PMMIR;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
            else
                return PMMIR;
    elsif PSTATE.EL == EL3 then
        return PMMIR;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMOVSR, Performance Monitors Overflow Flag Status Register

The PMOVSR characteristics are:

Purpose

Contains the state of the overflow bit for the Cycle Count Register, [PMCCNTR](#), and each of the implemented event counters [PMEVCNTR<n>](#). Writing to this register clears these bits.

Configuration

AArch32 System register PMOVSR bits [31:0] are architecturally mapped to AArch64 System register [PMOVSLR_EL0\[31:0\]](#).

AArch32 System register PMOVSR bits [31:0] are architecturally mapped to External register [PMOVSLR_EL0\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level and FEAT_PMuV3 is implemented. Otherwise, direct accesses to PMOVSR are UNDEFINED.

Attributes

PMOVSR is a 32-bit register.

Field descriptions

The PMOVSR 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
C	P<n>, bit [n]																														

C, bit [31]

Cycle counter overflow clear bit. Possible values are:

C	Meaning
0b0	When read, means the cycle counter has not overflowed since this bit was last cleared. When written, has no effect.
0b1	When read, means the cycle counter has overflowed since this bit was last cleared. When written, clears the cycle counter overflow bit to 0.

[PMCR.LC](#) controls whether an overflow is detected from unsigned overflow of [PMCCNTR](#)[31:0] or unsigned overflow of [PMCCNTR](#)[63:0].

On a Warm reset, this field resets to an architecturally UNKNOWN value.

P<n>, bit [n], for n = 0 to 30

Event counter overflow clear bit for [PMEVCNTR<n>](#).

If N is less than 31, then bits [30:N] are RAZ/WI. When EL2 is implemented and enabled in the current Security state, in EL1 and EL0, N is the value in [MDCR_EL2](#).HPMN if EL2 is using AArch64, or in [HDCR](#).HPMN if EL2 is using AArch32. Otherwise, N is the value in [PMCR](#).N.

P<n>	Meaning
0b0	When read, means that PMEVCNTR<n> has not overflowed since this bit was last cleared. When written, has no effect.
0b1	When read, means that PMEVCNTR<n> has overflowed since this bit was last cleared. When written, clears the PMEVCNTR<n> overflow bit to 0.

If FEAT_PMuV3p5 is implemented, [MDCR_EL2.HLP](#), [HDCR.HLP](#), and [PMCR.LP](#) control whether an overflow is detected from unsigned overflow of [PMEVCNTR<n>](#)[31:0] or unsigned overflow of [PMEVCNTR<n>](#)[63:0]. [PMEVCNTR<n>](#)[63:32] cannot be accessed directly in AArch32 state.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the PMOVSr

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1001	0b1100	0b011

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif !ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elsif ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T9 == '1'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL1) && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) ||
SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.PMOVS == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMOVSR;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T9 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMOVSR;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMOVSR;
elsif PSTATE.EL == EL3 then
    return PMOVSR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1001	0b1100	0b011

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif !ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elsif ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T9 == '1'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL1) && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) ||
SCR_EL3.FGTEn == '1') && HDFGWTR_EL2.PMOVS == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        PMOVSr = R[t];
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T9 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        PMOVSr = R[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        PMOVSr = R[t];
elsif PSTATE.EL == EL3 then
    PMOVSr = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMOVSSET, Performance Monitors Overflow Flag Status Set register

The PMOVSSET characteristics are:

Purpose

Sets the state of the overflow bit for the Cycle Count Register, [PMCCNTR](#), and each of the implemented event counters [PMEVCNTR<n>](#).

Configuration

AArch32 System register PMOVSSET bits [31:0] are architecturally mapped to AArch64 System register [PMOVSSET_ELO\[31:0\]](#).

AArch32 System register PMOVSSET bits [31:0] are architecturally mapped to External register [PMOVSSET_ELO\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level and FEAT_PMUv3 is implemented. Otherwise, direct accesses to PMOVSSET are UNDEFINED.

Attributes

PMOVSSET is a 32-bit register.

Field descriptions

The PMOVSSET 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
C	P<n>, bit [n]																														

C, bit [31]

Cycle counter overflow set bit.

C	Meaning
0b0	When read, means the cycle counter has not overflowed since this bit was last cleared. When written, has no effect.
0b1	When read, means the cycle counter has overflowed since this bit was last cleared. When written, sets the cycle counter overflow bit to 1.

[PMCR](#).LC controls whether an overflow is detected from unsigned overflow of [PMCCNTR](#)[31:0] or unsigned overflow of [PMCCNTR](#)[63:0].

On a Warm reset, this field resets to an architecturally UNKNOWN value.

P<n>, bit [n], for n = 0 to 30

Event counter overflow set bit for [PMEVCNTR<n>](#).

If N is less than 31, then bits [30:N] are RAZ/WI. When EL2 is implemented and enabled in the current Security state, in EL1 and EL0, N is the value in [MDCR_EL2](#).HPMN if EL2 is using AArch64, or in [HDCR](#).HPMN if EL2 is using AArch32. Otherwise, N is the value in [PMCR](#).N.

P<n>	Meaning
0b0	When read, means that PMEVCNTR<n> has not overflowed since this bit was last cleared. When written, has no effect.
0b1	When read, means that PMEVCNTR<n> has overflowed since this bit was last . When written, sets the PMEVCNTR<n> overflow bit to 1.

If FEAT_PMUv3p5 is implemented, [MDCR_EL2.HLP](#), [HDCR.HLP](#), and [PMCR.LP](#) control whether an overflow is detected from unsigned overflow of [PMEVCNTR<n>](#)[31:0] or unsigned overflow of [PMEVCNTR<n>](#)[63:0]. [PMEVCNTR<n>](#)[63:32] cannot be accessed directly in AArch32 state.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the PMOVSSET

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1001	0b1110	0b011


```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif !ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elsif ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T9 == '1'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL1) && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) ||
SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.PMOVS == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMOVSSSET;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T9 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMOVSSSET;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMOVSSSET;
elsif PSTATE.EL == EL3 then
    return PMOVSSSET;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1001	0b1110	0b011

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif !ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elsif ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T9 == '1'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL1) && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) ||
SCR_EL3.FGTEn == '1') && HDFGWTR_EL2.PMOVS == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        PMOVSSSET = R[t];
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T9 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        PMOVSSSET = R[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        PMOVSSSET = R[t];
elsif PSTATE.EL == EL3 then
    PMOVSSSET = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMSELR, Performance Monitors Event Counter Selection Register

The PMSELR characteristics are:

Purpose

Selects the current event counter [PMEVCNTR<n>](#) or the cycle counter, CCNT.

PMSELR is used in conjunction with [PMXEVTYPER](#) to determine the event that increments a selected event counter, and the modes and states in which the selected counter increments.

It is also used in conjunction with [PMXEVCNTR](#), to determine the value of a selected event counter.

Configuration

AArch32 System register PMSELR bits [31:0] are architecturally mapped to AArch64 System register [PMSELR_EL0\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level and FEAT_PMUv3 is implemented. Otherwise, direct accesses to PMSELR are UNDEFINED.

Attributes

PMSELR is a 32-bit register.

Field descriptions

The PMSELR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																		SEL													

Bits [31:5]

Reserved, RES0.

SEL, bits [4:0]

Selects event counter, [PMEVCNTR<n>](#), where n is the value held in this field. This value identifies which event counter is accessed when a subsequent access to [PMXEVTYPER](#) or [PMXEVCNTR](#) occurs.

This field can take any value from 0 (0b000000) to (PMCR.N)-1, or 31 (0b111111).

When PMSELR.SEL is 0b111111, it selects the cycle counter and:

- A read of the [PMXEVTYPER](#) returns the value of [PMCCFILTER](#).
- A write of the [PMXEVTYPER](#) writes to [PMCCFILTER](#).
- A read or write of [PMXEVCNTR](#) has CONSTRAINED UNPREDICTABLE effects. See [PMXEVCNTR](#) for more details.

For details of the results of accesses to event counters, see [PMXEVTYPER](#) and [PMXEVCNTR](#).

For information about the number of counters accessible at each Exception level, see [HDCR](#).HPMN and [MDCR_EL2](#).HPMN.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the PMSELR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1001	0b1100	0b101

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif !ELUsingAArch32(EL1) && PMUSERENR_EL0.<ER,EN> == '00' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elsif ELUsingAArch32(EL1) && PMUSERENR.<ER,EN> == '00' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T9 == '1'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL1) && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) ||
SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.PMSELR_EL0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMSELR;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T9 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMSELR;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMSELR;
elsif PSTATE.EL == EL3 then
    return PMSELR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1001	0b1100	0b101


```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif !ELUsingAArch32(EL1) && PMUSERENR_EL0.<ER,EN> == '00' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elsif ELUsingAArch32(EL1) && PMUSERENR.<ER,EN> == '00' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T9 == '1'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL1) && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) ||
SCR_EL3.FGTEn == '1') && HDFGWTR_EL2.PMSELR_EL0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        PMSELR = R[t];
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T9 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        PMSELR = R[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        PMSELR = R[t];
elsif PSTATE.EL == EL3 then
    PMSELR = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMSWINC, Performance Monitors Software Increment register

The PMSWINC characteristics are:

Purpose

Increments a counter that is configured to count the Software increment event, event 0x00. For more information, see [SW_INCR](#).

Configuration

AArch32 System register PMSWINC bits [31:0] are architecturally mapped to AArch64 System register [PMSWINC_EL0\[31:0\]](#).

AArch32 System register PMSWINC bits [31:0] are architecturally mapped to External register [PMSWINC_EL0\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level and FEAT_PMUv3 is implemented. Otherwise, direct accesses to PMSWINC are UNDEFINED.

Attributes

PMSWINC is a 32-bit register.

Field descriptions

The PMSWINC bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0	P<n>, bit [n]																														

Bit [31]

Reserved, RES0.

P<n>, bit [n], for n = 0 to 30

Event counter software increment bit for [PMEVCNTR<n>](#).

If N is less than 31, then bits [30:N] are WI. When EL2 is implemented and enabled in the current Security state, in EL1 and EL0, N is the value in [MDCR_EL2](#).HPMN if EL2 is using AArch64, or in [HDCR](#).HPMN if EL2 is using AArch32. Otherwise, N is the value in [PMCR](#).N.

P<n>	Meaning
0b0	No action. The write to this bit is ignored.
0b1	If PMEVCNTR<n> is enabled and configured to count the software increment event, increments PMEVCNTR<n> by 1. If PMEVCNTR<n> is disabled, or not configured to count the software increment event, the write to this bit is ignored.

Accessing the PMSWINC

Accesses to this register use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1001	0b1100	0b100

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif !ELUsingAArch32(EL1) && PMUSERENR_EL0.<SW,EN> == '00' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elsif ELUsingAArch32(EL1) && PMUSERENR.<SW,EN> == '00' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T9 == '1'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL1) && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) ||
SCR_EL3.FGTEn == '1') && HDFGWTR_EL2.PMSWINC_EL0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        PMSWINC = R[t];
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T9 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        PMSWINC = R[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        PMSWINC = R[t];
elsif PSTATE.EL == EL3 then
    PMSWINC = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMUSERENR, Performance Monitors User Enable Register

The PMUSERENR characteristics are:

Purpose

Enables or disables User mode access to the Performance Monitors.

Configuration

AArch32 System register PMUSERENR bits [31:0] are architecturally mapped to AArch64 System register [PMUSERENR_ELO\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level and FEAT_PMUv3 is implemented. Otherwise, direct accesses to PMUSERENR are UNDEFINED.

Attributes

PMUSERENR is a 32-bit register.

Field descriptions

The PMUSERENR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																												ER	CR	SW	EN

Bits [31:4]

Reserved, RES0.

ER, bit [3]

Event counter read trap control:

ER	Meaning
0b0	EL0 reads of the PMXELCNTR and PMEVCNTR<n> , and EL0 RW access to the PMSELR , are trapped to Undefined mode if PMUSERENR.EN is also 0.
0b1	Overrides PMUSERENR.EN and enables RO access to PMXELCNTR and PMEVCNTR<n> , and RW access to PMSELR .

On a Warm reset, this field resets to 0.

CR, bit [2]

Cycle counter read trap control:

CR	Meaning
0b0	EL0 reads of the PMCCNTR are trapped to Undefined mode if PMUSERENR.EN is also 0.
0b1	Overrides PMUSERENR.EN and enables access to PMCCNTR .

On a Warm reset, this field resets to 0.

SW, bit [1]

Software increment write trap control:

SW	Meaning
0b0	EL0 writes to the PMSWINC are trapped to Undefined mode if PMUSERENR.EN is also 0.
0b1	Overrides PMUSERENR.EN and enables access to PMSWINC .

On a Warm reset, this field resets to 0.

EN, bit [0]

Traps EL0 accesses to the Performance Monitors registers to Undefined mode, as follows:

- [PMCR](#), [PMOVSr](#), [PMSELR](#), [PMCEID0](#), [PMCEID1](#), [PMCCNTR](#), [PMXEVTYPER](#), [PMXEVCNTR](#), [PMCNTENSET](#), [PMCNTENCLR](#), [PMOVSSET](#), [PMEVCNTR<n>](#), [PMEVTYPER<n>](#), [PMCCFILTR](#), [PMSWINC](#).
- If FEAT_PMUv3p1 is implemented, [PMCEID2](#), and [PMCEID3](#).
- If FEAT_PMUv3p4 is implemented, [PMMIR](#).

EN	Meaning
0b0	While at EL0, accesses to the specified registers at EL0 are trapped to Undefined mode, unless overridden by one of PMUSERENR.{ER, CR, SW}.
0b1	While at EL0, software can access all of the specified registers.

On a Warm reset, this field resets to 0.

Accessing the PMUSERENR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1001	0b1110	0b000


```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T9 == '1'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL1) && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) ||
SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.PMUSERENR_EL0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        else
            return PMUSERENR;
    elsif PSTATE.EL == EL1 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T9 == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
            AArch32.TakeHypTrapException(0x03);
        elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
            AArch32.TakeHypTrapException(0x03);
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
            else
                return PMUSERENR;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
            else
                return PMUSERENR;
    elsif PSTATE.EL == EL3 then
        return PMUSERENR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1001	0b1110	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T9 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        else
            PMUSERENR = R[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
            else
                PMUSERENR = R[t];
    elsif PSTATE.EL == EL3 then
        PMUSERENR = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMXEVCNTR, Performance Monitors Selected Event Count Register

The PMXEVCNTR characteristics are:

Purpose

Reads or writes the value of the selected event counter, [PMEVCNTR<n>](#). [PMSELR](#).SEL determines which event counter is selected.

Configuration

AArch32 System register PMXEVCNTR bits [31:0] are architecturally mapped to AArch64 System register [PMXEVCNTR_EL0\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level and FEAT_PMUv3 is implemented. Otherwise, direct accesses to PMXEVCNTR are UNDEFINED.

Attributes

PMXEVCNTR is a 32-bit register.

Field descriptions

The PMXEVCNTR 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
PMEVCNTR<n>																															

PMEVCNTR<n>, bits [31:0]

Value of the selected event counter, [PMEVCNTR<n>](#), where n is the value stored in [PMSELR](#).SEL.

If FEAT_PMUv3p5 is implemented, the event counter is 64 bits and only the least-significant part of the event counter is accessible in AArch32 state:

- Reads from PMXEVCNTR return bits [31:0] of the counter.
- Writes to PMXEVCNTR update bits [31:0] and leave bits [63:32] unchanged.
- There is no means to access bits [63:32] directly from AArch32 state.
- If the implementation does not support AArch64 at any Exception level, bits [63:32] are not required to be implemented.

If FEAT_PMUv3p5 is not implemented, the event counter is 32 bits.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the PMXEVCNTR

If FEAT_FGT is implemented and [PMSELR](#).SEL is greater than or equal to the number of accessible counters, then the behavior of permitted reads and writes of [PMXEVCNTR](#) is as follows:

- If [PMSELR](#).SEL selects an unimplemented event counter, the access is UNDEFINED.
- Otherwise, the access is trapped to EL2.

If FEAT_FGT is not implemented and [PMSELR](#).SEL is greater than or equal to the number of accessible counters, then reads and writes of [PMXEVCNTR](#) are CONSTRAINED UNPREDICTABLE, and the following behaviors are permitted:

- Accesses to the register are UNDEFINED.
- Accesses to the register behave as RAZ/WI.
- Accesses to the register execute as a NOP
- Accesses to the register behave as if [PMSELR.SEL](#) has an UNKNOWN value less than the number of event counters accessible at the current Exception level and Security state.
- If EL2 is implemented and enabled in the current Security state, and [PMSELR.SEL](#) is less than the number of implemented event counters, accesses from EL1 or permitted accesses from EL0 are trapped to EL2.

Note

In EL0, an access is permitted if it is enabled by [PMUSERENR.{ER,EN}](#) or [PMUSERENR_EL0.{ER,EN}](#).

If EL2 is implemented and enabled in the current Security state, at EL0 and EL1:

- If EL2 is using AArch32, [HDCR.HPMN](#) identifies the number of accessible event counters.
- If EL2 is using AArch64, [MDCR_EL2.HPMN](#) identifies the number of accessible event counters.

Otherwise, the number of accessible event counters is the number of implemented counters. See [HDCR.HPMN](#) and [MDCR_EL2.HPMN](#) for more details.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1001	0b1101	0b010

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif !ELUsingAArch32(EL1) && PMUSERENR_EL0.<ER,EN> == '00' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elsif ELUsingAArch32(EL1) && PMUSERENR.<ER,EN> == '00' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T9 == '1'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL1) && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) ||
SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.PMEVCNTRn_EL0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMXEVCNTR;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T9 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMXEVCNTR;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMXEVCNTR;
elsif PSTATE.EL == EL3 then
    return PMXEVCNTR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1001	0b1101	0b010

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif !ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elsif ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T9 == '1'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL1) && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) ||
SCR_EL3.FGTEn == '1') && HDFGWTR_EL2.PMEVCNTRn_EL0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        PMXEVCNTR = R[t];
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T9 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        PMXEVCNTR = R[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        PMXEVCNTR = R[t];
elsif PSTATE.EL == EL3 then
    PMXEVCNTR = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMXEVTYPER, Performance Monitors Selected Event Type Register

The PMXEVTYPER characteristics are:

Purpose

When [PMSELR.SEL](#) selects an event counter, this accesses a [PMEVTYPER<n>](#) register. When [PMSELR.SEL](#) selects the cycle counter, this accesses [PMCCFILTR](#).

Configuration

AArch32 System register PMXEVTYPER bits [31:0] are architecturally mapped to AArch64 System register [PMXEVTYPER_ELO\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level and FEAT_PMUv3 is implemented. Otherwise, direct accesses to PMXEVTYPER are UNDEFINED.

Attributes

PMXEVTYPER is a 32-bit register.

Field descriptions

The PMXEVTYPER 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
Event type register or PMCCFILTR																															

Bits [31:0]

Event type register or [PMCCFILTR](#).

When [PMSELR.SEL](#) == 31, this register accesses [PMCCFILTR](#).

Otherwise, this register accesses [PMEVTYPER<n>](#) where n is the value in [PMSELR.SEL](#).

Accessing the PMXEVTYPER

If FEAT_FGT is implemented, and [PMSELR.SEL](#) is not 31 and is greater than or equal to the number of accessible counters, then the behavior of permitted reads and writes of [PMXEVTYPER](#) is as follows:

- If [PMSELR.SEL](#) selects an unimplemented event counter, the access is UNDEFINED.
- Otherwise, the access is trapped to EL2.

If FEAT_FGT is not implemented, and [PMSELR.SEL](#) is not 31 and is greater than or equal to the number of accessible counters, then reads and writes of [PMXEVTYPER](#) are CONSTRAINED UNPREDICTABLE, and the following behaviors are permitted:

- Accesses to the register are UNDEFINED.
- Accesses to the register behave as RAZ/WI.
- Accesses to the register execute as a NOP
- Accesses to the register behave as if [PMSELR.SEL](#) has an UNKNOWN value less than the number of event counters accessible at the current Exception level and Security state.
- Accesses to the register behave as if [PMSELR.SEL](#) is 31.
- If EL2 is implemented and enabled in the current Security state, and [PMSELR.SEL](#) is less than the number of implemented event counters, accesses from EL1 or permitted accesses from EL0 are trapped to EL2.

Note

In EL0, an access is permitted if it is enabled by [PMUSERENR.EN](#) or [PMUSERENR_EL0.EN](#).

If EL2 is implemented and enabled in the current Security state, at EL0 and EL1:

- If EL2 is using AArch32, [HDCR.HPMN](#) identifies the number of accessible event counters.
- If EL2 is using AArch64, [MDCR_EL2.HPMN](#) identifies the number of accessible event counters.

Otherwise, the number of accessible event counters is the number of implemented counters. See [HDCR.HPMN](#) and [MDCR_EL2.HPMN](#) for more details.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1001	0b1101	0b001

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif !ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elsif ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T9 == '1'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL1) && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) ||
SCR_EL3.FGTEn == '1') && HDFGRTR_EL2.PMEVTYPERn_EL0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMXEVTYPER;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T9 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMXEVTYPER;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        return PMXEVTYPER;
elsif PSTATE.EL == EL3 then
    return PMXEVTYPER;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1001	0b1101	0b001

```

if PSTATE.EL == EL0 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif !ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        else
            AArch64.AArch32SystemAccessTrap(EL1, 0x03);
    elsif ELUsingAArch32(EL1) && PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TGE == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TGE == '1' then
            AArch32.TakeHypTrapException(0x00);
        else
            UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T9 == '1'
then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL1) && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) ||
SCR_EL3.FGTEn == '1') && HDFGWTR_EL2.PMEVTYPERn_EL0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        PMXEVTYPER = R[t];
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T9 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T9 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TPM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TPM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        PMXEVTYPER = R[t];
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        UNDEFINED;
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        PMXEVTYPER = R[t];
elsif PSTATE.EL == EL3 then
    PMXEVTYPER = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PRRR, Primary Region Remap Register

The PRRR characteristics are:

Purpose

Controls the top level mapping of the TEX[0], C, and B memory region attributes.

Configuration

AArch32 System register PRRR bits [31:0] are architecturally mapped to AArch64 System register [MAIR_EL1\[31:0\]](#) when EL3 is not implemented or EL3 is using AArch64.

AArch32 System register PRRR bits [31:0] are architecturally mapped to AArch32 System register [MAIRO\[31:0\]](#) when EL3 is not implemented or EL3 is using AArch64.

AArch32 System register PRRR bits [31:0] (PRRR_S) are architecturally mapped to AArch32 System register [MAIRO\[31:0\]](#) ([MAIRO_S](#)) when EL3 is using AArch32.

AArch32 System register PRRR bits [31:0] (PRRR_NS) are architecturally mapped to AArch32 System register [MAIRO\[31:0\]](#) ([MAIRO_NS](#)) when EL3 is using AArch32.

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to PRRR are UNDEFINED.

[MAIRO](#) and PRRR are the same register, with a different view depending on the value of [TTBCR.EAE](#):

- When it is set to 0, the register is as described in PRRR.
- When it is set to 1, the register is as described in [MAIRO](#).

Attributes

PRRR is a 32-bit register.

Field descriptions

The PRRR bit assignments are:

When TTBCR.EAE == 0:

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
NOS7	NOS6	NOS5	NOS4	NOS3	NOS2	NOS1	NOS0	RES0	NS1	NS0	DS1	DS0	TR7	TR6	TR5	TR4	TR3	TR2	TR1	TR0											

NOS<n>, bit [n+24], for n = 0 to 7

Not Outer Shareable. NOS<n> is the Outer Shareable property for memory attributes n, if the region is mapped as Normal memory that is not Inner Non-cacheable, Outer Non-cacheable, and the appropriate PRRR.{NS0, NS1} field identifies the region as shareable. n is the value of the concatenation of the {TEX[0], C, B} bits from the translation table descriptor. The possible values of each NOS<n> field other than NOS6 are:

NOS<n>	Meaning
0b0	Memory region is Outer Shareable.
0b1	Memory region is Inner Shareable.

The value of this bit is ignored if the region is:

- Device memory
- Normal memory that is at least one of:
 - Inner Non-cacheable, Outer Non-cacheable.
 - Identified by the appropriate PRRR.{NS0, NS1} field as Non-shareable.

The meaning of the NOS6 field is IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

Bits [23:20]

Reserved, RES0.

NS1, bit [19]

Mapping of S = 1 attribute for Normal memory regions. This field is used in determining the Shareability of a memory region that is mapped to Normal memory and both:

- Is not Inner Non-cacheable, Outer Non-cacheable.
- Has the S bit in the translation table descriptor set to 1.

The possible values of this bit are:

NS1	Meaning
0b0	Region is Non-shareable.
0b1	Region is shareable. The value of the appropriate PRRR.NOS<n> field determines whether the region is Inner Shareable or Outer Shareable.

This field resets to an architecturally UNKNOWN value.

NS0, bit [18]

Mapping of S = 0 attribute for Normal memory regions. This field is used in determining the Shareability of a memory region that is mapped to Normal memory and both:

- Is not Inner Non-cacheable, Outer Non-cacheable.
- Has the S bit in the translation table descriptor set to 0.

The possible values of this bit are:

NS0	Meaning
0b0	Region is Non-shareable.
0b1	Region is shareable. The value of the appropriate PRRR.NOS<n> field determines whether the region is Inner Shareable or Outer Shareable.

This field resets to an architecturally UNKNOWN value.

DS1, bit [17]

Mapping of S = 1 attribute for Device memory. From Armv8, all types of Device memory are Outer Shareable, and therefore this bit is RES1.

This field resets to an architecturally UNKNOWN value.

DS0, bit [16]

Mapping of S = 0 attribute for Device memory. From Armv8, all types of Device memory are Outer Shareable, and therefore this bit is RES1.

This field resets to an architecturally UNKNOWN value.

TR<n>, bits [2n+1:2n], for n = 0 to 7

TR<n> is the primary TEX mapping for memory attributes n, and defines the mapped memory type for a region with attributes n. n is the value of the concatenation of the {TEX[0], C, B} bits from the translation table descriptor. The possible values for each field other than TR6 are:

TR<n>	Meaning
0b00	Device-nGnRnE memory
0b01	Device-nGnRE memory
0b10	Normal memory

The value 0b11 is reserved. The effect of programming a field to 0b11 is CONSTRAINED UNPREDICTABLE.

The meaning of the TR6 field is IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

Accessing the PRRR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1010	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T10 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T10 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TRVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TRVM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        if TTBCR.EAE == '1' then
            return MAIR0_NS;
        else
            return PRRR_NS;
    else
        if TTBCR.EAE == '1' then
            return MAIR0;
        else
            return PRRR;
    elsif PSTATE.EL == EL2 then
        if HaveEL(EL3) && ELUsingAArch32(EL3) then
            if TTBCR.EAE == '1' then
                return MAIR0_NS;
            else
                return PRRR_NS;
        else
            if TTBCR.EAE == '1' then
                return MAIR0;
            else
                return PRRR;
    elsif PSTATE.EL == EL3 then
        if TTBCR.EAE == '1' then
            if SCR.NS == '0' then
                return MAIR0_S;
            else
                return MAIR0_NS;
        else
            if SCR.NS == '0' then
                return PRRR_S;
            else
                return PRRR_NS;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1010	0b0010	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T10 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T10 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TVM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        if TTBCR.EAE == '1' then
            MAIR0_NS = R[t];
        else
            PRRR_NS = R[t];
        else
            if TTBCR.EAE == '1' then
                MAIR0 = R[t];
            else
                PRRR = R[t];
    elsif PSTATE.EL == EL2 then
        if HaveEL(EL3) && ELUsingAArch32(EL3) then
            if TTBCR.EAE == '1' then
                MAIR0_NS = R[t];
            else
                PRRR_NS = R[t];
        else
            if TTBCR.EAE == '1' then
                MAIR0 = R[t];
            else
                PRRR = R[t];
    elsif PSTATE.EL == EL3 then
        if SCR.NS == '0' && CP15SDISABLE == HIGH then
            UNDEFINED;
        elsif SCR.NS == '0' && CP15SDISABLE2 == HIGH then
            UNDEFINED;
        else
            if TTBCR.EAE == '1' then
                if SCR.NS == '0' then
                    MAIR0_S = R[t];
                else
                    MAIR0_NS = R[t];
            else
                if SCR.NS == '0' then
                    PRRR_S = R[t];
                else
                    PRRR_NS = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

REVIDR, Revision ID Register

The REVIDR characteristics are:

Purpose

Provides implementation-specific minor revision information.

Configuration

AArch32 System register REVIDR bits [31:0] are architecturally mapped to AArch64 System register [REVIDR_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to REVIDR are UNDEFINED.

If REVIDR has the same value as [MIDR](#), then its contents have no significance.

Attributes

REVIDR is a 32-bit register.

Field descriptions

The REVIDR 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
IMPLEMENTATION DEFINED																															

IMPLEMENTATION DEFINED, bits [31:0]

IMPLEMENTATION DEFINED.

Accessing the REVIDR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0000	0b0000	0b110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TID1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TID1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        return REVIDR;
elsif PSTATE.EL == EL2 then
    return REVIDR;
elsif PSTATE.EL == EL3 then
    return REVIDR;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

RMR, Reset Management Register

The RMR characteristics are:

Purpose

If EL1 or EL3 is the highest implemented Exception level and this register is implemented:

- A write to the register at the highest implemented Exception level can request a Warm reset.
- If the highest implemented Exception level can use AArch32 and AArch64, this register specifies the Execution state that the PE boots into on a Warm reset.

Configuration

AArch32 System register RMR bits [31:0] are architecturally mapped to AArch64 System register [RMR_EL1\[31:0\]](#) when the highest implemented Exception level is EL1.

AArch32 System register RMR bits [31:0] are architecturally mapped to AArch64 System register [RMR_EL3\[31:0\]](#) when EL3 is implemented.

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to RMR are UNDEFINED.

Only implemented if EL1 or EL3 is the highest implemented Exception level. In this case:

- If the highest implemented Exception level can use AArch32 and AArch64 then this register must be implemented.
- If the highest implemented Exception level cannot use AArch64 then it is IMPLEMENTATION DEFINED whether the register is implemented.

Attributes

RMR is a 32-bit register.

Field descriptions

The RMR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																RR												AA64			

Bits [31:2]

Reserved, RES0.

RR, bit [1]

Reset Request. Setting this bit to 1 requests a Warm reset.

This field resets to 0.

AA64, bit [0]

When the highest implemented Exception level can use AArch64, determines which Execution state the PE boots into after a Warm reset:

AA64	Meaning
0b0	AArch32.
0b1	AArch64.

On coming out of the Warm reset, execution starts at the IMPLEMENTATION DEFINED reset vector address of the specified Execution state.

If the highest implemented Exception level cannot use AArch64 this bit is RAZ/WI.

When implemented as a RW field, this field resets to 0 on a Cold reset.

Accessing the RMR

When EL3 is implemented, Arm deprecates accessing this register from any PE mode other than Monitor mode.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b0000	0b010

```
if PSTATE.EL IN {EL1, EL3} && IsHighestEL(PSTATE.EL) then
    return RMR;
else
    UNDEFINED;
```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b0000	0b010

```
if PSTATE.EL IN {EL1, EL3} && IsHighestEL(PSTATE.EL) then
    RMR = R[t];
else
    UNDEFINED;
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

RVBAR, Reset Vector Base Address Register

The RVBAR characteristics are:

Purpose

If EL3 is not implemented, contains the IMPLEMENTATION DEFINED address that execution starts from after reset when executing in AArch32 state.

Configuration

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to RVBAR are UNDEFINED.

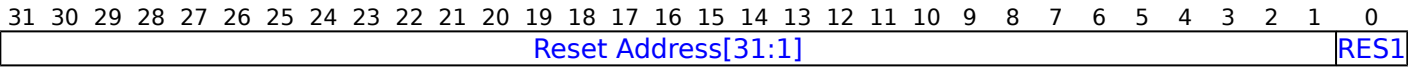
This register is only implemented if the highest Exception level implemented is capable of using AArch32, and is not EL3.

Attributes

RVBAR is a 32-bit register.

Field descriptions

The RVBAR bit assignments are:



Bits [31:1]

Reset Address[31:1]. Bits [31:1] of the IMPLEMENTATION DEFINED address that execution starts from after reset when executing in 32-bit state.

Bit [0]

Reserved, RES1.

Accessing the RVBAR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if IsHighestEL(EL1) then
        return RVBAR;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif !ELUsingAArch32(EL2) && SCR_EL3.<NS,EEL2> == '01' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif !ELUsingAArch32(EL3) && SCR_EL3.NS == '0' then
        AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if IsHighestEL(EL2) then
        return RVBAR;
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    return MVBAR;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

SCR, Secure Configuration Register

The SCR characteristics are:

Purpose

When EL3 is implemented and can use AArch32, defines the configuration of the current Security state. It specifies:

- The Security state, either Secure or Non-secure.
- What mode the PE branches to if an IRQ, FIQ, or External abort occurs.
- Whether the CPSR.F or CPSR.A bits can be modified when SCR.NS==1.

Configuration

AArch32 System register SCR bits [31:0] can be mapped to AArch64 System register [SCR_EL3\[31:0\]](#), but this is not architecturally mandated.

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to SCR are UNDEFINED.

Attributes

SCR is a 32-bit register.

Field descriptions

The SCR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																TERR	RES0	TWE	TWI	RES0	SIF	HCE	SCD	nET	AW	FW	EA	FIQ	IRQ	NS	

Bits [31:16]

Reserved, RES0.

TERR, bit [15]

When FEAT_RAS is implemented:

Trap Error record accesses. Generate a Monitor Trap exception on accesses to the following registers from modes other than Monitor mode:

[ERRIDR](#), [ERRSELR](#), [ERXADDR](#), [ERXADDR2](#), [ERXCTLR](#), [ERXCTLR2](#), [ERXFR](#), [ERXFR2](#), [ERXMISC0](#), [ERXMISC1](#), [ERXMISC2](#), [ERXMISC3](#), and [ERXSTATUS](#). When FEAT_RASv1p1 is implemented, [ERXMISC4](#), [ERXMISC5](#), [ERXMISC6](#), [ERXMISC7](#).

TERR	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Accesses to the specified registers from modes other than Monitor mode generate a Monitor Trap exception.

In a system where the PE resets into EL3, this field resets to 0.

Otherwise:

Reserved, RES0.

Bit [14]

Reserved, RES0.

TWE, bit [13]

Traps WFE instructions to Monitor mode.

TWE	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Any attempt to execute a WFE instruction in any mode other than Monitor mode is trapped to Monitor mode, if the instruction would otherwise have caused the PE to enter a low-power state and the attempted execution does not generate an exception that is taken to EL1 or EL2 by SCTLR.nTWE or HCR.TWE . Any exception that is taken to EL1 or to EL2 has priority over this trap.

The attempted execution of a conditional WFE instruction is only trapped if the instruction passes its condition code check.

Note

Since a WFE or WFI can complete at any time, even without a Wakeup event, the traps on WFE or WFI are not guaranteed to be taken, even if the WFE or WFI is executed when there is no Wakeup event. The only guarantee is that if the instruction does not complete in finite time in the absence of a Wakeup event, the trap will be taken.

In a system where the PE resets into EL3, this field resets to 0.

TWI, bit [12]

Traps WFI instructions to Monitor mode.

TWI	Meaning
0b0	This control does not cause any instructions to be trapped.
0b1	Any attempt to execute a WFI instruction in any mode other than Monitor mode is trapped to Monitor mode, if the instruction would otherwise have caused the PE to enter a low-power state and the attempted execution does not generate an exception that is taken to EL1 or EL2 by SCTLR.nTWI or HCR.TWI . Any exception that is taken to EL1 or to EL2 has priority over this trap.

The attempted execution of a conditional WFI instruction is only trapped if the instruction passes its condition code check.

Note

Since a WFE or WFI can complete at any time, even without a Wakeup event, the traps on WFE or WFI are not guaranteed to be taken, even if the WFE or WFI is executed when there is no Wakeup event. The only guarantee is that if the instruction does not complete in finite time in the absence of a Wakeup event, the trap will be taken.

In a system where the PE resets into EL3, this field resets to 0.

Bits [11:10]

Reserved, RES0.

SIF, bit [9]

Secure instruction fetch. When the PE is in Secure state, this bit disables instruction fetch from Non-secure memory. The possible values for this bit are:

SIF	Meaning
0b0	Secure state instruction fetches from Non-secure memory are permitted.
0b1	Secure state instruction fetches from Non-secure memory are not permitted.

This bit is permitted to be cached in a TLB.

In a system where the PE resets into EL3, this field resets to 0.

HCE, bit [8]

Hypervisor Call instruction enable. If EL2 is implemented, enables execution of HVC instructions at Non-secure EL1 and EL2.

HCE	Meaning
0b0	HVC instructions are: <ul style="list-style-type: none"> UNDEFINED at Non-secure EL1. The Undefined Instruction exception is taken from PL1 to PL1. UNPREDICTABLE at EL2. Behavior is one of the following: <ul style="list-style-type: none"> The instruction is UNDEFINED. The instruction executes as a NOP.
0b1	HVC instructions are enabled at Non-secure EL1 and EL2.

Note

HVC instructions are always UNDEFINED at EL0 and in Secure state.

If EL2 is not implemented, this bit is RES0 and HVC is UNDEFINED.

In a system where the PE resets into EL3, this field resets to 0.

SCD, bit [7]

Secure Monitor Call disable. Disables SMC instructions.

SCD	Meaning
0b0	SMC instructions are enabled.
0b1	In Non-secure state, SMC instructions are UNDEFINED. The Undefined Instruction exception is taken from the current Exception level to the current Exception level. In Secure state, behavior is one of the following: <ul style="list-style-type: none"> The instruction is UNDEFINED. The instruction executes as a NOP.

Note

SMC instructions are always UNDEFINED at PL0.

In a system where the PE resets into EL3, this field resets to 0.

nET, bit [6]

Not Early Termination. This bit disables early termination. The possible values of this bit are:

nET	Meaning
0b0	Early termination permitted. Execution time of data operations can depend on the data values.
0b1	Disable early termination. The number of cycles required for data operations is forced to be independent of the data values.

This IMPLEMENTATION DEFINED mechanism can disable data dependent timing optimizations from multiplies and data operations. It can provide system support against information leakage that might be exploited by timing correlation types of attack.

On implementations that do not support early termination or do not support disabling early termination, this bit is RES0.

In a system where the PE resets into EL3, this field resets to 0.

AW, bit [5]

When the value of SCR.EA is 1 and the value of [HCR.AMO](#) is 0, this bit controls whether [CPSR.A](#) masks an External abort taken from Non-secure state, and the possible values of this bit are:

AW	Meaning
0b0	External aborts taken from Non-secure state are not masked by CPSR.A , and are taken to EL3.
0b1	External aborts taken from Secure state are masked by CPSR.A . External aborts taken from either Security state are masked by CPSR.A . When CPSR.A is 0, the abort is taken to EL3.

When SCR.EA is 0 or [HCR.AMO](#) is 1, this bit has no effect.

In a system where the PE resets into EL3, this field resets to 0.

FW, bit [4]

When the value of SCR.FIQ is 1 and the value of [HCR.FMO](#) is 0, this bit controls whether [CPSR.F](#) masks an FIQ interrupt taken from Non-secure state, and the possible values of this bit are:

FW	Meaning
0b0	An FIQ taken from Non-secure state is not masked by CPSR.F , and is taken to EL3.
0b1	An FIQ taken from Secure state is masked by CPSR.F . An FIQ taken from either Security state is masked by CPSR.F . When CPSR.F is 0, the FIQ is taken to EL3.

When SCR.FIQ is 0 or [HCR.FMO](#) is 1, this bit has no effect.

In a system where the PE resets into EL3, this field resets to 0.

EA, bit [3]

External Abort handler. This bit controls which mode takes External aborts. The possible values of this bit are:

EA	Meaning
0b0	External aborts taken to Abort mode.
0b1	External aborts taken to Monitor mode.

In a system where the PE resets into EL3, this field resets to 0.

FIQ, bit [2]

FIQ handler. This bit controls which mode takes FIQ exceptions. The possible values of this bit are:

FIQ	Meaning
0b0	FIQs taken to FIQ mode.
0b1	FIQs taken to Monitor mode.

In a system where the PE resets into EL3, this field resets to 0.

IRQ, bit [1]

IRQ handler. This bit controls which mode takes IRQ exceptions. The possible values of this bit are:

IRQ	Meaning
0b0	IRQs taken to IRQ mode.
0b1	IRQs taken to Monitor mode.

In a system where the PE resets into EL3, this field resets to 0.

NS, bit [0]

Non-secure bit. Except when the PE is in Monitor mode, this bit determines the Security state of the PE:

NS	Meaning
0b0	PE is in Secure state.
0b1	PE is in Non-secure state.

If the [HCR.TGE](#) bit is set, an attempt to change from a Secure PL1 mode to a Non-secure EL1 mode by changing the SCR.NS bit from 0 to 1 results in the SCR.NS bit remaining as 0.

In a system where the PE resets into EL3, this field resets to 0.

Accessing the SCR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0001	0b0001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elseif !ELUsingAArch32(EL2) && SCR_EL3.<NS,EEL2> == '01' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif !ELUsingAArch32(EL3) && SCR_EL3.NS == '0' then
        AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        UNDEFINED;
elseif PSTATE.EL == EL2 then
    UNDEFINED;
elseif PSTATE.EL == EL3 then
    return SCR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0001	0b0001	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif !ELUsingAArch32(EL2) && SCR_EL3.<NS,EEL2> == '01' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif !ELUsingAArch32(EL3) && SCR_EL3.NS == '0' then
        AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    SCR = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

SCTLR, System Control Register

The SCTLR characteristics are:

Purpose

Provides the top level control of the system, including its memory system.

Configuration

AArch32 System register SCTLR bits [31:0] are architecturally mapped to AArch64 System register [SCTLR_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to SCTLR are UNDEFINED.

Some bits in the register are read-only. These bits relate to non-configurable features of an implementation, and are provided for compatibility with previous versions of the architecture.

Attributes

SCTLR is a 32-bit register.

Field descriptions

The SCTLR 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
DSSBS	TE	AFE	TRE	RES0	EE	RES0	SPAN	RES1	RES0	UWXN	WXN	nTWE	RES0	nTWI	RES0	V	I	RES1	EnRCTX	RES0	SEDI	TDUNK			

DSSBS, bit [31]

When FEAT_SSBS is implemented:

Default PSTATE.SSBS value on Exception Entry. The defined values are:

DSSBS	Meaning
0b0	PSTATE.SSBS is set to 0 on an exception to any mode in this security state except Hyp mode
0b1	PSTATE.SSBS is set to 1 on an exception to any mode in this security state except Hyp mode

Note

When EL3 is implemented and is using AArch32, this bit is banked between the two Security states.

This field resets to an IMPLEMENTATION DEFINED value.

Otherwise:

Reserved, RES0.

TE, bit [30]

T32 Exception Enable. This bit controls whether exceptions to an Exception Level that is executing at PL1 are taken to A32 or T32 state:

TE	Meaning
0b0	Exceptions, including reset, taken to A32 state.
0b1	Exceptions, including reset, taken to T32 state.

This field resets to an IMPLEMENTATION DEFINED choice between:

- 0.
- A value determined by an input configuration signal.

AFE, bit [29]

Access Flag Enable. When using the Short-descriptor translation table format for the PL1&0 translation regime, this bit enables use of the AP[0] bit in the translation descriptors as the Access flag, and restricts access permissions in the translation descriptors to the simplified model. The possible values of this bit are:

AFE	Meaning
0b0	In the translation table descriptors, AP[0] is an access permissions bit. The full range of access permissions is supported. No Access flag is implemented.
0b1	In the translation table descriptors, AP[0] is the Access flag. Only the simplified model for access permissions is supported.

When using the Long-descriptor translation table format, the VMSA behaves as if this bit is set to 1, regardless of the value of this bit.

The AFE bit is permitted to be cached in a TLB.

This field resets to 0.

TRE, bit [28]

TEX remap enable. This bit enables remapping of the TEX[2:1] bits in the PL1&0 translation regime for use as two translation table bits that can be managed by the operating system. Enabling this remapping also changes the scheme used to describe the memory region attributes in the VMSA. The possible values of this bit are:

TRE	Meaning
0b0	TEX remap disabled. TEX[2:0] are used, with the C and B bits, to describe the memory region attributes.
0b1	TEX remap enabled. TEX[2:1] are reassigned for use as bits managed by the operating system. The TEX[0], C, and B bits are used to describe the memory region attributes, with the MMU remap registers.

When the value of [TTBCR.EAE](#) is 1, this bit is RES1.

The TRE bit is permitted to be cached in a TLB.

This field resets to 0.

Bits [27:26]

Reserved, RES0.

EE, bit [25]

The value of the PSTATE.E bit on branch to an exception vector or coming out of reset, and the endianness of stage 1 translation table walks in the PL1&0 translation regime.

The possible values of this bit are:

EE	Meaning
0b0	Little-endian. PSTATE.E is cleared to 0 on taking an exception or coming out of reset. Stage 1 translation table walks in the PL1&0 translation regime are little-endian.
0b1	Big-endian. PSTATE.E is set to 1 on taking an exception or coming out of reset. Stage 1 translation table walks in the PL1&0 translation regime are big-endian.

If an implementation does not provide Big-endian support for data accesses at Exception Levels higher than EL0, this bit is RES0.

If an implementation does not provide Little-endian support for data accesses at Exception Levels higher than EL0, this bit is RES1.

This field resets to an IMPLEMENTATION DEFINED choice between:

- 0.
- A value determined by an input configuration signal.

Bit [24]

Reserved, RES0.

SPAN, bit [23]

When FEAT_PAN is implemented:

Set Privileged Access Never, on taking an exception to EL1 from either Secure or Non-secure state, or to EL3 from Secure state when EL3 is using AArch32.

SPAN	Meaning
0b0	CPSR .PAN is set to 1 in the following situations: <ul style="list-style-type: none"> • In Non-secure state, on taking an exception to EL1. • In Secure state, when EL3 is using AArch64, on taking an exception to EL1. • In Secure state, when EL3 is using AArch32, on taking an exception to EL3.
0b1	The value of CPSR .PAN is left unchanged on taking an exception to EL1.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES1.

Bit [22]

Reserved, RES1.

Bit [21]

Reserved, RES0.

UWXN, bit [20]

Unprivileged write permission implies PL1 XN (Execute-never). This bit can force all memory regions that are writable at PL0 to be treated as XN for accesses from software executing at PL1. The possible values of this bit are:

UWXN	Meaning
0b0	This control has no effect on memory access permissions.
0b1	Any region that is writable at PL0 forced to XN for accesses from software executing at PL1.

The UWXN bit is permitted to be cached in a TLB.

This field resets to 0.

WXN, bit [19]

Write permission implies XN (Execute-never). For the PL1&0 translation regime, this bit can force all memory regions that are writable to be treated as XN. The possible values of this bit are:

WXN	Meaning
0b0	This control has no effect on memory access permissions.
0b1	Any region that is writable in the PL1&0 translation regime is forced to XN for accesses from software executing at PL1 or PL0.

This bit applies only when SCTLR.M bit is set.

The WXN bit is permitted to be cached in a TLB.

This field resets to 0.

nTWE, bit [18]

Traps EL0 execution of WFE instructions to Undefined mode.

nTWE	Meaning
0b0	Any attempt to execute a WFE instruction at EL0 is trapped to Undefined mode, if the instruction would otherwise have caused the PE to enter a low-power state.
0b1	This control does not cause any instructions to be trapped.

The attempted execution of a conditional WFE instruction is only trapped if the instruction passes its condition code check.

Note

Since a WFE or WFI can complete at any time, even without a Wakeup event, the traps on WFE or WFI are not guaranteed to be taken, even if the WFE or WFI is executed when there is no Wakeup event. The only guarantee is that if the instruction does not complete in finite time in the absence of a Wakeup event, the trap will be taken.

This field resets to 1.

Bit [17]

Reserved, RES0.

nTWI, bit [16]

Traps EL0 execution of WFI instructions to Undefined mode.

nTWI	Meaning
0b0	Any attempt to execute a WFI instruction at EL0 is trapped to Undefined mode, if the instruction would otherwise have caused the PE to enter a low-power state.
0b1	This control does not cause any instructions to be trapped.

The attempted execution of a conditional WFI instruction is only trapped if the instruction passes its condition code check.

Note

Since a WFE or WFI can complete at any time, even without a Wakeup event, the traps on WFE or WFI are not guaranteed to be taken, even if the WFE or

WFI is executed when there is no Wakeup event. The only guarantee is that if the instruction does not complete in finite time in the absence of a Wakeup event, the trap will be taken.

This field resets to 1.

Bits [15:14]

Reserved, RES0.

V, bit [13]

Vectors bit. This bit selects the base address of the exception vectors for exceptions taken to a PE mode other than Monitor mode or Hyp mode:

V	Meaning
0b0	Normal exception vectors. Base address is held in VBAR .
0b1	High exception vectors (Hivecs), base address 0xFFFF0000. This base address cannot be remapped.

This field resets to an IMPLEMENTATION DEFINED choice between:

- 0.
- A value determined by an input configuration signal.

I, bit [12]

Instruction access Cacheability control, for accesses at EL1 and EL0:

I	Meaning
0b0	All instruction access to Normal memory from PL1 and PL0 are Non-cacheable for all levels of instruction and unified cache. If the value of SCTLR.M is 0, instruction accesses from stage 1 of the PL1&0 translation regime are to Normal, Outer Shareable, Inner Non-cacheable, Outer Non-cacheable memory.
0b1	All instruction access to Normal memory from PL1 and PL0 can be cached at all levels of instruction and unified cache. If the value of SCTLR.M is 0, instruction accesses from stage 1 of the PL1&0 translation regime are to Normal, Outer Shareable, Inner Write-Through, Outer Write-Through memory.

Instruction accesses to Normal memory from EL1 and EL0 are Cacheable regardless of the value of the SCTLR.I bit if either:

- EL2 is using AArch32 and the value of [HCR.DC](#) is 1.
- EL2 is using AArch64 and the value of [HCR_EL2.DC](#) is 1.

This field resets to 0.

Bit [11]

Reserved, RES1.

EnRCTX, bit [10]

When FEAT_CSV2 is implemented:

Enable EL0 Access to the AArch32 CFPRCTX, DVPRCTX and CPPRCTX instructions. The defined values are:

EnRCTX	Meaning
0b0	EL0 access to these instructions is disabled, and these instructions are trapped to EL1.
0b1	EL0 access to these instructions is enabled.

Note

When EL3 is implemented and is using AArch32, this bit is banked between the two Security states.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bit [9]

Reserved, RES0.

SED, bit [8]

SETEND instruction disable. Disables SETEND instructions at PL0 and PL1.

SED	Meaning
0b0	SETEND instruction execution is enabled at PL0 and PL1.
0b1	SETEND instructions are UNDEFINED at PL0 and PL1.

If the implementation does not support mixed-endian operation at any Exception level, this bit is RES1.

This field resets to 0.

ITD, bit [7]

IT Disable. Disables some uses of IT instructions at PL1 and PL0.

ITD	Meaning
0b0	All IT instruction functionality is enabled at PL1 and PL0.
0b1	Any attempt at PL1 or PL0 to execute any of the following is UNDEFINED: <ul style="list-style-type: none"> All encodings of the IT instruction with hw1[3:0] != 1000. All encodings of the subsequent instruction with the following values for hw1: <ul style="list-style-type: none"> 11xxxxxxxxxxxx: All 32-bit instructions, and the 16-bit instructions B, UDF, SVC, LDM, and STM. 1011xxxxxxxxxxxx: All instructions in 'Miscellaneous 16-bit instructions'. 10100xxxxxxxxxxx: ADD Rd, PC, #imm 01001xxxxxxxxxxx: LDR Rd, [PC, #imm] 0100x1xxx1111xxx: ADD Rdn, PC; CMP Rn, PC; MOV Rd, PC; BX PC; BLX PC. 010001xx1xxx111: ADD PC, Rm; CMP PC, Rm; MOV PC, Rm. This pattern also covers unpredictable cases with BLX Rn. <p>These instructions are always UNDEFINED, regardless of whether they would pass or fail the condition code check that applies to them as a result of being in an IT block.</p> <p>It is IMPLEMENTATION DEFINED whether the IT instruction is treated as:</p> <ul style="list-style-type: none"> A 16-bit instruction, that can only be followed by another 16-bit instruction. The first half of a 32-bit instruction. <p>This means that, for the situations that are UNDEFINED, either the second 16-bit instruction or the 32-bit instruction is UNDEFINED. An implementation might vary dynamically as to whether IT is treated as a 16-bit instruction or the first half of a 32-bit instruction.</p>

If an instruction in an active IT block that would be disabled by this field sets this field to 1 then behavior is CONSTRAINED UNPREDICTABLE. For more information see 'Changes to an ITD control by an instruction in an IT block'.

ITD is optional, but if it is implemented in the SCTLR then it must also be implemented in the [SCTLR_EL1](#). If it is not implemented then this bit is RAZ/WI.

This field resets to 0.

UNK, bit [6]

Writes to this bit are IGNORED. Reads of this bit return an UNKNOWN value.

This field resets to an architecturally UNKNOWN value.

CP15BEN, bit [5]

System instruction memory barrier enable. Enables accesses to the DMB, DSB, and ISB System instructions in the (coproc==0b1111) encoding space from PL1 and PL0:

CP15BEN	Meaning
0b0	PL0 and PL1 execution of the CP15DMB , CP15DSB , and CP15ISB instructions is UNDEFINED.
0b1	PL0 and PL1 execution of the CP15DMB , CP15DSB , and CP15ISB instructions is enabled.

CP15BEN is optional, but if it is implemented in the SCTLR then it must also be implemented in the [SCTLR_EL1](#). If it is not implemented then this bit is RAO/WI.

This field resets to 1.

LSMAOE, bit [4]

When FEAT_LSMAOC is implemented:

Load Multiple and Store Multiple Atomicity and Ordering Enable.

LSMAOE	Meaning
0b0	For all memory accesses at EL1 or EL0, A32 and T32 Load Multiple and Store Multiple can have an interrupt taken during the sequence memory accesses, and the memory accesses are not required to be ordered.
0b1	The ordering and interrupt behavior of A32 and T32 Load Multiple and Store Multiple at EL1 or EL0 is as defined for Armv8.0.

This bit is permitted to be cached in a TLB.

This field resets to 1.

Otherwise:

Reserved, RES1.

nTLSMD, bit [3]

When FEAT_LSMAOC is implemented:

No Trap Load Multiple and Store Multiple to Device-nGRE/Device-nGnRE/Device-nGnRnE memory.

nTLSMD	Meaning
0b0	All memory accesses by A32 and T32 Load Multiple and Store Multiple at EL1 or EL0 that are marked at stage 1 as Device-nGRE/Device-nGnRE/Device-nGnRnE memory are trapped and generate a stage 1 Alignment fault.
0b1	All memory accesses by A32 and T32 Load Multiple and Store Multiple at EL1 or EL0 that are marked at stage 1 as Device-nGRE/Device-nGnRE/Device-nGnRnE memory are not trapped.

This bit is permitted to be cached in a TLB.

This field resets to 1.

Otherwise:

Reserved, RES1.

C, bit [2]

Cacheability control, for data accesses at EL1 and EL0:

C	Meaning
0b0	All data access to Normal memory from PL1 and PL0, and all accesses to the PL1&0 stage 1 translation tables, are Non-cacheable for all levels of data and unified cache.
0b1	All data access to Normal memory from PL1 and PL0, and all accesses to the PL1&0 stage 1 translation tables, can be cached at all levels of data and unified cache.

The PE ignores SCTLR.C for Non-secure state and data accesses to Normal memory from EL1 and EL0 are Cacheable if either:

- EL2 is using AArch32 and the value of [HCR.DC](#) is 1.
- EL2 is using AArch64 and the value of [HCR_EL2.DC](#) is 1.

This field resets to 0.

A, bit [1]

Alignment check enable. This is the enable bit for Alignment fault checking at PL1 and PL0:

A	Meaning
0b0	Alignment fault checking disabled when executing at PL1 or PL0. Instructions that load or store one or more registers, other than load/store exclusive and load-acquire/store-release, do not check that the address being accessed is aligned to the size of the data element(s) being accessed.
0b1	Alignment fault checking enabled when executing at PL1 or PL0. All instructions that load or store one or more registers have an alignment check that the address being accessed is aligned to the size of the data element(s) being accessed. If this check fails it causes an Alignment fault, which is taken as a Data Abort exception.

Load/store exclusive and load-acquire/store-release instructions have an alignment check regardless of the value of the A bit.

This field resets to 0.

M, bit [0]

MMU enable for EL1 and EL0 stage 1 address translation. Possible values of this bit are:

M	Meaning
0b0	EL1 and EL0 stage 1 address translation disabled. See the SCTLR.I field for the behavior of instruction accesses to Normal memory.
0b1	EL1 and EL0 stage 1 address translation enabled.

In the Non-secure state the PE behaves as if the value of the SCTLR.M field is 0 for all purposes other than returning the value of a direct read of the field if either:

- EL2 is using AArch32 and the value of [HCR](#).{DC, TGE} is not {0, 0}.
- EL2 is using AArch64 and the value of [HCR_EL2](#).{DC, TGE} is not {0, 0}.

This field resets to 0.

Accessing the SCTLR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0001	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TRVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TRVM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elseif HaveEL(EL3) && ELUsingAArch32(EL3) then
        return SCTLR_NS;
    else
        return SCTLR;
elseif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        return SCTLR_NS;
    else
        return SCTLR;
elseif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        return SCTLR_S;
    else
        return SCTLR_NS;

```

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0001	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TVM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        SCTLR_NS = R[t];
    else
        SCTLR = R[t];
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        SCTLR_NS = R[t];
    else
        SCTLR = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' && CP15SDISABLE == HIGH then
        UNDEFINED;
    elsif SCR.NS == '0' && CP15SDISABLE2 == HIGH then
        UNDEFINED;
    else
        if SCR.NS == '0' then
            SCTLR_S = R[t];
        else
            SCTLR_NS = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

SDCR, Secure Debug Control Register

The SDCR characteristics are:

Purpose

Provides EL3 configuration options for self-hosted debug, trace, and the Performance Monitors Extension.

Configuration

AArch32 System register SDCR bits [31:0] can be mapped to AArch64 System register [MDCR_EL3\[31:0\]](#), but this is not architecturally mandated.

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to SDCR are UNDEFINED.

Attributes

SDCR is a 32-bit register.

Field descriptions

The SDCR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0	MTPME	TDCC	RES0	SCCD	RES0	EPMA	EDAD	TTRF	STE	SPME	RES0	SPD	RES0																		

Bits [31:29]

Reserved, RES0.

MTPME, bit [28]

When FEAT_MTPMU is implemented:

Multi-threaded PMU Enable. Enables use of the [PMEVTYPER<n>](#).MT bits.

MTPME	Meaning
0b0	FEAT_MTPMU is disabled. The Effective value of PMEVTYPER<n> .MT is zero.
0b1	PMEVTYPER<n> .MT bits not affected by this bit.

If FEAT_MTPMU is disabled for any other PE in the system that has the same level 1 Affinity as the PE, it is IMPLEMENTATION DEFINED whether the PE behaves as if this bit is 0.

On a Cold reset, in a system where the PE resets into EL3, this field resets to 1.

Otherwise:

Reserved, RES0.

TDCC, bit [27]

When FEAT_FGT is implemented:

Trap DCC. Traps use of the Debug Comms Channel in modes other than Monitor mode to Monitor mode.

TDCC	Meaning
0b0	This control does not cause any register accesses to be trapped.
0b1	Accesses to the DCC registers in modes other than Monitor mode generate a Monitor Trap exception, unless the access also generates a higher priority exception. Traps on the DCC data transfer registers are ignored when the PE is in Debug state.

The DCC registers trapped by this control are:

- [DBGDTRRXext](#), [DBGDTRTXext](#), [DBGDSCRint](#), [DBGDCCINT](#), and, when the PE is in Non-debug state, [DBGDTRRXint](#) and [DBGDTRTXint](#).

When the PE is in Debug state, SDCR.TDCC does not trap any accesses to:

- [DBGDTRRXint](#) and [DBGDTRTXint](#).

In a system where the PE resets into EL3, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bits [26:24]

Reserved, RES0.

SCCD, bit [23]

When FEAT_PMUv3p5 is implemented:

Secure Cycle Counter Disable. Prohibits [PMCCNTR](#) from counting in Secure state.

SCCD	Meaning
0b0	Cycle counting by PMCCNTR is not affected by this bit.
0b1	Cycle counting by PMCCNTR is prohibited in Secure state.

This bit does not affect the CPU_CYCLES event or any other event that counts cycles.

In a system where the PE resets into EL3, this field resets to 0.

Otherwise:

Reserved, RES0.

Bit [22]

Reserved, RES0.

EPMAD, bit [21]

When FEAT_Debugv8p4 is implemented and FEAT_PMUv3 is implemented:

External Performance Monitors Non-secure access disable. Controls Non-secure access to Performance Monitors registers by an external debugger.

EPMAD	Meaning
0b0	Non-secure access to the Performance Monitors registers from an external debugger is permitted.
0b1	Non-secure access to the Performance Monitors registers from an external debugger is not permitted.

If the Performance Monitors Extension does not support external debug interface accesses this bit is RES0.

Otherwise, if EL3 is not implemented and the Effective value of [SCR.NS](#) is 0b0, then the Effective value of this field is 0b1.

In a system where the PE resets into EL3, this field resets to 0.

When FEAT_PMUv3 is implemented:

External Performance Monitors access disable. Controls access to Performance Monitors registers by an external debugger.

EPMAD	Meaning
0b0	Access to Performance Monitors registers from an external debugger is permitted.
0b1	Access to Performance Monitors registers from an external debugger is not permitted, unless overridden by the IMPLEMENTATION DEFINED authentication interface.

If the Performance Monitors Extension does not support external debug interface accesses this bit is RES0.

Otherwise, if EL3 is not implemented and the Effective value of [SCR.NS](#) is 0b0, then the Effective value of this field is 0b1.

In a system where the PE resets into EL3, this field resets to 0.

Otherwise:

Reserved, RES0.

EDAD, bit [20]

When FEAT_Debugv8p4 is implemented:

External debug Non-secure access disable. Controls Non-secure access to breakpoint, watchpoint, and [OSLAR_EL1](#) registers by an external debugger.

EDAD	Meaning
0b0	Non-secure access to debug registers from an external debugger is permitted.
0b1	Non-secure access to breakpoint registers, watchpoint registers, and OSLAR_EL1 from an external debugger is not permitted.

If EL3 is not implemented and the Effective value of [SCR.NS](#) is 0b0, then the Effective value of this field is 0b1.

In a system where the PE resets into EL3, this field resets to 0.

When FEAT_Debugv8p2 is implemented:

External debug access disable. Controls access to breakpoint, watchpoint, and [OSLAR_EL1](#) registers by an external debugger.

EDAD	Meaning
0b0	Access to debug registers from an external debugger is permitted.
0b1	Access to breakpoint registers, watchpoint registers and OSLAR_EL1 from an external debugger is not permitted, unless overridden by the IMPLEMENTATION DEFINED authentication interface.

If EL3 is not implemented and the Effective value of [SCR.NS](#) is 0b0, then the Effective value of this field is 0b1.

In a system where the PE resets into EL3, this field resets to 0.

Otherwise:

External debug access disable. Controls access to breakpoint, watchpoint, and optionally [OSLAR_EL1](#) registers by an external debugger.

EDAD	Meaning
0b0	Access to debug registers from an external debugger is permitted.
0b1	Access to breakpoint registers and watchpoint registers from an external debugger is not permitted, unless overridden by the IMPLEMENTATION DEFINED authentication interface. It is IMPLEMENTATION DEFINED whether access to the OSLAR_EL1 register from an external debugger is permitted or not permitted.

If EL3 is not implemented and the Effective value of [SCR.NS](#) is 0b0, then the Effective value of this field is 0b1.

In a system where the PE resets into EL3, this field resets to 0.

TTRF, bit [19]**When FEAT_TRF is implemented:**

Trap Trace Filter controls. Controls whether accesses at EL2 and EL1 to the trace filter control registers are trapped to EL3.

TTRF	Meaning
0b0	Accesses to HTTRFCR and TRFCR registers are not affected by this control bit.
0b1	When not in Monitor mode, accesses to HTTRFCR and TRFCR registers generate a Monitor Trap exception, unless the access generates a higher priority exception.

In a system where the PE resets into EL3, this field resets to 0.

Otherwise:

Reserved, RES0.

STE, bit [18]**When FEAT_TRF is implemented:**

Secure Trace Enable. This bit enables tracing in Secure state and controls the level of authentication required by an external debugger to enable external tracing.

STE	Meaning
0b0	Trace is prohibited in Secure state unless overridden by the IMPLEMENTATION DEFINED authentication interface.
0b1	Trace in Secure state is not affected by this bit.

This bit also controls the level of authentication required by an external debugger to enable external tracing. See 'Register controls to enable self-hosted trace'.

If EL3 is not implemented and the Effective value of [SCR.NS](#) is 0b0, the PE behaves as if this bit is set to 0b1.

In a system where the PE resets into EL3, this field resets to 0.

Otherwise:

Reserved, RES0.

SPME, bit [17]

When FEAT_Debugv8p2 is implemented and FEAT_PMUv3 is implemented:

Secure Performance Monitors enable. This allows event counting in Secure state.

SPME	Meaning
0b0	Event counting prohibited in Secure state.
0b1	Event counting allowed in Secure state.

If EL3 is not implemented and the Effective value of [SCR](#).NS is 0b0, then the Effective value of this bit is 0b1.

In a system where the PE resets into EL3, this field resets to 0.

When FEAT_PMUv3 is implemented:

Secure Performance Monitors enable. This allows event counting in Secure state.

SPME	Meaning
0b0	Event counting prohibited in Secure state, unless ExternalSecureNoninvasiveDebugEnabled() is TRUE.
0b1	Event counting allowed in Secure state.

If EL3 is not implemented and the Effective value of [SCR](#).NS is 0b0, then the Effective value of this bit is 0b1.

In a system where the PE resets into EL3, this field resets to 0.

Otherwise:

Reserved, RES0.

Bit [16]

Reserved, RES0.

SPD, bits [15:14]

AArch32 Secure self-hosted Privileged Debug. Enables or disables debug exceptions from EL3, other than Breakpoint Instruction exceptions

SPD	Meaning
0b00	Legacy mode. Debug exceptions from EL3 are enabled by the authentication interface.
0b10	Secure privileged debug disabled. Debug exceptions from EL3 are disabled.
0b11	Secure privileged debug enabled. Debug exceptions from EL3 are enabled.

Other values are reserved, and have the CONSTRAINED UNPREDICTABLE behavior that they must have the same behavior as 0b00. Software must not rely on this property as the behavior of reserved values might change in a future revision of the architecture.

This field has no effect on Breakpoint Instruction exceptions. These are always enabled.

This field is ignored in Non-secure state.

If debug exceptions from EL3 are enabled, then debug exceptions from Secure EL0 are also enabled.

Otherwise, debug exceptions from Secure EL0 are enabled only if the value of [SDER](#).SUIDEN is 0b1.

If EL3 is not implemented and the Effective value of [SCR](#).NS is 0b0, then the Effective value of this field is 0b11.

In a system where the PE resets into EL3, this field resets to 0.

Bits [13:0]

Reserved, RES0.

Accessing the SDCR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0001	0b0011	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif !ELUsingAArch32(EL2) && SCR_EL3.<NS,EEL2> == '01' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif !ELUsingAArch32(EL3) && SCR_EL3.NS == '0' then
        AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    return SDCR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0001	0b0011	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif !ELUsingAArch32(EL2) && SCR_EL3.<NS,EEL2> == '01' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif !ELUsingAArch32(EL3) && SCR_EL3.NS == '0' then
        AArch64.AArch32SystemAccessTrap(EL3, 0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' && CP15SDISABLE2 == HIGH then
        UNDEFINED;
    else
        SDCR = R[t];

```

SDER, Secure Debug Enable Register

The SDER characteristics are:

Purpose

Controls invasive and non-invasive debug in the Secure EL0 mode.

Configuration

AArch32 System register SDER bits [31:0] are architecturally mapped to AArch64 System register [SDER32_EL3\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level, or EL3 is implemented or the implemented Security state is Secure state. Otherwise, direct accesses to SDER are UNDEFINED.

This register is ignored by the PE when one or more of the following are true:

- The PE is in Non-secure state.
- EL1 is using AArch64.

Attributes

SDER is a 32-bit register.

Field descriptions

The SDER bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																SUNIDEN		SUIDEN													

Bits [31:2]

Reserved, RES0.

SUNIDEN, bit [1]

Secure User Non-Invasive Debug Enable.

SUNIDEN	Meaning
0b0	This bit does not affect Performance Monitors event counting at Secure EL0
0b1	If EL3 or EL1 is using AArch32, Performance Monitors event counting is allowed in Secure EL0.

On a Warm reset, this field resets to 0.

SUIDEN, bit [0]

Secure User Invasive Debug Enable.

SUIDEN	Meaning
0b0	This bit does not affect the generation of debug exceptions at Secure EL0.
0b1	If EL3 or EL1 is using AArch32, debug exceptions from Secure EL0 are enabled.

On a Warm reset, this field resets to 0.

Accessing the SDER

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0001	0b0001	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif (!HaveEL(EL3) || !ELUsingAArch32(EL3)) && SCR_EL3.NS == '0' then
        return SDER;
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    return SDER;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0001	0b0001	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif (!HaveEL(EL3) || !ELUsingAArch32(EL3)) && SCR_EL3.NS == '0' then
        SDER = R[t];
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' && CP15SDISABLE2 == HIGH then
        UNDEFINED;
    else
        SDER = R[t];

```


SPSR, Saved Program Status Register

The SPSR characteristics are:

Purpose

Holds the saved process state for the current mode.

Configuration

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to SPSR are UNDEFINED.

Attributes

SPSR is a 32-bit register.

Field descriptions

The SPSR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
N	Z	C	V	Q	IT[1:0]	J	SSBS	PAN	DIT	IL		GE			IT[7:2]		E	A	I	F	T					M[4:0]					

N, bit [31]

Set to the value of PSTATE.N on taking an exception to the current mode, and copied to PSTATE.N on executing an exception return operation in the current mode.

Z, bit [30]

Set to the value of PSTATE.Z on taking an exception to the current mode, and copied to PSTATE.Z on executing an exception return operation in the current mode.

C, bit [29]

Set to the value of PSTATE.C on taking an exception to the current mode, and copied to PSTATE.C on executing an exception return operation in the current mode.

V, bit [28]

Set to the value of PSTATE.V on taking an exception to the current mode, and copied to PSTATE.V on executing an exception return operation in the current mode.

Q, bit [27]

Set to the value of PSTATE.Q on taking an exception to the current mode, and copied to PSTATE.Q on executing an exception return operation in the current mode.

IT[1:0], bits [26:25]

IT block state bits for the T32 IT (If-Then) instruction. See IT[7:2] for explanation of this field.

J, bit [24]

RES0.

In previous versions of the architecture, the {J, T} bits determined the AArch32 Instruction set state. Armv8 does not support either Jazelle state or T32EE state, and the T bit determines the Instruction set state.

SSBS, bit [23]**When FEAT_SSBS is implemented:**

Speculative Store Bypass Safe. This bit is set to the value of PSTATE.SSBS on taking an exception to the current mode, and copied to PSTATE.SSBS on executing an exception return operation in the current mode.

Otherwise:

Reserved, RES0.

PAN, bit [22]**When FEAT_PAN is implemented:**

Privileged Access Never. This bit is set to the value of PSTATE.PAN on taking an exception to the current mode, and copied to PSTATE.PAN on executing an exception return operation in the current mode.

Otherwise:

Reserved, RES0.

DIT, bit [21]**When FEAT_DIT is implemented:**

Data Independent Timing. This bit is set to the value of PSTATE.DIT on taking an exception to the current mode, and copied to PSTATE.DIT on executing an exception return operation in the current mode.

Otherwise:

Reserved, RES0.

IL, bit [20]

Illegal Execution state bit. Shows the value of PSTATE.IL immediately before the exception was taken.

GE, bits [19:16]

Greater than or Equal flags, for parallel addition and subtraction.

IT[7:2], bits [15:10]

IT block state bits for the T32 IT (If-Then) instruction. This field must be interpreted in two parts.

- IT[7:5] holds the base condition for the IT block. The base condition is the top 3 bits of the condition code specified by the first condition field of the IT instruction.
- IT[4:0] encodes the size of the IT block, which is the number of instructions that are to be conditionally executed, by the position of the least significant 1 in this field. It also encodes the value of the least significant bit of the condition code for each instruction in the block.

The IT field is 0b00000000 when no IT block is active.

E, bit [9]

Endianness state bit. Controls the load and store endianness for data accesses:

E	Meaning
0b0	Little-endian operation
0b1	Big-endian operation.

Instruction fetches ignore this bit.

If an implementation does not provide Big-endian support, this bit is RES0. If it does not provide Little-endian support, this bit is RES1.

If an implementation provides Big-endian support but only at EL0, this bit is RES0 for an exception return to any Exception level other than EL0.

Likewise, if it provides Little-endian support only at EL0, this bit is RES1 for an exception return to any Exception level other than EL0.

When the reset value of the SCTLR.EE bit is defined by a configuration input signal, that value also applies to the CPSR.E bit on reset, and therefore applies to software execution from reset.

A, bit [8]

SError interrupt mask bit.

A	Meaning
0b0	Exception not masked.
0b1	Exception masked.

I, bit [7]

IRQ mask bit.

I	Meaning
0b0	Exception not masked.
0b1	Exception masked.

F, bit [6]

FIQ mask bit.

F	Meaning
0b0	Exception not masked.
0b1	Exception masked.

T, bit [5]

T32 Instruction set state bit. Determines the AArch32 instruction set state that the exception was taken from.

T	Meaning
0b0	Taken from A32 state.
0b1	Taken from T32 state.

M[4:0], bits [4:0]

Mode. Set to the mode that an exception was taken from.

M[4:0]	Meaning	Applies when
0b10000	User.	
0b10001	FIQ.	
0b10010	IRQ.	
0b10011	Supervisor.	
0b10110	Monitor.	When EL3 is capable of using AArch32
0b10111	Abort.	
0b11010	Hyp.	When EL2 is capable of using AArch32
0b11011	Undefined.	
0b11111	System.	

Other values are reserved.

Accessing the SPSR

SPSR can be read using the MRS instruction and written using the MSR (register) or MSR (immediate) instructions.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

SPSR_abt, Saved Program Status Register (Abort mode)

The SPSR_abt characteristics are:

Purpose

Holds the saved process state when an exception is taken to Abort mode.

Configuration

AArch32 System register SPSR_abt bits [31:0] are architecturally mapped to AArch64 System register [SPSR_abt\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to SPSR_abt are UNDEFINED.

Attributes

SPSR_abt is a 32-bit register.

Field descriptions

The SPSR_abt bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
N	Z	C	V	Q	IT[1:0]	J	SSB	SPAN	DIT	IL	GE			IT[7:2]			E	A	I	F	T	M[4:0]									

N, bit [31]

Negative Condition flag. Set to the value of PSTATE.N on taking an exception to Abort mode, and copied to PSTATE.N on executing an exception return operation in Abort mode.

This field resets to an architecturally UNKNOWN value.

Z, bit [30]

Zero Condition flag. Set to the value of PSTATE.Z on taking an exception to Abort mode, and copied to PSTATE.Z on executing an exception return operation in Abort mode.

This field resets to an architecturally UNKNOWN value.

C, bit [29]

Carry Condition flag. Set to the value of PSTATE.C on taking an exception to Abort mode, and copied to PSTATE.C on executing an exception return operation in Abort mode.

This field resets to an architecturally UNKNOWN value.

V, bit [28]

Overflow Condition flag. Set to the value of PSTATE.V on taking an exception to Abort mode, and copied to PSTATE.V on executing an exception return operation in Abort mode.

This field resets to an architecturally UNKNOWN value.

Q, bit [27]

Overflow or saturation flag. Set to the value of PSTATE.Q on taking an exception to Abort mode, and copied to PSTATE.Q on executing an exception return operation in Abort mode.

This field resets to an architecturally UNKNOWN value.

IT[1:0], bits [26:25]

If-Then. Set to the value of PSTATE.IT[1:0] on taking an exception to Abort mode, and copied to PSTATE.IT[1:0] on executing an exception return operation in Abort mode.

On executing an exception return operation in Abort mode SPSR_abt.IT must contain a value that is valid for the instruction being returned to.

This field resets to an architecturally UNKNOWN value.

J, bit [24]

RES0.

In previous versions of the architecture, the {J, T} bits determined the AArch32 Instruction set state.

Armv8 does not support either Jazelle state or T32EE state, and the T bit determines the Instruction set state.

SSBS, bit [23]**When FEAT_SSBS is implemented:**

Speculative Store Bypass. Set to the value of PSTATE.SSBS on taking an exception to Abort mode, and copied to PSTATE.SSBS on executing an exception return operation in Abort mode.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

PAN, bit [22]**When FEAT_PAN is implemented:**

Privileged Access Never. Set to the value of PSTATE.PAN on taking an exception to Abort mode, and copied to PSTATE.PAN on executing an exception return operation in Abort mode.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

DIT, bit [21]**When FEAT_DIT is implemented:**

Data Independent Timing. Set to the value of PSTATE.DIT on taking an exception to Abort mode, and copied to PSTATE.DIT on executing an exception return operation in Abort mode.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

IL, bit [20]

Illegal Execution state. Set to the value of PSTATE.IL on taking an exception to Abort mode, and copied to PSTATE.IL on executing an exception return operation in Abort mode.

This field resets to an architecturally UNKNOWN value.

GE, bits [19:16]

Greater than or Equal flags. Set to the value of PSTATE.GE on taking an exception to Abort mode, and copied to PSTATE.GE on executing an exception return operation in Abort mode.

This field resets to an architecturally UNKNOWN value.

IT[7:2], bits [15:10]

If-Then. Set to the value of PSTATE.IT[7:2] on taking an exception to Abort mode, and copied to PSTATE.IT[7:2] on executing an exception return operation in Abort mode.

SPSR_abt.IT must contain a value that is valid for the instruction being returned to.

This field resets to an architecturally UNKNOWN value.

E, bit [9]

Endianness. Set to the value of PSTATE.E on taking an exception to Abort mode, and copied to PSTATE.E on executing an exception return operation in Abort mode.

If the implementation does not support big-endian operation, SPSR_abt.E is RES0. If the implementation does not support little-endian operation, SPSR_abt.E is RES1. On executing an exception return operation in Abort mode, if the implementation does not support big-endian operation at the Exception level being returned to, SPSR_abt.E is RES0, and if the implementation does not support little-endian operation at the Exception level being returned to, SPSR_abt.E is RES1.

This field resets to an architecturally UNKNOWN value.

A, bit [8]

SError interrupt mask. Set to the value of PSTATE.A on taking an exception to Abort mode, and copied to PSTATE.A on executing an exception return operation in Abort mode.

This field resets to an architecturally UNKNOWN value.

I, bit [7]

IRQ interrupt mask. Set to the value of PSTATE.I on taking an exception to Abort mode, and copied to PSTATE.I on executing an exception return operation in Abort mode.

This field resets to an architecturally UNKNOWN value.

F, bit [6]

FIQ interrupt mask. Set to the value of PSTATE.F on taking an exception to Abort mode, and copied to PSTATE.F on executing an exception return operation in Abort mode.

This field resets to an architecturally UNKNOWN value.

T, bit [5]

T32 Instruction set state. Set to the value of PSTATE.T on taking an exception to Abort mode, and copied to PSTATE.T on executing an exception return operation in Abort mode.

This field resets to an architecturally UNKNOWN value.

M[4:0], bits [4:0]

Mode. Set to the value of PSTATE.M[4:0] on taking an exception to Abort mode, and copied to PSTATE.M[4:0] on executing an exception return operation in Abort mode.

M[4:0]	Meaning
0b10000	User.
0b10001	FIQ.
0b10010	IRQ.
0b10011	Supervisor.
0b10111	Abort.
0b11011	Undefined.
0b11111	System.

Other values are reserved. If SPSR_abt.M[4:0] has a Reserved value, or a value for an unimplemented Exception level, executing an exception return operation in Abort mode is an illegal return event, as described in 'Illegal return events from AArch32 state'.

This field resets to an architecturally UNKNOWN value.

Accessing the SPSR_abt

SPSR_abt is accessible in all modes other than User mode and Abort mode.

Accesses to this register use the following encodings:

MRS{<c>}{<q>} <Rd>, SPSR_abt

R	M	M1
0b1	0b1	0b0100

MSR{<c>}{<q>} SPSR_abt, <Rn>

R	M	M1
0b1	0b1	0b0100

SPSR_fiq, Saved Program Status Register (FIQ mode)

The SPSR_fiq characteristics are:

Purpose

Holds the saved process state when an exception is taken to FIQ mode.

Configuration

AArch32 System register SPSR_fiq bits [31:0] are architecturally mapped to AArch64 System register [SPSR_fiq\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to SPSR_fiq are UNDEFINED.

Attributes

SPSR_fiq is a 32-bit register.

Field descriptions

The SPSR_fiq bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
N	Z	C	V	Q	IT[1:0]	J	SSBS	PAN	DIT	IL		GE			IT[7:2]			E	A	I	F	T			M[4:0]						

N, bit [31]

Negative Condition flag. Set to the value of PSTATE.N on taking an exception to FIQ mode, and copied to PSTATE.N on executing an exception return operation in FIQ mode.

This field resets to an architecturally UNKNOWN value.

Z, bit [30]

Zero Condition flag. Set to the value of PSTATE.Z on taking an exception to FIQ mode, and copied to PSTATE.Z on executing an exception return operation in FIQ mode.

This field resets to an architecturally UNKNOWN value.

C, bit [29]

Carry Condition flag. Set to the value of PSTATE.C on taking an exception to FIQ mode, and copied to PSTATE.C on executing an exception return operation in FIQ mode.

This field resets to an architecturally UNKNOWN value.

V, bit [28]

Overflow Condition flag. Set to the value of PSTATE.V on taking an exception to FIQ mode, and copied to PSTATE.V on executing an exception return operation in FIQ mode.

This field resets to an architecturally UNKNOWN value.

Q, bit [27]

Overflow or saturation flag. Set to the value of PSTATE.Q on taking an exception to FIQ mode, and copied to PSTATE.Q on executing an exception return operation in FIQ mode.

This field resets to an architecturally UNKNOWN value.

IT[1:0], bits [26:25]

If-Then. Set to the value of PSTATE.IT[1:0] on taking an exception to FIQ mode, and copied to PSTATE.IT[1:0] on executing an exception return operation in FIQ mode.

On executing an exception return operation in FIQ mode SPSR_fiq.IT must contain a value that is valid for the instruction being returned to.

This field resets to an architecturally UNKNOWN value.

J, bit [24]

RES0.

In previous versions of the architecture, the {J, T} bits determined the AArch32 Instruction set state.

Armv8 does not support either Jazelle state or T32EE state, and the T bit determines the Instruction set state.

SSBS, bit [23]**When FEAT_SSBS is implemented:**

Speculative Store Bypass. Set to the value of PSTATE.SSBS on taking an exception to FIQ mode, and copied to PSTATE.SSBS on executing an exception return operation in FIQ mode.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

PAN, bit [22]**When FEAT_PAN is implemented:**

Privileged Access Never. Set to the value of PSTATE.PAN on taking an exception to FIQ mode, and copied to PSTATE.PAN on executing an exception return operation in FIQ mode.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

DIT, bit [21]**When FEAT_DIT is implemented:**

Data Independent Timing. Set to the value of PSTATE.DIT on taking an exception to FIQ mode, and copied to PSTATE.DIT on executing an exception return operation in FIQ mode.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

IL, bit [20]

Illegal Execution state. Set to the value of PSTATE.IL on taking an exception to FIQ mode, and copied to PSTATE.IL on executing an exception return operation in FIQ mode.

This field resets to an architecturally UNKNOWN value.

GE, bits [19:16]

Greater than or Equal flags. Set to the value of PSTATE.GE on taking an exception to FIQ mode, and copied to PSTATE.GE on executing an exception return operation in FIQ mode.

This field resets to an architecturally UNKNOWN value.

IT[7:2], bits [15:10]

If-Then. Set to the value of PSTATE.IT[7:2] on taking an exception to FIQ mode, and copied to PSTATE.IT[7:2] on executing an exception return operation in FIQ mode.

SPSR_fiq.IT must contain a value that is valid for the instruction being returned to.

This field resets to an architecturally UNKNOWN value.

E, bit [9]

Endianness. Set to the value of PSTATE.E on taking an exception to FIQ mode, and copied to PSTATE.E on executing an exception return operation in FIQ mode.

If the implementation does not support big-endian operation, SPSR_fiq.E is RES0. If the implementation does not support little-endian operation, SPSR_fiq.E is RES1. On executing an exception return operation in FIQ mode, if the implementation does not support big-endian operation at the Exception level being returned to, SPSR_fiq.E is RES0, and if the implementation does not support little-endian operation at the Exception level being returned to, SPSR_fiq.E is RES1.

This field resets to an architecturally UNKNOWN value.

A, bit [8]

SError interrupt mask. Set to the value of PSTATE.A on taking an exception to FIQ mode, and copied to PSTATE.A on executing an exception return operation in FIQ mode.

This field resets to an architecturally UNKNOWN value.

I, bit [7]

IRQ interrupt mask. Set to the value of PSTATE.I on taking an exception to FIQ mode, and copied to PSTATE.I on executing an exception return operation in FIQ mode.

This field resets to an architecturally UNKNOWN value.

F, bit [6]

FIQ interrupt mask. Set to the value of PSTATE.F on taking an exception to FIQ mode, and copied to PSTATE.F on executing an exception return operation in FIQ mode.

This field resets to an architecturally UNKNOWN value.

T, bit [5]

T32 Instruction set state. Set to the value of PSTATE.T on taking an exception to FIQ mode, and copied to PSTATE.T on executing an exception return operation in FIQ mode.

This field resets to an architecturally UNKNOWN value.

M[4:0], bits [4:0]

Mode. Set to the value of PSTATE.M[4:0] on taking an exception to FIQ mode, and copied to PSTATE.M[4:0] on executing an exception return operation in FIQ mode.

M[4:0]	Meaning
0b10000	User.
0b10001	FIQ.
0b10010	IRQ.
0b10011	Supervisor.
0b10111	Abort.
0b11011	Undefined.
0b11111	System.

Other values are reserved. If SPSR_fiq.M[4:0] has a Reserved value, or a value for an unimplemented Exception level, executing an exception return operation in FIQ mode is an illegal return event, as described in 'Illegal return events from AArch32 state'.

This field resets to an architecturally UNKNOWN value.

Accessing the SPSR_fiq

SPSR_fiq is accessible in all modes other than User mode and FIQ mode.

Accesses to this register use the following encodings:

MRS{<c>}{<q>} <Rd>, SPSR_fiq

R	M	M1
0b1	0b0	0b1110

MSR{<c>}{<q>} SPSR_fiq, <Rn>

R	M	M1
0b1	0b0	0b1110

SPSR_hyp, Saved Program Status Register (Hyp mode)

The SPSR_hyp characteristics are:

Purpose

Holds the saved process state when an exception is taken to Hyp mode.

Configuration

AArch32 System register SPSR_hyp bits [31:0] are architecturally mapped to AArch64 System register [SPSR_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to SPSR_hyp are UNDEFINED.

Attributes

SPSR_hyp is a 32-bit register.

Field descriptions

The SPSR_hyp bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
N	Z	C	V	Q	IT[1:0]	J	SSBS	PAN	DIT	IL		GE						IT[7:2]				E	A	I	F	T			M[4:0]		

N, bit [31]

Negative Condition flag. Set to the value of PSTATE.N on taking an exception to Hyp mode, and copied to PSTATE.N on executing an exception return operation in Hyp mode.

This field resets to an architecturally UNKNOWN value.

Z, bit [30]

Zero Condition flag. Set to the value of PSTATE.Z on taking an exception to Hyp mode, and copied to PSTATE.Z on executing an exception return operation in Hyp mode.

This field resets to an architecturally UNKNOWN value.

C, bit [29]

Carry Condition flag. Set to the value of PSTATE.C on taking an exception to Hyp mode, and copied to PSTATE.C on executing an exception return operation in Hyp mode.

This field resets to an architecturally UNKNOWN value.

V, bit [28]

Overflow Condition flag. Set to the value of PSTATE.V on taking an exception to Hyp mode, and copied to PSTATE.V on executing an exception return operation in Hyp mode.

This field resets to an architecturally UNKNOWN value.

Q, bit [27]

Overflow or saturation flag. Set to the value of PSTATE.Q on taking an exception to Hyp mode, and copied to PSTATE.Q on executing an exception return operation in Hyp mode.

This field resets to an architecturally UNKNOWN value.

IT[1:0], bits [26:25]

If-Then. Set to the value of PSTATE.IT[1:0] on taking an exception to Hyp mode, and copied to PSTATE.IT[1:0] on executing an exception return operation in Hyp mode.

On executing an exception return operation in Hyp mode SPSR_hyp.IT must contain a value that is valid for the instruction being returned to.

This field resets to an architecturally UNKNOWN value.

J, bit [24]

RES0.

In previous versions of the architecture, the {J, T} bits determined the AArch32 Instruction set state.

Armv8 does not support either Jazelle state or T32EE state, and the T bit determines the Instruction set state.

SSBS, bit [23]**When FEAT_SSBS is implemented:**

Speculative Store Bypass. Set to the value of PSTATE.SSBS on taking an exception to Hyp mode, and copied to PSTATE.SSBS on executing an exception return operation in Hyp mode.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

PAN, bit [22]**When FEAT_PAN is implemented:**

Privileged Access Never. Set to the value of PSTATE.PAN on taking an exception to Hyp mode, and copied to PSTATE.PAN on executing an exception return operation in Hyp mode.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

DIT, bit [21]**When FEAT_DIT is implemented:**

Data Independent Timing. Set to the value of PSTATE.DIT on taking an exception to Hyp mode, and copied to PSTATE.DIT on executing an exception return operation in Hyp mode.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

IL, bit [20]

Illegal Execution state. Set to the value of PSTATE.IL on taking an exception to Hyp mode, and copied to PSTATE.IL on executing an exception return operation in Hyp mode.

This field resets to an architecturally UNKNOWN value.

GE, bits [19:16]

Greater than or Equal flags. Set to the value of PSTATE.GE on taking an exception to Hyp mode, and copied to PSTATE.GE on executing an exception return operation in Hyp mode.

This field resets to an architecturally UNKNOWN value.

IT[7:2], bits [15:10]

If-Then. Set to the value of PSTATE.IT[7:2] on taking an exception to Hyp mode, and copied to PSTATE.IT[7:2] on executing an exception return operation in Hyp mode.

SPSR_hyp.IT must contain a value that is valid for the instruction being returned to.

This field resets to an architecturally UNKNOWN value.

E, bit [9]

Endianness. Set to the value of PSTATE.E on taking an exception to Hyp mode, and copied to PSTATE.E on executing an exception return operation in Hyp mode.

If the implementation does not support big-endian operation, SPSR_hyp.E is RES0. If the implementation does not support little-endian operation, SPSR_hyp.E is RES1. On executing an exception return operation in Hyp mode, if the implementation does not support big-endian operation at the Exception level being returned to, SPSR_hyp.E is RES0, and if the implementation does not support little-endian operation at the Exception level being returned to, SPSR_hyp.E is RES1.

This field resets to an architecturally UNKNOWN value.

A, bit [8]

SError interrupt mask. Set to the value of PSTATE.A on taking an exception to Hyp mode, and copied to PSTATE.A on executing an exception return operation in Hyp mode.

This field resets to an architecturally UNKNOWN value.

I, bit [7]

IRQ interrupt mask. Set to the value of PSTATE.I on taking an exception to Hyp mode, and copied to PSTATE.I on executing an exception return operation in Hyp mode.

This field resets to an architecturally UNKNOWN value.

F, bit [6]

FIQ interrupt mask. Set to the value of PSTATE.F on taking an exception to Hyp mode, and copied to PSTATE.F on executing an exception return operation in Hyp mode.

This field resets to an architecturally UNKNOWN value.

T, bit [5]

T32 Instruction set state. Set to the value of PSTATE.T on taking an exception to Hyp mode, and copied to PSTATE.T on executing an exception return operation in Hyp mode.

This field resets to an architecturally UNKNOWN value.

M[4:0], bits [4:0]

Mode. Set to the value of PSTATE.M[4:0] on taking an exception to Hyp mode, and copied to PSTATE.M[4:0] on executing an exception return operation in Hyp mode.

M[4:0]	Meaning
0b10000	User.
0b10001	FIQ.
0b10010	IRQ.
0b10011	Supervisor.
0b10111	Abort.
0b11010	Hyp.
0b11011	Undefined.
0b11111	System.

Other values are reserved. If SPSR_hyp.M[4:0] has a Reserved value, or a value for an unimplemented Exception level, executing an exception return operation in Hyp mode is an illegal return event, as described in 'Illegal return events from AArch32 state'.

This field resets to an architecturally UNKNOWN value.

Accessing the SPSR_hyp

SPSR_hyp is accessible only in Monitor mode.

Accesses to this register use the following encodings:

MRS{<c>}{<q>} <Rd>, SPSR_hyp

R	M	M1
0b1	0b1	0b1110

MSR{<c>}{<q>} SPSR_hyp, <Rn>

R	M	M1
0b1	0b1	0b1110

SPSR_irq, Saved Program Status Register (IRQ mode)

The SPSR_irq characteristics are:

Purpose

Holds the saved process state when an exception is taken to IRQ mode.

Configuration

AArch32 System register SPSR_irq bits [31:0] are architecturally mapped to AArch64 System register [SPSR_irq\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to SPSR_irq are UNDEFINED.

Attributes

SPSR_irq is a 32-bit register.

Field descriptions

The SPSR_irq bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
N	Z	C	V	Q	IT[1:0]	J	SSBS	PAN	DIT	IL		GE			IT[7:2]			E	A	I	F	T			M[4:0]						

N, bit [31]

Negative Condition flag. Set to the value of PSTATE.N on taking an exception to IRQ mode, and copied to PSTATE.N on executing an exception return operation in IRQ mode.

This field resets to an architecturally UNKNOWN value.

Z, bit [30]

Zero Condition flag. Set to the value of PSTATE.Z on taking an exception to IRQ mode, and copied to PSTATE.Z on executing an exception return operation in IRQ mode.

This field resets to an architecturally UNKNOWN value.

C, bit [29]

Carry Condition flag. Set to the value of PSTATE.C on taking an exception to IRQ mode, and copied to PSTATE.C on executing an exception return operation in IRQ mode.

This field resets to an architecturally UNKNOWN value.

V, bit [28]

Overflow Condition flag. Set to the value of PSTATE.V on taking an exception to IRQ mode, and copied to PSTATE.V on executing an exception return operation in IRQ mode.

This field resets to an architecturally UNKNOWN value.

Q, bit [27]

Overflow or saturation flag. Set to the value of PSTATE.Q on taking an exception to IRQ mode, and copied to PSTATE.Q on executing an exception return operation in IRQ mode.

This field resets to an architecturally UNKNOWN value.

IT[1:0], bits [26:25]

If-Then. Set to the value of PSTATE.IT[1:0] on taking an exception to IRQ mode, and copied to PSTATE.IT[1:0] on executing an exception return operation in IRQ mode.

On executing an exception return operation in IRQ mode SPSR_irq.IT must contain a value that is valid for the instruction being returned to.

This field resets to an architecturally UNKNOWN value.

J, bit [24]

RES0.

In previous versions of the architecture, the {J, T} bits determined the AArch32 Instruction set state.

Armv8 does not support either Jazelle state or T32EE state, and the T bit determines the Instruction set state.

SSBS, bit [23]**When FEAT_SSBS is implemented:**

Speculative Store Bypass. Set to the value of PSTATE.SSBS on taking an exception to IRQ mode, and copied to PSTATE.SSBS on executing an exception return operation in IRQ mode.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

PAN, bit [22]**When FEAT_PAN is implemented:**

Privileged Access Never. Set to the value of PSTATE.PAN on taking an exception to IRQ mode, and copied to PSTATE.PAN on executing an exception return operation in IRQ mode.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

DIT, bit [21]**When FEAT_DIT is implemented:**

Data Independent Timing. Set to the value of PSTATE.DIT on taking an exception to IRQ mode, and copied to PSTATE.DIT on executing an exception return operation in IRQ mode.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

IL, bit [20]

Illegal Execution state. Set to the value of PSTATE.IL on taking an exception to IRQ mode, and copied to PSTATE.IL on executing an exception return operation in IRQ mode.

This field resets to an architecturally UNKNOWN value.

GE, bits [19:16]

Greater than or Equal flags. Set to the value of PSTATE.GE on taking an exception to IRQ mode, and copied to PSTATE.GE on executing an exception return operation in IRQ mode.

This field resets to an architecturally UNKNOWN value.

IT[7:2], bits [15:10]

If-Then. Set to the value of PSTATE.IT[7:2] on taking an exception to IRQ mode, and copied to PSTATE.IT[7:2] on executing an exception return operation in IRQ mode.

SPSR_irq.IT must contain a value that is valid for the instruction being returned to.

This field resets to an architecturally UNKNOWN value.

E, bit [9]

Endianness. Set to the value of PSTATE.E on taking an exception to IRQ mode, and copied to PSTATE.E on executing an exception return operation in IRQ mode.

If the implementation does not support big-endian operation, SPSR_irq.E is RES0. If the implementation does not support little-endian operation, SPSR_irq.E is RES1. On executing an exception return operation in IRQ mode, if the implementation does not support big-endian operation at the Exception level being returned to, SPSR_irq.E is RES0, and if the implementation does not support little-endian operation at the Exception level being returned to, SPSR_irq.E is RES1.

This field resets to an architecturally UNKNOWN value.

A, bit [8]

SError interrupt mask. Set to the value of PSTATE.A on taking an exception to IRQ mode, and copied to PSTATE.A on executing an exception return operation in IRQ mode.

This field resets to an architecturally UNKNOWN value.

I, bit [7]

IRQ interrupt mask. Set to the value of PSTATE.I on taking an exception to IRQ mode, and copied to PSTATE.I on executing an exception return operation in IRQ mode.

This field resets to an architecturally UNKNOWN value.

F, bit [6]

FIQ interrupt mask. Set to the value of PSTATE.F on taking an exception to IRQ mode, and copied to PSTATE.F on executing an exception return operation in IRQ mode.

This field resets to an architecturally UNKNOWN value.

T, bit [5]

T32 Instruction set state. Set to the value of PSTATE.T on taking an exception to IRQ mode, and copied to PSTATE.T on executing an exception return operation in IRQ mode.

This field resets to an architecturally UNKNOWN value.

M[4:0], bits [4:0]

Mode. Set to the value of PSTATE.M[4:0] on taking an exception to IRQ mode, and copied to PSTATE.M[4:0] on executing an exception return operation in IRQ mode.

M[4:0]	Meaning
0b10000	User.
0b10001	FIQ.
0b10010	IRQ.
0b10011	Supervisor.
0b10111	Abort.
0b11011	Undefined.
0b11111	System.

Other values are reserved. If SPSR_irq.M[4:0] has a Reserved value, or a value for an unimplemented Exception level, executing an exception return operation in IRQ mode is an illegal return event, as described in 'Illegal return events from AArch32 state'.

This field resets to an architecturally UNKNOWN value.

Accessing the SPSR_irq

SPSR_irq is accessible in all modes other than User mode and IRQ mode.

Accesses to this register use the following encodings:

MRS{<c>}{<q>} <Rd>, SPSR_irq

R	M	M1
0b1	0b1	0b0000

MSR{<c>}{<q>} SPSR_irq, <Rn>

R	M	M1
0b1	0b1	0b0000

SPSR_mon, Saved Program Status Register (Monitor mode)

The SPSR_mon characteristics are:

Purpose

Holds the saved process state when an exception is taken to Monitor mode.

Configuration

AArch32 System register SPSR_mon bits [31:0] can be mapped to AArch64 System register [SPSR_EL3\[31:0\]](#), but this is not architecturally mandated.

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to SPSR_mon are UNDEFINED.

Attributes

SPSR_mon is a 32-bit register.

Field descriptions

The SPSR_mon bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
N	Z	C	V	Q	IT[1:0]	J	SSB	SPAN	DIT	IL		GE			IT[7:2]				E	A	I	F	T			M[4:0]					

N, bit [31]

Negative Condition flag. Set to the value of PSTATE.N on taking an exception to Monitor mode, and copied to PSTATE.N on executing an exception return operation in Monitor mode.

This field resets to an architecturally UNKNOWN value.

Z, bit [30]

Zero Condition flag. Set to the value of PSTATE.Z on taking an exception to Monitor mode, and copied to PSTATE.Z on executing an exception return operation in Monitor mode.

This field resets to an architecturally UNKNOWN value.

C, bit [29]

Carry Condition flag. Set to the value of PSTATE.C on taking an exception to Monitor mode, and copied to PSTATE.C on executing an exception return operation in Monitor mode.

This field resets to an architecturally UNKNOWN value.

V, bit [28]

Overflow Condition flag. Set to the value of PSTATE.V on taking an exception to Monitor mode, and copied to PSTATE.V on executing an exception return operation in Monitor mode.

This field resets to an architecturally UNKNOWN value.

Q, bit [27]

Overflow or saturation flag. Set to the value of PSTATE.Q on taking an exception to Monitor mode, and copied to PSTATE.Q on executing an exception return operation in Monitor mode.

This field resets to an architecturally UNKNOWN value.

IT[1:0], bits [26:25]

If-Then. Set to the value of PSTATE.IT[1:0] on taking an exception to Monitor mode, and copied to PSTATE.IT[1:0] on executing an exception return operation in Monitor mode.

On executing an exception return operation in Monitor mode SPSR_mon.IT must contain a value that is valid for the instruction being returned to.

This field resets to an architecturally UNKNOWN value.

J, bit [24]

RES0.

In previous versions of the architecture, the {J, T} bits determined the AArch32 Instruction set state.

Armv8 does not support either Jazelle state or T32EE state, and the T bit determines the Instruction set state.

SSBS, bit [23]**When FEAT_SSBS is implemented:**

Speculative Store Bypass. Set to the value of PSTATE.SSBS on taking an exception to Monitor mode, and copied to PSTATE.SSBS on executing an exception return operation in Monitor mode.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

PAN, bit [22]**When FEAT_PAN is implemented:**

Privileged Access Never. Set to the value of PSTATE.PAN on taking an exception to Monitor mode, and copied to PSTATE.PAN on executing an exception return operation in Monitor mode.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

DIT, bit [21]**When FEAT_DIT is implemented:**

Data Independent Timing. Set to the value of PSTATE.DIT on taking an exception to Monitor mode, and copied to PSTATE.DIT on executing an exception return operation in Monitor mode.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

IL, bit [20]

Illegal Execution state. Set to the value of PSTATE.IL on taking an exception to Monitor mode, and copied to PSTATE.IL on executing an exception return operation in Monitor mode.

This field resets to an architecturally UNKNOWN value.

GE, bits [19:16]

Greater than or Equal flags. Set to the value of PSTATE.GE on taking an exception to Monitor mode, and copied to PSTATE.GE on executing an exception return operation in Monitor mode.

This field resets to an architecturally UNKNOWN value.

IT[7:2], bits [15:10]

If-Then. Set to the value of PSTATE.IT[7:2] on taking an exception to Monitor mode, and copied to PSTATE.IT[7:2] on executing an exception return operation in Monitor mode.

SPSR_mon.IT must contain a value that is valid for the instruction being returned to.

This field resets to an architecturally UNKNOWN value.

E, bit [9]

Endianness. Set to the value of PSTATE.E on taking an exception to Monitor mode, and copied to PSTATE.E on executing an exception return operation in Monitor mode.

If the implementation does not support big-endian operation, SPSR_mon.E is RES0. If the implementation does not support little-endian operation, SPSR_mon.E is RES1. On executing an exception return operation in Monitor mode, if the implementation does not support big-endian operation at the Exception level being returned to, SPSR_mon.E is RES0, and if the implementation does not support little-endian operation at the Exception level being returned to, SPSR_mon.E is RES1.

This field resets to an architecturally UNKNOWN value.

A, bit [8]

SError interrupt mask. Set to the value of PSTATE.A on taking an exception to Monitor mode, and copied to PSTATE.A on executing an exception return operation in Monitor mode.

This field resets to an architecturally UNKNOWN value.

I, bit [7]

IRQ interrupt mask. Set to the value of PSTATE.I on taking an exception to Monitor mode, and copied to PSTATE.I on executing an exception return operation in Monitor mode.

This field resets to an architecturally UNKNOWN value.

F, bit [6]

FIQ interrupt mask. Set to the value of PSTATE.F on taking an exception to Monitor mode, and copied to PSTATE.F on executing an exception return operation in Monitor mode.

This field resets to an architecturally UNKNOWN value.

T, bit [5]

T32 Instruction set state. Set to the value of PSTATE.T on taking an exception to Monitor mode, and copied to PSTATE.T on executing an exception return operation in Monitor mode.

This field resets to an architecturally UNKNOWN value.

M[4:0], bits [4:0]

Mode. Set to the value of PSTATE.M[4:0] on taking an exception to Monitor mode, and copied to PSTATE.M[4:0] on executing an exception return operation in Monitor mode.

M[4:0]	Meaning
0b10000	User.
0b10001	FIQ.
0b10010	IRQ.
0b10011	Supervisor.
0b10110	Monitor.
0b10111	Abort.
0b11010	Hyp.
0b11011	Undefined.
0b11111	System.

Other values are reserved. If SPSR_mon.M[4:0] has a Reserved value, or a value for an unimplemented Exception level, executing an exception return operation in Monitor mode is an illegal return event, as described in 'Illegal return events from AArch32 state'.

This field resets to an architecturally UNKNOWN value.

Accessing the SPSR_mon

SPSR_mon is only accessible in EL3 modes other than Monitor mode.

Accesses to this register use the following encodings:

MRS{<c>}{<q>} <Rd>, SPSR_mon

R	M	M1
0b1	0b1	0b1100

MSR{<c>}{<q>} SPSR_mon, <Rn>

R	M	M1
0b1	0b1	0b1100

SPSR_svc, Saved Program Status Register (Supervisor mode)

The SPSR_svc characteristics are:

Purpose

Holds the saved process state when an exception is taken to Supervisor mode.

Configuration

AArch32 System register SPSR_svc bits [31:0] are architecturally mapped to AArch64 System register [SPSR_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to SPSR_svc are UNDEFINED.

Attributes

SPSR_svc is a 32-bit register.

Field descriptions

The SPSR_svc bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
N	Z	C	V	Q	IT[1:0]	J	SSBS	PAN	DIT	IL			GE					IT[7:2]				E	A	I	F	T			M[4:0]		

N, bit [31]

Negative Condition flag. Set to the value of PSTATE.N on taking an exception to Supervisor mode, and copied to PSTATE.N on executing an exception return operation in Supervisor mode.

This field resets to an architecturally UNKNOWN value.

Z, bit [30]

Zero Condition flag. Set to the value of PSTATE.Z on taking an exception to Supervisor mode, and copied to PSTATE.Z on executing an exception return operation in Supervisor mode.

This field resets to an architecturally UNKNOWN value.

C, bit [29]

Carry Condition flag. Set to the value of PSTATE.C on taking an exception to Supervisor mode, and copied to PSTATE.C on executing an exception return operation in Supervisor mode.

This field resets to an architecturally UNKNOWN value.

V, bit [28]

Overflow Condition flag. Set to the value of PSTATE.V on taking an exception to Supervisor mode, and copied to PSTATE.V on executing an exception return operation in Supervisor mode.

This field resets to an architecturally UNKNOWN value.

Q, bit [27]

Overflow or saturation flag. Set to the value of PSTATE.Q on taking an exception to Supervisor mode, and copied to PSTATE.Q on executing an exception return operation in Supervisor mode.

This field resets to an architecturally UNKNOWN value.

IT[1:0], bits [26:25]

If-Then. Set to the value of PSTATE.IT[1:0] on taking an exception to Supervisor mode, and copied to PSTATE.IT[1:0] on executing an exception return operation in Supervisor mode.

On executing an exception return operation in Supervisor mode SPSR_svc.IT must contain a value that is valid for the instruction being returned to.

This field resets to an architecturally UNKNOWN value.

J, bit [24]

RES0.

In previous versions of the architecture, the {J, T} bits determined the AArch32 Instruction set state.

Armv8 does not support either Jazelle state or T32EE state, and the T bit determines the Instruction set state.

SSBS, bit [23]**When FEAT_SSBS is implemented:**

Speculative Store Bypass. Set to the value of PSTATE.SSBS on taking an exception to Supervisor mode, and copied to PSTATE.SSBS on executing an exception return operation in Supervisor mode.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

PAN, bit [22]**When FEAT_PAN is implemented:**

Privileged Access Never. Set to the value of PSTATE.PAN on taking an exception to Supervisor mode, and copied to PSTATE.PAN on executing an exception return operation in Supervisor mode.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

DIT, bit [21]**When FEAT_DIT is implemented:**

Data Independent Timing. Set to the value of PSTATE.DIT on taking an exception to Supervisor mode, and copied to PSTATE.DIT on executing an exception return operation in Supervisor mode.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

IL, bit [20]

Illegal Execution state. Set to the value of PSTATE.IL on taking an exception to Supervisor mode, and copied to PSTATE.IL on executing an exception return operation in Supervisor mode.

This field resets to an architecturally UNKNOWN value.

GE, bits [19:16]

Greater than or Equal flags. Set to the value of PSTATE.GE on taking an exception to Supervisor mode, and copied to PSTATE.GE on executing an exception return operation in Supervisor mode.

This field resets to an architecturally UNKNOWN value.

IT[7:2], bits [15:10]

If-Then. Set to the value of PSTATE.IT[7:2] on taking an exception to Supervisor mode, and copied to PSTATE.IT[7:2] on executing an exception return operation in Supervisor mode.

SPSR_svc.IT must contain a value that is valid for the instruction being returned to.

This field resets to an architecturally UNKNOWN value.

E, bit [9]

Endianness. Set to the value of PSTATE.E on taking an exception to Supervisor mode, and copied to PSTATE.E on executing an exception return operation in Supervisor mode.

If the implementation does not support big-endian operation, SPSR_svc.E is RES0. If the implementation does not support little-endian operation, SPSR_svc.E is RES1. On executing an exception return operation in Supervisor mode, if the implementation does not support big-endian operation at the Exception level being returned to, SPSR_svc.E is RES0, and if the implementation does not support little-endian operation at the Exception level being returned to, SPSR_svc.E is RES1.

This field resets to an architecturally UNKNOWN value.

A, bit [8]

SError interrupt mask. Set to the value of PSTATE.A on taking an exception to Supervisor mode, and copied to PSTATE.A on executing an exception return operation in Supervisor mode.

This field resets to an architecturally UNKNOWN value.

I, bit [7]

IRQ interrupt mask. Set to the value of PSTATE.I on taking an exception to Supervisor mode, and copied to PSTATE.I on executing an exception return operation in Supervisor mode.

This field resets to an architecturally UNKNOWN value.

F, bit [6]

FIQ interrupt mask. Set to the value of PSTATE.F on taking an exception to Supervisor mode, and copied to PSTATE.F on executing an exception return operation in Supervisor mode.

This field resets to an architecturally UNKNOWN value.

T, bit [5]

T32 Instruction set state. Set to the value of PSTATE.T on taking an exception to Supervisor mode, and copied to PSTATE.T on executing an exception return operation in Supervisor mode.

This field resets to an architecturally UNKNOWN value.

M[4:0], bits [4:0]

Mode. Set to the value of PSTATE.M[4:0] on taking an exception to Supervisor mode, and copied to PSTATE.M[4:0] on executing an exception return operation in Supervisor mode.

M[4:0]	Meaning
0b10000	User.
0b10001	FIQ.
0b10010	IRQ.
0b10011	Supervisor.
0b10111	Abort.
0b11011	Undefined.
0b11111	System.

Other values are reserved. If SPSR_svc.M[4:0] has a Reserved value, or a value for an unimplemented Exception level, executing an exception return operation in Supervisor mode is an illegal return event, as described in 'Illegal return events from AArch32 state'.

This field resets to an architecturally UNKNOWN value.

Accessing the SPSR_svc

SPSR_svc is accessible in all modes other than User mode and Supervisor mode.

Accesses to this register use the following encodings:

MRS{<c>}{<q>} <Rd>, SPSR_svc

R	M	M1
0b1	0b1	0b0010

MSR{<c>}{<q>} SPSR_svc, <Rn>

R	M	M1
0b1	0b1	0b0010

SPSR_und, Saved Program Status Register (Undefined mode)

The SPSR_und characteristics are:

Purpose

Holds the saved process state when an exception is taken to Undefined mode.

Configuration

AArch32 System register SPSR_und bits [31:0] are architecturally mapped to AArch64 System register [SPSR_und\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to SPSR_und are UNDEFINED.

Attributes

SPSR_und is a 32-bit register.

Field descriptions

The SPSR_und bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
N	Z	C	V	Q	IT[1:0]	J	SSBS	PAN	DIT	IL		GE			IT[7:2]			E	A	I	F	T				M[4:0]					

N, bit [31]

Negative Condition flag. Set to the value of PSTATE.N on taking an exception to Undefined mode, and copied to PSTATE.N on executing an exception return operation in Undefined mode.

This field resets to an architecturally UNKNOWN value.

Z, bit [30]

Zero Condition flag. Set to the value of PSTATE.Z on taking an exception to Undefined mode, and copied to PSTATE.Z on executing an exception return operation in Undefined mode.

This field resets to an architecturally UNKNOWN value.

C, bit [29]

Carry Condition flag. Set to the value of PSTATE.C on taking an exception to Undefined mode, and copied to PSTATE.C on executing an exception return operation in Undefined mode.

This field resets to an architecturally UNKNOWN value.

V, bit [28]

Overflow Condition flag. Set to the value of PSTATE.V on taking an exception to Undefined mode, and copied to PSTATE.V on executing an exception return operation in Undefined mode.

This field resets to an architecturally UNKNOWN value.

Q, bit [27]

Overflow or saturation flag. Set to the value of PSTATE.Q on taking an exception to Undefined mode, and copied to PSTATE.Q on executing an exception return operation in Undefined mode.

This field resets to an architecturally UNKNOWN value.

IT[1:0], bits [26:25]

If-Then. Set to the value of PSTATE.IT[1:0] on taking an exception to Undefined mode, and copied to PSTATE.IT[1:0] on executing an exception return operation in Undefined mode.

On executing an exception return operation in Undefined mode SPSR_und.IT must contain a value that is valid for the instruction being returned to.

This field resets to an architecturally UNKNOWN value.

J, bit [24]

RES0.

In previous versions of the architecture, the {J, T} bits determined the AArch32 Instruction set state.

Armv8 does not support either Jazelle state or T32EE state, and the T bit determines the Instruction set state.

SSBS, bit [23]**When FEAT_SSBS is implemented:**

Speculative Store Bypass. Set to the value of PSTATE.SSBS on taking an exception to Undefined mode, and copied to PSTATE.SSBS on executing an exception return operation in Undefined mode.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

PAN, bit [22]**When FEAT_PAN is implemented:**

Privileged Access Never. Set to the value of PSTATE.PAN on taking an exception to Undefined mode, and copied to PSTATE.PAN on executing an exception return operation in Undefined mode.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

DIT, bit [21]**When FEAT_DIT is implemented:**

Data Independent Timing. Set to the value of PSTATE.DIT on taking an exception to Undefined mode, and copied to PSTATE.DIT on executing an exception return operation in Undefined mode.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

IL, bit [20]

Illegal Execution state. Set to the value of PSTATE.IL on taking an exception to Undefined mode, and copied to PSTATE.IL on executing an exception return operation in Undefined mode.

This field resets to an architecturally UNKNOWN value.

GE, bits [19:16]

Greater than or Equal flags. Set to the value of PSTATE.GE on taking an exception to Undefined mode, and copied to PSTATE.GE on executing an exception return operation in Undefined mode.

This field resets to an architecturally UNKNOWN value.

IT[7:2], bits [15:10]

If-Then. Set to the value of PSTATE.IT[7:2] on taking an exception to Undefined mode, and copied to PSTATE.IT[7:2] on executing an exception return operation in Undefined mode.

SPSR_und.IT must contain a value that is valid for the instruction being returned to.

This field resets to an architecturally UNKNOWN value.

E, bit [9]

Endianness. Set to the value of PSTATE.E on taking an exception to Undefined mode, and copied to PSTATE.E on executing an exception return operation in Undefined mode.

If the implementation does not support big-endian operation, SPSR_und.E is RES0. If the implementation does not support little-endian operation, SPSR_und.E is RES1. On executing an exception return operation in Undefined mode, if the implementation does not support big-endian operation at the Exception level being returned to, SPSR_und.E is RES0, and if the implementation does not support little-endian operation at the Exception level being returned to, SPSR_und.E is RES1.

This field resets to an architecturally UNKNOWN value.

A, bit [8]

SError interrupt mask. Set to the value of PSTATE.A on taking an exception to Undefined mode, and copied to PSTATE.A on executing an exception return operation in Undefined mode.

This field resets to an architecturally UNKNOWN value.

I, bit [7]

IRQ interrupt mask. Set to the value of PSTATE.I on taking an exception to Undefined mode, and copied to PSTATE.I on executing an exception return operation in Undefined mode.

This field resets to an architecturally UNKNOWN value.

F, bit [6]

FIQ interrupt mask. Set to the value of PSTATE.F on taking an exception to Undefined mode, and copied to PSTATE.F on executing an exception return operation in Undefined mode.

This field resets to an architecturally UNKNOWN value.

T, bit [5]

T32 Instruction set state. Set to the value of PSTATE.T on taking an exception to Undefined mode, and copied to PSTATE.T on executing an exception return operation in Undefined mode.

This field resets to an architecturally UNKNOWN value.

M[4:0], bits [4:0]

Mode. Set to the value of PSTATE.M[4:0] on taking an exception to Undefined mode, and copied to PSTATE.M[4:0] on executing an exception return operation in Undefined mode.

M[4:0]	Meaning
0b10000	User.
0b10001	FIQ.
0b10010	IRQ.
0b10011	Supervisor.
0b10111	Abort.
0b11011	Undefined.
0b11111	System.

Other values are reserved. If SPSR_und.M[4:0] has a Reserved value, or a value for an unimplemented Exception level, executing an exception return operation in Undefined mode is an illegal return event, as described in 'Illegal return events from AArch32 state'.

This field resets to an architecturally UNKNOWN value.

Accessing the SPSR_und

SPSR_und is accessible in all modes other than User mode and Undefined mode.

Accesses to this register use the following encodings:

MRS{<c>}{<q>} <Rd>, SPSR_und

R	M	M1
0b1	0b1	0b0110

MSR{<c>}{<q>} SPSR_und, <Rn>

R	M	M1
0b1	0b1	0b0110

TCMTR, TCM Type Register

The TCMTR characteristics are:

Purpose

Provides information about the implementation of the TCM.

Configuration

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to TCMTR are UNDEFINED.

If EL1 or above can use AArch32 then this register must be implemented.

Attributes

TCMTR is a 32-bit register.

Field descriptions

The TCMTR 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
IMPLEMENTATION DEFINED																															

IMPLEMENTATION DEFINED, bits [31:0]

IMPLEMENTATION DEFINED.

Accessing the TCMTR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0000	0b0000	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TID1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TID1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        return TCMTR;
elseif PSTATE.EL == EL2 then
    return TCMTR;
elseif PSTATE.EL == EL3 then
    return TCMTR;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBIALL, TLB Invalidate All

The TLBIALL characteristics are:

Purpose

Invalidate all cached copies of translation table entries from TLBs that are from any level of the translation table walk. The entries that are invalidated are as follows:

- If executed at EL1, all entries that:
 - Would be required for the EL1&0 translation regime.
 - Match the current VMID, if EL2 is implemented and enabled in the current Security state.
- If executed in Secure state when EL3 is using AArch32, all entries that would be required for the Secure PL1&0 translation regime.
- If executed at EL2, and if EL2 is enabled in the current Security state, the stage 1 or stage 2 translation table entries that would be required for the PL1&0 translation regime and matches the current VMID.

The invalidation only applies to the PE that executes this System instruction.

Configuration

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to TLBIALL are UNDEFINED.

Attributes

TLBIALL is a 32-bit System instruction.

Field descriptions

This instruction has no applicable fields.

The value in the register specified by <Rt> is ignored.

Executing the TLBIALL instruction

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1000	0b0111	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T8 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T8 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TTLB == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TTLB == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.FB == '1' then
        TLBIALLIS();
    else
        TLBIALL();
elsif PSTATE.EL == EL2 then
    TLBIALL();
elsif PSTATE.EL == EL3 then
    TLBIALL();

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBIALLH, TLB Invalidate All, Hyp mode

The TLBIALLH characteristics are:

Purpose

If EL2 is implemented, invalidate all cached copies of translation table entries from TLBs that are from any level of the translation table walk that would be required for the Non-secure EL2 translation regime.

The invalidation only applies to the PE that executes this System instruction.

Configuration

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to TLBIALLH are UNDEFINED.

Attributes

TLBIALLH is a 32-bit System instruction.

Field descriptions

This instruction has no applicable fields.

The value in the register specified by <Rt> is ignored.

Executing the TLBIALLH instruction

If this instruction is executed in a Secure privileged mode other than Monitor mode, then the behavior is CONSTRAINED UNPREDICTABLE, and one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction is treated as a NOP.
- The instruction executes as if it had been executed in Monitor mode.

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1000	0b0111	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T8 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T8 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TLBIAL LH();
elsif PSTATE.EL == EL3 then
    if !HaveEL(EL2) then
        UNDEFINED;
    else
        TLBIAL LH();

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBIALLHIS, TLB Invalidate All, Hyp mode, Inner Shareable

The TLBIALLHIS characteristics are:

Purpose

If EL2 is implemented, invalidate all cached copies of translation table entries from TLBs that are from any level of the translation table walk that would be required for the Non-secure EL2 translation regime.

The invalidation applies to all PEs in the same Inner Shareable shareability domain as the PE that executes this System instruction.

Configuration

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to TLBIALLHIS are UNDEFINED.

Attributes

TLBIALLHIS is a 32-bit System instruction.

Field descriptions

This instruction has no applicable fields.

The value in the register specified by <Rt> is ignored.

Executing the TLBIALLHIS instruction

If this instruction is executed in a Secure privileged mode other than Monitor mode, then the behavior is CONSTRAINED UNPREDICTABLE, and one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction is treated as a NOP.
- The instruction executes as if it had been executed in Monitor mode.

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1000	0b0011	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T8 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T8 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TLBIALHIS();
elsif PSTATE.EL == EL3 then
    if !HaveEL(EL2) then
        UNDEFINED;
    else
        TLBIALHIS();
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBIALLIS, TLB Invalidate All, Inner Shareable

The TLBIALLIS characteristics are:

Purpose

Invalidate all cached copies of translation table entries from TLBs that are from any level of the translation table walk. The entries that are invalidated are as follows:

- If executed at EL1, all entries that:
 - Would be required for the EL1&0 translation regime.
 - Match the current VMID, if EL2 is implemented and enabled in the current Security state.
- If executed in Secure state when EL3 is using AArch32, all entries that would be required for the Secure PL1&0 translation regime.
- If executed at EL2 and if EL2 is enabled in the current Security state, the stage 1 or stage 2 translation table entries that would be required for the PL1&0 translation regime and matches the current VMID.

The invalidation applies to all PEs in the same Inner Shareable shareability domain as the PE that executes this System instruction.

Configuration

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to TLBIALLIS are UNDEFINED.

Attributes

TLBIALLIS is a 32-bit System instruction.

Field descriptions

This instruction has no applicable fields.

The value in the register specified by <Rt> is ignored.

Executing the TLBIALLIS instruction

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1000	0b0011	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T8 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T8 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TTLB == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TTLBIS == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TTLB == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TTLBIS == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        TLBIALlis();
elsif PSTATE.EL == EL2 then
    TLBIALlis();
elsif PSTATE.EL == EL3 then
    TLBIALlis();

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBIALLSNH, TLB Invalidate All, Non-Secure Non-Hyp

The TLBIALLSNH characteristics are:

Purpose

If EL2 is implemented, invalidate all cached copies of translation table entries from TLBs that are from any level of the translation table walk that would be required for stage 1 or stage 2 of the Non-secure PL1&0 translation regime, regardless of the associated VMID.

The invalidation only applies to the PE that executes this System instruction.

Configuration

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to TLBIALLSNH are UNDEFINED.

Attributes

TLBIALLSNH is a 32-bit System instruction.

Field descriptions

This instruction has no applicable fields.

The value in the register specified by <Rt> is ignored.

Executing the TLBIALLSNH instruction

If this instruction is executed in a Secure privileged mode other than Monitor mode, then the behavior is CONSTRAINED UNPREDICTABLE, and one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction is treated as a NOP.
- The instruction executes as if it had been executed in Monitor mode.

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1000	0b0111	0b100

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T8 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T8 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TLBIALLSNH();
elsif PSTATE.EL == EL3 then
    if !HaveEL(EL2) then
        UNDEFINED;
    else
        TLBIALLSNH();
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBIALLSNHNHIS, TLB Invalidate All, Non-Secure Non-Hyp, Inner Shareable

The TLBIALLSNHNHIS characteristics are:

Purpose

If EL2 is implemented, invalidate all cached copies of translation table entries from TLBs that are from any level of the translation table walk that would be required for stage 1 or stage 2 of the Non-secure PL1&0 translation regime, regardless of the associated VMID.

The invalidation applies to all PEs in the same Inner Shareable shareability domain as the PE that executes this System instruction.

Configuration

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to TLBIALLSNHNHIS are UNDEFINED.

Attributes

TLBIALLSNHNHIS is a 32-bit System instruction.

Field descriptions

This instruction has no applicable fields.

The value in the register specified by <Rt> is ignored.

Executing the TLBIALLSNHNHIS instruction

If this instruction is executed in a Secure privileged mode other than Monitor mode, then the behavior is CONSTRAINED UNPREDICTABLE, and one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction is treated as a NOP.
- The instruction executes as if it had been executed in Monitor mode.

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1000	0b0011	0b100

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T8 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T8 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TLBIALLSNHIS();
elsif PSTATE.EL == EL3 then
    if !HaveEL(EL2) then
        UNDEFINED;
    else
        TLBIALLSNHIS();
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBIASID, TLB Invalidate by ASID match

The TLBIASID characteristics are:

Purpose

Invalidate all cached copies of translation table entries from TLBs that meet the following requirements:

- The entry is a stage 1 translation table entry.
- The entry would be used for the specified ASID, and either:
 - Is from a level of lookup above the final level.
 - Is a non-global entry from the final level of lookup.
- If EL2 is implemented and enabled in the current Security state, the entry would be used with the current VMID.

From the entries that match these requirements, the entries that are invalidated are required for the following translation regime:

- If executed at Secure EL1 when EL3 is using AArch64, the Secure EL1&0 translation regime.
- If executed in Secure state when EL3 is using AArch32, the Secure PL1&0 translation regime.
- If executed in Non-secure state, the Non-secure PL1&0 translation regime.

The invalidation only applies to the PE that executes this System instruction.

Configuration

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to TLBIASID are UNDEFINED.

Attributes

TLBIASID is a 32-bit System instruction.

Field descriptions

The TLBIASID input value bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								ASID							

Bits [31:8]

Reserved, RES0.

ASID, bits [7:0]

ASID value to match. Any TLB entries for non-global pages that match the ASID values will be affected by this System instruction.

Executing the TLBIASID instruction

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
--------	------	-----	-----	------

0b1111	0b000	0b1000	0b0111	0b010
--------	-------	--------	--------	-------

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T8 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T8 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TTLB == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TTLB == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.FB == '1' then
        TLBIASIDIS(R[t]);
    else
        TLBIASID(R[t]);
elsif PSTATE.EL == EL2 then
    TLBIASID(R[t]);
elsif PSTATE.EL == EL3 then
    TLBIASID(R[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBIASIDIS, TLB Invalidate by ASID match, Inner Shareable

The TLBIASIDIS characteristics are:

Purpose

Invalidate all cached copies of translation table entries from TLBs that meet the following requirements:

- The entry is a stage 1 translation table entry.
- The entry would be used for the specified ASID, and either:
 - Is from a level of lookup above the final level.
 - Is a non-global entry from the final level of lookup.
- If EL2 is implemented and enabled in the current Security state, the entry would be used with the current VMID.

From the entries that match these requirements, the entries that are invalidated are required for the following translation regime:

- If executed at Secure EL1 when EL3 is using AArch64, the Secure EL1&0 translation regime.
- If executed in Secure state when EL3 is using AArch32, the Secure PL1&0 translation regime.
- If executed in Non-secure state, the Non-secure PL1&0 translation regime.

The invalidation applies to all PEs in the same Inner Shareable shareability domain as the PE that executes this System instruction.

Configuration

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to TLBIASIDIS are UNDEFINED.

Attributes

TLBIASIDIS is a 32-bit System instruction.

Field descriptions

The TLBIASIDIS input value bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								ASID							

Bits [31:8]

Reserved, RES0.

ASID, bits [7:0]

ASID value to match. Any TLB entries for non-global pages that match the ASID values will be affected by this System instruction.

Executing the TLBIASIDIS instruction

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1000	0b0011	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T8 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T8 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TTLB == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TTLBIS == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TTLB == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TTLBIS == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        TLBIASIDIS(R[t]);
elsif PSTATE.EL == EL2 then
    TLBIASIDIS(R[t]);
elsif PSTATE.EL == EL3 then
    TLBIASIDIS(R[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBIIPAS2, TLB Invalidate by Intermediate Physical Address, Stage 2

The TLBIIPAS2 characteristics are:

Purpose

If EL2 is implemented, invalidate all cached copies of translation table entries from TLBs that meet the following requirements:

- The entry is a stage 2 only translation table entry, from any level of the translation table walk.
- SCR.NS is 1.
- The entry would be used for the specified IPA.
- The entry would be used with the current VMID.
- The entry would be required for the PL1&0 translation regime.

The invalidation is not required to apply to caching structures that combine stage 1 and stage 2 translation table entries.

The invalidation only applies to the PE that executes this System instruction.

Configuration

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to TLBIIPAS2 are UNDEFINED.

Note

This System instruction is not implemented in architecture versions before Armv8.

Attributes

TLBIIPAS2 is a 32-bit System instruction.

Field descriptions

The TLBIIPAS2 input value bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0				IPA[39:12]																											

Bits [31:28]

Reserved, RES0.

IPA[39:12], bits [27:0]

Bits[39:12] of the intermediate physical address to match.

Executing the TLBIIPAS2 instruction

If this instruction is executed in a Secure privileged mode other than Monitor mode, then the behavior is CONSTRAINED UNPREDICTABLE, and one of the following behaviors must occur:

- The instruction is UNDEFINED.

- The instruction is treated as a NOP.
- The instruction executes as if it had been executed in Monitor mode.

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1000	0b0100	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T8 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T8 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TLBIIPAS2(R[t]);
elsif PSTATE.EL == EL3 then
    if !HaveEL(EL2) then
        UNDEFINED;
    elsif SCR.NS == '0' then
        //no operation
    else
        TLBIIPAS2(R[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBIIPAS2IS, TLB Invalidate by Intermediate Physical Address, Stage 2, Inner Shareable

The TLBIIPAS2IS characteristics are:

Purpose

If EL2 is implemented, invalidate all cached copies of translation table entries from TLBs that meet the following requirements:

- The entry is a stage 2 only translation table entry, from any level of the translation table walk.
- [SCR.NS](#) is 1.
- The entry would be used for the specified IPA.
- The entry would be used with the current VMID.
- The entry would be required for the PL1&0 translation regime.

The invalidation is not required to apply to caching structures that combine stage 1 and stage 2 translation table entries.

The invalidation applies to all PEs in the same Inner Shareable shareability domain as the PE that executes this System instruction.

Configuration

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to TLBIIPAS2IS are UNDEFINED.

Note

This System instruction is not implemented in architecture versions before Armv8.

Attributes

TLBIIPAS2IS is a 32-bit System instruction.

Field descriptions

The TLBIIPAS2IS input value bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0				IPA[39:12]																											

Bits [31:28]

Reserved, RES0.

IPA[39:12], bits [27:0]

Bits[39:12] of the intermediate physical address to match.

Executing the TLBIIPAS2IS instruction

If this instruction is executed in a Secure privileged mode other than Monitor mode, then the behavior is CONSTRAINED UNPREDICTABLE, and one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction is treated as a NOP.
- The instruction executes as if it had been executed in Monitor mode.

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1000	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T8 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T8 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TLBIIPAS2IS(R[t]);
elsif PSTATE.EL == EL3 then
    if !HaveEL(EL2) then
        UNDEFINED;
    elsif SCR.NS == '0' then
        //no operation
    else
        TLBIIPAS2IS(R[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBIIPAS2L, TLB Invalidate by Intermediate Physical Address, Stage 2, Last level

The TLBIIPAS2L characteristics are:

Purpose

If EL2 is implemented, invalidate all cached copies of translation table entries from TLBs that meet the following requirements:

- The entry is a stage 2 only translation table entry, from the final level of the translation table walk.
- [SCR.NS](#) is 1.
- The entry would be used for the specified IPA.
- The entry would be used with the current VMID.
- The entry would be required for the PL1&0 translation regime.

The invalidation is not required to apply to caching structures that combine stage 1 and stage 2 translation table entries.

The invalidation only applies to the PE that executes this System instruction.

Configuration

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to TLBIIPAS2L are UNDEFINED.

Note

This System instruction is not implemented in architecture versions before Armv8.

Attributes

TLBIIPAS2L is a 32-bit System instruction.

Field descriptions

The TLBIIPAS2L input value bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0				IPA[39:12]																											

Bits [31:28]

Reserved, RES0.

IPA[39:12], bits [27:0]

Bits[39:12] of the intermediate physical address to match.

Executing the TLBIIPAS2L instruction

If this instruction is executed in a Secure privileged mode other than Monitor mode, then the behavior is CONSTRAINED UNPREDICTABLE, and one of the following behaviors must occur:

- The instruction is UNDEFINED.

- The instruction is treated as a NOP.
- The instruction executes as if it had been executed in Monitor mode.

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1000	0b0100	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T8 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T8 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TLBIIPAS2L(R[t]);
elsif PSTATE.EL == EL3 then
    if !HaveEL(EL2) then
        UNDEFINED;
    elsif SCR.NS == '0' then
        //no operation
    else
        TLBIIPAS2L(R[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBIIPAS2LIS, TLB Invalidate by Intermediate Physical Address, Stage 2, Last level, Inner Shareable

The TLBIIPAS2LIS characteristics are:

Purpose

If EL2 is implemented, invalidate all cached copies of translation table entries from TLBs that meet the following requirements:

- The entry is a stage 2 only translation table entry, from the final level of the translation table walk.
- [SCR.NS](#) is 1.
- The entry would be used for the specified IPA.
- The entry would be used with the current VMID.
- The entry would be required for the PL1&0 translation regime.

The invalidation is not required to apply to caching structures that combine stage 1 and stage 2 translation table entries.

The invalidation applies to all PEs in the same Inner Shareable shareability domain as the PE that executes this System instruction.

Configuration

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to TLBIIPAS2LIS are UNDEFINED.

Note

This System instruction is not implemented in architecture versions before Armv8.

Attributes

TLBIIPAS2LIS is a 32-bit System instruction.

Field descriptions

The TLBIIPAS2LIS input value bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0				IPA[39:12]																											

Bits [31:28]

Reserved, RES0.

IPA[39:12], bits [27:0]

Bits[39:12] of the intermediate physical address to match.

Executing the TLBIIPAS2LIS instruction

If this instruction is executed in a Secure privileged mode other than Monitor mode, then the behavior is CONSTRAINED UNPREDICTABLE, and one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction is treated as a NOP.
- The instruction executes as if it had been executed in Monitor mode.

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1000	0b0000	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T8 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T8 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TLBIIPAS2LIS(R[t]);
elsif PSTATE.EL == EL3 then
    if !HaveEL(EL2) then
        UNDEFINED;
    elsif SCR.NS == '0' then
        //no operation
    else
        TLBIIPAS2LIS(R[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBIMVA, TLB Invalidate by VA

The TLBIMVA characteristics are:

Purpose

Invalidate all cached copies of translation table entries from TLBs that meet the following requirements:

- The entry is a stage 1 translation table entry.
- The entry would be used to translate the specified address, and one of the following applies:
 - The entry is from a level of lookup above the final level and matches the specified ASID.
 - The entry is a global entry from the final level of lookup.
 - The entry is a non-global entry from the final level of lookup that matches the specified ASID.
- If EL2 is implemented and enabled in the current Security state, the entry would be used with the current VMID.

From the entries that match these requirements, the entries that are invalidated are required for the following translation regime:

- If executed at Secure EL1 when EL3 is using AArch64, the Secure EL1&0 translation regime.
- If executed in Secure state when EL3 is using AArch32, the Secure PL1&0 translation regime.
- If executed in Non-secure state, the Non-secure PL1&0 translation regime.

The invalidation only applies to the PE that executes this System instruction.

Configuration

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to TLBIMVA are UNDEFINED.

Attributes

TLBIMVA is a 32-bit System instruction.

Field descriptions

The TLBIMVA input value 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
VA												RES0				ASID															

VA, bits [31:12]

Virtual address to match. Any TLB entries that match the ASID value and VA value will be affected by this operation.

Bits [11:8]

Reserved, RES0.

ASID, bits [7:0]

ASID value to match. Any TLB entries that match the ASID value and VA value will be affected by this System instruction.

Global TLB entries that match the VA value will be affected by this System instruction, regardless of the value of the ASID field.

Executing the TLBIMVA instruction

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1000	0b0111	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T8 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T8 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TTLB == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TTLB == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.FB == '1' then
        TLBIMVAIS(R[t]);
    else
        TLBIMVA(R[t]);
elsif PSTATE.EL == EL2 then
    TLBIMVA(R[t]);
elsif PSTATE.EL == EL3 then
    TLBIMVA(R[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBIMVAA, TLB Invalidate by VA, All ASID

The TLBIMVAA characteristics are:

Purpose

Invalidate all cached copies of translation table entries from TLBs that meet the following requirements:

- The entry is a stage 1 translation table entry, from any level of the translation table walk.
- The entry would be used to translate the specified address.
- If EL2 is implemented and enabled in the current Security state, the entry would be used with the current VMID.

From the entries that match these requirements, the entries that are invalidated are required for the following translation regime:

- If executed at Secure EL1 when EL3 is using AArch64, the Secure EL1&0 translation regime.
- If executed in Secure state when EL3 is using AArch32, the Secure PL1&0 translation regime.
- If executed in Non-secure state, the Non-secure PL1&0 translation regime.

The invalidation only applies to the PE that executes this System instruction.

Configuration

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to TLBIMVAA are UNDEFINED.

Attributes

TLBIMVAA is a 32-bit System instruction.

Field descriptions

The TLBIMVAA input value 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
VA																				RES0											

VA, bits [31:12]

Virtual address to match. Any unlocked TLB entries that match the VA will be affected by this System instruction, regardless of the ASID.

Bits [11:0]

Reserved, RES0.

Executing the TLBIMVAA instruction

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1000	0b0111	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T8 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T8 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TTLB == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TTLB == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.FB == '1' then
        TLBIMVAAIS(R[t]);
    else
        TLBIMVAA(R[t]);
elsif PSTATE.EL == EL2 then
    TLBIMVAA(R[t]);
elsif PSTATE.EL == EL3 then
    TLBIMVAA(R[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBIMVAAIS, TLB Invalidate by VA, All ASID, Inner Shareable

The TLBIMVAAIS characteristics are:

Purpose

Invalidate all cached copies of translation table entries from TLBs that meet the following requirements:

- The entry is a stage 1 translation table entry, from any level of the translation table walk.
- The entry would be used to translate the specified address.
- If EL2 is implemented and enabled in the current Security state, the entry would be used with the current VMID.

From the entries that match these requirements, the entries that are invalidated are required for the following translation regime:

- If executed at Secure EL1 when EL3 is using AArch64, the Secure EL1&0 translation regime.
- If executed in Secure state when EL3 is using AArch32, the Secure PL1&0 translation regime.
- If executed in Non-secure state, the Non-secure PL1&0 translation regime.

The invalidation applies to all PEs in the same Inner Shareable shareability domain as the PE that executes this System instruction.

Configuration

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to TLBIMVAAIS are UNDEFINED.

Attributes

TLBIMVAAIS is a 32-bit System instruction.

Field descriptions

The TLBIMVAAIS input value 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
VA																				RES0											

VA, bits [31:12]

Virtual address to match. Any unlocked TLB entries that match the VA will be affected by this System instruction, regardless of the ASID.

Bits [11:0]

Reserved, RES0.

Executing the TLBIMVAAIS instruction

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
--------	------	-----	-----	------

0b1111	0b000	0b1000	0b0011	0b011
--------	-------	--------	--------	-------

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T8 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T8 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TTLB == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TTLBIS == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TTLB == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TTLBIS == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        TLBIMVAAIS(R[t]);
    endif PSTATE.EL == EL2 then
        TLBIMVAAIS(R[t]);
    elsif PSTATE.EL == EL3 then
        TLBIMVAAIS(R[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBIMVAAL, TLB Invalidate by VA, All ASID, Last level

The TLBIMVAAL characteristics are:

Purpose

Invalidate all cached copies of translation table entries from TLBs that meet the following requirements:

- The entry is a stage 1 translation table entry, from the final level of the translation table walk.
- The entry would be used to translate the specified address.
- If EL2 is implemented and enabled in the current Security state, the entry would be used with the current VMID.

From the entries that match these requirements, the entries that are invalidated are required for the following translation regime:

- If executed at Secure EL1 when EL3 is using AArch64, the Secure EL1&0 translation regime.
- If executed in Secure state when EL3 is using AArch32, the Secure PL1&0 translation regime.
- If executed in Non-secure state, the Non-secure PL1&0 translation regime.

The invalidation only applies to the PE that executes this System instruction.

Configuration

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to TLBIMVAAL are UNDEFINED.

Note

This System instruction is not implemented in architecture versions before Armv8.

Attributes

TLBIMVAAL is a 32-bit System instruction.

Field descriptions

The TLBIMVAAL input value 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
VA												RES0																			

VA, bits [31:12]

Virtual address to match. Any unlocked TLB entries that match the VA will be affected by this System instruction, regardless of the ASID.

Bits [11:0]

Reserved, RES0.

Executing the TLBIMVAAL instruction

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1000	0b0111	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T8 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T8 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TTLB == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TTLB == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.FB == '1' then
        TLBIMVAALIS(R[t]);
    else
        TLBIMVAAL(R[t]);
elsif PSTATE.EL == EL2 then
    TLBIMVAAL(R[t]);
elsif PSTATE.EL == EL3 then
    TLBIMVAAL(R[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBIMVAALIS, TLB Invalidate by VA, All ASID, Last level, Inner Shareable

The TLBIMVAALIS characteristics are:

Purpose

Invalidate all cached copies of translation table entries from TLBs that meet the following requirements:

- The entry is a stage 1 translation table entry, from the final level of the translation table walk.
- The entry would be used to translate the specified address.
- If EL2 is implemented and enabled in the current Security state, the entry would be used with the current VMID.

From the entries that match these requirements, the entries that are invalidated are required for the following translation regime:

- If executed at Secure EL1 when EL3 is using AArch64, the Secure EL1&0 translation regime.
- If executed in Secure state when EL3 is using AArch32, the Secure PL1&0 translation regime.
- If executed in Non-secure state, the Non-secure PL1&0 translation regime.

The invalidation applies to all PEs in the same Inner Shareable shareability domain as the PE that executes this System instruction.

Configuration

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to TLBIMVAALIS are UNDEFINED.

Note

This System instruction is not implemented in architecture versions before Armv8.

Attributes

TLBIMVAALIS is a 32-bit System instruction.

Field descriptions

The TLBIMVAALIS input value 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
VA																				RES0											

VA, bits [31:12]

Virtual address to match. Any unlocked TLB entries that match the VA will be affected by this System instruction, regardless of the ASID.

Bits [11:0]

Reserved, RES0.

Executing the TLBIMVAALIS instruction

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1000	0b0011	0b111

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T8 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T8 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TTLB == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TTLBIS == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TTLB == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TTLBIS == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        TLBIMVAALIS(R[t]);
elsif PSTATE.EL == EL2 then
    TLBIMVAALIS(R[t]);
elsif PSTATE.EL == EL3 then
    TLBIMVAALIS(R[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBIMVAH, TLB Invalidate by VA, Hyp mode

The TLBIMVAH characteristics are:

Purpose

If EL2 is implemented, invalidate all cached copies of translation table entries from TLBs that are from any level of the translation table walk that would be required for the Non-secure EL2 translation regime and used to translate the specified address.

The invalidation only applies to the PE that executes this System instruction.

Configuration

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to TLBIMVAH are UNDEFINED.

Attributes

TLBIMVAH is a 32-bit System instruction.

Field descriptions

The TLBIMVAH input value 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
VA																				RES0											

VA, bits [31:12]

Virtual address to match. Any TLB entries that match the ASID value and VA value will be affected by this System instruction.

Bits [11:0]

Reserved, RES0.

Executing the TLBIMVAH instruction

If this instruction is executed in a Secure privileged mode other than Monitor mode, then the behavior is CONSTRAINED UNPREDICTABLE, and one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction is treated as a NOP.
- The instruction executes as if it had been executed in Monitor mode.

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1000	0b0111	0b001

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T8 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T8 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TLBIMVAH(R[t]);
elsif PSTATE.EL == EL3 then
    if !HaveEL(EL2) then
        UNDEFINED;
    else
        TLBIMVAH(R[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBIMVAHIS, TLB Invalidate by VA, Hyp mode, Inner Shareable

The TLBIMVAHIS characteristics are:

Purpose

If EL2 is implemented, invalidate all cached copies of translation table entries from TLBs that are from any level of the translation table walk that would be required for the Non-secure EL2 translation regime and used to translate the specified address.

The invalidation applies to all PEs in the same Inner Shareable shareability domain as the PE that executes this System instruction.

Configuration

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to TLBIMVAHIS are UNDEFINED.

Attributes

TLBIMVAHIS is a 32-bit System instruction.

Field descriptions

The TLBIMVAHIS input value 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
VA																				RES0											

VA, bits [31:12]

Virtual address to match. Any TLB entries that match the ASID value and VA value will be affected by this System instruction.

Bits [11:0]

Reserved, RES0.

Executing the TLBIMVAHIS instruction

If this instruction is executed in a Secure privileged mode other than Monitor mode, then the behavior is CONSTRAINED UNPREDICTABLE, and one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction is treated as a NOP.
- The instruction executes as if it had been executed in Monitor mode.

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1000	0b0011	0b001

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T8 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T8 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TLBIMVAHIS(R[t]);
elsif PSTATE.EL == EL3 then
    if !HaveEL(EL2) then
        UNDEFINED;
    else
        TLBIMVAHIS(R[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBIMVAIS, TLB Invalidate by VA, Inner Shareable

The TLBIMVAIS characteristics are:

Purpose

Invalidate all cached copies of translation table entries from TLBs that meet the following requirements:

- The entry is a stage 1 translation table entry.
- The entry would be used to translate the specified address, and one of the following applies:
 - The entry is from a level of lookup above the final level and matches the specified ASID.
 - The entry is a global entry from the final level of lookup.
 - The entry is a non-global entry from the final level of lookup that matches the specified ASID.
- If EL2 is implemented and enabled in the current Security state, the entry would be used with the current VMID.

From the entries that match these requirements, the entries that are invalidated are required for the following translation regime:

- If executed at Secure EL1 when EL3 is using AArch64, the Secure EL1&0 translation regime.
- If executed in Secure state when EL3 is using AArch32, the Secure PL1&0 translation regime.
- If executed in Non-secure state, the Non-secure PL1&0 translation regime.

The invalidation applies to all PEs in the same Inner Shareable shareability domain as the PE that executes this System instruction.

Configuration

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to TLBIMVAIS are UNDEFINED.

Attributes

TLBIMVAIS is a 32-bit System instruction.

Field descriptions

The TLBIMVAIS input value 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
VA												RES0				ASID															

VA, bits [31:12]

Virtual address to match. Any TLB entries that match the ASID value and VA value will be affected by this System instruction.

Bits [11:8]

Reserved, RES0.

ASID, bits [7:0]

ASID value to match. Any TLB entries that match the ASID value and VA value will be affected by this System instruction.

Global TLB entries that match the VA value will be affected by this System instruction, regardless of the value of the ASID field.

Executing the TLBIMVAIS instruction

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1000	0b0011	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T8 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T8 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TTLB == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TTLBIS == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TTLB == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TTLBIS == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        TLBIMVAIS(R[t]);
elsif PSTATE.EL == EL2 then
    TLBIMVAIS(R[t]);
elsif PSTATE.EL == EL3 then
    TLBIMVAIS(R[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBIMVAL, TLB Invalidate by VA, Last level

The TLBIMVAL characteristics are:

Purpose

Invalidate all cached copies of translation table entries from TLBs that meet the following requirements:

- The entry is a stage 1 translation table entry.
- The entry would be used to translate the specified address, and one of the following applies:
 - The entry is a global entry from the final level of lookup.
 - The entry is a non-global entry from the final level of lookup that matches the specified ASID.
- If EL2 is implemented and enabled in the current Security state, the entry would be used with the current VMID.

From the entries that match these requirements, the entries that are invalidated are required for the following translation regime:

- If executed at Secure EL1 when EL3 is using AArch64, the Secure EL1&0 translation regime.
- If executed in Secure state when EL3 is using AArch32, the Secure PL1&0 translation regime.
- If executed in Non-secure state, the Non-secure PL1&0 translation regime.

The invalidation only applies to the PE that executes this System instruction.

Configuration

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to TLBIMVAL are UNDEFINED.

This System instruction is not implemented in architecture versions before Armv8.

Attributes

TLBIMVAL is a 32-bit System instruction.

Field descriptions

The TLBIMVAL input value 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
VA												RES0				ASID															

VA, bits [31:12]

Virtual address to match. Any TLB entries that match the ASID value and VA value will be affected by this System instruction.

Bits [11:8]

Reserved, RES0.

ASID, bits [7:0]

ASID value to match. Any TLB entries that match the ASID value and VA value will be affected by this System instruction.

Global TLB entries that match the VA value will be affected by this System instruction, regardless of the value of the ASID field.

Executing the TLBIMVAL instruction

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1000	0b0111	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T8 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T8 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TTLB == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TTLB == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.FB == '1' then
        TLBIMVALIS(R[t]);
    else
        TLBIMVAL(R[t]);
elsif PSTATE.EL == EL2 then
    TLBIMVAL(R[t]);
elsif PSTATE.EL == EL3 then
    TLBIMVAL(R[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBIMVALH, TLB Invalidate by VA, Last level, Hyp mode

The TLBIMVALH characteristics are:

Purpose

If EL2 is implemented, invalidate all cached copies of translation table entries from TLBs that are from the final level of the translation table walk that would be required for the Non-secure EL2 translation regime and used to translate the specified address.

The invalidation only applies to the PE that executes this System instruction.

Configuration

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to TLBIMVALH are UNDEFINED.

This System instruction is not implemented in architecture versions before Armv8.

Attributes

TLBIMVALH is a 32-bit System instruction.

Field descriptions

The TLBIMVALH input value 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
VA																				RES0											

VA, bits [31:12]

Virtual address to match. Any TLB entries that match the ASID value and VA value will be affected by this System instruction.

Bits [11:0]

Reserved, RES0.

Executing the TLBIMVALH instruction

If this instruction is executed in a Secure privileged mode other than Monitor mode, then the behavior is CONSTRAINED UNPREDICTABLE, and one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction is treated as a NOP.
- The instruction executes as if it had been executed in Monitor mode.

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1000	0b0111	0b101

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T8 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T8 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TLBIMVALH(R[t]);
elsif PSTATE.EL == EL3 then
    if !HaveEL(EL2) then
        UNDEFINED;
    else
        TLBIMVALH(R[t]);
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBIMVALHIS, TLB Invalidate by VA, Last level, Hyp mode, Inner Shareable

The TLBIMVALHIS characteristics are:

Purpose

If EL2 is implemented, invalidate all cached copies of translation table entries from TLBs that are from the final level of the translation table walk that would be required for the Non-secure EL2 translation regime and used to translate the specified address.

The invalidation applies to all PEs in the same Inner Shareable shareability domain as the PE that executes this System instruction.

Configuration

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to TLBIMVALHIS are UNDEFINED.

This System instruction is not implemented in architecture versions before Armv8.

Attributes

TLBIMVALHIS is a 32-bit System instruction.

Field descriptions

The TLBIMVALHIS input value 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
VA																				RES0											

VA, bits [31:12]

Virtual address to match. Any TLB entries that match the ASID value and VA value will be affected by this System instruction.

Bits [11:0]

Reserved, RES0.

Executing the TLBIMVALHIS instruction

If this instruction is executed in a Secure privileged mode other than Monitor mode, then the behavior is CONSTRAINED UNPREDICTABLE, and one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction is treated as a NOP.
- The instruction executes as if it had been executed in Monitor mode.

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
--------	------	-----	-----	------

0b1111	0b100	0b1000	0b0011	0b101
--------	-------	--------	--------	-------

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T8 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T8 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    TLBIMVALHIS(R[t]);
elsif PSTATE.EL == EL3 then
    if !HaveEL(EL2) then
        UNDEFINED;
    else
        TLBIMVALHIS(R[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBIMVALIS, TLB Invalidate by VA, Last level, Inner Shareable

The TLBIMVALIS characteristics are:

Purpose

Invalidate all cached copies of translation table entries from TLBs that meet the following requirements:

- The entry is a stage 1 translation table entry.
- The entry would be used to translate the specified address, and one of the following applies:
 - The entry is a global entry from the final level of lookup.
 - The entry is a non-global entry from the final level of lookup that matches the specified ASID.
- If EL2 is implemented and enabled in the current Security state, the entry would be used with the current VMID.

From the entries that match these requirements, the entries that are invalidated are required for the following translation regime:

- If executed at Secure EL1 when EL3 is using AArch64, the Secure EL1&0 translation regime.
- If executed in Secure state when EL3 is using AArch32, the Secure PL1&0 translation regime.
- If executed in Non-secure state, the Non-secure PL1&0 translation regime.

The invalidation applies to all PEs in the same Inner Shareable shareability domain as the PE that executes this System instruction.

Configuration

This instruction is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to TLBIMVALIS are UNDEFINED.

This System instruction is not implemented in architecture versions before Armv8.

Attributes

TLBIMVALIS is a 32-bit System instruction.

Field descriptions

The TLBIMVALIS input value 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
VA												RES0				ASID															

VA, bits [31:12]

Virtual address to match. Any TLB entries that match the ASID value and VA value will be affected by this System instruction.

Bits [11:8]

Reserved, RES0.

ASID, bits [7:0]

ASID value to match. Any TLB entries that match the ASID value and VA value will be affected by this System instruction.

Global TLB entries that match the VA value will be affected by this System instruction, regardless of the value of the ASID field.

Executing the TLBIMVALIS instruction

Accesses to this instruction use the following encodings:

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1000	0b0011	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T8 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T8 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TTLB == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TTLBIS == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TTLB == '1' then
        AArch32.TakeHypTrapException(0x03);
    elseif EL2Enabled() && ELUsingAArch32(EL2) && HCR2.TTLBIS == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        TLBIMVAL(R[t]);
elseif PSTATE.EL == EL2 then
    TLBIMVAL(R[t]);
elseif PSTATE.EL == EL3 then
    TLBIMVAL(R[t]);

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TLBTR, TLB Type Register

The TLBTR characteristics are:

Purpose

Provides information about the TLB implementation. The register must define whether the implementation provides separate instruction and data TLBs, or a unified TLB. Normally, the IMPLEMENTATION DEFINED information in this register includes the number of lockable entries in the TLB.

Configuration

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to TLBTR are UNDEFINED.

Attributes

TLBTR is a 32-bit register.

Field descriptions

The TLBTR 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
IMPLEMENTATION DEFINED																															nU

IMPLEMENTATION DEFINED, bits [31:1]

IMPLEMENTATION DEFINED.

nU, bit [0]

Not Unified TLB. Indicates whether the implementation has a unified TLB:

nU	Meaning
0b0	Unified TLB.
0b1	Separate Instruction and Data TLBs.

Accessing the TLBTR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0000	0b0000	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TID1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TID1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        return TLBTR;
elsif PSTATE.EL == EL2 then
    return TLBTR;
elsif PSTATE.EL == EL3 then
    return TLBTR;

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TPIDRPRW, PL1 Software Thread ID Register

The TPIDRPRW characteristics are:

Purpose

Provides a location where software executing at EL1 or higher can store thread identifying information that is not visible to software executing at EL0, for OS management purposes.

The PE makes no use of this register.

Configuration

AArch32 System register TPIDRPRW bits [31:0] are architecturally mapped to AArch64 System register [TPIDR_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to TPIDRPRW are UNDEFINED.

Note

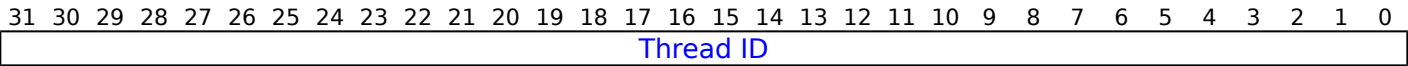
The PE never updates this register.

Attributes

TPIDRPRW is a 32-bit register.

Field descriptions

The TPIDRPRW bit assignments are:



Bits [31:0]

Thread ID. Thread identifying information stored by software running at this Exception level.

This field resets to an architecturally UNKNOWN value.

Accessing the TPIDRPRW

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1101	0b0000	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T13 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        return TPIDRPRW_NS;
    else
        return TPIDRPRW;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        return TPIDRPRW_NS;
    else
        return TPIDRPRW;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        return TPIDRPRW_S;
    else
        return TPIDRPRW_NS;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1101	0b0000	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T13 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        TPIDRPRW_NS = R[t];
    else
        TPIDRPRW = R[t];
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        TPIDRPRW_NS = R[t];
    else
        TPIDRPRW = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        TPIDRPRW_S = R[t];
    else
        TPIDRPRW_NS = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TPIDRURO, PL0 Read-Only Software Thread ID Register

The TPIDRURO characteristics are:

Purpose

Provides a location where software executing at EL1 or higher can store thread identifying information that is visible to software executing at EL0, for OS management purposes.

The PE makes no use of this register.

Configuration

AArch32 System register TPIDRURO bits [31:0] are architecturally mapped to AArch64 System register [TPIDRRO_EL0\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to TPIDRURO are UNDEFINED.

Note

The PE never updates this register.

Attributes

TPIDRURO is a 32-bit register.

Field descriptions

The TPIDRURO 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
Thread ID																															

Bits [31:0]

Thread ID. Thread identifying information stored by software running at this Exception level.

This field resets to an architecturally UNKNOWN value.

Accessing the TPIDRURO

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1101	0b0000	0b011

```

if PSTATE.EL == EL0 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T13 == '1'
    then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL1) && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) ||
    SCR_EL3.FGTEn == '1') && HFGTR_EL2.TPIDRRO_EL0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    else
        return TPIDRURO;
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T13 == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
            AArch32.TakeHypTrapException(0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
            return TPIDRURO_NS;
        else
            return TPIDRURO;
    elsif PSTATE.EL == EL2 then
        if HaveEL(EL3) && ELUsingAArch32(EL3) then
            return TPIDRURO_NS;
        else
            return TPIDRURO;
    elsif PSTATE.EL == EL3 then
        if SCR.NS == '0' then
            return TPIDRURO_S;
        else
            return TPIDRURO_NS;
    
```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1101	0b0000	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T13 == '1' then
            AArch64.AArch32SystemAccessTrap(EL2, 0x03);
        elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
            AArch32.TakeHypTrapException(0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
            TPIDRURO_NS = R[t];
        else
            TPIDRURO = R[t];
    elsif PSTATE.EL == EL2 then
        if HaveEL(EL3) && ELUsingAArch32(EL3) then
            TPIDRURO_NS = R[t];
        else
            TPIDRURO = R[t];
    elsif PSTATE.EL == EL3 then
        if SCR.NS == '0' then
            TPIDRURO_S = R[t];
        else
            TPIDRURO_NS = R[t];
    
```


TPIDRURW, PL0 Read/Write Software Thread ID Register

The TPIDRURW characteristics are:

Purpose

Provides a location where software executing at EL0 can store thread identifying information, for OS management purposes.

The PE makes no use of this register.

Configuration

AArch32 System register TPIDRURW bits [31:0] are architecturally mapped to AArch64 System register [TPIDR_EL0\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to TPIDRURW are UNDEFINED.

Note

The PE never updates this register.

Attributes

TPIDRURW is a 32-bit register.

Field descriptions

The TPIDRURW 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
Thread ID																															

Bits [31:0]

Thread ID. Thread identifying information stored by software running at this Exception level.

This field resets to an architecturally UNKNOWN value.

Accessing the TPIDRURW

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1101	0b0000	0b010

```

if PSTATE.EL == EL0 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T13 == '1'
    then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL1) && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) ||
SCR_EL3.FGTEn == '1') && HFGTR_EL2.TPIDR_EL0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    else
        return TPIDRURW;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T13 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        return TPIDRURW_NS;
    else
        return TPIDRURW;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        return TPIDRURW_NS;
    else
        return TPIDRURW;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        return TPIDRURW_S;
    else
        return TPIDRURW_NS;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1101	0b0000	0b010

```

if PSTATE.EL == EL0 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.<E2H,TGE> != '11' && HSTR_EL2.T13 == '1'
    then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL1) && HCR_EL2.<E2H,TGE> != '11' && (!HaveEL(EL3) ||
SCR_EL3.FGTEn == '1') && HFGWTR_EL2.TPIDR_EL0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    else
        TPIDRURW = R[t];
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T13 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T13 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        TPIDRURW_NS = R[t];
    else
        TPIDRURW = R[t];
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        TPIDRURW_NS = R[t];
    else
        TPIDRURW = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        TPIDRURW_S = R[t];
    else
        TPIDRURW_NS = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TRFCR, Trace Filter Control Register

The TRFCR characteristics are:

Purpose

Provides EL1 controls for Trace.

Configuration

AArch32 System register TRFCR bits [31:0] are architecturally mapped to AArch64 System register [TRFCR_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level and FEAT_TRF is implemented. Otherwise, direct accesses to TRFCR are UNDEFINED.

Attributes

TRFCR is a 32-bit register.

Field descriptions

The TRFCR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0														TS		RES0		E1TRE		E0TRE											

Bits [31:7]

Reserved, RES0.

TS, bits [6:5]

Timestamp Control. Controls which timebase is used for trace timestamps.

TS	Meaning	Applies when
0b01	Virtual timestamp. The traced timestamp is the physical counter value, minus the value of CNTVOFF .	When FEAT_ECV is implemented
0b10	Guest Physical timestamp. The traced timestamp is the physical counter value, minus the value of CNTPOFF_EL2 .	
0b11	Physical timestamp. The traced timestamp is the physical counter value.	

All other values are reserved.

This field is ignored if any of the following are true:

- SelfHostedTraceEnabled() == FALSE.
- [HTRFCR](#).TS is not 0b00.

If FEAT_ECV is implemented, the physical counter uses a fixed physical offset of zero if any of the following are true:

- When EL2 is implemented and enabled in the current Security state and is using AArch32.
- [CNTHCTL_EL2](#).ECV is 0.
- [SCR_EL3](#).ECVEn is 0.
- [HCR_EL2](#).{E2H, TGE} is {1, 1}.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Bits [4:2]

Reserved, RES0.

E1TRE, bit [1]

EL1 Trace Enable.

E1TRE	Meaning
0b0	Tracing is prohibited in PL1 modes.
0b1	Tracing is allowed in PL1 modes.

This field is ignored if SelfHostedTraceEnabled() == FALSE.

On a Warm reset, this field resets to 0.

E0TRE, bit [0]

EL0 Trace Enable.

E0TRE	Meaning
0b0	Tracing is prohibited at EL0.
0b1	Tracing is allowed at EL0.

This field is ignored if any of the following are true:

- SelfHostedTraceEnabled() == FALSE.
- EL2 is implemented and enabled in the current security state and [HCR](#).TGE == 1.

On a Warm reset, this field resets to 0.

Accessing the TRFCR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0001	0b0010	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TTRF == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SDCR.TTRF == '1'
then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TTRF == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TTRF == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TTRF == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SDCR.TTRF == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return TRFCR;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TTRF == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SDCR.TTRF == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TTRF == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SDCR.TTRF == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            return TRFCR;
    elsif PSTATE.EL == EL3 then
        if PSTATE.M != M32_Monitor && SDCR.TTRF == '1' then
            AArch32.TakeMonitorTrapException();
        else
            return TRFCR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0001	0b0010	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TTRF == '1' then
        UNDEFINED;
    elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SDCR.TTRF == '1'
then
        UNDEFINED;
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T1 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T1 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && MDCR_EL2.TTRF == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HDCR.TTRF == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TTRF == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && PSTATE.M != M32_Monitor && SDCR.TTRF == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            TRFCR = R[t];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && !ELUsingAArch32(EL3) && MDCR_EL3.TTRF == '1' then
            UNDEFINED;
        elsif Halted() && HaveEL(EL3) && EDSCR.SDD == '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
priority when SDD == '1'" && ELUsingAArch32(EL3) && SDCR.TTRF == '1' then
            UNDEFINED;
        elsif HaveEL(EL3) && !ELUsingAArch32(EL3) && MDCR_EL3.TTRF == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.AArch32SystemAccessTrap(EL3, 0x03);
        elsif HaveEL(EL3) && ELUsingAArch32(EL3) && SDCR.TTRF == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch32.TakeMonitorTrapException();
        else
            TRFCR = R[t];
    elsif PSTATE.EL == EL3 then
        if PSTATE.M != M32_Monitor && SDCR.TTRF == '1' then
            AArch32.TakeMonitorTrapException();
        else
            TRFCR = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TTBCR, Translation Table Base Control Register

The TTBCR characteristics are:

Purpose

The control register for stage 1 of the PL1&0 translation regime. Its controls include:

- Where the VA range is split between addresses translated using [TTBR0](#) and addresses translated using [TTBR1](#).
- The translation table format used by this stage of translation.

From Armv8.2, when the value of TTBCR.{EAE, T2E} is {1, 1}, TTBCR is used with [TTBCR2](#).

Configuration

AArch32 System register TTBCR bits [31:0] are architecturally mapped to AArch64 System register [TCR_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to TTBCR are UNDEFINED.

The current translation table format determines which format of the register is used.

Some RW fields of this register have defined reset values. These apply only if the PE resets into an Exception level that is using AArch32. If the PE resets into EL3 using AArch32 then:

- The EAE bit resets to 0 in both the Secure and the Non-secure instances of the register.
- Other reset values apply only to the Secure instance of the register.

Attributes

TTBCR is a 32-bit register.

Field descriptions

The TTBCR bit assignments are:

When TTBCR.EAE == 0:

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		
EAE		RES0																									PD1		PD0	RES0		N	

EAE, bit [31]

Extended Address Enable.

EAE	Meaning
0b0	Use the VMSAv8-32 translation system with the Short-descriptor translation table format.

This field resets to 0.

Bits [30:6]

Reserved, RES0.

PD1, bit [5]

Translation table walk disable for translations using [TTBR1](#). This bit controls whether a translation table walk is performed on a TLB miss, for an address that is translated using [TTBR1](#).

PD1	Meaning
0b0	Perform translation table walks using TTBR1 .
0b1	A TLB miss on an address that is translated using TTBR1 generates a Translation fault. No translation table walk is performed.

This field resets to 0.

PD0, bit [4]

Translation table walk disable for translations using [TTBR0](#). This bit controls whether a translation table walk is performed on a TLB miss for an address that is translated using [TTBR0](#).

PD0	Meaning
0b0	Perform translation table walks using TTBR0 .
0b1	A TLB miss on an address that is translated using TTBR0 generates a Translation fault. No translation table walk is performed.

This field resets to 0.

Bit [3]

Reserved, RES0.

N, bits [2:0]

Indicate the width of the base address held in [TTBR0](#). In [TTBR0](#), the base address field is bits[31:14-N]. The value of N also determines:

- Whether [TTBR0](#) or [TTBR1](#) is used as the base address for translation table walks.
- The size of the translation table pointed to by [TTBR0](#).

N can take any value from 0 to 7, that is, from 0b000 to 0b111.

When N has its reset value of 0, the translation table base is compatible with Armv5 and Armv6.

This field resets to 0.

When TTBCR.EAE == 1:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
EAE	IMPLEMENTATION DEFINED		SH1	ORGN1	IRGN1	EPD1	A1	RES0	T1SZ	RES0	SH0	ORGN0	IRGN0	EPD0	T2E	RES0	T0SZ														

EAE, bit [31]

Extended Address Enable.

EAE	Meaning
0b1	Use the VMSAv8-32 translation system with the Long-descriptor translation table format.

This field resets to 0.

IMPLEMENTATION DEFINED, bit [30]

IMPLEMENTATION DEFINED.

This field resets to 0.

SH1, bits [29:28]

Shareability attribute for memory associated with translation table walks using [TTBR1](#).

SH1	Meaning
0b00	Non-shareable.
0b10	Outer Shareable.
0b11	Inner Shareable.

Other values are reserved. The effect of programming this field to a Reserved value is that behavior is CONSTRAINED UNPREDICTABLE.

This field resets to 0.

ORGN1, bits [27:26]

Outer cacheability attribute for memory associated with translation table walks using [TTBR1](#).

ORGN1	Meaning
0b00	Normal memory, Outer Non-cacheable.
0b01	Normal memory, Outer Write-Back Read-Allocate Write-Allocate Cacheable.
0b10	Normal memory, Outer Write-Through Read-Allocate No Write-Allocate Cacheable.
0b11	Normal memory, Outer Write-Back Read-Allocate No Write-Allocate Cacheable.

This field resets to 0.

IRGN1, bits [25:24]

Inner cacheability attribute for memory associated with translation table walks using [TTBR1](#).

IRGN1	Meaning
0b00	Normal memory, Inner Non-cacheable.
0b01	Normal memory, Inner Write-Back Read-Allocate Write-Allocate Cacheable.
0b10	Normal memory, Inner Write-Through Read-Allocate No Write-Allocate Cacheable.
0b11	Normal memory, Inner Write-Back Read-Allocate No Write-Allocate Cacheable.

This field resets to 0.

EPD1, bit [23]

Translation table walk disable for translations using [TTBR1](#). This bit controls whether a translation table walk is performed on a TLB miss, for an address that is translated using [TTBR1](#).

EPD1	Meaning
0b0	Perform translation table walks using TTBR1 .
0b1	A TLB miss on an address that is translated using TTBR1 generates a Translation fault. No translation table walk is performed.

This field resets to 0.

A1, bit [22]

Selects whether [TTBR0](#) or [TTBR1](#) defines the ASID.

A1	Meaning
0b0	TTBR0 .ASID defines the ASID.
0b1	TTBR1 .ASID defines the ASID.

This field resets to 0.

Bits [21:19]

Reserved, RES0.

T1SZ, bits [18:16]

See 'Selecting between TTBR0 and TTBR1, VMSAv8-32 Long-descriptor translation table format' for how TTBCR.{T1SZ, T0SZ} determine the input address ranges and memory region sizes translated using [TTBR0](#) and [TTBR1](#).

This field resets to 0.

Bits [15:14]

Reserved, RES0.

SH0, bits [13:12]

Shareability attribute for memory associated with translation table walks using [TTBR0](#).

SH0	Meaning
0b00	Non-shareable
0b10	Outer Shareable
0b11	Inner Shareable

Other values are reserved. The effect of programming this field to a Reserved value is that behavior is CONSTRAINED UNPREDICTABLE.

This field resets to 0.

ORGN0, bits [11:10]

Outer cacheability attribute for memory associated with translation table walks using [TTBR0](#).

ORGN0	Meaning
0b00	Normal memory, Outer Non-cacheable.
0b01	Normal memory, Outer Write-Back Read-Allocate Write-Allocate Cacheable.
0b10	Normal memory, Outer Write-Through Read-Allocate No Write-Allocate Cacheable.
0b11	Normal memory, Outer Write-Back Read-Allocate No Write-Allocate Cacheable.

This field resets to 0.

IRGN0, bits [9:8]

Inner cacheability attribute for memory associated with translation table walks using [TTBR0](#).

IRGN0	Meaning
0b00	Normal memory, Inner Non-cacheable.
0b01	Normal memory, Inner Write-Back Read-Allocate Write-Allocate Cacheable.
0b10	Normal memory, Inner Write-Through Read-Allocate No Write-Allocate Cacheable.
0b11	Normal memory, Inner Write-Back Read-Allocate No Write-Allocate Cacheable.

This field resets to 0.

EPD0, bit [7]

Translation table walk disable for translations using [TTBR0](#). This bit controls whether a translation table walk is performed on a TLB miss, for an address that is translated using [TTBR0](#).

EPD0	Meaning
0b0	Perform translation table walks using TTBR0 .
0b1	A TLB miss on an address that is translated using TTBR0 generates a Translation fault. No translation table walk is performed.

This field resets to 0.

T2E, bit [6]

When FEAT_AA32HPD is implemented:

TTBCR2 Enable.

T2E	Meaning
0b0	TTBCR2 is disabled. The contents of TTBCR2 are treated as 0 for all purposes other than reading or writing the register.
0b1	TTBCR2 is enabled.

If TTBCR.EAE==0, then the behavior is as if the bit is 0.

Otherwise:

Reserved, RES0.

Bits [5:3]

Reserved, RES0.

T0SZ, bits [2:0]

See 'Selecting between TTBR0 and TTBR1, VMSAv8-32 Long-descriptor translation table format' for how TTBCR.{T1SZ, T0SZ} determine the input address ranges and memory region sizes translated using [TTBR0](#) and [TTBR1](#).

This field resets to 0.

Accessing the TTBCR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0010	0b0000	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T2 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T2 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TRVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TRVM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        return TTBCR_NS;
    else
        return TTBCR;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        return TTBCR_NS;
    else
        return TTBCR;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        return TTBCR_S;
    else
        return TTBCR_NS;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0010	0b0000	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T2 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T2 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TVM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        TTBCR_NS = R[t];
    else
        TTBCR = R[t];
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        TTBCR_NS = R[t];
    else
        TTBCR = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' && CP15SDISABLE == HIGH then
        UNDEFINED;
    elsif SCR.NS == '0' && CP15SDISABLE2 == HIGH then
        UNDEFINED;
    else
        if SCR.NS == '0' then
            TTBCR_S = R[t];
        else
            TTBCR_NS = R[t];

```


TTBCR2, Translation Table Base Control Register 2

The TTBCR2 characteristics are:

Purpose

The second control register for stage 1 of the PL1&0 translation regime.

If FEAT_AA32HPD is not implemented then this register is not implemented and its encoding is UNDEFINED. Otherwise:

- When the value of `TTBCR`.{EAE, T2E} is not {1, 1} the contents of `TTBCR2` are treated as zero for all purposes other than reading or writing the register.
- When the value of `TTBCR`.{EAE, T2E} is {1, 1} `TTBCR2` is used with `TTBCR`.

Configuration

AArch32 System register TTBCR2 bits [31:0] are architecturally mapped to AArch64 System register [TCR_EL1\[63:32\]](#)

This register is present only when AArch32 is supported at any Exception level and FEAT_AA32HPD is implemented. Otherwise, direct accesses to TTBCR2 are UNDEFINED.

Attributes

TTBCR2 is a 32-bit register.

Field descriptions

The TTBCR2 bit assignments are:

31302928272625242322212019	18	17	16	15	14	13	12	11	10	9	87654
RES0	HWU162	HWU161	HWU160	HWU159	HWU062	HWU061	HWU060	HWU059	HPD1	HPD0	RE

Bits [31:19]

Reserved, RES0.

HWU162, bit [18]

When FEAT HPDS2 is implemented:

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[62] of the stage 1 translation table Block or Page entry for translations using [TTBR1](#).

HWU162	Meaning
0b0	For translations using TTBR1 , bit[62] of each stage 1 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	For translations using TTBR1 , bit[62] of each stage 1 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose if the value of TTBCR2.HPD1 is 1.

The Effective value of this field is 0 if the value of TTBCR2.HPD1 is 0 or the value of [TTBCR.T2E](#) is 0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HWU161, bit [17]**When FEAT_HPDS2 is implemented:**

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[61] of the stage 1 translation table Block or Page entry for translations using [TTBR1](#).

HWU161	Meaning
0b0	For translations using TTBR1 , bit[61] of each stage 1 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	For translations using TTBR1 , bit[61] of each stage 1 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose if the value of TTBCR2.HPD1 is 1.

The Effective value of this field is 0 if the value of TTBCR2.HPD1 is 0 or the value of [TTBCR](#).T2E is 0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HWU160, bit [16]**When FEAT_HPDS2 is implemented:**

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[60] of the stage 1 translation table Block or Page entry for translations using [TTBR1](#).

HWU160	Meaning
0b0	For translations using TTBR1 , bit[60] of each stage 1 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	For translations using TTBR1 , bit[60] of each stage 1 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose if the value of TTBCR2.HPD1 is 1.

The Effective value of this field is 0 if the value of TTBCR2.HPD1 is 0 or the value of [TTBCR](#).T2E is 0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HWU159, bit [15]**When FEAT_HPDS2 is implemented:**

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[59] of the stage 1 translation table Block or Page entry for translations using [TTBR1](#).

HWU159	Meaning
0b0	For translations using TTBR1 , bit[59] of each stage 1 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	For translations using TTBR1 , bit[59] of each stage 1 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose if the value of TTBCR2.HPD1 is 1.

The Effective value of this field is 0 if the value of TTBCR2.HPD1 is 0 or the value of [TTBCR.T2E](#) is 0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HWU062, bit [14]

When FEAT_HPDS2 is implemented:

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[62] of the stage 1 translation table Block or Page entry for translations using [TTBR0](#).

HWU062	Meaning
0b0	For translations using TTBR0 , bit[62] of each stage 1 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	For translations using TTBR0 , bit[62] of each stage 1 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose if the value of TTBCR2.HPD0 is 1.

The Effective value of this field is 0 if the value of TTBCR2.HPD0 is 0 or the value of [TTBCR.T2E](#) is 0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HWU061, bit [13]

When FEAT_HPDS2 is implemented:

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[61] of the stage 1 translation table Block or Page entry for translations using [TTBR0](#).

HWU061	Meaning
0b0	For translations using TTBR0 , bit[61] of each stage 1 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	For translations using TTBR0 , bit[61] of each stage 1 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose if the value of TTBCR2.HPD0 is 1.

The Effective value of this field is 0 if the value of TTBCR2.HPD0 is 0 or the value of [TTBCR.T2E](#) is 0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HWU060, bit [12]**When FEAT_HPDS2 is implemented:**

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[60] of the stage 1 translation table Block or Page entry for translations using [TTBR0](#).

HWU060	Meaning
0b0	For translations using TTBR0 , bit[60] of each stage 1 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	For translations using TTBR0 , bit[60] of each stage 1 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose if the value of TTBCR2.HPD0 is 1.

The Effective value of this field is 0 if the value of TTBCR2.HPD0 is 0 or the value of [TTBCR.T2E](#) is 0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HWU059, bit [11]**When FEAT_HPDS2 is implemented:**

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[59] of the stage 1 translation table Block or Page entry for translations using [TTBR0](#).

HWU059	Meaning
0b0	For translations using TTBR0 , bit[59] of each stage 1 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	For translations using TTBR0 , bit[59] of each stage 1 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose if the value of TTBCR2.HPD0 is 1.

The Effective value of this field is 0 if the value of TTBCR2.HPD0 is 0 or the value of [TTBCR.T2E](#) is 0.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HPD1, bit [10]

Hierarchical Permission Disables. This affects the hierarchical control bits, APTable, XNTable, and PXNTable, in the translation tables pointed to by [TTBR1](#).

HPD1	Meaning
0b0	Hierarchical permissions are enabled.
0b1	Hierarchical permissions are disabled if TTBCR.T2E == 1.

When disabled, the permissions are treated as if the bits are 0.

The Effective value of this field is 0 if the value of [TTBCR.T2E](#) is 0.

This field resets to an architecturally UNKNOWN value.

HPD0, bit [9]

Hierarchical Permission Disables. This affects the hierarchical control bits, APTable, XNTable, and PXNTable, in the translation tables pointed to by [TTBR0](#).

HPD0	Meaning
0b0	Hierarchical permissions are enabled.
0b1	Hierarchical permissions are disabled if TTBCR.T2E == 1.

When disabled, the permissions are treated as if the bits are 0.

The Effective value of this field is 0 if the value of [TTBCR.T2E](#) is 0.

This field resets to an architecturally UNKNOWN value.

Bits [8:0]

Reserved, RES0.

Accessing the TTBCR2

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0010	0b0000	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T2 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T2 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TRVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TRVM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        return TTBCR2_NS;
    else
        return TTBCR2;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        return TTBCR2_NS;
    else
        return TTBCR2;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        return TTBCR2_S;
    else
        return TTBCR2_NS;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0010	0b0000	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T2 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T2 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TVM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        TTBCR2_NS = R[t];
    else
        TTBCR2 = R[t];
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        TTBCR2_NS = R[t];
    else
        TTBCR2 = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' && CP15SDISABLE == HIGH then
        UNDEFINED;
    elsif SCR.NS == '0' && CP15SDISABLE2 == HIGH then
        UNDEFINED;
    else
        if SCR.NS == '0' then
            TTBCR2_S = R[t];
        else
            TTBCR2_NS = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

TTBR0, Translation Table Base Register 0

The TTBR0 characteristics are:

Purpose

Holds the base address of the translation table for the initial lookup for stage 1 of the translation of an address from the lower VA range in the PL1&0 translation regime, and other information for this translation regime.

Configuration

AArch32 System register TTBR0 bits [63:0] are architecturally mapped to AArch64 System register [TTBR0_EL1\[63:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to TTBR0 are UNDEFINED.

[TTBCR](#).EAE determines which TTBR0 format is used:

- [TTBCR](#).EAE == 0b0: 32-bit format is used. TTBR0[63:32] are ignored.
- [TTBCR](#).EAE == 0b1: 64-bit format is used.

When EL3 is using AArch32, write access to TTBR0(S) is disabled when the CP15SDISABLE signal is asserted HIGH.

Used in conjunction with the [TTBCR](#). When the 64-bit TTBR0 format is used, cacheability and shareability information is held in the [TTBCR](#), not in TTBR0.

Attributes

TTBR0 is a 64-bit register that can also be accessed as a 32-bit value. If it is accessed as a 32-bit register, accesses read and write bits [31:0] and do not modify bits [63:32].

Field descriptions

The TTBR0 bit assignments are:

When TTBCR.EAE == 0:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39		38		37	36	35	34	33		32
RES0																																		
TTB0																								IRGN[0]		NOS	RGN	IMP	S	IRGN[1]				
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7		6		5	4	3	2	1		0

Bits [63:32]

Reserved, RES0.

TTB0, bits [31:7]

Translation table base address, bits[31:x], where x is 14-(TTBCR.N). Register bits [x-1:7] are RES0, with the additional requirement that if these bits are not all zero, this is a misaligned translation table base address, with effects that are CONSTRAINED UNPREDICTABLE, and must be one of the following:

- Register bits [x-1:7] are treated as if all the bits are zero. The value read back from these bits is either the value written or zero.
- The result of the calculation of an address for a translation table walk using this register can be corrupted in those bits that are nonzero.

This field resets to an architecturally UNKNOWN value.

IRGN[0], bit [6]

This field is bit[0] of IRGN[1:0].

Inner region bits. Bits [0,6] of this register together indicate the Inner Cacheability attributes for the memory associated with the translation table walks. The possible values of IRGN[1:0] are:

IRGN	Meaning
0b00	Normal memory, Inner Non-cacheable.
0b01	Normal memory, Inner Write-Back Write-Allocate Cacheable.
0b10	Normal memory, Inner Write-Through Cacheable.
0b11	Normal memory, Inner Write-Back no Write-Allocate Cacheable.

Note

The encoding of the IRGN bits is counter-intuitive, with register bit[6] being IRGN[0] and register bit[0] being IRGN[1]. This encoding is chosen to give a consistent encoding of memory region types and to ensure that software written for ARMv7 without the Multiprocessing Extensions can run unmodified on an implementation that includes the functionality introduced by the ARMv7 Multiprocessing Extensions.

The IRGN field is split as follows:

- IRGN[0] is TTBR0[6].
- IRGN[1] is TTBR0[0].

This field resets to an architecturally UNKNOWN value.

NOS, bit [5]

Not Outer Shareable. When the value of TTBR0.S is 1, indicates whether the memory associated with a translation table walk is Inner Shareable or Outer Shareable:

NOS	Meaning
0b0	Memory is Outer Shareable.
0b1	Memory is Inner Shareable.

This bit is ignored when the value of TTBR0.S is 0.

This field resets to an architecturally UNKNOWN value.

RGN, bits [4:3]

Region bits. Indicates the Outer cacheability attributes for the memory associated with the translation table walks:

RGN	Meaning
0b00	Normal memory, Outer Non-cacheable.
0b01	Normal memory, Outer Write-Back Write-Allocate Cacheable.
0b10	Normal memory, Outer Write-Through Cacheable.
0b11	Normal memory, Outer Write-Back no Write-Allocate Cacheable.

This field resets to an architecturally UNKNOWN value.

IMP, bit [2]

The effect of this bit is IMPLEMENTATION DEFINED. If the translation table implementation does not include any IMPLEMENTATION DEFINED features this bit is RES0.

This field resets to an architecturally UNKNOWN value.

S, bit [1]

Shareable. Indicates whether the memory associated with the translation table walks is Non-shareable:

S	Meaning
0b0	Memory is Non-shareable.
0b1	Memory is shareable. The TTBR0.NOS field indicates whether the memory is Inner Shareable or Outer Shareable.

This field resets to an architecturally UNKNOWN value.

IRGN[1], bit [0]

This field is bit[1] of IRGN[1:0].

See IRGN[0] for the field description.

When TTBCR.EAE == 1:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0								ASID								BADDR															
BADDR																CnP															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:56]

Reserved, RES0.

ASID, bits [55:48]

An ASID for the translation table base address. The [TTBCR.A1](#) field selects either TTBR0.ASID or [TTBR1.ASID](#).

This field resets to an architecturally UNKNOWN value.

BADDR, bits [47:1]

Translation table base address, bits[47:x], Bits [x-1:1] are RES0, with the additional requirement that if bits[x-1:3] are not all zero, this is a misaligned translation table base address, with effects that are CONSTRAINED UNPREDICTABLE, and must be one of the following:

- Register bits [x-1:3] are treated as if all the bits are zero. The value read back from these bits is either the value written or zero.
- The result of the calculation of an address for a translation table walk using this register can be corrupted in those bits that are nonzero.

x is determined from the value of [TTBCR.T0SZ](#) as follows:

- If [TTBCR.T0SZ](#) is 0 or 1, $x = 5 - \text{TTBCR.T0SZ}$.
- If [TTBCR.T0SZ](#) is greater than 1, $x = 14 - \text{TTBCR.T0SZ}$.

If bits[47:40] of the translation table base address are not zero, an Address size fault is generated.

This field resets to an architecturally UNKNOWN value.

CnP, bit [0]

When FEAT_TTCNP is implemented:

Common not Private. When [TTBCR.EAE](#) == 1, this bit indicates whether each entry that is pointed to by TTBR0 is a member of a common set that can be used by every PE in the Inner Shareable domain for which the value of TTBR0.CnP is 1.

CnP	Meaning
0b0	<p>The translation table entries pointed to by this instance of TTBR0, for the current ASID, are permitted to differ from corresponding entries for this instance of TTBR0 for other PEs in the Inner Shareable domain. This is not affected by:</p> <ul style="list-style-type: none"> • The value of TTBR0.CnP on those other PEs. • The value of TTBCR.EAE on those other PEs. • The value of the current ASID or, for the Non-secure instance of TTBR0, the value of the current VMID.
0b1	<p>The translation table entries pointed to by this instance of TTBR0 are the same as the translation table entries for every other PE in the Inner Shareable domain for which the value of TTBR0.CnP is 1 for this instance of TTBR0 and all of the following apply:</p> <ul style="list-style-type: none"> • The translation table entries are pointed to by this instance of TTBR0. • The value of the applicable TTBCR.EAE field is 1. • The ASID is the same as the current ASID. • For the Non-secure instance of TTBR0, the VMID is the same as the current VMID.

When a TLB combines entries from stage 1 translation and stage 2 translation into a single entry, that entry can only be shared between different PEs if the value of the CnP bit is 1 for both stage 1 and stage 2.

Note

If the value of the TTBR0.CnP bit is 1 on multiple PEs in the same Inner Shareable domain and those TTBR0s do not point to the same translation table entries when the other conditions specified for the case when the value of CnP is 1 apply, then the results of translations are CONSTRAINED UNPREDICTABLE, see 'CONSTRAINED UNPREDICTABLE behaviors due to caching of control or data values'.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Accessing the TTBR0

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0010	0b0000	0b000


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T2 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T2 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TRVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TRVM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        return TTBR0_NS<31:0>;
    else
        return TTBR0<31:0>;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        return TTBR0_NS<31:0>;
    else
        return TTBR0<31:0>;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        return TTBR0_S<31:0>;
    else
        return TTBR0_NS<31:0>;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0010	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T2 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T2 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TVM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        TTBR0_NS = ZeroExtend(R[t]);
    else
        TTBR0 = ZeroExtend(R[t]);
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        TTBR0_NS = ZeroExtend(R[t]);
    else
        TTBR0 = ZeroExtend(R[t]);
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' && CP15SDISABLE == HIGH then
        UNDEFINED;
    else
        if SCR.NS == '0' then
            TTBR0_S = ZeroExtend(R[t]);
        else
            TTBR0_NS = ZeroExtend(R[t]);

```

MRRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

coproc	CRm	opc1
0b1111	0b0010	0b0000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T2 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T2 == '1' then
        AArch32.TakeHypTrapException(0x04);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TRVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TRVM == '1' then
        AArch32.TakeHypTrapException(0x04);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        return TTBR0_NS;
    else
        return TTBR0;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        return TTBR0_NS;
    else
        return TTBR0;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        return TTBR0_S;
    else
        return TTBR0_NS;

```

MCCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

coproc	CRm	opc1
0b1111	0b0010	0b0000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T2 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T2 == '1' then
        AArch32.TakeHypTrapException(0x04);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TVM == '1' then
        AArch32.TakeHypTrapException(0x04);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        TTBR0_NS = R[t2]:R[t];
    else
        TTBR0 = R[t2]:R[t];
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        TTBR0_NS = R[t2]:R[t];
    else
        TTBR0 = R[t2]:R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' && CP15SDISABLE == HIGH then
        UNDEFINED;
    else
        if SCR.NS == '0' then
            TTBR0_S = R[t2]:R[t];
        else
            TTBR0_NS = R[t2]:R[t];

```

TTBR1, Translation Table Base Register 1

The TTBR1 characteristics are:

Purpose

Holds the base address of the translation table for the initial lookup for stage 1 of the translation of an address from the higher VA range in the PL1&0 translation regime, and other information for this translation regime.

Configuration

AArch32 System register TTBR1 bits [63:0] are architecturally mapped to AArch64 System register [TTBR1_EL1\[63:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to TTBR1 are UNDEFINED.

[TTBCR](#).EAE determines which TTBR1 format is used:

- [TTBCR](#).EAE == 0b0: 32-bit format is used. TTBR1[63:32] are ignored.
- [TTBCR](#).EAE == 0b1: 64-bit format is used.

Used in conjunction with the [TTBCR](#). When the 64-bit TTBR1 format is used, cacheability and shareability information is held in the [TTBCR](#), not in TTBR1.

Attributes

TTBR1 is a 64-bit register that can also be accessed as a 32-bit value. If it is accessed as a 32-bit register, accesses read and write bits [31:0] and do not modify bits [63:32].

Field descriptions

The TTBR1 bit assignments are:

When TTBCR.EAE == 0:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
TTB1																								IRGN[1]	NOS	RGN	IMP	S	IRGN[0]		
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

TTB1, bits [31:7]

Translation table base address, bits[31:14]. Register bits [13:7] are RES0, with the additional requirement that if these bits are not all zero, this is a misaligned translation table base address, with effects that are CONSTRAINED UNPREDICTABLE, and must be one of the following:

- Register bits [13:7] are treated as if all the bits are zero. The value read back from these bits is either the value written or zero.
- The result of the calculation of an address for a translation table walk using this register can be corrupted in those bits that are nonzero.

This field resets to an architecturally UNKNOWN value.

IRGN[1], bit [6]

This field is bit[1] of IRGN[1:0].

Inner region bits. IRGN[1:0] indicate the Inner Cacheability attributes for the memory associated with the translation table walks. The possible values of IRGN[1:0] are:

IRGN	Meaning
0b00	Normal memory, Inner Non-cacheable.
0b01	Normal memory, Inner Write-Back Write-Allocate Cacheable.
0b10	Normal memory, Inner Write-Through Cacheable.
0b11	Normal memory, Inner Write-Back no Write-Allocate Cacheable.

Note

The encoding of the IRGN bits is counter-intuitive, with register bit[6] being IRGN[0] and register bit[0] being IRGN[1]. This encoding is chosen to give a consistent encoding of memory region types and to ensure that software written for Armv7 without the Multiprocessing Extensions can run unmodified on an implementation that includes the functionality introduced by the ARMv7 Multiprocessing Extensions.

The IRGN field is split as follows:

- IRGN[1] is TTBR1[6].
- IRGN[0] is TTBR1[0].

This field resets to an architecturally UNKNOWN value.

NOS, bit [5]

Not Outer Shareable. When the value of TTBR1.S is 1, indicates whether the memory associated with a translation table walk is Inner Shareable or Outer Shareable:

NOS	Meaning
0b0	Memory is Outer Shareable.
0b1	Memory is Inner Shareable.

This bit is ignored when the value of TTBR1.S is 0.

This field resets to an architecturally UNKNOWN value.

RGN, bits [4:3]

Region bits. Indicates the Outer cacheability attributes for the memory associated with the translation table walks:

RGN	Meaning
0b00	Normal memory, Outer Non-cacheable.
0b01	Normal memory, Outer Write-Back Write-Allocate Cacheable.
0b10	Normal memory, Outer Write-Through Cacheable.
0b11	Normal memory, Outer Write-Back no Write-Allocate Cacheable.

This field resets to an architecturally UNKNOWN value.

IMP, bit [2]

The effect of this bit is IMPLEMENTATION DEFINED. If the translation table implementation does not include any IMPLEMENTATION DEFINED features this bit is RES0.

This field resets to an architecturally UNKNOWN value.

S, bit [1]

Shareable. Indicates whether the memory associated with the translation table walks is Non-shareable:

S	Meaning
0b0	Memory is Non-shareable.
0b1	Memory is shareable. The TTBR1.NOS field indicates whether the memory is Inner Shareable or Outer Shareable.

This field resets to an architecturally UNKNOWN value.

IRGN[0], bit [0]

This field is bit[0] of IRGN[1:0].

See IRGN[1] for the field description.

When TTBCR.EAE == 1:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0								ASID								BADDR															
BADDR																CnP															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:56]

Reserved, RES0.

ASID, bits [55:48]

An ASID for the translation table base address. The [TTBCR.A1](#) field selects either [TTBR0.ASID](#) or [TTBR1.ASID](#).

This field resets to an architecturally UNKNOWN value.

BADDR, bits [47:1]

Translation table base address, bits[47:x], Bits [x-1:1] are RES0, with the additional requirement that if bits[x-1:3] are not all zero, this is a misaligned translation table base address, with effects that are CONSTRAINED UNPREDICTABLE, and must be one of the following:

- Register bits [x-1:3] are treated as if all the bits are zero. The value read back from these bits is either the value written or zero.
- The result of the calculation of an address for a translation table walk using this register can be corrupted in those bits that are nonzero.

x is determined from the value of [TTBCR.T1SZ](#) as follows:

- If [TTBCR.T1SZ](#) is 0 or 1, $x = 5 - \text{TTBCR.T1SZ}$.
- If [TTBCR.T1SZ](#) is greater than 1, $x = 14 - \text{TTBCR.T1SZ}$.

If bits[47:40] of the translation table base address are not zero, an Address size fault is generated.

This field resets to an architecturally UNKNOWN value.

CnP, bit [0]

When FEAT_TTCNP is implemented:

Common not Private. When [TTBCR.EAE](#) == 1, this bit indicates whether each entry that is pointed to by TTBR1 is a member of a common set that can be used by every PE in the Inner Shareable domain for which the value of TTBR1.CnP is 1.

CnP	Meaning
0b0	<p>The translation table entries pointed to by this instance of TTBR1, for the current ASID, are permitted to differ from corresponding entries for this instance of TTBR1 for other PEs in the Inner Shareable domain. This is not affected by:</p> <ul style="list-style-type: none"> • The value of TTBR1.CnP on those other PEs. • The value of TTBCR.EAE on those other PEs. • The value of the current ASID or, for the Non-secure instance of TTBR1, the value of the current VMID.
0b1	<p>The translation table entries pointed to by this instance of TTBR1 are the same as the translation table entries for every other PE in the Inner Shareable domain for which the value of TTBR1.CnP is 1 for this instance of TTBR1 and all of the following apply:</p> <ul style="list-style-type: none"> • The translation table entries are pointed to by this instance of TTBR1. • The value of the applicable TTBCR.EAE field is 1. • The ASID is the same as the current ASID. • For the Non-secure instance of TTBR1, the VMID is the same as the current VMID.

When a TLB combines entries from stage 1 translation and stage 2 translation into a single entry, that entry can only be shared between different PEs if the value of the CnP bit is 1 for both stage 1 and stage 2.

Note

If the value of the TTBR1.CnP bit is 1 on multiple PEs in the same Inner Shareable domain and those TTBR1s do not point to the same translation table entries when the other conditions specified for the case when the value of CnP is 1 apply, then the results of translations are CONSTRAINED UNPREDICTABLE, see 'CONSTRAINED UNPREDICTABLE behaviors due to caching of control or data values'.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Accessing the TTBR1

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0010	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T2 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T2 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TRVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TRVM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        return TTBR1_NS<31:0>;
    else
        return TTBR1<31:0>;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        return TTBR1_NS<31:0>;
    else
        return TTBR1<31:0>;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        return TTBR1_S<31:0>;
    else
        return TTBR1_NS<31:0>;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0010	0b0000	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T2 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T2 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TVM == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        TTBR1_NS = ZeroExtend(R[t]);
    else
        TTBR1 = ZeroExtend(R[t]);
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        TTBR1_NS = ZeroExtend(R[t]);
    else
        TTBR1 = ZeroExtend(R[t]);
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' && CP15SDISABLE == HIGH then
        UNDEFINED;
    elsif SCR.NS == '0' && CP15SDISABLE2 == HIGH then
        UNDEFINED;
    else
        if SCR.NS == '0' then
            TTBR1_S = ZeroExtend(R[t]);
        else
            TTBR1_NS = ZeroExtend(R[t]);

```

MRRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

coproc	CRm	opc1
0b1111	0b0010	0b0001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T2 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T2 == '1' then
        AArch32.TakeHypTrapException(0x04);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TRVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TRVM == '1' then
        AArch32.TakeHypTrapException(0x04);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        return TTBR1_NS;
    else
        return TTBR1;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        return TTBR1_NS;
    else
        return TTBR1;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        return TTBR1_S;
    else
        return TTBR1_NS;

```

MCRR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

coproc	CRm	opc1
0b1111	0b0010	0b0001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T2 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T2 == '1' then
        AArch32.TakeHypTrapException(0x04);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.TVM == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.TVM == '1' then
        AArch32.TakeHypTrapException(0x04);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        TTBR1_NS = R[t2]:R[t];
    else
        TTBR1 = R[t2]:R[t];
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        TTBR1_NS = R[t2]:R[t];
    else
        TTBR1 = R[t2]:R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' && CP15SDISABLE == HIGH then
        UNDEFINED;
    else
        if SCR.NS == '0' then
            TTBR1_S = R[t2]:R[t];
        else
            TTBR1_NS = R[t2]:R[t];

```


01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

VBAR, Vector Base Address Register

The VBAR characteristics are:

Purpose

When high exception vectors are not selected, holds the vector base address for exceptions that are not taken to Monitor mode or to Hyp mode.

Software must program VBAR(NS) with the required initial value as part of the PE boot sequence.

Configuration

AArch32 System register VBAR bits [31:0] are architecturally mapped to AArch64 System register [VBAR_EL1\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to VBAR are UNDEFINED.

Attributes

VBAR is a 32-bit register.

Field descriptions

The VBAR 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
Vector Base Address																											RES0				

Bits [31:5]

Vector Base Address. Bits[31:5] of the base address of the exception vectors for exceptions taken to this Exception level. Bits[4:0] of an exception vector are the exception offset.

This field resets to an IMPLEMENTATION DEFINED value.

Bits [4:0]

Reserved, RES0.

Accessing the VBAR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        return VBAR_NS;
    else
        return VBAR;
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        return VBAR_NS;
    else
        return VBAR;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        return VBAR_S;
    else
        return VBAR_NS;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif HaveEL(EL3) && ELUsingAArch32(EL3) then
        VBAR_NS = R[t];
    else
        VBAR = R[t];
elsif PSTATE.EL == EL2 then
    if HaveEL(EL3) && ELUsingAArch32(EL3) then
        VBAR_NS = R[t];
    else
        VBAR = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' && CP15SDISABLE == HIGH then
        UNDEFINED;
    elsif SCR.NS == '0' && CP15SDISABLE2 == HIGH then
        UNDEFINED;
    else
        if SCR.NS == '0' then
            VBAR_S = R[t];
        else
            VBAR_NS = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

VDFSR, Virtual SError Exception Syndrome Register

The VDFSR characteristics are:

Purpose

Provides the syndrome value reported to software on taking a virtual SError interrupt exception to EL1, or on executing an ESB instruction at EL1.

When a virtual SError interrupt is taken, the syndrome value is reported in [DFSR](#).{AET, ExT} and the remainder of the [DFSR](#) is set as defined by VMSAv8-32. For more information, see 'The AArch32 Virtual Memory System Architecture'.

If the virtual SError interrupt is deferred by an ESB instruction, then the syndrome value is written to [VDISR](#).

Configuration

AArch32 System register VDFSR bits [31:0] are architecturally mapped to AArch64 System register [VSESR_EL2\[31:0\]](#) when the highest implemented Exception level is using AArch64.

This register is present only when FEAT_RAS is implemented. Otherwise, direct accesses to VDFSR are UNDEFINED.

If EL2 is not implemented, then VDFSR is RES0 from Monitor mode when [SCR](#).NS == 1.

Attributes

VDFSR is a 32-bit register.

Field descriptions

The VDFSR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																AET	RES0	ExT	RES0												

Bits [31:16]

Reserved, RES0.

AET, bits [15:14]

When a virtual SError interrupt is taken to EL1 using AArch32, [DFSR](#)[15:4] is set to VDFSR.AET.

When a virtual SError interrupt is deferred by an ESB instruction, [VDISR](#)[15:4] is set to VDFSR.AET.

This field resets to an architecturally UNKNOWN value.

Bit [13]

Reserved, RES0.

ExT, bit [12]

When a virtual SError interrupt is taken to EL1 using AArch32, [DFSR](#)[12] is set to VDFSR.ExT.

When a virtual SError interrupt is deferred by an ESB instruction, [VDISR](#)[12] is set to VDFSR.ExT.

This field resets to an architecturally UNKNOWN value.

Bits [11:0]

Reserved, RES0.

Accessing the VDFSR

Direct reads and writes of VDFSR are UNDEFINED if EL3 is implemented and using AArch32 in all Secure privileged modes other than Monitor mode.

If EL2 is not implemented, then VDFSR is RES0 from Monitor mode when [SCR.NS](#) == 1.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0101	0b0010	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return VDFSR;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        return VDFSR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0101	0b0010	0b011

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T5 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T5 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    VDFSR = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        VDFSR = R[t];

```

VDISR, Virtual Deferred Interrupt Status Register

The VDISR characteristics are:

Purpose

Records that an SError interrupt has been consumed by an ESB instruction.

Configuration

AArch32 System register VDISR bits [31:0] are architecturally mapped to AArch64 System register [VDISR_EL2\[31:0\]](#).

This register is present only when FEAT_RAS is implemented. Otherwise, direct accesses to VDISR are UNDEFINED.

If EL2 is not implemented, then VDISR is RES0 from Monitor mode when SCR.NS == 1.

Attributes

VDISR is a 32-bit register.

Field descriptions

The VDISR bit assignments are:

When TTBCR.EAE == 0:

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
A	RES0										AET	RES0	ExT	RES0	FS[4]	LPAE	RES0					FS[3:0]									

A, bit [31]

Set to 1 when an ESB instruction defers a virtual SError interrupt.

This field resets to an architecturally UNKNOWN value.

Bits [30:16]

Reserved, RES0.

AET, bits [15:14]

The value copied from [VDFSR.AET](#).

This field resets to an architecturally UNKNOWN value.

Bit [13]

Reserved, RES0.

ExT, bit [12]

The value copied from [VDFSR.ExT](#).

This field resets to an architecturally UNKNOWN value.

Bit [11]

Reserved, RES0.

FS[4], bit [10]

This field is bit[4] of FS[4:0].

Fault status code. Set to 0b10110 when an ESB instruction defers a virtual SError interrupt.

FS	Meaning
0b10110	Asynchronous SError interrupt.

All other values are reserved.

The FS field is split as follows:

- FS[4] is VDISR[10].
- FS[3:0] is VDISR[3:0].

This field resets to an architecturally UNKNOWN value.

LPAE, bit [9]

Format.

Set to [TTBCR.EAE](#) when an ESB instruction defers a virtual SError interrupt.

LPAE	Meaning
0b0	Using the Short-descriptor translation table format.

This field resets to an architecturally UNKNOWN value.

Bits [8:4]

Reserved, RES0.

FS[3:0], bits [3:0]

This field is bits[3:0] of FS[4:0].

See FS[4] for the field description.

When TTBCR.EAE == 1:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
A	RES0										AET	RES0	Ext	RES0	LPAE	RES0	STATUS														

A, bit [31]

Set to 1 when an ESB instruction defers a virtual SError interrupt.

This field resets to an architecturally UNKNOWN value.

Bits [30:16]

Reserved, RES0.

AET, bits [15:14]

The value copied from [VDESR.AET](#).

This field resets to an architecturally UNKNOWN value.

Bit [13]

Reserved, RES0.

ExT, bit [12]

The value copied from [VDFSR.ExT](#).

This field resets to an architecturally UNKNOWN value.

Bits [11:10]

Reserved, RES0.

LPAE, bit [9]

Format.

Set to [TTBCR.EAE](#) when an ESB instruction defers a virtual SError interrupt.

LPAE	Meaning
0b1	Using the Long-descriptor translation table format.

This field resets to an architecturally UNKNOWN value.

Bits [8:6]

Reserved, RES0.

STATUS, bits [5:0]

Fault status code. Set to 0b010001 when an ESB instruction defers a virtual SError interrupt.

STATUS	Meaning
0b010001	Asynchronous SError interrupt.

All other values are reserved.

This field resets to an architecturally UNKNOWN value.

Accessing the VDISR

Direct reads and writes of VDFSR are UNDEFINED if EL3 is implemented and using AArch32 in all Secure privileged modes other than Monitor mode.

An indirect write to VDISR made by an ESB instruction does not require an explicit synchronization operation for the value that is written to be observed by a direct read of [DISR](#) occurring in program order after the ESB instruction.

If EL2 is not implemented, then VDISR is RES0 from Monitor mode when [SCR.NS](#) == 1.

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1100	0b0001	0b001


```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return VDISR;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        return VDISR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b1100	0b0001	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    VDISR = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        VDISR = R[t];

```

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b0001	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.AM0 == '1' then
        return VDISR_EL2;
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.AM0 == '1' then
        return VDISR;
    else
        return DISR;
elsif PSTATE.EL == EL2 then
    return DISR;
elsif PSTATE.EL == EL3 then
    return DISR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b1100	0b0001	0b001

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T12 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T12 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) && HCR_EL2.AM0 == '1' then
        VDISR_EL2 = R[t];
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HCR.AM0 == '1' then
        VDISR = R[t];
    else
        DISR = R[t];
elsif PSTATE.EL == EL2 then
    DISR = R[t];
elsif PSTATE.EL == EL3 then
    DISR = R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

VMPIDR, Virtualization Multiprocessor ID Register

The VMPIDR characteristics are:

Purpose

Holds the value of the Virtualization Multiprocessor ID. This is the value returned by Non-secure EL1 reads of [MPIDR](#).

Configuration

AArch32 System register VMPIDR bits [31:0] are architecturally mapped to AArch64 System register [VMPIDR_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to VMPIDR are UNDEFINED.

If EL2 is not implemented but EL3 is implemented, this register takes the value of the [MPIDR](#).

Attributes

VMPIDR is a 32-bit register.

Field descriptions

The VMPIDR 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
M	U	RES0					MT	Aff2								Aff1								Aff0							

M, bit [31]

Indicates whether this implementation includes the functionality introduced by the ARMv7 Multiprocessing Extensions. The possible values of this bit are:

M	Meaning
0b0	This implementation does not include the ARMv7 Multiprocessing Extensions functionality.
0b1	This implementation includes the ARMv7 Multiprocessing Extensions functionality.

From Armv8 this bit is RES1.

U, bit [30]

Indicates a Uniprocessor system, as distinct from PE 0 in a multiprocessor system. The possible values of this bit are:

U	Meaning
0b0	Processor is part of a multiprocessor system.
0b1	Processor is part of a uniprocessor system.

In a system where the PE resets into EL2 or EL3, this field resets to the value in [MPIDR.U](#).

Bits [29:25]

Reserved, RES0.

MT, bit [24]

Indicates whether the lowest level of affinity consists of logical PEs that are implemented using a multithreading type approach. See the description of Aff0 for more information about affinity levels. The possible values of this bit are:

MT	Meaning
0b0	Performance of PEs at the lowest affinity level is largely independent.
0b1	Performance of PEs at the lowest affinity level is very interdependent.

In a system where the PE resets into EL2 or EL3, this field resets to the value in [MPIDR.MT](#).

Aff2, bits [23:16]

Affinity level 2. See the description of Aff0 for more information.

In a system where the PE resets into EL2 or EL3, this field resets to the value in [MPIDR.Aff2](#).

Aff1, bits [15:8]

Affinity level 1. See the description of Aff0 for more information.

In a system where the PE resets into EL2 or EL3, this field resets to the value in [MPIDR.Aff1](#).

Aff0, bits [7:0]

Affinity level 0. This is the affinity level that is most significant for determining PE behavior. Higher affinity levels are increasingly less significant in determining PE behavior. The assigned value of the MPIDR.{Aff2, Aff1, Aff0} or [MPIDR_EL1](#).{Aff3, Aff2, Aff1, Aff0} set of fields of each PE must be unique within the system as a whole.

In a system where the PE resets into EL2 or EL3, this field resets to the value in [MPIDR.Aff0](#).

Accessing the VMPIDR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0000	0b0000	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return VMPIDR;
elsif PSTATE.EL == EL3 then
    if !HaveEL(EL2) then
        return MPIDR;
    elsif SCR.NS == '0' then
        UNDEFINED;
    else
        return VMPIDR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0000	0b0000	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    VMPIDR = R[t];
elsif PSTATE.EL == EL3 then
    if !HaveEL(EL2) then
        //no operation
    elsif SCR.NS == '0' then
        UNDEFINED;
    else
        VMPIDR = R[t];

```

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0000	0b0000	0b101

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) then
        return VMPIDR_EL2<31:0>;
    elsif EL2Enabled() && ELUsingAArch32(EL2) then
        return VMPIDR;
    else
        return MPIDR;
elsif PSTATE.EL == EL2 then
    return MPIDR;
elsif PSTATE.EL == EL3 then
    return MPIDR;

```

VPIDR, Virtualization Processor ID Register

The VPIDR characteristics are:

Purpose

Holds the value of the Virtualization Processor ID. This is the value returned by Non-secure EL1 reads of [MIDR](#).

Configuration

AArch32 System register VPIDR bits [31:0] are architecturally mapped to AArch64 System register [VPIDR_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to VPIDR are UNDEFINED.

If EL2 is not implemented but EL3 is implemented, this register takes the value of the [MIDR](#).

Attributes

VPIDR is a 32-bit register.

Field descriptions

The VPIDR 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
Implementer								Variant				Architecture				PartNum								Revision							

Implementer, bits [31:24]

The Implementer code. This field must hold an implementer code that has been assigned by Arm. Assigned codes include the following:

Hex representation	ASCII representation	Implementer
0x41	A	Arm Limited
0x42	B	Broadcom Corporation
0x43	C	Cavium Inc.
0x44	D	Digital Equipment Corporation
0x49	I	Infineon Technologies AG
0x4D	M	Motorola or Freescale Semiconductor Inc.
0x4E	N	NVIDIA Corporation
0x50	P	Applied Micro Circuits Corporation
0x51	Q	Qualcomm Inc.
0x56	V	Marvell International Ltd.
0x69	i	Intel Corporation

Arm can assign codes that are not published in this manual. All values not assigned by Arm are reserved and must not be used.

In a system where the PE resets into EL2 or EL3, this field resets to the value in [MIDR](#).Implementer.

Variant, bits [23:20]

An IMPLEMENTATION DEFINED variant number. Typically, this field is used to distinguish between different product variants, or major revisions of a product.

In a system where the PE resets into EL2 or EL3, this field resets to the value in [MIDR](#).Variant.

Architecture, bits [19:16]

Architecture version. Defined values are:

Architecture	Meaning
0b0001	Armv4.
0b0010	Armv4T.
0b0011	Armv5 (obsolete).
0b0100	Armv5T.
0b0101	Armv5TE.
0b0110	Armv5TEJ.
0b0111	Armv6.
0b1111	Architectural features are individually identified in the ID * registers, see 'ID registers'.

All other values are reserved.

In a system where the PE resets into EL2 or EL3, this field resets to the value in [MIDR](#).Architecture.

PartNum, bits [15:4]

An IMPLEMENTATION DEFINED primary part number for the device.

On processors implemented by Arm, if the top four bits of the primary part number are 0x0 or 0x7, the variant and architecture are encoded differently.

In a system where the PE resets into EL2 or EL3, this field resets to the value in [MIDR](#).PartNum.

Revision, bits [3:0]

An IMPLEMENTATION DEFINED revision number for the device.

In a system where the PE resets into EL2 or EL3, this field resets to the value in [MIDR](#).Revision.

Accessing the VPIDR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0000	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return VPIDR;
elsif PSTATE.EL == EL3 then
    if !HaveEL(EL2) then
        return MIDR;
    elsif SCR.NS == '0' then
        UNDEFINED;
    else
        return VPIDR;

```

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0000	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    VPIDR = R[t];
elsif PSTATE.EL == EL3 then
    if !HaveEL(EL2) then
        //no operation
    elsif SCR.NS == '0' then
        UNDEFINED;
    else
        VPIDR = R[t];

```

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b000	0b0000	0b0000	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T0 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T0 == '1' then
        AArch32.TakeHypTrapException(0x03);
    elsif EL2Enabled() && !ELUsingAArch32(EL2) then
        return VPIDR_EL2<31:0>;
    elsif EL2Enabled() && ELUsingAArch32(EL2) then
        return VPIDR;
    else
        return MIDR;
elsif PSTATE.EL == EL2 then
    return MIDR;
elsif PSTATE.EL == EL3 then
    return MIDR;

```


VTCR, Virtualization Translation Control Register

The VTCR characteristics are:

Purpose

The control register for stage 2 of the Non-secure PL1&0 translation regime.

Note

This stage of translation always uses the Long-descriptor translation table format.

Configuration

AArch32 System register VTCR bits [31:0] are architecturally mapped to AArch64 System register [VTCR_EL2\[31:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to VTCR are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

Attributes

VTCR is a 32-bit register.

Field descriptions

The VTCR 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
RES1	RES0	HWU62	HWU61	HWU60	HWU59	RES0					SH0	ORGN0	IRGN0	SLO	RES0	S	T0SZ														

Bit [31]

Reserved, RES1.

Bits [30:29]

Reserved, RES0.

HWU62, bit [28]

When FEAT_HPDS2 is implemented:

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[62] of the stage 2 translation table Block or Page entry.

HWU62	Meaning
0b0	Bit[62] of each stage 2 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	Bit[62] of each stage 2 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HWU61, bit [27]**When FEAT_HPDS2 is implemented:**

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[61] of the stage 2 translation table Block or Page entry.

HWU61	Meaning
0b0	Bit[61] of each stage 2 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	Bit[61] of each stage 2 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HWU60, bit [26]**When FEAT_HPDS2 is implemented:**

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[60] of the stage 2 translation table Block or Page entry.

HWU60	Meaning
0b0	Bit[60] of each stage 2 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	Bit[60] of each stage 2 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HWU59, bit [25]**When FEAT_HPDS2 is implemented:**

Hardware Use. Indicates IMPLEMENTATION DEFINED hardware use of bit[59] of the stage 2 translation table Block or Page entry.

HWU59	Meaning
0b0	Bit[59] of each stage 2 translation table Block or Page entry cannot be used by hardware for an IMPLEMENTATION DEFINED purpose.
0b1	Bit[59] of each stage 2 translation table Block or Page entry can be used by hardware for an IMPLEMENTATION DEFINED purpose.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bits [24:14]

Reserved, RES0.

SH0, bits [13:12]

Shareability attribute for memory associated with translation table walks using [VTTBR](#).

SH0	Meaning
0b00	Non-shareable.
0b10	Outer Shareable.
0b11	Inner Shareable.

Other values are reserved. The effect of programming this field to a Reserved value is that behavior is CONSTRAINED UNPREDICTABLE.

This field resets to an architecturally UNKNOWN value.

ORGN0, bits [11:10]

Outer cacheability attribute for memory associated with translation table walks using [VTTBR](#).

ORGN0	Meaning
0b00	Normal memory, Outer Non-cacheable.
0b01	Normal memory, Outer Write-Back Read-Allocate Write-Allocate Cacheable.
0b10	Normal memory, Outer Write-Through Read-Allocate No Write-Allocate Cacheable.
0b11	Normal memory, Outer Write-Back Read-Allocate No Write-Allocate Cacheable.

This field resets to an architecturally UNKNOWN value.

IRGN0, bits [9:8]

Inner cacheability attribute for memory associated with translation table walks using [VTTBR](#).

IRGN0	Meaning
0b00	Normal memory, Inner Non-cacheable.
0b01	Normal memory, Inner Write-Back Read-Allocate Write-Allocate Cacheable.
0b10	Normal memory, Inner Write-Through Read-Allocate No Write-Allocate Cacheable.
0b11	Normal memory, Inner Write-Back Read-Allocate No Write-Allocate Cacheable.

This field resets to an architecturally UNKNOWN value.

SL0, bits [7:6]

Starting level for translation table walks using [VTTBR](#).

SL0	Meaning
0b00	Start at level 2
0b01	Start at level 1

All other values are reserved. If this field is programmed to a reserved value, or to a value that is not consistent with the programming of T0SZ, then a stage 2 level 1 Translation fault is generated.

This field resets to an architecturally UNKNOWN value.

Bit [5]

Reserved, RES0.

S, bit [4]

Sign extension bit. This bit must be programmed to the value of T0SZ[3]. If it is not, then the behavior is CONSTRAINED UNPREDICTABLE and the stage 2 T0SZ value is treated as an UNKNOWN value, see 'Misprogramming VTCR.S'.

This field resets to an architecturally UNKNOWN value.

T0SZ, bits [3:0]

The size offset of the memory region addressed by [VTTBR](#). The region size is $2^{(32-T0SZ)}$ bytes.

This field holds a four-bit signed integer value, meaning it supports values from -8 to 7.

Note

This is different from the other translation control registers, where TnSZ holds a three-bit unsigned integer, supporting values from 0 to 7.

If this field is programmed to a value that is not consistent with the programming of SL0 then a stage 2 level 1 Translation fault is generated.

This field resets to an architecturally UNKNOWN value.

Accessing the VTCR

Accesses to this register use the following encodings:

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0010	0b0001	0b010

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T2 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T2 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return VTCR;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        return VTCR;

```

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

coproc	opc1	CRn	CRm	opc2
0b1111	0b100	0b0010	0b0001	0b010

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T2 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x03);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T2 == '1' then
        AArch32.TakeHypTrapException(0x03);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    VTCR = R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        VTCR = R[t];
```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

VTTBR, Virtualization Translation Table Base Register

The VTTBR characteristics are:

Purpose

Holds the base address of the translation table for the initial lookup for stage 2 of an address translation in the Non-secure PL1&0 translation regime, and other information for this translation regime.

Configuration

AArch32 System register VTTBR bits [63:0] are architecturally mapped to AArch64 System register [VTTBR_EL2\[63:0\]](#).

This register is present only when AArch32 is supported at any Exception level. Otherwise, direct accesses to VTTBR are UNDEFINED.

If EL2 is not implemented, this register is RES0 from EL3.

Attributes

VTTBR is a 64-bit register.

Field descriptions

The VTTBR bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0								VMID								BADDR															
BADDR																															CnP
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:56]

Reserved, RES0.

VMID, bits [55:48]

The VMID for the translation table.

In a system where the PE resets into EL2 or EL3, this field resets to 0.

BADDR, bits [47:1]

Translation table base address, bits[47:x], Bits [x-1:1] are RES0, with the additional requirement that if bits[x-1:3] are not all zero, this is a misaligned translation table base address, with effects that are CONSTRAINED UNPREDICTABLE, and must be one of the following:

- Register bits [x-1:3] are treated as if all the bits are zero. The value read back from these bits is either the value written or zero.
- The result of the calculation of an address for a translation table walk using this register can be corrupted in those bits that are nonzero.

x is determined from the value of [VTCR.SL0](#) and [VTCR.TOSZ](#) as follows:

- If [VTCR.SL0](#) is 0b00, meaning that lookup starts at level 2, then x is 14 - [VTCR.TOSZ](#).
- If [VTCR.SL0](#) is 0b01, meaning that lookup starts at level 1, then x is 5 - [VTCR.TOSZ](#).
- If [VTCR.SL0](#) is either 0b10 or 0b11 then a stage 2 level 1 Translation fault is generated.

If bits[47:40] of the translation table base address are not zero, an Address size fault is generated.

In a system where the PE resets into EL2 or EL3, this field resets to an architecturally UNKNOWN value.

CnP, bit [0]

When FEAT_TTCNP is implemented:

Common not Private. This bit indicates whether each entry that is pointed to by VTTBR is a member of a common set that can be used by every PE in the Inner Shareable domain for which the value of VTTBR.CnP is 1.

CnP	Meaning
0b0	The translation table entries pointed to by VTTBR are permitted to differ from the entries for VTTBR for other PEs in the Inner Shareable domain. This is not affected by the value of the current VMID.
0b1	The translation table entries pointed to by VTTBR are the same as the translation table entries for every other PE in the Inner Shareable domain for which the value of VTTBR.CnP is 1 and the VMID is the same as the current VMID.

When a TLB combines entries from stage 1 translation and stage 2 translation into a single entry, that entry can only be shared between different PEs if the value of the CnP bit is 1 for both stage 1 and stage 2.

Note

If the value of the VTTBR.CnP bit is 1 on multiple PEs in the same Inner Shareable domain and those VTTBRs do not point to the same translation table entries when the VMID value is the same as the current VMID, then the results of translations are CONSTRAINED UNPREDICTABLE, see 'CONSTRAINED UNPREDICTABLE behaviors due to caching of control or data values'.

In a system where the PE resets into EL2 or EL3, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Accessing the VTTBR

Accesses to this register use the following encodings:

MRRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

coproc	CRm	opc1
0b1111	0b0010	0b0110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T2 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T2 == '1' then
        AArch32.TakeHypTrapException(0x04);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    return VTTBR;
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        return VTTBR;

```

MCCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

coproc	CRm	opc1
0b1111	0b0010	0b0110

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && !ELUsingAArch32(EL2) && HSTR_EL2.T2 == '1' then
        AArch64.AArch32SystemAccessTrap(EL2, 0x04);
    elsif EL2Enabled() && ELUsingAArch32(EL2) && HSTR.T2 == '1' then
        AArch32.TakeHypTrapException(0x04);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    VTTBR = R[t2]:R[t];
elsif PSTATE.EL == EL3 then
    if SCR.NS == '0' then
        UNDEFINED;
    else
        VTTBR = R[t2]:R[t];

```

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

System Register index by instruction and encoding

Below are indexes for registers and operations accessed in the following ways:

For AArch32

- [MCR/MRC](#)
- [MCRR/MRRC](#)
- [MRS/MSR](#)
- [VMRS/VMSR](#)

For AArch64

- [AT](#)
- [CFP](#)
- [CPP](#)
- [DC](#)
- [DVP](#)
- [IC](#)
- [MRS/MSR](#)
- [TLBI](#)

Registers and operations in AArch32

Accessed using MCR/MRC:

		Register selectors				Name	Description
coproc	opc1	CRn	CRm	opc2			
0b1110	0b000	0b0000	0b0000	0b000		DBGDIDR	Debug ID Register
0b1110	0b000	0b0000	0b0000	0b010		DBGDTRRXext	Debug OS Local Data Transfer Register, Receive, External View
0b1110	0b000	0b0000	0b0001	0b000		DBGDSCRint	Debug Status and Control Register, Internal View
0b1110	0b000	0b0000	0b0010	0b000		DBGDCCINT	DCC Interrupt Enable Register
0b1110	0b000	0b0000	0b0010	0b010		DBGDSCRext	Debug Status and Control Register, External View
0b1110	0b000	0b0000	0b0011	0b010		DBGDTRTXext	Debug OS Local Data Transfer Register, Transmit
0b1110	0b000	0b0000	0b0101	0b000		DBGDTRRXint	Debug Data Transfer Register, Receive
0b1110	0b000	0b0000	0b0101	0b000		DBGDTRTXint	Debug Data Transfer Register, Transmit
0b1110	0b000	0b0000	0b0110	0b000		DBGWEAR	Debug Watchpoint Fault Address Register

coproc	opc1	Register selectors		opc2	Name	Description
		CRn	CRm			
0b1110	0b000	0b0000	0b0110	0b010	DBGOSECCR	Debug OS Lock Exception Catch Control Register
0b1110	0b000	0b0000	0b0111	0b000	DBGVCR	Debug Vector Catch Register
0b1110	0b000	0b0000	n[3:0]	0b100	DBGBVR<n>	Debug Breakpoint Value Register
0b1110	0b000	0b0000	n[3:0]	0b101	DBGBCR<n>	Debug Breakpoint Control Registers
0b1110	0b000	0b0000	n[3:0]	0b110	DBGWVR<n>	Debug Watchpoint Value Register
0b1110	0b000	0b0000	n[3:0]	0b111	DBGWCR<n>	Debug Watchpoint Control Registers
0b1110	0b000	0b0001	0b0000	0b000	DBGDRAR	Debug ROM Address Register
0b1110	0b000	0b0001	0b0000	0b100	DBGOSLAR	Debug OS Lock Access Register
0b1110	0b000	0b0001	0b0001	0b100	DBGOSLSR	Debug OS Lock Status Register
0b1110	0b000	0b0001	0b0011	0b100	DBGOSDLR	Debug OS Double Lock Register
0b1110	0b000	0b0001	0b0100	0b100	DBGPRCR	Debug Power Control Register
0b1110	0b000	0b0001	n[3:0]	0b001	DBGBXVR<n>	Debug Breakpoint Extended Value Registers
0b1110	0b000	0b0010	0b0000	0b000	DBGDSAR	Debug Self Address Register
0b1110	0b000	0b0111	0b0000	0b111	DBGDEVID2	Debug Device ID register 2
0b1110	0b000	0b0111	0b0001	0b111	DBGDEVID1	Debug Device ID register 1
0b1110	0b000	0b0111	0b0010	0b111	DBGDEVID	Debug Device ID register 0
0b1110	0b000	0b0111	0b1000	0b110	DBGCLAIMSET	Debug CLAIM Tag Set register
0b1110	0b000	0b0111	0b1001	0b110	DBGCLAIMCLR	Debug CLAIM Tag Clear register
0b1110	0b000	0b0111	0b1110	0b110	DBGAUTHSTATUS	Debug Authentication Status register
0b1110	0b111	0b0000	0b0000	0b000	JIDR	Jazelle ID Register
0b1110	0b111	0b0001	0b0000	0b000	JOSCR	Jazelle OS Control Register

coproc	opc1	Register selectors		opc2	Name	Description
		CRn	CRm			
0b1110	0b111	0b0010	0b0000	0b000	JMCR	Jazelle Main Configuration Register
0b1111	0b000	0b0000	0b0000	0b000	MIDR	Main ID Register
0b1111	0b000	0b0000	0b0000	0b001	CTR	Cache Type Register
0b1111	0b000	0b0000	0b0000	0b010	TCMTR	TCM Type Register
0b1111	0b000	0b0000	0b0000	0b011	TLBTR	TLB Type Register
0b1111	0b000	0b0000	0b0000	0b101	MPIDR	Multiprocessor Affinity Register
0b1111	0b000	0b0000	0b0000	0b110	REVIDR	Revision ID Register
0b1111	0b000	0b0000	0b0001	0b000	ID_PFR0	Processor Feature Register 0
0b1111	0b000	0b0000	0b0001	0b001	ID_PFR1	Processor Feature Register 1
0b1111	0b000	0b0000	0b0001	0b010	ID_DFR0	Debug Feature Register 0
0b1111	0b000	0b0000	0b0001	0b011	ID_AFR0	Auxiliary Feature Register 0
0b1111	0b000	0b0000	0b0001	0b100	ID_MMFR0	Memory Model Feature Register 0
0b1111	0b000	0b0000	0b0001	0b101	ID_MMFR1	Memory Model Feature Register 1
0b1111	0b000	0b0000	0b0001	0b110	ID_MMFR2	Memory Model Feature Register 2
0b1111	0b000	0b0000	0b0001	0b111	ID_MMFR3	Memory Model Feature Register 3
0b1111	0b000	0b0000	0b0010	0b000	ID_ISAR0	Instruction Set Attribute Register 0
0b1111	0b000	0b0000	0b0010	0b001	ID_ISAR1	Instruction Set Attribute Register 1
0b1111	0b000	0b0000	0b0010	0b010	ID_ISAR2	Instruction Set Attribute Register 2
0b1111	0b000	0b0000	0b0010	0b011	ID_ISAR3	Instruction Set Attribute Register 3
0b1111	0b000	0b0000	0b0010	0b100	ID_ISAR4	Instruction Set Attribute Register 4
0b1111	0b000	0b0000	0b0010	0b101	ID_ISAR5	Instruction Set Attribute Register 5
0b1111	0b000	0b0000	0b0010	0b110	ID_MMFR4	Memory Model Feature Register 4

coproc	opc1	Register selectors		opc2	Name	Description
		CRn	CRm			
0b1111	0b000	0b0000	0b0010	0b111	ID_ISAR6	Instruction Set Attribute Register 6
0b1111	0b000	0b0000	0b0011	0b100	ID_PFR2	Processor Feature Register 2
0b1111	0b000	0b0000	0b0011	0b101	ID_DFR1	Debug Feature Register 1
0b1111	0b000	0b0000	0b0011	0b110	ID_MMFR5	Memory Model Feature Register 5
0b1111	0b000	0b0001	0b0000	0b000	SCTLR	System Control Register
0b1111	0b000	0b0001	0b0000	0b001	ACTLR	Auxiliary Control Register
0b1111	0b000	0b0001	0b0000	0b010	CPACR	Architectural Feature Access Control Register
0b1111	0b000	0b0001	0b0000	0b011	ACTLR2	Auxiliary Control Register 2
0b1111	0b000	0b0001	0b0001	0b000	SCR	Secure Configuration Register
0b1111	0b000	0b0001	0b0001	0b001	SDER	Secure Debug Enable Register
0b1111	0b000	0b0001	0b0001	0b010	NSACR	Non-Secure Access Control Register
0b1111	0b000	0b0001	0b0010	0b001	TRFCR	Trace Filter Control Register
0b1111	0b000	0b0001	0b0011	0b001	SDCR	Secure Debug Control Register
0b1111	0b000	0b0010	0b0000	0b000	TTBR0	Translation Table Base Register 0
0b1111	0b000	0b0010	0b0000	0b001	TTBR1	Translation Table Base Register 1
0b1111	0b000	0b0010	0b0000	0b010	TTBCR	Translation Table Base Control Register
0b1111	0b000	0b0010	0b0000	0b011	TTBCR2	Translation Table Base Control Register 2
0b1111	0b000	0b0011	0b0000	0b000	DACR	Domain Access Control Register
0b1111	0b000	0b0100	0b0110	0b000	ICC_PMR	Interrupt Controller Interrupt Priority Mask Register
0b1111	0b000	0b0101	0b0000	0b000	DFSR	Data Fault Status Register

coproc	opc1	Register selectors		opc2	Name	Description
		CRn	CRm			
0b1111	0b000	0b0101	0b0000	0b001	IFSR	Instruction Fault Status Register
0b1111	0b000	0b0101	0b0001	0b000	ADFSR	Auxiliary Data Fault Status Register
0b1111	0b000	0b0101	0b0001	0b001	AIFSR	Auxiliary Instruction Fault Status Register
0b1111	0b000	0b0101	0b0011	0b000	ERRIDR	Error Record Register
0b1111	0b000	0b0101	0b0011	0b001	ERRSELR	Error Record Select Register
0b1111	0b000	0b0101	0b0100	0b000	ERXFR	Selected Error Record Feature Register
0b1111	0b000	0b0101	0b0100	0b001	ERXCTLR	Selected Error Record Control Register
0b1111	0b000	0b0101	0b0100	0b010	ERXSTATUS	Selected Error Record Primary Status Register
0b1111	0b000	0b0101	0b0100	0b011	ERXADDR	Selected Error Record Address Register
0b1111	0b000	0b0101	0b0100	0b100	ERXFR2	Selected Error Record Feature Register 2
0b1111	0b000	0b0101	0b0100	0b101	ERXCTLR2	Selected Error Record Control Register 2
0b1111	0b000	0b0101	0b0100	0b111	ERXADDR2	Selected Error Record Address Register 2
0b1111	0b000	0b0101	0b0101	0b000	ERXMISC0	Selected Error Record Miscellaneous Register 0
0b1111	0b000	0b0101	0b0101	0b001	ERXMISC1	Selected Error Record Miscellaneous Register 1
0b1111	0b000	0b0101	0b0101	0b010	ERXMISC4	Selected Error Record Miscellaneous Register 4
0b1111	0b000	0b0101	0b0101	0b011	ERXMISC5	Selected Error Record Miscellaneous Register 5
0b1111	0b000	0b0101	0b0101	0b100	ERXMISC2	Selected Error Record Miscellaneous Register 2
0b1111	0b000	0b0101	0b0101	0b101	ERXMISC3	Selected Error Record Miscellaneous Register 3
0b1111	0b000	0b0101	0b0101	0b110	ERXMISC6	Selected Error Record

coproc	opc1	Register selectors		opc2	Name	Description
		CRn	CRm			
						Miscellaneous Register 6
0b1111	0b000	0b0101	0b0101	0b111	ERXMISC7	Selected Error Record Miscellaneous Register 7
0b1111	0b000	0b0110	0b0000	0b000	DFAR	Data Fault Address Register
0b1111	0b000	0b0110	0b0000	0b010	IFAR	Instruction Fault Address Register
0b1111	0b000	0b0111	0b0001	0b000	ICIALUIS	Instruction Cache Invalidate All PoU, Inner Shareable
0b1111	0b000	0b0111	0b0001	0b110	BPIALLIS	Branch Predictor Invalidate All, Inner Shareable
0b1111	0b000	0b0111	0b0011	0b100	CFPRCTX	Control Flow Prediction Restriction by Context
0b1111	0b000	0b0111	0b0011	0b101	DVPRCTX	Data Value Prediction Restriction by Context
0b1111	0b000	0b0111	0b0011	0b111	CPPRCTX	Cache Prefetch Prediction Restriction by Context
0b1111	0b000	0b0111	0b0100	0b000	PAR	Physical Address Register
0b1111	0b000	0b0111	0b0101	0b000	ICIALLU	Instruction Cache Invalidate All PoU
0b1111	0b000	0b0111	0b0101	0b001	ICIMVAU	Instruction Cache line Invalidate by VA to PoU
0b1111	0b000	0b0111	0b0101	0b100	CP15ISB	Instruction Synchronization Barrier System instruction
0b1111	0b000	0b0111	0b0101	0b110	BPIALL	Branch Predictor Invalidate All
0b1111	0b000	0b0111	0b0101	0b111	BPIMVA	Branch Predictor Invalidate by VA
0b1111	0b000	0b0111	0b0110	0b001	DCIMVAC	Data Cache line Invalidate by VA to PoC
0b1111	0b000	0b0111	0b0110	0b010	DCISW	Data Cache line Invalidate by Set/Way

coproc	opc1	Register selectors		opc2	Name	Description
		CRn	CRm			
0b1111	0b000	0b0111	0b1000	0b000	ATS1CPR	Address Translate Stage 1 Current stage PL1 Read
0b1111	0b000	0b0111	0b1000	0b001	ATS1CPW	Address Translate Stage 1 Current stage PL1 Write
0b1111	0b000	0b0111	0b1000	0b010	ATS1CUR	Address Translate Stage 1 Current stage Unprivileged Read
0b1111	0b000	0b0111	0b1000	0b011	ATS1CUW	Address Translate Stage 1 Current stage Unprivileged Write
0b1111	0b000	0b0111	0b1000	0b100	ATS12NSOPR	Address Translate Stages 1 and Non-secure Only PL1 Read
0b1111	0b000	0b0111	0b1000	0b101	ATS12NSOPW	Address Translate Stages 1 and Non-secure Only PL1 Write
0b1111	0b000	0b0111	0b1000	0b110	ATS12NSOUR	Address Translate Stages 1 and Non-secure Only Unprivileged Read
0b1111	0b000	0b0111	0b1000	0b111	ATS12NSOUW	Address Translate Stages 1 and Non-secure Only Unprivileged Write
0b1111	0b000	0b0111	0b1001	0b000	ATS1CPRP	Address Translate Stage 1 Current stage PL1 Read PAN
0b1111	0b000	0b0111	0b1001	0b001	ATS1CPWP	Address Translate Stage 1 Current stage PL1 Write PAN
0b1111	0b000	0b0111	0b1010	0b001	DCCMVAC	Data Cache Line Clean by VA to PoC
0b1111	0b000	0b0111	0b1010	0b010	DCCSW	Data Cache Line Clean by Set/Way
0b1111	0b000	0b0111	0b1010	0b100	CP15DSB	Data Synchronization Barrier System instruction
0b1111	0b000	0b0111	0b1010	0b101	CP15DMB	Data Memory Barrier System instruction

coproc	opc1	Register selectors		opc2	Name	Description
		CRn	CRm			
0b1111	0b000	0b0111	0b1011	0b001	DCCMVAU	Data Cache li Clean by VA t PoU
0b1111	0b000	0b0111	0b1110	0b001	DCCIMVAC	Data Cache li Clean and Invalidate by VA to PoC
0b1111	0b000	0b0111	0b1110	0b010	DCCISW	Data Cache li Clean and Invalidate by Set/Way
0b1111	0b000	0b1000	0b0011	0b000	TLBIALLIS	TLB Invalidat All, Inner Shareable
0b1111	0b000	0b1000	0b0011	0b001	TLBIMVAIS	TLB Invalidat by VA, Inner Shareable
0b1111	0b000	0b1000	0b0011	0b010	TLBIASIDIS	TLB Invalidat by ASID matc Inner Shareal
0b1111	0b000	0b1000	0b0011	0b011	TLBIMVAAIS	TLB Invalidat by VA, All ASI Inner Shareal
0b1111	0b000	0b1000	0b0011	0b101	TLBIMVALIS	TLB Invalidat by VA, Last level, Inner Shareable
0b1111	0b000	0b1000	0b0011	0b111	TLBIMVAALIS	TLB Invalidat by VA, All ASI Last level, Inner Shareal
0b1111	0b000	0b1000	0b0101	0b000	ITLBIALL	Instruction TL Invalidate All
0b1111	0b000	0b1000	0b0101	0b001	ITLBIMVA	Instruction TL Invalidate by VA
0b1111	0b000	0b1000	0b0101	0b010	ITLBIASID	Instruction TL Invalidate by ASID match
0b1111	0b000	0b1000	0b0110	0b000	DTLBIALL	Data TLB Invalidate All
0b1111	0b000	0b1000	0b0110	0b001	DTLBIMVA	Data TLB Invalidate by VA
0b1111	0b000	0b1000	0b0110	0b010	DTLBIASID	Data TLB Invalidate by ASID match
0b1111	0b000	0b1000	0b0111	0b000	TLBIALL	TLB Invalidat All
0b1111	0b000	0b1000	0b0111	0b001	TLBIMVA	TLB Invalidat by VA
0b1111	0b000	0b1000	0b0111	0b010	TLBIASID	TLB Invalidat by ASID matc
0b1111	0b000	0b1000	0b0111	0b011	TLBIMVAA	TLB Invalidat by VA, All ASI
0b1111	0b000	0b1000	0b0111	0b101	TLBIMVAL	TLB Invalidat by VA, Last level
0b1111	0b000	0b1000	0b0111	0b111	TLBIMVAAL	TLB Invalidat by VA, All ASI Last level

coproc	opc1	Register selectors		opc2	Name	Description
		CRn	CRm			
0b1111	0b000	0b1001	0b1100	0b000	PMCR	Performance Monitors Control Register
0b1111	0b000	0b1001	0b1100	0b001	PMCNTENSET	Performance Monitors Count Enable Set register
0b1111	0b000	0b1001	0b1100	0b010	PMCNTENCLR	Performance Monitors Count Enable Clear register
0b1111	0b000	0b1001	0b1100	0b011	PMOVSr	Performance Monitors Overflow Flag Status Register
0b1111	0b000	0b1001	0b1100	0b100	PMSWINC	Performance Monitors Software Increment register
0b1111	0b000	0b1001	0b1100	0b101	PMSELR	Performance Monitors Event Counter Selection Register
0b1111	0b000	0b1001	0b1100	0b110	PMCEID0	Performance Monitors Common Event Identification register 0
0b1111	0b000	0b1001	0b1100	0b111	PMCEID1	Performance Monitors Common Event Identification register 1
0b1111	0b000	0b1001	0b1101	0b000	PMCCNTR	Performance Monitors Cycle Count Register
0b1111	0b000	0b1001	0b1101	0b001	PMXEVTYPER	Performance Monitors Selected Event Type Register
0b1111	0b000	0b1001	0b1101	0b010	PMXEVCNTR	Performance Monitors Selected Event Count Register
0b1111	0b000	0b1001	0b1110	0b000	PMUSERENR	Performance Monitors User Enable Register
0b1111	0b000	0b1001	0b1110	0b001	PMINTENSET	Performance Monitors Interrupt Enable Set register
0b1111	0b000	0b1001	0b1110	0b010	PMINTENCLR	Performance Monitors Interrupt Enable Clear register
0b1111	0b000	0b1001	0b1110	0b011	PMOVSSET	Performance Monitors Overflow Flag

coproc	opc1	Register selectors		opc2	Name	Description
		CRn	CRm			
						Status Set register
0b1111	0b000	0b1001	0b1110	0b100	PMCEID2	Performance Monitors Common Event Identification register 2
0b1111	0b000	0b1001	0b1110	0b101	PMCEID3	Performance Monitors Common Event Identification register 3
0b1111	0b000	0b1001	0b1110	0b110	PMMIR	Performance Monitors Machine Identification Register
0b1111	0b000	0b1010	0b0011	0b000	AMAIRO	Auxiliary Memory Attribute Indirection Register 0
0b1111	0b000	0b1010	0b0011	0b001	AMAIR1	Auxiliary Memory Attribute Indirection Register 1
0b1111	0b000	0b1100	0b0000	0b000	VBAR	Vector Base Address Register
0b1111	0b000	0b1100	0b0000	0b010	RMR	Reset Management Register
0b1111	0b000	0b1100	0b0001	0b000	ISR	Interrupt Status Register
0b1111	0b000	0b1100	0b0001	0b001	DISR	Deferred Interrupt Status Register
0b1111	0b000	0b1100	0b1000	0b000	ICC_IAR0	Interrupt Controller Interrupt Acknowledge Register 0
0b1111	0b000	0b1100	0b1000	0b001	ICC_EOIR0	Interrupt Controller End Of Interrupt Register 0
0b1111	0b000	0b1100	0b1000	0b010	ICC_HPPIR0	Interrupt Controller Highest Priority Pending Interrupt Register 0
0b1111	0b000	0b1100	0b1000	0b011	ICC_BPR0	Interrupt Controller Binary Point Register 0
0b1111	0b000	0b1100	0b1000	0b1:n[1:0]	ICC_AP0R<n>	Interrupt Controller Active Priority Group 0 Registers

coproc	opc1	Register selectors		opc2	Name	Description
		CRn	CRm			
0b1111	0b000	0b1100	0b1001	0b0:n[1:0]	ICC_AP1R<n>	Interrupt Controller Active Priority Group 1 Registers
0b1111	0b000	0b1100	0b1011	0b001	ICC_DIR	Interrupt Controller Deactivate Interrupt Register
0b1111	0b000	0b1100	0b1011	0b011	ICC_RPR	Interrupt Controller Running Priority Register
0b1111	0b000	0b1100	0b1100	0b000	ICC_IAR1	Interrupt Controller Interrupt Acknowledge Register 1
0b1111	0b000	0b1100	0b1100	0b001	ICC_EOIR1	Interrupt Controller End Of Interrupt Register 1
0b1111	0b000	0b1100	0b1100	0b010	ICC_HPPIR1	Interrupt Controller Highest Priority Pending Interrupt Register 1
0b1111	0b000	0b1100	0b1100	0b011	ICC_BPR1	Interrupt Controller Binary Point Register 1
0b1111	0b000	0b1100	0b1100	0b100	ICC_CTLR	Interrupt Controller Control Register
0b1111	0b000	0b1100	0b1100	0b101	ICC_SRE	Interrupt Controller System Register Enable register
0b1111	0b000	0b1100	0b1100	0b110	ICC_IGRPEN0	Interrupt Controller Interrupt Group 0 Enable register
0b1111	0b000	0b1100	0b1100	0b111	ICC_IGRPEN1	Interrupt Controller Interrupt Group 1 Enable register
0b1111	0b000	0b1101	0b0000	0b000	FCSEIDR	FCSE Process ID register
0b1111	0b000	0b1101	0b0000	0b001	CONTEXTIDR	Context ID Register
0b1111	0b000	0b1101	0b0000	0b010	TPIDRURW	PL0 Read/Write Software Thread ID Register
0b1111	0b000	0b1101	0b0000	0b011	TPIDRURO	PL0 Read-Only Software

coproc	opc1	Register selectors		opc2	Name	Description
		CRn	CRm			
						Thread ID Register
0b1111	0b000	0b1101	0b0000	0b100	TPIDRPRW	PL1 Software Thread ID Register
0b1111	0b000	0b1101	0b0010	0b000	AMCR	Activity Monitors Control Register
0b1111	0b000	0b1101	0b0010	0b001	AMCFGR	Activity Monitors Configuration Register
0b1111	0b000	0b1101	0b0010	0b010	AMCGCR	Activity Monitors Counter Group Configuration Register
0b1111	0b000	0b1101	0b0010	0b011	AMUSERENR	Activity Monitors User Enable Register
0b1111	0b000	0b1101	0b0010	0b100	AMCNTENCLR0	Activity Monitors Counter Enable Clear Register 0
0b1111	0b000	0b1101	0b0010	0b101	AMCNTENSET0	Activity Monitors Counter Enable Set Register 0
0b1111	0b000	0b1101	0b0011	0b000	AMCNTENCLR1	Activity Monitors Counter Enable Clear Register 1
0b1111	0b000	0b1101	0b0011	0b001	AMCNTENSET1	Activity Monitors Counter Enable Set Register 1
0b1111	0b000	0b1101	0b011:n[3]	n[2:0]	AMEVTYPER0<n>	Activity Monitors Event Type Register 0
0b1111	0b000	0b1101	0b111:n[3]	n[2:0]	AMEVTYPER1<n>	Activity Monitors Event Type Register 1
0b1111	0b000	0b1110	0b0000	0b000	CNTFRQ	Counter-timer Frequency register
0b1111	0b000	0b1110	0b0001	0b000	CNTKCTL	Counter-timer Kernel Control register
0b1111	0b000	0b1110	0b0010	0b000	CNTP_TVAL	Counter-timer Physical Time TimerValue register
0b1111	0b000	0b1110	0b0010	0b001	CNTP_CTL	Counter-timer Physical Time Control register
0b1111	0b000	0b1110	0b0011	0b000	CNTV_TVAL	Counter-timer Virtual Timer TimerValue register

coproc	opc1	Register selectors		opc2	Name	Description
		CRn	CRm			
0b1111	0b000	0b1110	0b0011	0b001	CNTV_CTL	Counter-timer Virtual Timer Control register
0b1111	0b000	0b1110	0b10:n[4:3]	n[2:0]	PMEVCNTR<n>	Performance Monitors Event Count Register
0b1111	0b000	0b1110	0b1111	0b111	PMCCFILTR	Performance Monitors Cycle Count Filter Register
0b1111	0b000	0b1110	0b11:n[4:3]	n[2:0]	PMEVTYPEPER<n>	Performance Monitors Event Type Register
0b1111	0b001	0b0000	0b0000	0b000	CCSIDR	Current Cache Size ID Register
0b1111	0b001	0b0000	0b0000	0b001	CLIDR	Cache Level ID Register
0b1111	0b001	0b0000	0b0000	0b010	CCSIDR2	Current Cache Size ID Register 2
0b1111	0b001	0b0000	0b0000	0b111	AIDR	Auxiliary ID Register
0b1111	0b010	0b0000	0b0000	0b000	CSSELR	Cache Size Selection Register
0b1111	0b011	0b0100	0b0101	0b000	DSPSR	Debug Saved Program State Register
0b1111	0b011	0b0100	0b0101	0b001	DLR	Debug Link Register
0b1111	0b100	0b0000	0b0000	0b000	VPIDR	Virtualization Processor ID Register
0b1111	0b100	0b0000	0b0000	0b101	VMPIDR	Virtualization Multiprocessor ID Register
0b1111	0b100	0b0001	0b0000	0b000	HSCTLR	Hyp System Control Register
0b1111	0b100	0b0001	0b0000	0b001	HACTLR	Hyp Auxiliary Control Register
0b1111	0b100	0b0001	0b0000	0b011	HACTLR2	Hyp Auxiliary Control Register 2
0b1111	0b100	0b0001	0b0001	0b000	HCR	Hyp Configuration Register
0b1111	0b100	0b0001	0b0001	0b001	HDCR	Hyp Debug Control Register
0b1111	0b100	0b0001	0b0001	0b010	HCPTR	Hyp Architectural Feature Trap Register
0b1111	0b100	0b0001	0b0001	0b011	HSTR	Hyp System Trap Register
0b1111	0b100	0b0001	0b0001	0b100	HCR2	Hyp Configuration Register 2

coproc	opc1	Register selectors		opc2	Name	Description
		CRn	CRm			
0b1111	0b100	0b0001	0b0001	0b111	HACR	Hyp Auxiliary Configuration Register
0b1111	0b100	0b0001	0b0010	0b001	HTRFCR	Hyp Trace Filter Control Register
0b1111	0b100	0b0010	0b0000	0b010	HTCR	Hyp Translation Control Register
0b1111	0b100	0b0010	0b0001	0b010	VTCR	Virtualization Translation Control Register
0b1111	0b100	0b0101	0b0001	0b000	HADEFSR	Hyp Auxiliary Data Fault Status Register
0b1111	0b100	0b0101	0b0001	0b001	HAIFSR	Hyp Auxiliary Instruction Fault Status Register
0b1111	0b100	0b0101	0b0010	0b000	HSR	Hyp Syndrome Register
0b1111	0b100	0b0101	0b0010	0b011	VDEFSR	Virtual SError Exception Syndrome Register
0b1111	0b100	0b0110	0b0000	0b000	HDFAR	Hyp Data Fault Address Register
0b1111	0b100	0b0110	0b0000	0b010	HIFAR	Hyp Instruction Fault Address Register
0b1111	0b100	0b0110	0b0000	0b100	HPFAR	Hyp IPA Fault Address Register
0b1111	0b100	0b0111	0b1000	0b000	ATS1HR	Address Translate Stage 1 Hyp mode Read
0b1111	0b100	0b0111	0b1000	0b001	ATS1HW	Address Translate Stage 1 Hyp mode Write
0b1111	0b100	0b1000	0b0000	0b001	TLBIIPAS2IS	TLB Invalidate by Intermediate Physical Address, Stage 2, Inner Shareable
0b1111	0b100	0b1000	0b0000	0b101	TLBIIPAS2LIS	TLB Invalidate by Intermediate Physical Address, Stage 2, Last level, Inner Shareable
0b1111	0b100	0b1000	0b0011	0b000	TLBIALLHIS	TLB Invalidate All, Hyp mode Inner Shareable
0b1111	0b100	0b1000	0b0011	0b001	TLBIMVAHIS	TLB Invalidate by VA, Hyp mode, Inner Shareable

coproc	opc1	Register selectors		opc2	Name	Description
		CRn	CRm			
0b1111	0b100	0b1000	0b0011	0b100	TLBIALNSNHIS	TLB Invalidation by VA, All, Non-Secure, Non-Hyp, Inner Shareable
0b1111	0b100	0b1000	0b0011	0b101	TLBIMVALHIS	TLB Invalidation by VA, Last level, Hyp mode, Inner Shareable
0b1111	0b100	0b1000	0b0100	0b001	TLBIIPAS2	TLB Invalidation by Intermediate Physical Address, Stage 2
0b1111	0b100	0b1000	0b0100	0b101	TLBIIPAS2L	TLB Invalidation by Intermediate Physical Address, Stage 2, Last level
0b1111	0b100	0b1000	0b0111	0b000	TLBIALLH	TLB Invalidation by VA, All, Hyp mode
0b1111	0b100	0b1000	0b0111	0b001	TLBIMVAH	TLB Invalidation by VA, Hyp mode
0b1111	0b100	0b1000	0b0111	0b100	TLBIALNSNH	TLB Invalidation by VA, All, Non-Secure, Non-Hyp
0b1111	0b100	0b1000	0b0111	0b101	TLBIMVALH	TLB Invalidation by VA, Last level, Hyp mode
0b1111	0b100	0b1010	0b0010	0b000	HMAIR0	Hyp Memory Attribute Indirection Register 0
0b1111	0b100	0b1010	0b0010	0b001	HMAIR1	Hyp Memory Attribute Indirection Register 1
0b1111	0b100	0b1010	0b0011	0b000	HAMAIR0	Hyp Auxiliary Memory Attribute Indirection Register 0
0b1111	0b100	0b1010	0b0011	0b001	HAMAIR1	Hyp Auxiliary Memory Attribute Indirection Register 1
0b1111	0b100	0b1100	0b0000	0b000	HVBAR	Hyp Vector Base Address Register
0b1111	0b100	0b1100	0b0000	0b010	HRMR	Hyp Reset Management Register
0b1111	0b100	0b1100	0b0001	0b001	VDISR	Virtual Deferred Interrupt Status Register
0b1111	0b100	0b1100	0b1000	0b0:n[1:0]	ICH_AP0R<n>	Interrupt Controller Hyp Active Priority Group 0 Registers

coproc	opc1	Register selectors		opc2	Name	Description
		CRn	CRm			
0b1111	0b100	0b1100	0b1001	0b0:n[1:0]	ICH_AP1R<n>	Interrupt Controller Hypervisor Active Priority Group 1 Registers
0b1111	0b100	0b1100	0b1001	0b101	ICC_HSRE	Interrupt Controller Hypervisor System Register Enable register
0b1111	0b100	0b1100	0b1011	0b000	ICH_HCR	Interrupt Controller Hypervisor Control Register
0b1111	0b100	0b1100	0b1011	0b001	ICH_VTR	Interrupt Controller Virtual Machine Type Register
0b1111	0b100	0b1100	0b1011	0b010	ICH_MISR	Interrupt Controller Maintenance Interrupt Status Register
0b1111	0b100	0b1100	0b1011	0b011	ICH_EISR	Interrupt Controller Enable of Interrupt Status Register
0b1111	0b100	0b1100	0b1011	0b101	ICH_ELSR	Interrupt Controller Empty List Register Status Register
0b1111	0b100	0b1100	0b1011	0b111	ICH_VMCR	Interrupt Controller Virtual Machine Control Register
0b1111	0b100	0b1100	0b110:n[3]	n[2:0]	ICH_LR<n>	Interrupt Controller List Registers
0b1111	0b100	0b1100	0b111:n[3]	n[2:0]	ICH_LRC<n>	Interrupt Controller List Registers
0b1111	0b100	0b1101	0b0000	0b010	HTPIDR	Hypervisor Software Thread ID Register
0b1111	0b100	0b1110	0b0001	0b000	CNTHCTL	Counter-timer Hypervisor Control register
0b1111	0b100	0b1110	0b0010	0b000	CNTHP_TVAL	Counter-timer Hypervisor Physical Timer TimerValue register
0b1111	0b100	0b1110	0b0010	0b001	CNTHP_CTL	Counter-timer Hypervisor Physical Timer Control register
0b1111	0b110	0b1100	0b1100	0b100	ICC_MCTLR	Interrupt Controller Monitor Control Register
0b1111	0b110	0b1100	0b1100	0b101	ICC_MSRE	Interrupt Controller

coproc	opc1	Register selectors		opc2	Name	Description
		CRn	CRm			
						Monitor System Register Enable register
0b1111	0b110	0b1100	0b1100	0b111	ICC_MGRPEN1	Interrupt Controller Monitor Interrupt Group 1 Enable register

Accessed using MCRR/MRRC:

coproc	Register selectors		Name	Description
	CRm	opc1		
0b1110	0b0001	0b0000	DBGDRAR	Debug ROM Address Register
0b1110	0b0010	0b0000	DBGDSAR	Debug Self Address Register
0b1111	0b000:n[3]	0b0:n[2:0]	AMEVCNTR0<n>	Activity Monitors Event Counter Registers 0
0b1111	0b0010	0b0000	TTBR0	Translation Table Base Register 0
0b1111	0b0010	0b0001	TTBR1	Translation Table Base Register 1
0b1111	0b0010	0b0100	HTTBR	Hyp Translation Table Base Register
0b1111	0b0010	0b0110	VTTBR	Virtualization Translation Table Base Register
0b1111	0b010:n[3]	0b0:n[2:0]	AMEVCNTR1<n>	Activity Monitors Event Counter Registers 1
0b1111	0b0111	0b0000	PAR	Physical Address Register
0b1111	0b1001	0b0000	PMCCNTR	Performance Monitors Cycle Count Register
0b1111	0b1100	0b0000	ICC_SGI1R	Interrupt Controller Software Generated Interrupt Group 1 Register
0b1111	0b1100	0b0001	ICC_ASGI1R	Interrupt Controller Alias Software Generated Interrupt Group 1 Register
0b1111	0b1100	0b0010	ICC_SGI0R	Interrupt Controller Software Generated Interrupt Group 0 Register
0b1111	0b1110	0b0000	CNTPCT	Counter-timer Physical Count register
0b1111	0b1110	0b0001	CNTVCT	Counter-timer Virtual Count register
0b1111	0b1110	0b0010	CNTP_CVAL	Counter-timer Physical Timer CompareValue register
0b1111	0b1110	0b0011	CNTV_CVAL	Counter-timer Virtual Timer CompareValue register
0b1111	0b1110	0b0100	CNTVOFF	Counter-timer Virtual Offset register
0b1111	0b1110	0b0110	CNTHP_CVAL	Counter-timer Hyp Physical CompareValue register
0b1111	0b1110	0b1000	CNTPCTSS	Counter-timer Self-Synchronized Physical Count register
0b1111	0b1110	0b1001	CNTVCTSS	Counter-timer Self-Synchronized Virtual Count register

Accessed using MRS/MSR:

Register selectors			Name	Description
R	M	M1		
0b0	0b1	0b1110	ELR_hyp	Exception Link Register (Hyp mode)

Register selectors			Name	Description
R	M	M1		
0b1	0b0	0b1110	SPSR_fiq	Saved Program Status Register (FIQ mode)
0b1	0b1	0b0000	SPSR_irq	Saved Program Status Register (IRQ mode)
0b1	0b1	0b0010	SPSR_svc	Saved Program Status Register (Supervisor mode)
0b1	0b1	0b0100	SPSR_abt	Saved Program Status Register (Abort mode)
0b1	0b1	0b0110	SPSR_und	Saved Program Status Register (Undefined mode)
0b1	0b1	0b1100	SPSR_mon	Saved Program Status Register (Monitor mode)
0b1	0b1	0b1110	SPSR_hyp	Saved Program Status Register (Hyp mode)

Accessed using VMRS/VMSR:

Register selectors reg	Name	Description
0b0000	FPSID	Floating-Point System ID register
0b0001	FPSCR	Floating-Point Status and Control Register
0b0101	MVFR2	Media and VFP Feature Register 2
0b0110	MVFR1	Media and VFP Feature Register 1
0b0111	MVFR0	Media and VFP Feature Register 0
0b1000	FPEXC	Floating-Point Exception Control register

Registers and operations in AArch64

Accessed using AT:

Register selectors				Name	Description
op0	op1	CRn	CRm		
0b01	0b000	0b0111	0b1000	AT S1E1R	Address Translate Stage 1 EL1 Read
0b01	0b000	0b0111	0b1000	AT S1E1W	Address Translate Stage 1 EL1 Write
0b01	0b000	0b0111	0b1000	AT S1E0R	Address Translate Stage 1 EL0 Read
0b01	0b000	0b0111	0b1000	AT S1E0W	Address Translate Stage 1 EL0 Write
0b01	0b000	0b0111	0b1001	AT S1E1RP	Address Translate Stage 1 EL1 Read PAN
0b01	0b000	0b0111	0b1001	AT S1E1WP	Address Translate Stage 1 EL1 Write PAN
0b01	0b100	0b0111	0b1000	AT S1E2R	Address Translate Stage 1 EL2 Read
0b01	0b100	0b0111	0b1000	AT S1E2W	Address Translate Stage 1 EL2 Write
0b01	0b100	0b0111	0b1000	AT S12E1R	Address Translate Stages 1 and 2 EL1 Read
0b01	0b100	0b0111	0b1000	AT S12E1W	Address Translate Stages 1 and 2 EL1 Write
0b01	0b100	0b0111	0b1000	AT S12E0R	Address Translate Stages 1 and 2 EL0 Read
0b01	0b100	0b0111	0b1000	AT S12E0W	Address Translate Stages 1 and 2 EL0 Write
0b01	0b110	0b0111	0b1000	AT S1E3R	Address Translate Stage 1 EL3 Read
0b01	0b110	0b0111	0b1000	AT S1E3W	Address Translate Stage 1 EL3 Write

Accessed using CFP:

op0	op1	Register selectors		op2	Name	Description
		CRn	CRm			
0b01	0b011	0b0111	0b0011	0b100	CFP RCTX	Control Flow Prediction Restriction by Context

Accessed using CPP:

op0	op1	Register selectors		op2	Name	Description
		CRn	CRm			
0b01	0b011	0b0111	0b0011	0b111	CPP RCTX	Cache Prefetch Prediction Restriction by Context

Accessed using DC:

op0	op1	Register selectors		op2	Name	Description
		CRn	CRm			
0b01	0b000	0b0111	0b0110	0b001	DC IVAC	Data or unified Cache line Invalidate by VA to PoC
0b01	0b000	0b0111	0b0110	0b010	DC ISW	Data or unified Cache line Invalidate by Set/Way
0b01	0b000	0b0111	0b0110	0b011	DC IGVAC	Invalidate of Allocation Tags by VA to PoC
0b01	0b000	0b0111	0b0110	0b100	DC IGSW	Invalidate of Allocation Tags by Set/Way
0b01	0b000	0b0111	0b0110	0b101	DC IGDVAC	Invalidate of Data and Allocation Tags by VA to PoC
0b01	0b000	0b0111	0b0110	0b110	DC IGDSW	Invalidate of Data and Allocation Tags by Set/Way
0b01	0b000	0b0111	0b1010	0b010	DC CSW	Data or unified Cache line Clean by Set/Way
0b01	0b000	0b0111	0b1010	0b100	DC CGSW	Clean of Allocation Tags by Set/Way
0b01	0b000	0b0111	0b1010	0b110	DC CGDSW	Clean of Data and Allocation Tags by Set/Way
0b01	0b000	0b0111	0b1110	0b010	DC CISW	Data or unified Cache line Clean and Invalidate by Set/Way
0b01	0b000	0b0111	0b1110	0b100	DC CIGSW	Clean and Invalidate of Allocation Tags by Set/Way
0b01	0b000	0b0111	0b1110	0b110	DC CIGDSW	Clean and Invalidate of Data and Allocation Tags by Set/Way
0b01	0b011	0b0111	0b0100	0b001	DC ZVA	Data Cache Zero by VA
0b01	0b011	0b0111	0b0100	0b011	DC GVA	Data Cache set Allocation Tag by VA
0b01	0b011	0b0111	0b0100	0b100	DC GZVA	Data Cache set Allocation Tags and Zero by VA
0b01	0b011	0b0111	0b1010	0b001	DC CVAC	Data or unified Cache line Clean by VA to PoC
0b01	0b011	0b0111	0b1010	0b011	DC CGVAC	Clean of Allocation Tags by VA to PoC
0b01	0b011	0b0111	0b1010	0b101	DC CGDVAC	Clean of Data and Allocation Tags by VA to PoC
0b01	0b011	0b0111	0b1011	0b001	DC CVAU	Data or unified Cache line Clean by VA to PoU
0b01	0b011	0b0111	0b1100	0b001	DC CVAP	Data or unified Cache line Clean by VA to PoP
0b01	0b011	0b0111	0b1100	0b011	DC CGVAP	Clean of Allocation Tags by VA to PoP

Register selectors				op2	Name	Description
op0	op1	CRn	CRm			
0b01	0b011	0b0111	0b1100	0b101	DC CGDVAP	Clean of Data and Allocation Tags by VA to PoP
0b01	0b011	0b0111	0b1101	0b001	DC CVADP	Data or unified Cache line Clean by VA to PoDP
0b01	0b011	0b0111	0b1101	0b011	DC CGVADP	Clean of Allocation Tags by VA to PoDP
0b01	0b011	0b0111	0b1101	0b101	DC CGDVADP	Clean of Data and Allocation Tags by VA to PoDP
0b01	0b011	0b0111	0b1110	0b001	DC CIVAC	Data or unified Cache line Clean and Invalidate by VA to PoC
0b01	0b011	0b0111	0b1110	0b011	DC CIGVAC	Clean and Invalidate of Allocation Tags by VA to PoC
0b01	0b011	0b0111	0b1110	0b101	DC CIGDVAC	Clean and Invalidate of Data and Allocation Tags by VA to PoC

Accessed using DVP:

Register selectors				op2	Name	Description
op0	op1	CRn	CRm			
0b01	0b011	0b0111	0b0011	0b101	DVP RCTX	Data Value Prediction Restriction by Context

Accessed using IC:

Register selectors				op2	Name	Description
op0	op1	CRn	CRm			
0b01	0b000	0b0111	0b0001	0b000	IC IALLUIS	Instruction Cache Invalidate All to PoU, Inner Shareable
0b01	0b000	0b0111	0b0101	0b000	IC IALLU	Instruction Cache Invalidate All to PoU
0b01	0b011	0b0111	0b0101	0b001	IC IVAU	Instruction Cache line Invalidate by VA to PoU

Accessed using MRS/MSR:

Register selectors				op2	Name	Description
op0	op1	CRn	CRm			
0b10	0b000	0b0000	0b0000	0b010	OSDTRRX_EL1	OS Lock Transfer Register Receive
0b10	0b000	0b0000	0b0010	0b000	MDCCINT_EL1	Monitor Interrupt Enable Register
0b10	0b000	0b0000	0b0010	0b010	MDSCR_EL1	Monitor Debug Control Register
0b10	0b000	0b0000	0b0011	0b010	OSDTRTX_EL1	OS Lock Transfer Register Transmi
0b10	0b000	0b0000	0b0110	0b010	OSECCR_EL1	OS Lock Exception Catch C Register

op0	op1	Register selectors		op2	Name	Description
		CRn	CRm			
0b10	0b000	0b0000	n[3:0]	0b100	DBGBVR<n>_EL1	Debug Breakpoint Value Register
0b10	0b000	0b0000	n[3:0]	0b101	DBGBCR<n>_EL1	Debug Breakpoint Control Register
0b10	0b000	0b0000	n[3:0]	0b110	DBGWVR<n>_EL1	Debug Watchpoint Value Register
0b10	0b000	0b0000	n[3:0]	0b111	DBGWCR<n>_EL1	Debug Watchpoint Control Register
0b10	0b000	0b0001	0b0000	0b000	MDRAR_EL1	Monitor Debug Register Address Register
0b10	0b000	0b0001	0b0000	0b100	OSLAR_EL1	OS Lock Access Register
0b10	0b000	0b0001	0b0001	0b100	OSLSR_EL1	OS Lock Status Register
0b10	0b000	0b0001	0b0011	0b100	OSDLR_EL1	OS Double Lock Register
0b10	0b000	0b0001	0b0100	0b100	DBGPRCR_EL1	Debug Point Control Register
0b10	0b000	0b0111	0b1000	0b110	DBGCLAIMSET_EL1	Debug Claim Tag Set register
0b10	0b000	0b0111	0b1001	0b110	DBGCLAIMCLR_EL1	Debug Claim Tag Clear register
0b10	0b000	0b0111	0b1110	0b110	DBGAUTHSTATUS_EL1	Debug Authentication Status register
0b10	0b011	0b0000	0b0001	0b000	MDCCSR_EL0	Monitor Status Register
0b10	0b011	0b0000	0b0100	0b000	DBGDTR_EL0	Debug Data Transfer Register duplex
0b10	0b011	0b0000	0b0101	0b000	DBGDTRRX_EL0	Debug Data Transfer Register Receive
0b10	0b011	0b0000	0b0101	0b000	DBGDTRTX_EL0	Debug Data Transfer Register Transmit
0b10	0b100	0b0000	0b0111	0b000	DBGVCR32_EL2	Debug Value Catch Register
0b11	0b000	0b0000	0b0000	0b000	MIDR_EL1	Main ID Register
0b11	0b000	0b0000	0b0000	0b101	MPIDR_EL1	Multiprocessor Affinity Register

op0	op1	Register selectors		op2	Name	Description
		CRn	CRm			
0b11	0b000	0b0000	0b0000	0b110	REVIDR_EL1	Revision Register
0b11	0b000	0b0000	0b0001	0b000	ID_PFR0_EL1	AArch32 Process Feature Register
0b11	0b000	0b0000	0b0001	0b001	ID_PFR1_EL1	AArch32 Process Feature Register
0b11	0b000	0b0000	0b0001	0b010	ID_DFR0_EL1	AArch32 Debug Feature Register
0b11	0b000	0b0000	0b0001	0b011	ID_AFR0_EL1	AArch32 Auxiliary Feature Register
0b11	0b000	0b0000	0b0001	0b100	ID_MMFR0_EL1	AArch32 Memory Model Feature Register
0b11	0b000	0b0000	0b0001	0b101	ID_MMFR1_EL1	AArch32 Memory Model Feature Register
0b11	0b000	0b0000	0b0001	0b110	ID_MMFR2_EL1	AArch32 Memory Model Feature Register
0b11	0b000	0b0000	0b0001	0b111	ID_MMFR3_EL1	AArch32 Memory Model Feature Register
0b11	0b000	0b0000	0b0010	0b000	ID_ISAR0_EL1	AArch32 Instruction Attribute Register
0b11	0b000	0b0000	0b0010	0b001	ID_ISAR1_EL1	AArch32 Instruction Attribute Register
0b11	0b000	0b0000	0b0010	0b010	ID_ISAR2_EL1	AArch32 Instruction Attribute Register
0b11	0b000	0b0000	0b0010	0b011	ID_ISAR3_EL1	AArch32 Instruction Attribute Register
0b11	0b000	0b0000	0b0010	0b100	ID_ISAR4_EL1	AArch32 Instruction Attribute Register
0b11	0b000	0b0000	0b0010	0b101	ID_ISAR5_EL1	AArch32 Instruction Attribute Register
0b11	0b000	0b0000	0b0010	0b110	ID_MMFR4_EL1	AArch32 Memory Model Feature Register

op0	op1	Register selectors		op2	Name	Description
		CRn	CRm			
0b11	0b000	0b0000	0b0010	0b111	ID_ISAR6_EL1	AArch32 Instruction Attribute Register
0b11	0b000	0b0000	0b0011	0b000	MVFR0_EL1	AArch32 Media and VFP Feature Register
0b11	0b000	0b0000	0b0011	0b001	MVFR1_EL1	AArch32 Media and VFP Feature Register
0b11	0b000	0b0000	0b0011	0b010	MVFR2_EL1	AArch32 Media and VFP Feature Register
0b11	0b000	0b0000	0b0011	0b100	ID_PFR2_EL1	AArch32 Processor Feature Register
0b11	0b000	0b0000	0b0011	0b101	ID_DFR1_EL1	Debug Feature Register
0b11	0b000	0b0000	0b0011	0b110	ID_MMFR5_EL1	AArch32 Memory Model Feature Register
0b11	0b000	0b0000	0b0100	0b000	ID_AA64PFR0_EL1	AArch64 Processor Feature Register
0b11	0b000	0b0000	0b0100	0b001	ID_AA64PFR1_EL1	AArch64 Processor Feature Register
0b11	0b000	0b0000	0b0100	0b100	ID_AA64ZFR0_EL1	SVE Feature ID register
0b11	0b000	0b0000	0b0101	0b000	ID_AA64DFR0_EL1	AArch64 Debug Feature Register
0b11	0b000	0b0000	0b0101	0b001	ID_AA64DFR1_EL1	AArch64 Debug Feature Register
0b11	0b000	0b0000	0b0101	0b100	ID_AA64AFR0_EL1	AArch64 Auxiliary Feature Register
0b11	0b000	0b0000	0b0101	0b101	ID_AA64AFR1_EL1	AArch64 Auxiliary Feature Register
0b11	0b000	0b0000	0b0110	0b000	ID_AA64ISAR0_EL1	AArch64 Instruction Attribute Register
0b11	0b000	0b0000	0b0110	0b001	ID_AA64ISAR1_EL1	AArch64 Instruction Attribute Register
0b11	0b000	0b0000	0b0111	0b000	ID_AA64MMFR0_EL1	AArch64 Memory Model Feature Register

op0	op1	Register selectors		op2	Name	Description
		CRn	CRm			
0b11	0b000	0b0000	0b0111	0b001	ID_AA64MMFR1_EL1	AArch64 Memory Model Feature Register
0b11	0b000	0b0000	0b0111	0b010	ID_AA64MMFR2_EL1	AArch64 Memory Model Feature Register
0b11	0b000	0b0001	0b0000	0b000	SCTLR_EL1	System Control Register
0b11	0b000	0b0001	0b0000	0b001	ACTLR_EL1	Auxiliary Control Register
0b11	0b000	0b0001	0b0000	0b010	CPACR_EL1	Architectural Feature Access Control Register
0b11	0b000	0b0001	0b0000	0b101	RGSRR_EL1	Random Allocation Seed Register
0b11	0b000	0b0001	0b0000	0b110	GCR_EL1	Tag Control Register
0b11	0b000	0b0001	0b0010	0b000	ZCR_EL1	SVE Control Register EL1
0b11	0b000	0b0001	0b0010	0b001	TRFCR_EL1	Trace Filter Control Register
0b11	0b000	0b0010	0b0000	0b000	TTBR0_EL1	Translation Table Base Register (EL1)
0b11	0b000	0b0010	0b0000	0b001	TTBR1_EL1	Translation Table Base Register (EL1)
0b11	0b000	0b0010	0b0000	0b010	TCR_EL1	Translation Control Register
0b11	0b000	0b0010	0b0001	0b000	APIAKeyLo_EL1	Pointer Authentication Key A for Instructions (bits[63:0])
0b11	0b000	0b0010	0b0001	0b001	APIAKeyHi_EL1	Pointer Authentication Key A for Instructions (bits[127:64])
0b11	0b000	0b0010	0b0001	0b010	APIBKeyLo_EL1	Pointer Authentication Key B for Instructions (bits[63:0])
0b11	0b000	0b0010	0b0001	0b011	APIBKeyHi_EL1	Pointer Authentication Key B for Instructions (bits[127:64])
0b11	0b000	0b0010	0b0010	0b000	APDAKeyLo_EL1	Pointer Authentication Key D for Instructions (bits[63:0])

op0	op1	Register selectors		op2	Name	Description
		CRn	CRm			
						Key A for (bits[63:127])
0b11	0b000	0b0010	0b0010	0b001	APDAKeyHi_EL1	Pointer Authentic Key A for (bits[127:255])
0b11	0b000	0b0010	0b0010	0b010	APDBKeyLo_EL1	Pointer Authentic Key B for (bits[63:127])
0b11	0b000	0b0010	0b0010	0b011	APDBKeyHi_EL1	Pointer Authentic Key B for (bits[127:255])
0b11	0b000	0b0010	0b0011	0b000	APGAKeyLo_EL1	Pointer Authentic Key A for (bits[63:127])
0b11	0b000	0b0010	0b0011	0b001	APGAKeyHi_EL1	Pointer Authentic Key A for (bits[127:255])
0b11	0b000	0b0100	0b0000	0b000	SPSR_EL1	Saved Program Status Register
0b11	0b000	0b0100	0b0000	0b001	ELR_EL1	Exception Register
0b11	0b000	0b0100	0b0001	0b000	SP_EL0	Stack Po (EL0)
0b11	0b000	0b0100	0b0010	0b000	SPSel	Stack Po Select
0b11	0b000	0b0100	0b0010	0b010	CurrentEL	Current Exceptio Level
0b11	0b000	0b0100	0b0010	0b011	PAN	Privilege Access N
0b11	0b000	0b0100	0b0010	0b100	UAO	User Acc Override
0b11	0b000	0b0100	0b0110	0b000	ICC_PMR_EL1	Interrup Control Interrup Priority Register
0b11	0b000	0b0101	0b0001	0b000	AFSR0_EL1	Auxiliary Status Register (EL1)
0b11	0b000	0b0101	0b0001	0b001	AFSR1_EL1	Auxiliary Status Register (EL1)
0b11	0b000	0b0101	0b0010	0b000	ESR_EL1	Exceptio Syndrom Register
0b11	0b000	0b0101	0b0011	0b000	ERRIDR_EL1	Error Re ID Regis
0b11	0b000	0b0101	0b0011	0b001	ERRSELR_EL1	Error Re Select Register
0b11	0b000	0b0101	0b0100	0b000	ERXFR_EL1	Selected Record

op0	op1	Register selectors		op2	Name	Description
		CRn	CRm			
						Feature Register
0b11	0b000	0b0101	0b0100	0b001	ERXCTLR_EL1	Selected Record Control Register
0b11	0b000	0b0101	0b0100	0b010	ERXSTATUS_EL1	Selected Record Primary Register
0b11	0b000	0b0101	0b0100	0b011	ERXADDR_EL1	Selected Record Address Register
0b11	0b000	0b0101	0b0100	0b100	ERXPFGF_EL1	Selected Pseudo-f Generator Feature register
0b11	0b000	0b0101	0b0100	0b101	ERXPFGCTL_EL1	Selected Pseudo-f Generator Control register
0b11	0b000	0b0101	0b0100	0b110	ERXPFGCDN_EL1	Selected Pseudo-f Generator Countdown register
0b11	0b000	0b0101	0b0101	0b000	ERXMISC0_EL1	Selected Record Miscellaneous Register
0b11	0b000	0b0101	0b0101	0b001	ERXMISC1_EL1	Selected Record Miscellaneous Register
0b11	0b000	0b0101	0b0101	0b010	ERXMISC2_EL1	Selected Record Miscellaneous Register
0b11	0b000	0b0101	0b0101	0b011	ERXMISC3_EL1	Selected Record Miscellaneous Register
0b11	0b000	0b0101	0b0110	0b000	TFSR_EL1	Tag Fault Status Register
0b11	0b000	0b0101	0b0110	0b001	TFSRE0_EL1	Tag Fault Status Register (EL0).
0b11	0b000	0b0110	0b0000	0b000	FAR_EL1	Fault Address Register
0b11	0b000	0b0111	0b0100	0b000	PAR_EL1	Physical Address Register
0b11	0b000	0b1001	0b1001	0b000	PMSCR_EL1	Statistic Profiling Control Register
0b11	0b000	0b1001	0b1001	0b010	PMSICR_EL1	Sampling Interval

op0	op1	Register selectors		op2	Name	Description
		CRn	CRm			
						Counter Register
0b11	0b000	0b1001	0b1001	0b011	PMSIRR_EL1	Sampling Interval Reload Register
0b11	0b000	0b1001	0b1001	0b100	PMSFCR_EL1	Sampling Filter Coefficient Register
0b11	0b000	0b1001	0b1001	0b101	PMSEVFR_EL1	Sampling Event Filter Register
0b11	0b000	0b1001	0b1001	0b110	PMSLATFR_EL1	Sampling Latency Filter Register
0b11	0b000	0b1001	0b1001	0b111	PMSIDR_EL1	Sampling Profiling Register
0b11	0b000	0b1001	0b1010	0b000	PMBLIMITR_EL1	Profiling Buffer Limit Address Register
0b11	0b000	0b1001	0b1010	0b001	PMBPTR_EL1	Profiling Buffer Write Pointer Register
0b11	0b000	0b1001	0b1010	0b011	PMBSR_EL1	Profiling Buffer Status Register
0b11	0b000	0b1001	0b1010	0b111	PMBIDR_EL1	Profiling Buffer ID Register
0b11	0b000	0b1001	0b1110	0b001	PMINTENSET_EL1	Performance Monitor Interrupt Enable Set register
0b11	0b000	0b1001	0b1110	0b010	PMINTENCLR_EL1	Performance Monitor Interrupt Enable Clear register
0b11	0b000	0b1001	0b1110	0b110	PMMIR_EL1	Performance Monitor Machine Identification Register
0b11	0b000	0b1010	0b0010	0b000	MAIR_EL1	Memory Attribute Indirect Register
0b11	0b000	0b1010	0b0011	0b000	AMAIR_EL1	Auxiliary Memory Attribute Indirect Register
0b11	0b000	0b1010	0b0100	0b000	LORSA_EL1	LORegion Start Address (EL1)
0b11	0b000	0b1010	0b0100	0b001	LOREA_EL1	LORegion Address Register

op0	op1	Register selectors		op2	Name	Description
		CRn	CRm			
0b11	0b000	0b1010	0b0100	0b010	LORN_EL1	LORegion Number
0b11	0b000	0b1010	0b0100	0b011	LORC_EL1	LORegion Control
0b11	0b000	0b1010	0b0100	0b100	MPAMIDR_EL1	MPAM ID Register
0b11	0b000	0b1010	0b0100	0b111	LORID_EL1	LORegion (EL1)
0b11	0b000	0b1010	0b0101	0b000	MPAM1_EL1	MPAM1 Register
0b11	0b000	0b1010	0b0101	0b001	MPAM0_EL1	MPAM0 Register
0b11	0b000	0b1100	0b0000	0b000	VBAR_EL1	Vector Base Address Register
0b11	0b000	0b1100	0b0000	0b001	RVBAR_EL1	Reset Vector Base Address Register EL2 and not implemented
0b11	0b000	0b1100	0b0000	0b010	RMR_EL1	Reset Management Register
0b11	0b000	0b1100	0b0001	0b000	ISR_EL1	Interrupt Status Register
0b11	0b000	0b1100	0b0001	0b001	DISR_EL1	Deferred Interrupt Status Register
0b11	0b000	0b1100	0b1000	0b000	ICC_IAR0_EL1	Interrupt Controller Interrupt Acknowledge Register
0b11	0b000	0b1100	0b1000	0b001	ICC_EOIR0_EL1	Interrupt Controller Of Interrupt Register
0b11	0b000	0b1100	0b1000	0b010	ICC_HPPIR0_EL1	Interrupt Controller Highest Priority Pending Interrupt Register
0b11	0b000	0b1100	0b1000	0b011	ICC_BPR0_EL1	Interrupt Controller Binary Priority Register
0b11	0b000	0b1100	0b1000	0b1:n[1:0]	ICC_AP0R<n>_EL1	Interrupt Controller Active Priorities Group 0 Register
0b11	0b000	0b1100	0b1001	0b0:n[1:0]	ICC_AP1R<n>_EL1	Interrupt Controller Active Priorities

op0	op1	Register selectors		op2	Name	Description
		CRn	CRm			
						Group 1 Register
0b11	0b000	0b1100	0b1011	0b001	ICC_DIR_EL1	Interrupt Controller Deactivation Interrupt Register
0b11	0b000	0b1100	0b1011	0b011	ICC_RPR_EL1	Interrupt Controller Running Priority Register
0b11	0b000	0b1100	0b1011	0b101	ICC_SGI1R_EL1	Interrupt Controller Software Generated Interrupt Group 1 Register
0b11	0b000	0b1100	0b1011	0b110	ICC_ASGI1R_EL1	Interrupt Controller Alias Software Generated Interrupt Group 1 Register
0b11	0b000	0b1100	0b1011	0b111	ICC_SGI0R_EL1	Interrupt Controller Software Generated Interrupt Group 0 Register
0b11	0b000	0b1100	0b1100	0b000	ICC_IAR1_EL1	Interrupt Controller Interrupt Acknowledgment Register
0b11	0b000	0b1100	0b1100	0b001	ICC_EOIR1_EL1	Interrupt Controller End Of Interrupt Register
0b11	0b000	0b1100	0b1100	0b010	ICC_HPPIR1_EL1	Interrupt Controller Highest Priority Pending Interrupt Register
0b11	0b000	0b1100	0b1100	0b011	ICC_BPR1_EL1	Interrupt Controller Binary Priority Register
0b11	0b000	0b1100	0b1100	0b100	ICC_CTLR_EL1	Interrupt Controller Control Register
0b11	0b000	0b1100	0b1100	0b101	ICC_SRE_EL1	Interrupt Controller System Register Enable register

op0	op1	Register selectors		op2	Name	Description
		CRn	CRm			
0b11	0b000	0b1100	0b1100	0b110	ICC_IGRPEN0_EL1	Interrupt Controller Interrupt Group 0 Enable register
0b11	0b000	0b1100	0b1100	0b111	ICC_IGRPEN1_EL1	Interrupt Controller Interrupt Group 1 Enable register
0b11	0b000	0b1101	0b0000	0b001	CONTEXTIDR_EL1	Context Register
0b11	0b000	0b1101	0b0000	0b100	TPIDR_EL1	EL1 Soft Thread ID Register
0b11	0b000	0b1101	0b0000	0b111	SCXTNUM_EL1	EL1 Read-Write SoC Context Number
0b11	0b000	0b1110	0b0001	0b000	CNTKCTL_EL1	Counter Kernel Control register
0b11	0b001	0b0000	0b0000	0b000	CCSIDR_EL1	Current Size ID Register
0b11	0b001	0b0000	0b0000	0b001	CLIDR_EL1	Cache Level ID Register
0b11	0b001	0b0000	0b0000	0b010	CCSIDR2_EL1	Current Size ID Register
0b11	0b001	0b0000	0b0000	0b100	GMID_EL1	Multiple transfer register
0b11	0b001	0b0000	0b0000	0b111	AIDR_EL1	Auxiliary Register
0b11	0b010	0b0000	0b0000	0b000	CSSELR_EL1	Cache Selection Register
0b11	0b011	0b0000	0b0000	0b001	CTR_EL0	Cache Type Register
0b11	0b011	0b0000	0b0000	0b111	DCZID_EL0	Data Cache Zero ID register
0b11	0b011	0b0010	0b0100	0b000	RNDR	Random Number
0b11	0b011	0b0010	0b0100	0b001	RNDRRS	Reseeded Random Number
0b11	0b011	0b0100	0b0010	0b000	NZCV	Condition Flags
0b11	0b011	0b0100	0b0010	0b001	DAIF	Interrupt Mask Bit
0b11	0b011	0b0100	0b0010	0b101	DIT	Data Independent Timing
0b11	0b011	0b0100	0b0010	0b110	SSBS	Speculative Store Bypass Safe

op0	op1	Register selectors		op2	Name	Description
		CRn	CRm			
0b11	0b011	0b0100	0b0010	0b111	TCO	Tag Check Override Register
0b11	0b011	0b0100	0b0100	0b000	FPCR	Floating Control Register
0b11	0b011	0b0100	0b0100	0b001	FPSR	Floating Status Register
0b11	0b011	0b0100	0b0101	0b000	DSPSR_ELO	Debug Status Program Status Register
0b11	0b011	0b0100	0b0101	0b001	DLR_ELO	Debug Link Register
0b11	0b011	0b1001	0b1100	0b000	PMCR_ELO	Performance Monitor Control Register
0b11	0b011	0b1001	0b1100	0b001	PMCNTENSET_ELO	Performance Monitor Count Enable Set register
0b11	0b011	0b1001	0b1100	0b010	PMCNTENCLR_ELO	Performance Monitor Count Enable Clear register
0b11	0b011	0b1001	0b1100	0b011	PMOVSLR_ELO	Performance Monitor Overflow Status Clear Register
0b11	0b011	0b1001	0b1100	0b100	PMSWINC_ELO	Performance Monitor Software Increment register
0b11	0b011	0b1001	0b1100	0b101	PMSELR_ELO	Performance Monitor Event Counter Selection Register
0b11	0b011	0b1001	0b1100	0b110	PMCEID0_ELO	Performance Monitor Common Event Identification register
0b11	0b011	0b1001	0b1100	0b111	PMCEID1_ELO	Performance Monitor Common Event Identification register
0b11	0b011	0b1001	0b1101	0b000	PMCCNTR_ELO	Performance Monitor Cycle Counter Register
0b11	0b011	0b1001	0b1101	0b001	PMXEVTYPER_ELO	Performance Monitor Selected Type Register
0b11	0b011	0b1001	0b1101	0b010	PMXEVCNTR_ELO	Performance Monitor Counter Register

op0	op1	Register selectors		op2	Name	Description
		CRn	CRm			
						Selected Count Register
0b11	0b011	0b1001	0b1110	0b000	PMUSERENR_EL0	Performance Monitor: Enable Register
0b11	0b011	0b1001	0b1110	0b011	PMOVSSET_EL0	Performance Monitor: Overflow Status Register
0b11	0b011	0b1101	0b0000	0b010	TPIDR_EL0	EL0 Read/Write Software Thread ID Register
0b11	0b011	0b1101	0b0000	0b011	TPIDRRO_EL0	EL0 Read-Only Software Thread ID Register
0b11	0b011	0b1101	0b0000	0b111	SCXTNUM_EL0	EL0 Read-Only Write Software Context Number
0b11	0b011	0b1101	0b0010	0b000	AMCR_EL0	Activity Monitor: Control Register
0b11	0b011	0b1101	0b0010	0b001	AMCFGR_EL0	Activity Monitor: Configuration Register
0b11	0b011	0b1101	0b0010	0b010	AMCGCR_EL0	Activity Monitor: Counter Configuration Register
0b11	0b011	0b1101	0b0010	0b011	AMUSERENR_EL0	Activity Monitor: Enable Register
0b11	0b011	0b1101	0b0010	0b100	AMCNTENCLR0_EL0	Activity Monitor: Count Enable Clear Register 0
0b11	0b011	0b1101	0b0010	0b101	AMCNTENSET0_EL0	Activity Monitor: Count Enable Set Register
0b11	0b011	0b1101	0b0010	0b110	AMCG1IDR_EL0	Activity Monitor: Counter 1 Identification Register
0b11	0b011	0b1101	0b0011	0b000	AMCNTENCLR1_EL0	Activity Monitor: Count Enable Clear Register 1
0b11	0b011	0b1101	0b0011	0b001	AMCNTENSET1_EL0	Activity Monitor: Count Enable Set Register 1

op0	op1	Register selectors		op2	Name	Description
		CRn	CRm			
						Count Event Set Register
0b11	0b011	0b1101	0b010:n[3]	n[2:0]	AMEVCNTR0<n>_EL0	Activity Monitor: Event Counter Register
0b11	0b011	0b1101	0b011:n[3]	n[2:0]	AMEVTYPER0<n>_EL0	Activity Monitor: Event Type Register
0b11	0b011	0b1101	0b110:n[3]	n[2:0]	AMEVCNTR1<n>_EL0	Activity Monitor: Event Counter Register
0b11	0b011	0b1101	0b111:n[3]	n[2:0]	AMEVTYPER1<n>_EL0	Activity Monitor: Event Type Register
0b11	0b011	0b1110	0b0000	0b000	CNTFRQ_EL0	Counter: Frequency register
0b11	0b011	0b1110	0b0000	0b001	CNTPCT_EL0	Counter: Physical register
0b11	0b011	0b1110	0b0000	0b010	CNTVCT_EL0	Counter: Virtual Counter register
0b11	0b011	0b1110	0b0000	0b101	CNTPCTSS_EL0	Counter: Self-Synchronous Physical register
0b11	0b011	0b1110	0b0000	0b110	CNTVCTSS_EL0	Counter: Self-Synchronous Virtual Counter register
0b11	0b011	0b1110	0b0010	0b000	CNTP_TVAL_EL0	Counter: Physical Timer Value register
0b11	0b011	0b1110	0b0010	0b001	CNTP_CTL_EL0	Counter: Physical Control register
0b11	0b011	0b1110	0b0010	0b010	CNTP_CVAL_EL0	Counter: Physical Compare register
0b11	0b011	0b1110	0b0011	0b000	CNTV_TVAL_EL0	Counter: Virtual Timer Value register
0b11	0b011	0b1110	0b0011	0b001	CNTV_CTL_EL0	Counter: Virtual Timer Control register
0b11	0b011	0b1110	0b0011	0b010	CNTV_CVAL_EL0	Counter: Virtual Timer Compare register
0b11	0b011	0b1110	0b10:n[4:3]	n[2:0]	PMEVCNTR<n>_EL0	Performance Monitor:

op0	op1	Register selectors		op2	Name	Description
		CRn	CRm			
						Event Counter Register
0b11	0b011	0b1110	0b1111	0b111	PMCCFILTR_EL0	Performance Monitor Cycle Counter Filter Register
0b11	0b011	0b1110	0b11:n[4:3]	n[2:0]	PMEVTYPER<n>_EL0	Performance Monitor Event Type Register
0b11	0b100	0b0000	0b0000	0b000	VPIDR_EL2	Virtualization Process ID Register
0b11	0b100	0b0000	0b0000	0b101	VMPIDR_EL2	Virtualization Multiprocessor ID Register
0b11	0b100	0b0001	0b0000	0b000	SCTLR_EL2	System Control Register
0b11	0b100	0b0001	0b0000	0b001	ACTLR_EL2	Auxiliary Control Register
0b11	0b100	0b0001	0b0001	0b000	HCR_EL2	Hypervisor Configuration Register
0b11	0b100	0b0001	0b0001	0b001	MDCR_EL2	Monitor Debug Configuration Register
0b11	0b100	0b0001	0b0001	0b010	CPTR_EL2	Architectural Feature Register
0b11	0b100	0b0001	0b0001	0b011	HSTR_EL2	Hypervisor System Trap Register
0b11	0b100	0b0001	0b0001	0b100	HFGTR_EL2	Hypervisor Fine-Grained Read Trap Register
0b11	0b100	0b0001	0b0001	0b101	HFGWTR_EL2	Hypervisor Fine-Grained Write Trap Register
0b11	0b100	0b0001	0b0001	0b110	HFGITR_EL2	Hypervisor Fine-Grained Instruction Trap Register
0b11	0b100	0b0001	0b0001	0b111	HACR_EL2	Hypervisor Auxiliary Control Register
0b11	0b100	0b0001	0b0010	0b000	ZCR_EL2	SVE Control Register EL2
0b11	0b100	0b0001	0b0010	0b001	TRFCR_EL2	Trace Filter Control Register
0b11	0b100	0b0001	0b0011	0b001	SDER32_EL2	AArch32 Secure Debug Enable Register

op0	op1	Register selectors		op2	Name	Description
		CRn	CRm			
0b11	0b100	0b0010	0b0000	0b000	TTBR0_EL2	Translation Table Base Register (EL2)
0b11	0b100	0b0010	0b0000	0b001	TTBR1_EL2	Translation Table Base Register (EL2)
0b11	0b100	0b0010	0b0000	0b010	TCR_EL2	Translation Control Register
0b11	0b100	0b0010	0b0001	0b000	VTTBR_EL2	Virtualization Translation Table Base Register
0b11	0b100	0b0010	0b0001	0b010	VTCR_EL2	Virtualization Translation Control Register
0b11	0b100	0b0010	0b0010	0b000	VNCR_EL2	Virtualization Control Register
0b11	0b100	0b0010	0b0110	0b000	VSTTBR_EL2	Virtualization Secure Translation Table Base Register
0b11	0b100	0b0010	0b0110	0b010	VSTCR_EL2	Virtualization Secure Translation Control Register
0b11	0b100	0b0011	0b0000	0b000	DACR32_EL2	Domain Access Control Register
0b11	0b100	0b0011	0b0001	0b100	HDFGRTR_EL2	Hypervisor Debug Free-Grained Trap Register
0b11	0b100	0b0011	0b0001	0b101	HDFGWTR_EL2	Hypervisor Debug Free-Grained Trap Register
0b11	0b100	0b0011	0b0001	0b110	HAFGRTR_EL2	Hypervisor Activity Monitor: Grained Trap Register
0b11	0b100	0b0100	0b0000	0b000	SPSR_EL2	Saved Program Status Register
0b11	0b100	0b0100	0b0000	0b001	ELR_EL2	Exception Register
0b11	0b100	0b0100	0b0001	0b000	SP_EL1	Stack Pointer (EL1)
0b11	0b100	0b0100	0b0011	0b000	SPSR_irq	Saved Program Status Register (mode)

op0	op1	Register selectors		op2	Name	Description
		CRn	CRm			
0b11	0b100	0b0100	0b0011	0b001	SPSR_abt	Saved Program Status Register (Abort mode)
0b11	0b100	0b0100	0b0011	0b010	SPSR_und	Saved Program Status Register (Undefined mode)
0b11	0b100	0b0100	0b0011	0b011	SPSR_fiq	Saved Program Status Register (Fast Interrupt mode)
0b11	0b100	0b0101	0b0000	0b001	IFSR32_EL2	Instruction Fault Status Register
0b11	0b100	0b0101	0b0001	0b000	AFSR0_EL2	Auxiliary Status Register (EL2)
0b11	0b100	0b0101	0b0001	0b001	AFSR1_EL2	Auxiliary Status Register (EL2)
0b11	0b100	0b0101	0b0010	0b000	ESR_EL2	Exception Syndrome Register
0b11	0b100	0b0101	0b0010	0b011	VSESR_EL2	Virtual Synchronous Exception Syndrome Register
0b11	0b100	0b0101	0b0011	0b000	FPEXC32_EL2	Floating-Point Exception Control register
0b11	0b100	0b0101	0b0110	0b000	TFSR_EL2	Tag Fault Status Register
0b11	0b100	0b0110	0b0000	0b000	FAR_EL2	Fault Address Register
0b11	0b100	0b0110	0b0000	0b100	HPFAR_EL2	Hypervisor Fault Address Register
0b11	0b100	0b1001	0b1001	0b000	PMSCR_EL2	Statistical Profiling Control Register
0b11	0b100	0b1010	0b0010	0b000	MAIR_EL2	Memory Attribute Indirection Register
0b11	0b100	0b1010	0b0011	0b000	AMAIR_EL2	Auxiliary Memory Attribute Indirection Register
0b11	0b100	0b1010	0b0100	0b000	MPAMHCR_EL2	MPAM Hypervisor Control Register

op0	op1	Register selectors		op2	Name	Description
		CRn	CRm			
0b11	0b100	0b1010	0b0100	0b001	MPAMVPMV_EL2	MPAM VPartition Mapping Register
0b11	0b100	0b1010	0b0101	0b000	MPAM2_EL2	MPAM2 Register
0b11	0b100	0b1010	0b0110	0b000	MPAMVPM0_EL2	MPAM VPARTID Mapping Register
0b11	0b100	0b1010	0b0110	0b001	MPAMVPM1_EL2	MPAM VPARTID Mapping Register
0b11	0b100	0b1010	0b0110	0b010	MPAMVPM2_EL2	MPAM VPARTID Mapping Register
0b11	0b100	0b1010	0b0110	0b011	MPAMVPM3_EL2	MPAM VPARTID Mapping Register
0b11	0b100	0b1010	0b0110	0b100	MPAMVPM4_EL2	MPAM VPARTID Mapping Register
0b11	0b100	0b1010	0b0110	0b101	MPAMVPM5_EL2	MPAM VPARTID Mapping Register
0b11	0b100	0b1010	0b0110	0b110	MPAMVPM6_EL2	MPAM VPARTID Mapping Register
0b11	0b100	0b1010	0b0110	0b111	MPAMVPM7_EL2	MPAM VPARTID Mapping Register
0b11	0b100	0b1100	0b0000	0b000	VBAR_EL2	Vector Base Address Register
0b11	0b100	0b1100	0b0000	0b001	RVBAR_EL2	Reset Vector Base Address Register EL3 not implemented
0b11	0b100	0b1100	0b0000	0b010	RMR_EL2	Reset Management Register
0b11	0b100	0b1100	0b0001	0b001	VDISR_EL2	Virtual Deferred Interrupt Status Register
0b11	0b100	0b1100	0b1000	0b0:n[1:0]	ICH_AP0R<n>_EL2	Interrupt Controller Active Priorities Group 0 Register
0b11	0b100	0b1100	0b1001	0b0:n[1:0]	ICH_AP1R<n>_EL2	Interrupt Controller Active

op0	op1	Register selectors		op2	Name	Description
		CRn	CRm			
						Priorities Group 1 Register
0b11	0b100	0b1100	0b1001	0b101	ICC_SRE_EL2	Interrupt Controller System Register Enable register
0b11	0b100	0b1100	0b1011	0b000	ICH_HCR_EL2	Interrupt Controller Control Register
0b11	0b100	0b1100	0b1011	0b001	ICH_VTR_EL2	Interrupt Controller VGIC Type Register
0b11	0b100	0b1100	0b1011	0b010	ICH_MISR_EL2	Interrupt Controller Maintenance Interrupt Register
0b11	0b100	0b1100	0b1011	0b011	ICH_EISR_EL2	Interrupt Controller of Interrupt Status Register
0b11	0b100	0b1100	0b1011	0b101	ICH_ELRSR_EL2	Interrupt Controller Empty List Register Status Register
0b11	0b100	0b1100	0b1011	0b111	ICH_VMCR_EL2	Interrupt Controller Virtual Machine Control Register
0b11	0b100	0b1100	0b110:n[3]	n[2:0]	ICH_LR<n>_EL2	Interrupt Controller Register
0b11	0b100	0b1101	0b0000	0b001	CONTEXTIDR_EL2	Context Register
0b11	0b100	0b1101	0b0000	0b010	TPIDR_EL2	EL2 Software Thread ID Register
0b11	0b100	0b1101	0b0000	0b111	SCXTNUM_EL2	EL2 Read-Write Software Context Number
0b11	0b100	0b1101	0b100:n[3]	n[2:0]	AMEVCNTVOFF0<n>_EL2	Activity Monitor Event Counter Virtual Counter Register
0b11	0b100	0b1101	0b101:n[3]	n[2:0]	AMEVCNTVOFF1<n>_EL2	Activity Monitor Event Counter Virtual Counter Register

op0	op1	Register selectors		op2	Name	Description
		CRn	CRm			
0b11	0b100	0b1110	0b0000	0b011	CNTVOFF_EL2	Counter Virtual Control register
0b11	0b100	0b1110	0b0000	0b110	CNTPOFF_EL2	Counter Physical Control register
0b11	0b100	0b1110	0b0001	0b000	CNTHCTL_EL2	Counter Hypervisor Control register
0b11	0b100	0b1110	0b0010	0b000	CNTHP_TVAL_EL2	Counter Physical Timer Value register
0b11	0b100	0b1110	0b0010	0b001	CNTHP_CTL_EL2	Counter Hypervisor Physical Control register
0b11	0b100	0b1110	0b0010	0b010	CNTHP_CVAL_EL2	Counter Physical Compare register
0b11	0b100	0b1110	0b0011	0b000	CNTHV_TVAL_EL2	Counter Virtual Timer Value Register
0b11	0b100	0b1110	0b0011	0b001	CNTHV_CTL_EL2	Counter Virtual Control register
0b11	0b100	0b1110	0b0011	0b010	CNTHV_CVAL_EL2	Counter Virtual Compare register
0b11	0b100	0b1110	0b0100	0b000	CNTHVS_TVAL_EL2	Counter Secure Virtual Timer Value register
0b11	0b100	0b1110	0b0100	0b001	CNTHVS_CTL_EL2	Counter Secure Virtual Timer Control register
0b11	0b100	0b1110	0b0100	0b010	CNTHVS_CVAL_EL2	Counter Secure Virtual Timer Compare register
0b11	0b100	0b1110	0b0101	0b000	CNTHPS_TVAL_EL2	Counter Secure Physical Timer Value register
0b11	0b100	0b1110	0b0101	0b001	CNTHPS_CTL_EL2	Counter Secure Physical Control register
0b11	0b100	0b1110	0b0101	0b010	CNTHPS_CVAL_EL2	Counter Secure Physical Compare register

op0	op1	Register selectors		op2	Name	Description
		CRn	CRm			
						Compare register
0b11	0b110	0b0001	0b0000	0b000	SCTLR_EL3	System Control Register
0b11	0b110	0b0001	0b0000	0b001	ACTLR_EL3	Auxiliary Control Register
0b11	0b110	0b0001	0b0001	0b000	SCR_EL3	Secure Configuration Register
0b11	0b110	0b0001	0b0001	0b001	SDER32_EL3	AArch32 Secure I/O Enable Register
0b11	0b110	0b0001	0b0001	0b010	CPTR_EL3	Architectural Feature Register
0b11	0b110	0b0001	0b0010	0b000	ZCR_EL3	SVE Control Register (EL3)
0b11	0b110	0b0001	0b0011	0b001	MDCR_EL3	Monitor Debug Configuration Register
0b11	0b110	0b0010	0b0000	0b000	TTBR0_EL3	Translation Table Base Register (EL3)
0b11	0b110	0b0010	0b0000	0b010	TCR_EL3	Translation Control Register
0b11	0b110	0b0100	0b0000	0b000	SPSR_EL3	Saved Program Status Register
0b11	0b110	0b0100	0b0000	0b001	ELR_EL3	Exception Link Register
0b11	0b110	0b0100	0b0001	0b000	SP_EL2	Stack Pointer (EL2)
0b11	0b110	0b0101	0b0001	0b000	AFSR0_EL3	Auxiliary Status Register (EL3)
0b11	0b110	0b0101	0b0001	0b001	AFSR1_EL3	Auxiliary Status Register (EL3)
0b11	0b110	0b0101	0b0010	0b000	ESR_EL3	Exception Syndrome Register
0b11	0b110	0b0101	0b0110	0b000	TFSR_EL3	Tag Fault Status Register
0b11	0b110	0b0110	0b0000	0b000	FAR_EL3	Fault Address Register
0b11	0b110	0b1010	0b0010	0b000	MAIR_EL3	Memory Attribute Indirection Register
0b11	0b110	0b1010	0b0011	0b000	AMAIR_EL3	Auxiliary Memory

op0	op1	Register selectors		op2	Name	Description
		CRn	CRm			
						Attribute Indirect Register
0b11	0b110	0b1010	0b0101	0b000	MPAM3_EL3	MPAM3 Register
0b11	0b110	0b1100	0b0000	0b000	VBAR_EL3	Vector Base Address Register
0b11	0b110	0b1100	0b0000	0b001	RVBAR_EL3	Reset Vector Base Address Register EL3 implementation
0b11	0b110	0b1100	0b0000	0b010	RMR_EL3	Reset Management Register
0b11	0b110	0b1100	0b1100	0b100	ICC_CTLR_EL3	Interrupt Controller Control Register
0b11	0b110	0b1100	0b1100	0b101	ICC_SRE_EL3	Interrupt Controller System Register Enable register
0b11	0b110	0b1100	0b1100	0b111	ICC_IGRPEN1_EL3	Interrupt Controller Interrupt Group 1 Enable register
0b11	0b110	0b1101	0b0000	0b010	TPIDR_EL3	EL3 Software Thread ID Register
0b11	0b110	0b1101	0b0000	0b111	SCXTNUM_EL3	EL3 Realtime Write-Only Context Number
0b11	0b111	0b1110	0b0010	0b000	CNTPS_TVAL_EL1	Counter Physical Secure Timer Value register
0b11	0b111	0b1110	0b0010	0b001	CNTPS_CTL_EL1	Counter Physical Secure Timer Control register
0b11	0b111	0b1110	0b0010	0b010	CNTPS_CVAL_EL1	Counter Physical Secure Timer Compare register

Accessed using TLBI:

op0	op1	Register selectors		op2	Name	Description
		CRn	CRm			
0b01	0b000	0b1000	0b0001	0b000	TLBI VMALE1OS	TLB Invalidate by VMID, All at stage 1, EL1, Outer Shareable

Register selectors					Name	Description
op0	op1	CRn	CRm	op2		
0b01	0b000	0b1000	0b0001	0b001	TLBI VAE1OS	TLB Invalidate by VA, EL1, Outer Shareable
0b01	0b000	0b1000	0b0001	0b010	TLBI ASIDE1OS	TLB Invalidate by ASID, EL1, Outer Shareable
0b01	0b000	0b1000	0b0001	0b011	TLBI VAAE1OS	TLB Invalidate by VA, All ASID, EL1, Outer Shareable
0b01	0b000	0b1000	0b0001	0b101	TLBI VALE1OS	TLB Invalidate by VA, Last level, EL1, Outer Shareable
0b01	0b000	0b1000	0b0001	0b111	TLBI VAALE1OS	TLB Invalidate by VA, All ASID, Last Level, EL1, Outer Shareable
0b01	0b000	0b1000	0b0010	0b001	TLBI RVAE1IS	TLB Range Invalidate by VA, EL1, Inner Shareable
0b01	0b000	0b1000	0b0010	0b011	TLBI RVAAE1IS	TLB Range Invalidate by VA, All ASID, EL1, Inner Shareable
0b01	0b000	0b1000	0b0010	0b101	TLBI RVALE1IS	TLB Range Invalidate by VA, Last level, EL1, Inner Shareable
0b01	0b000	0b1000	0b0010	0b111	TLBI RVAALE1IS	TLB Range Invalidate by VA, All ASID, Last Level, EL1, Inner Shareable
0b01	0b000	0b1000	0b0011	0b000	TLBI VMALLE1IS	TLB Invalidate by VMID, All at stage 1, EL1, Inner Shareable
0b01	0b000	0b1000	0b0011	0b001	TLBI VAE1IS	TLB Invalidate by VA, EL1, Inner Shareable
0b01	0b000	0b1000	0b0011	0b010	TLBI ASIDE1IS	TLB Invalidate by ASID, EL1, Inner Shareable
0b01	0b000	0b1000	0b0011	0b011	TLBI VAAE1IS	TLB Invalidate by VA, All ASID, EL1, Inner Shareable
0b01	0b000	0b1000	0b0011	0b101	TLBI VALE1IS	TLB Invalidate by VA, Last level, EL1, Inner Shareable
0b01	0b000	0b1000	0b0011	0b111	TLBI VAALE1IS	TLB Invalidate by VA, All ASID, Last Level, EL1, Inner Shareable
0b01	0b000	0b1000	0b0101	0b001	TLBI RVAE1OS	TLB Range Invalidate by VA, EL1, Outer Shareable
0b01	0b000	0b1000	0b0101	0b011	TLBI RVAAE1OS	TLB Range Invalidate by VA, All ASID, EL1, Outer Shareable
0b01	0b000	0b1000	0b0101	0b101	TLBI RVALE1OS	TLB Range Invalidate by VA, Last level, EL1, Outer Shareable
0b01	0b000	0b1000	0b0101	0b111	TLBI RVAALE1OS	TLB Range Invalidate by VA, All ASID, Last Level, EL1, Outer Shareable
0b01	0b000	0b1000	0b0110	0b001	TLBI RVAE1	TLB Range Invalidate by VA, EL1
0b01	0b000	0b1000	0b0110	0b011	TLBI RVAAE1	TLB Range Invalidate by VA, All ASID, EL1
0b01	0b000	0b1000	0b0110	0b101	TLBI RVALE1	TLB Range Invalidate by VA, Last level, EL1
0b01	0b000	0b1000	0b0110	0b111	TLBI RVAALE1	TLB Range Invalidate by VA, All ASID, Last level, EL1
0b01	0b000	0b1000	0b0111	0b000	TLBI VMALLE1	TLB Invalidate by VMID, All at stage 1, EL1
0b01	0b000	0b1000	0b0111	0b001	TLBI VAE1	TLB Invalidate by VA, EL1

Register selectors					Name	Description
op0	op1	CRn	CRm	op2		
0b01	0b000	0b1000	0b0111	0b010	TLBI ASIDE1	TLB Invalidate by ASID, EL1
0b01	0b000	0b1000	0b0111	0b011	TLBI VAAE1	TLB Invalidate by VA, All ASID, EL1
0b01	0b000	0b1000	0b0111	0b101	TLBI VALE1	TLB Invalidate by VA, Last level, EL1
0b01	0b000	0b1000	0b0111	0b111	TLBI VAALE1	TLB Invalidate by VA, All ASID, Last level, EL1
0b01	0b100	0b1000	0b0000	0b001	TLBI IPAS2E1IS	TLB Invalidate by Intermediate Physical Address, Stage 2, EL1, Inner Shareable
0b01	0b100	0b1000	0b0000	0b010	TLBI RIPAS2E1IS	TLB Range Invalidate by Intermediate Physical Address, Stage 2, EL1, Inner Shareable
0b01	0b100	0b1000	0b0000	0b101	TLBI IPAS2LE1IS	TLB Invalidate by Intermediate Physical Address, Stage 2, Last level, EL1, Inner Shareable
0b01	0b100	0b1000	0b0000	0b110	TLBI RIPAS2LE1IS	TLB Range Invalidate by Intermediate Physical Address, Stage 2, Last level, EL1, Inner Shareable
0b01	0b100	0b1000	0b0001	0b000	TLBI ALLE2OS	TLB Invalidate All, EL2, Outer Shareable
0b01	0b100	0b1000	0b0001	0b001	TLBI VAE2OS	TLB Invalidate by VA, EL2, Outer Shareable
0b01	0b100	0b1000	0b0001	0b100	TLBI ALLE1OS	TLB Invalidate All, EL1, Outer Shareable
0b01	0b100	0b1000	0b0001	0b101	TLBI VALE2OS	TLB Invalidate by VA, Last level, EL2, Outer Shareable
0b01	0b100	0b1000	0b0001	0b110	TLBI VMALLS12E1OS	TLB Invalidate by VMID, All at Stage 1 and 2, EL1, Outer Shareable
0b01	0b100	0b1000	0b0010	0b001	TLBI RVAE2IS	TLB Range Invalidate by VA, EL2, Inner Shareable
0b01	0b100	0b1000	0b0010	0b101	TLBI RVALE2IS	TLB Range Invalidate by VA, Last level, EL2, Inner Shareable
0b01	0b100	0b1000	0b0011	0b000	TLBI ALLE2IS	TLB Invalidate All, EL2, Inner Shareable
0b01	0b100	0b1000	0b0011	0b001	TLBI VAE2IS	TLB Invalidate by VA, EL2, Inner Shareable
0b01	0b100	0b1000	0b0011	0b100	TLBI ALLE1IS	TLB Invalidate All, EL1, Inner Shareable
0b01	0b100	0b1000	0b0011	0b101	TLBI VALE2IS	TLB Invalidate by VA, Last level, EL2, Inner Shareable
0b01	0b100	0b1000	0b0011	0b110	TLBI VMALLS12E1IS	TLB Invalidate by VMID, All at Stage 1 and 2, EL1, Inner Shareable
0b01	0b100	0b1000	0b0100	0b000	TLBI IPAS2E1OS	TLB Invalidate by Intermediate Physical Address, Stage 2, EL1, Outer Shareable
0b01	0b100	0b1000	0b0100	0b001	TLBI IPAS2E1	TLB Invalidate by Intermediate Physical Address, Stage 2, EL1

Register selectors					Name	Description
op0	op1	CRn	CRm	op2		
0b01	0b100	0b1000	0b0100	0b010	TLBI RIPAS2E1	TLB Range Invalidate by Intermediate Physical Address, Stage 2, EL1
0b01	0b100	0b1000	0b0100	0b011	TLBI RIPAS2E1OS	TLB Range Invalidate by Intermediate Physical Address, Stage 2, EL1, Outer Shareable
0b01	0b100	0b1000	0b0100	0b100	TLBI IPAS2LE1OS	TLB Invalidate by Intermediate Physical Address, Stage 2, Last level, EL1, Outer Shareable
0b01	0b100	0b1000	0b0100	0b101	TLBI IPAS2LE1	TLB Invalidate by Intermediate Physical Address, Stage 2, Last level, EL1
0b01	0b100	0b1000	0b0100	0b110	TLBI RIPAS2LE1	TLB Range Invalidate by Intermediate Physical Address, Stage 2, Last level, EL1
0b01	0b100	0b1000	0b0100	0b111	TLBI RIPAS2LE1OS	TLB Range Invalidate by Intermediate Physical Address, Stage 2, Last level, EL1, Outer Shareable
0b01	0b100	0b1000	0b0101	0b001	TLBI RVAE2OS	TLB Range Invalidate by VA, EL2, Outer Shareable
0b01	0b100	0b1000	0b0101	0b101	TLBI RVALE2OS	TLB Range Invalidate by VA, Last level, EL2, Outer Shareable
0b01	0b100	0b1000	0b0110	0b001	TLBI RVAE2	TLB Range Invalidate by VA, EL2
0b01	0b100	0b1000	0b0110	0b101	TLBI RVALE2	TLB Range Invalidate by VA, Last level, EL2
0b01	0b100	0b1000	0b0111	0b000	TLBI ALLE2	TLB Invalidate All, EL2
0b01	0b100	0b1000	0b0111	0b001	TLBI VAE2	TLB Invalidate by VA, EL2
0b01	0b100	0b1000	0b0111	0b100	TLBI ALLE1	TLB Invalidate All, EL1
0b01	0b100	0b1000	0b0111	0b101	TLBI VALE2	TLB Invalidate by VA, Last level, EL2
0b01	0b100	0b1000	0b0111	0b110	TLBI VMALLS12E1	TLB Invalidate by VMID, All at Stage 1 and 2, EL1
0b01	0b110	0b1000	0b0001	0b000	TLBI ALLE3OS	TLB Invalidate All, EL3, Outer Shareable
0b01	0b110	0b1000	0b0001	0b001	TLBI VAE3OS	TLB Invalidate by VA, EL3, Outer Shareable
0b01	0b110	0b1000	0b0001	0b101	TLBI VALE3OS	TLB Invalidate by VA, Last level, EL3, Outer Shareable
0b01	0b110	0b1000	0b0010	0b001	TLBI RVAE3IS	TLB Range Invalidate by VA, EL3, Inner Shareable
0b01	0b110	0b1000	0b0010	0b101	TLBI RVALE3IS	TLB Range Invalidate by VA, Last level, EL3, Inner Shareable
0b01	0b110	0b1000	0b0011	0b000	TLBI ALLE3IS	TLB Invalidate All, EL3, Inner Shareable
0b01	0b110	0b1000	0b0011	0b001	TLBI VAE3IS	TLB Invalidate by VA, EL3, Inner Shareable
0b01	0b110	0b1000	0b0011	0b101	TLBI VALE3IS	TLB Invalidate by VA, Last level, EL3, Inner Shareable
0b01	0b110	0b1000	0b0101	0b001	TLBI RVAE3OS	TLB Range Invalidate by VA, EL3, Outer Shareable

Register selectors					Name	Description
op0	op1	CRn	CRm	op2		
0b01	0b110	0b1000	0b0101	0b101	TLBI RVALE3OS	TLB Range Invalidate by VA, Last level, EL3, Outer Shareable
0b01	0b110	0b1000	0b0110	0b001	TLBI RVAE3	TLB Range Invalidate by VA, EL3
0b01	0b110	0b1000	0b0110	0b101	TLBI RVALE3	TLB Range Invalidate by VA, Last level, EL3
0b01	0b110	0b1000	0b0111	0b000	TLBI ALLE3	TLB Invalidate All, EL3
0b01	0b110	0b1000	0b0111	0b001	TLBI VAE3	TLB Invalidate by VA, EL3
0b01	0b110	0b1000	0b0111	0b101	TLBI VALE3	TLB Invalidate by VA, Last level, EL3

01/07/2020 15:57

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

System Register index by functional group

Below are indexes for registers with the following main functional groups:

- [ID](#)
- [Memory](#)
- [Other](#)
- [Exception](#)
- [Special](#)
- [PSTATE](#)
- [Cache](#)
- [Address](#)
- [TLB](#)
- [PMU](#)
- [Reset](#)
- [Thread](#)
- [IMP DEF](#)
- [Timer](#)
- [Debug](#)
- [CTI](#)
- [Virt](#)
- [Secure](#)
- [Float](#)
- [Legacy](#)
- [GIC](#)
- [GICD](#)
- [GICR](#)
- [GICC](#)
- [GICV](#)
- [GICH](#)
- [GITS](#)
- [RAS](#)
- [MPAM](#)
- [Pointer authentication](#)
- [AMU](#)
- [GIC ITS registers](#)

In the ID functional group:

Exec state	Name	Description
AArch32	CCSIDR	Current Cache Size ID Register
AArch32	CCSIDR2	Current Cache Size ID Register 2
AArch32	CLIDR	Cache Level ID Register
AArch32	CSSELR	Cache Size Selection Register
AArch32	CTR	Cache Type Register
AArch32	ID_AFR0	Auxiliary Feature Register 0
AArch32	ID_DFR0	Debug Feature Register 0
AArch32	ID_DFR1	Debug Feature Register 1
AArch32	ID_ISAR0	Instruction Set Attribute Register 0
AArch32	ID_ISAR1	Instruction Set Attribute Register 1
AArch32	ID_ISAR2	Instruction Set Attribute Register 2
AArch32	ID_ISAR3	Instruction Set Attribute Register 3
AArch32	ID_ISAR4	Instruction Set Attribute Register 4
AArch32	ID_ISAR5	Instruction Set Attribute Register 5
AArch32	ID_ISAR6	Instruction Set Attribute Register 6
AArch32	ID_MMFR0	Memory Model Feature Register 0
AArch32	ID_MMFR1	Memory Model Feature Register 1
AArch32	ID_MMFR2	Memory Model Feature Register 2
AArch32	ID_MMFR3	Memory Model Feature Register 3
AArch32	ID_MMFR4	Memory Model Feature Register 4
AArch32	ID_MMFR5	Memory Model Feature Register 5
AArch32	ID_PFR0	Processor Feature Register 0
AArch32	ID_PFR1	Processor Feature Register 1
AArch32	ID_PFR2	Processor Feature Register 2

Exec state	Name	Description
AArch32	MIDR	Main ID Register
AArch32	MPIDR	Multiprocessor Affinity Register
AArch32	REVIDR	Revision ID Register
AArch32	TCMTR	TCM Type Register
AArch32	TLBTR	TLB Type Register
AArch64	CCSIDR2_EL1	Current Cache Size ID Register 2
AArch64	CCSIDR_EL1	Current Cache Size ID Register
AArch64	CLIDR_EL1	Cache Level ID Register
AArch64	CSSELR_EL1	Cache Size Selection Register
AArch64	CTR_EL0	Cache Type Register
AArch64	DCZID_EL0	Data Cache Zero ID register
AArch64	GMID_EL1	Multiple tag transfer ID register
AArch64	ID_AA64AFR0_EL1	AArch64 Auxiliary Feature Register 0
AArch64	ID_AA64AFR1_EL1	AArch64 Auxiliary Feature Register 1
AArch64	ID_AA64DFR0_EL1	AArch64 Debug Feature Register 0
AArch64	ID_AA64DFR1_EL1	AArch64 Debug Feature Register 1
AArch64	ID_AA64ISAR0_EL1	AArch64 Instruction Set Attribute Register 0
AArch64	ID_AA64ISAR1_EL1	AArch64 Instruction Set Attribute Register 1
AArch64	ID_AA64MMFR0_EL1	AArch64 Memory Model Feature Register 0
AArch64	ID_AA64MMFR1_EL1	AArch64 Memory Model Feature Register 1
AArch64	ID_AA64MMFR2_EL1	AArch64 Memory Model Feature Register 2
AArch64	ID_AA64PFR0_EL1	AArch64 Processor Feature Register 0
AArch64	ID_AA64PFR1_EL1	AArch64 Processor Feature Register 1
AArch64	ID_AA64ZFR0_EL1	SVE Feature ID register 0
AArch64	ID_AFR0_EL1	AArch32 Auxiliary Feature Register 0
AArch64	ID_DFR0_EL1	AArch32 Debug Feature Register 0
AArch64	ID_DFR1_EL1	Debug Feature Register 1
AArch64	ID_ISAR0_EL1	AArch32 Instruction Set Attribute Register 0
AArch64	ID_ISAR1_EL1	AArch32 Instruction Set Attribute Register 1
AArch64	ID_ISAR2_EL1	AArch32 Instruction Set Attribute Register 2
AArch64	ID_ISAR3_EL1	AArch32 Instruction Set Attribute Register 3
AArch64	ID_ISAR4_EL1	AArch32 Instruction Set Attribute Register 4
AArch64	ID_ISAR5_EL1	AArch32 Instruction Set Attribute Register 5
AArch64	ID_ISAR6_EL1	AArch32 Instruction Set Attribute Register 6
AArch64	ID_MMFR0_EL1	AArch32 Memory Model Feature Register 0
AArch64	ID_MMFR1_EL1	AArch32 Memory Model Feature Register 1
AArch64	ID_MMFR2_EL1	AArch32 Memory Model Feature Register 2
AArch64	ID_MMFR3_EL1	AArch32 Memory Model Feature Register 3
AArch64	ID_MMFR4_EL1	AArch32 Memory Model Feature Register 4
AArch64	ID_MMFR5_EL1	AArch32 Memory Model Feature Register 5
AArch64	ID_PFR0_EL1	AArch32 Processor Feature Register 0
AArch64	ID_PFR1_EL1	AArch32 Processor Feature Register 1
AArch64	ID_PFR2_EL1	AArch32 Processor Feature Register 2
AArch64	MIDR_EL1	Main ID Register
AArch64	MPAMIDR_EL1	MPAM ID Register (EL1)
AArch64	MPIDR_EL1	Multiprocessor Affinity Register
AArch64	REVIDR_EL1	Revision ID Register
External	EDAA32PFR	External Debug Auxiliary Processor Feature Register
External	EDDFR	External Debug Feature Register
External	EDPFR	External Debug Processor Feature Register
External	MIDR_EL1	Main ID Register

In the Memory functional group:

Exec state	Name	Description
AArch32	AMAIRO	Auxiliary Memory Attribute Indirection Register 0
AArch32	AMAIR1	Auxiliary Memory Attribute Indirection Register 1
AArch32	CONTEXTIDR	Context ID Register
AArch32	DACR	Domain Access Control Register
AArch32	HAMAIRO	Hyp Auxiliary Memory Attribute Indirection Register 0
AArch32	HAMAIR1	Hyp Auxiliary Memory Attribute Indirection Register 1
AArch32	HMAIRO	Hyp Memory Attribute Indirection Register 0
AArch32	HMAIR1	Hyp Memory Attribute Indirection Register 1

Exec state	Name	Description
AArch32	HTCR	Hyp Translation Control Register
AArch32	HTTBR	Hyp Translation Table Base Register
AArch32	MAIR0	Memory Attribute Indirection Register 0
AArch32	MAIR1	Memory Attribute Indirection Register 1
AArch32	NMRR	Normal Memory Remap Register
AArch32	PRRR	Primary Region Remap Register
AArch32	TTBCR	Translation Table Base Control Register
AArch32	TTBCR2	Translation Table Base Control Register 2
AArch32	TTBR0	Translation Table Base Register 0
AArch32	TTBR1	Translation Table Base Register 1
AArch32	VTCR	Virtualization Translation Control Register
AArch32	VTTBR	Virtualization Translation Table Base Register
AArch64	AMAIR_EL1	Auxiliary Memory Attribute Indirection Register (EL1)
AArch64	AMAIR_EL2	Auxiliary Memory Attribute Indirection Register (EL2)
AArch64	AMAIR_EL3	Auxiliary Memory Attribute Indirection Register (EL3)
AArch64	CONTEXTIDR_EL1	Context ID Register (EL1)
AArch64	CONTEXTIDR_EL2	Context ID Register (EL2)
AArch64	DACR32_EL2	Domain Access Control Register
AArch64	LORC_EL1	LORegion Control (EL1)
AArch64	LOREA_EL1	LORegion End Address (EL1)
AArch64	LORID_EL1	LORegionID (EL1)
AArch64	LORN_EL1	LORegion Number (EL1)
AArch64	LORSA_EL1	LORegion Start Address (EL1)
AArch64	MAIR_EL1	Memory Attribute Indirection Register (EL1)
AArch64	MAIR_EL2	Memory Attribute Indirection Register (EL2)
AArch64	MAIR_EL3	Memory Attribute Indirection Register (EL3)
AArch64	TCR_EL1	Translation Control Register (EL1)
AArch64	TCR_EL2	Translation Control Register (EL2)
AArch64	TCR_EL3	Translation Control Register (EL3)
AArch64	TTBR0_EL1	Translation Table Base Register 0 (EL1)
AArch64	TTBR0_EL2	Translation Table Base Register 0 (EL2)
AArch64	TTBR0_EL3	Translation Table Base Register 0 (EL3)
AArch64	TTBR1_EL1	Translation Table Base Register 1 (EL1)
AArch64	TTBR1_EL2	Translation Table Base Register 1 (EL2)
AArch64	VTCR_EL2	Virtualization Translation Control Register
AArch64	VTTBR_EL2	Virtualization Translation Table Base Register

In the Other functional group:

Exec state	Name	Description
AArch32	CPACR	Architectural Feature Access Control Register
AArch32	SCTLR	System Control Register
AArch64	CPACR_EL1	Architectural Feature Access Control Register
AArch64	SCTLR_EL1	System Control Register (EL1)
AArch64	SCTLR_EL3	System Control Register (EL3)
AArch64	ZCR_EL1	SVE Control Register for EL1
AArch64	ZCR_EL2	SVE Control Register for EL2
AArch64	ZCR_EL3	SVE Control Register for EL3

In the Exception functional group:

Exec state	Name	Description
AArch32	ADFSR	Auxiliary Data Fault Status Register
AArch32	AIFSR	Auxiliary Instruction Fault Status Register
AArch32	DFAR	Data Fault Address Register
AArch32	DFSR	Data Fault Status Register
AArch32	HADFSR	Hyp Auxiliary Data Fault Status Register
AArch32	HAIFSR	Hyp Auxiliary Instruction Fault Status Register
AArch32	HDFAR	Hyp Data Fault Address Register
AArch32	HIFAR	Hyp Instruction Fault Address Register
AArch32	HPEAR	Hyp IPA Fault Address Register
AArch32	HSR	Hyp Syndrome Register

Exec state	Name	Description
AArch32	HVBAR	Hyp Vector Base Address Register
AArch32	IFAR	Instruction Fault Address Register
AArch32	IFSR	Instruction Fault Status Register
AArch32	ISR	Interrupt Status Register
AArch32	MVBAR	Monitor Vector Base Address Register
AArch32	VBAR	Vector Base Address Register
AArch64	AFSR0_EL1	Auxiliary Fault Status Register 0 (EL1)
AArch64	AFSR0_EL2	Auxiliary Fault Status Register 0 (EL2)
AArch64	AFSR0_EL3	Auxiliary Fault Status Register 0 (EL3)
AArch64	AFSR1_EL1	Auxiliary Fault Status Register 1 (EL1)
AArch64	AFSR1_EL2	Auxiliary Fault Status Register 1 (EL2)
AArch64	AFSR1_EL3	Auxiliary Fault Status Register 1 (EL3)
AArch64	ESR_EL1	Exception Syndrome Register (EL1)
AArch64	ESR_EL2	Exception Syndrome Register (EL2)
AArch64	ESR_EL3	Exception Syndrome Register (EL3)
AArch64	FAR_EL1	Fault Address Register (EL1)
AArch64	FAR_EL2	Fault Address Register (EL2)
AArch64	FAR_EL3	Fault Address Register (EL3)
AArch64	HPEFAR_EL2	Hypervisor IPA Fault Address Register
AArch64	IFSR32_EL2	Instruction Fault Status Register (EL2)
AArch64	ISR_EL1	Interrupt Status Register
AArch64	VBAR_EL1	Vector Base Address Register (EL1)
AArch64	VBAR_EL2	Vector Base Address Register (EL2)
AArch64	VBAR_EL3	Vector Base Address Register (EL3)

In the Special functional group:

Exec state	Name	Description
AArch32	DLR	Debug Link Register
AArch32	DSPSR	Debug Saved Program Status Register
AArch32	ELR_hyp	Exception Link Register (Hyp mode)
AArch32	SPSR	Saved Program Status Register
AArch32	SPSR_abt	Saved Program Status Register (Abort mode)
AArch32	SPSR_fiq	Saved Program Status Register (FIQ mode)
AArch32	SPSR_hyp	Saved Program Status Register (Hyp mode)
AArch32	SPSR_irq	Saved Program Status Register (IRQ mode)
AArch32	SPSR_mon	Saved Program Status Register (Monitor mode)
AArch32	SPSR_svc	Saved Program Status Register (Supervisor mode)
AArch32	SPSR_und	Saved Program Status Register (Undefined mode)
AArch64	ELR_EL1	Exception Link Register (EL1)
AArch64	ELR_EL2	Exception Link Register (EL2)
AArch64	ELR_EL3	Exception Link Register (EL3)
AArch64	SPSR_EL1	Saved Program Status Register (EL1)
AArch64	SPSR_EL2	Saved Program Status Register (EL2)
AArch64	SPSR_EL3	Saved Program Status Register (EL3)
AArch64	SPSR_abt	Saved Program Status Register (Abort mode)
AArch64	SPSR_fiq	Saved Program Status Register (FIQ mode)
AArch64	SPSR_irq	Saved Program Status Register (IRQ mode)
AArch64	SPSR_und	Saved Program Status Register (Undefined mode)
AArch64	SP_EL0	Stack Pointer (EL0)
AArch64	SP_EL1	Stack Pointer (EL1)
AArch64	SP_EL2	Stack Pointer (EL2)
AArch64	SP_EL3	Stack Pointer (EL3)

In the PSTATE functional group:

Exec state	Name	Description
AArch32	APSR	Application Program Status Register
AArch32	CPSR	Current Program Status Register
AArch64	CurrentEL	Current Exception Level
AArch64	DAIF	Interrupt Mask Bits
AArch64	DIT	Data Independent Timing

Exec state	Name	Description
AArch64	NZCV	Condition Flags
AArch64	PAN	Privileged Access Never
AArch64	SPSel	Stack Pointer Select
AArch64	SSBS	Speculative Store Bypass Safe
AArch64	TCO	Tag Check Override
AArch64	UAO	User Access Override

In the Cache functional group:

Exec state	Name	Description
AArch32	BPIALL	Branch Predictor Invalidate All
AArch32	BPIALLIS	Branch Predictor Invalidate All, Inner Shareable
AArch32	BPIMVA	Branch Predictor Invalidate by VA
AArch32	DCCIMVAC	Data Cache line Clean and Invalidate by VA to PoC
AArch32	DCCISW	Data Cache line Clean and Invalidate by Set/Way
AArch32	DCCMVAC	Data Cache line Clean by VA to PoC
AArch32	DCCMVAU	Data Cache line Clean by VA to PoU
AArch32	DCCSW	Data Cache line Clean by Set/Way
AArch32	DCIMVAC	Data Cache line Invalidate by VA to PoC
AArch32	DCISW	Data Cache line Invalidate by Set/Way
AArch32	ICIALLU	Instruction Cache Invalidate All to PoU
AArch32	ICIALLUIS	Instruction Cache Invalidate All to PoU, Inner Shareable
AArch32	ICIMVAU	Instruction Cache line Invalidate by VA to PoU
AArch64	DC CGDSW	Clean of Data and Allocation Tags by Set/Way
AArch64	DC CGDVAC	Clean of Data and Allocation Tags by VA to PoC
AArch64	DC CGDVADP	Clean of Data and Allocation Tags by VA to PoDP
AArch64	DC CGDVAP	Clean of Data and Allocation Tags by VA to PoP
AArch64	DC CGSW	Clean of Allocation Tags by Set/Way
AArch64	DC CGVAC	Clean of Allocation Tags by VA to PoC
AArch64	DC CGVADP	Clean of Allocation Tags by VA to PoDP
AArch64	DC CGVAP	Clean of Allocation Tags by VA to PoP
AArch64	DC CIGDSW	Clean and Invalidate of Data and Allocation Tags by Set/Way
AArch64	DC CIGDVAC	Clean and Invalidate of Data and Allocation Tags by VA to PoC
AArch64	DC CIGSW	Clean and Invalidate of Allocation Tags by Set/Way
AArch64	DC CIGVAC	Clean and Invalidate of Allocation Tags by VA to PoC
AArch64	DC CISW	Data or unified Cache line Clean and Invalidate by Set/Way
AArch64	DC CIVAC	Data or unified Cache line Clean and Invalidate by VA to PoC
AArch64	DC CSW	Data or unified Cache line Clean by Set/Way
AArch64	DC CVAC	Data or unified Cache line Clean by VA to PoC
AArch64	DC CVADP	Data or unified Cache line Clean by VA to PoDP
AArch64	DC CVAP	Data or unified Cache line Clean by VA to PoP
AArch64	DC CVAU	Data or unified Cache line Clean by VA to PoU
AArch64	DC GVA	Data Cache set Allocation Tag by VA
AArch64	DC GZVA	Data Cache set Allocation Tags and Zero by VA
AArch64	DC IGDSW	Invalidate of Data and Allocation Tags by Set/Way
AArch64	DC IGDVAC	Invalidate of Data and Allocation Tags by VA to PoC
AArch64	DC IGSW	Invalidate of Allocation Tags by Set/Way
AArch64	DC IGVAC	Invalidate of Allocation Tags by VA to PoC
AArch64	DC ISW	Data or unified Cache line Invalidate by Set/Way
AArch64	DC IVAC	Data or unified Cache line Invalidate by VA to PoC
AArch64	DC ZVA	Data Cache Zero by VA
AArch64	IC IALLU	Instruction Cache Invalidate All to PoU
AArch64	IC IALLUIS	Instruction Cache Invalidate All to PoU, Inner Shareable
AArch64	IC IVAU	Instruction Cache line Invalidate by VA to PoU

In the Address functional group:

Exec state	Name	Description
AArch32	ATS12NSOPR	Address Translate Stages 1 and 2 Non-secure Only PL1 Read
AArch32	ATS12NSOPW	Address Translate Stages 1 and 2 Non-secure Only PL1 Write
AArch32	ATS12NSOUR	Address Translate Stages 1 and 2 Non-secure Only Unprivileged Read
AArch32	ATS12NSOUW	Address Translate Stages 1 and 2 Non-secure Only Unprivileged Write

Exec state	Name	Description
AArch32	ATS1CPR	Address Translate Stage 1 Current state PL1 Read
AArch32	ATS1CPRP	Address Translate Stage 1 Current state PL1 Read PAN
AArch32	ATS1CPW	Address Translate Stage 1 Current state PL1 Write
AArch32	ATS1CPWP	Address Translate Stage 1 Current state PL1 Write PAN
AArch32	ATS1CUR	Address Translate Stage 1 Current state Unprivileged Read
AArch32	ATS1CUW	Address Translate Stage 1 Current state Unprivileged Write
AArch32	ATS1HR	Address Translate Stage 1 Hyp mode Read
AArch32	ATS1HW	Address Translate Stage 1 Hyp mode Write
AArch32	PAR	Physical Address Register
AArch64	AT S12E0R	Address Translate Stages 1 and 2 EL0 Read
AArch64	AT S12E0W	Address Translate Stages 1 and 2 EL0 Write
AArch64	AT S12E1R	Address Translate Stages 1 and 2 EL1 Read
AArch64	AT S12E1W	Address Translate Stages 1 and 2 EL1 Write
AArch64	AT S1E0R	Address Translate Stage 1 EL0 Read
AArch64	AT S1E0W	Address Translate Stage 1 EL0 Write
AArch64	AT S1E1R	Address Translate Stage 1 EL1 Read
AArch64	AT S1E1RP	Address Translate Stage 1 EL1 Read PAN
AArch64	AT S1E1W	Address Translate Stage 1 EL1 Write
AArch64	AT S1E1WP	Address Translate Stage 1 EL1 Write PAN
AArch64	AT S1E2R	Address Translate Stage 1 EL2 Read
AArch64	AT S1E2W	Address Translate Stage 1 EL2 Write
AArch64	AT S1E3R	Address Translate Stage 1 EL3 Read
AArch64	AT S1E3W	Address Translate Stage 1 EL3 Write
AArch64	PAR_EL1	Physical Address Register

In the TLB functional group:

Exec state	Name	Description
AArch32	CFPRCTX	Control Flow Prediction Restriction by Context
AArch32	CPPRCTX	Cache Prefetch Prediction Restriction by Context
AArch32	DTLBIALL	Data TLB Invalidate All
AArch32	DTLBIASID	Data TLB Invalidate by ASID match
AArch32	DTLBIMVA	Data TLB Invalidate by VA
AArch32	DVPRCTX	Data Value Prediction Restriction by Context
AArch32	ITLBIALL	Instruction TLB Invalidate All
AArch32	ITLBIASID	Instruction TLB Invalidate by ASID match
AArch32	ITLBIMVA	Instruction TLB Invalidate by VA
AArch32	TLBIALL	TLB Invalidate All
AArch32	TLBIALLH	TLB Invalidate All, Hyp mode
AArch32	TLBIALLHIS	TLB Invalidate All, Hyp mode, Inner Shareable
AArch32	TLBIALLIS	TLB Invalidate All, Inner Shareable
AArch32	TLBIALLNSNH	TLB Invalidate All, Non-Secure Non-Hyp
AArch32	TLBIALLNSNHIS	TLB Invalidate All, Non-Secure Non-Hyp, Inner Shareable
AArch32	TLBIASID	TLB Invalidate by ASID match
AArch32	TLBIASIDIS	TLB Invalidate by ASID match, Inner Shareable
AArch32	TLBIIPAS2	TLB Invalidate by Intermediate Physical Address, Stage 2
AArch32	TLBIIPAS2IS	TLB Invalidate by Intermediate Physical Address, Stage 2, Inner Shareable
AArch32	TLBIIPAS2L	TLB Invalidate by Intermediate Physical Address, Stage 2, Last level
AArch32	TLBIIPAS2LIS	TLB Invalidate by Intermediate Physical Address, Stage 2, Last level, Inner Shareable
AArch32	TLBIMVA	TLB Invalidate by VA
AArch32	TLBIMVAA	TLB Invalidate by VA, All ASID
AArch32	TLBIMVAAIS	TLB Invalidate by VA, All ASID, Inner Shareable
AArch32	TLBIMVAAL	TLB Invalidate by VA, All ASID, Last level
AArch32	TLBIMVAALIS	TLB Invalidate by VA, All ASID, Last level, Inner Shareable
AArch32	TLBIMVAH	TLB Invalidate by VA, Hyp mode
AArch32	TLBIMVAHIS	TLB Invalidate by VA, Hyp mode, Inner Shareable
AArch32	TLBIMVAIS	TLB Invalidate by VA, Inner Shareable
AArch32	TLBIMVAL	TLB Invalidate by VA, Last level
AArch32	TLBIMVALH	TLB Invalidate by VA, Last level, Hyp mode
AArch32	TLBIMVALHIS	TLB Invalidate by VA, Last level, Hyp mode, Inner Shareable
AArch32	TLBIMVALIS	TLB Invalidate by VA, Last level, Inner Shareable
AArch64	TLBI ALLE1	TLB Invalidate All, EL1

Exec state	Name	Description
AArch64	TLBI ALLE1IS	TLB Invalidate All, EL1, Inner Shareable
AArch64	TLBI ALLE1OS	TLB Invalidate All, EL1, Outer Shareable
AArch64	TLBI ALLE2	TLB Invalidate All, EL2
AArch64	TLBI ALLE2IS	TLB Invalidate All, EL2, Inner Shareable
AArch64	TLBI ALLE2OS	TLB Invalidate All, EL2, Outer Shareable
AArch64	TLBI ALLE3	TLB Invalidate All, EL3
AArch64	TLBI ALLE3IS	TLB Invalidate All, EL3, Inner Shareable
AArch64	TLBI ALLE3OS	TLB Invalidate All, EL3, Outer Shareable
AArch64	TLBI ASIDE1	TLB Invalidate by ASID, EL1
AArch64	TLBI ASIDE1IS	TLB Invalidate by ASID, EL1, Inner Shareable
AArch64	TLBI ASIDE1OS	TLB Invalidate by ASID, EL1, Outer Shareable
AArch64	TLBI IPAS2E1	TLB Invalidate by Intermediate Physical Address, Stage 2, EL1
AArch64	TLBI IPAS2E1IS	TLB Invalidate by Intermediate Physical Address, Stage 2, EL1, Inner Shareable
AArch64	TLBI IPAS2E1OS	TLB Invalidate by Intermediate Physical Address, Stage 2, EL1, Outer Shareable
AArch64	TLBI IPAS2LE1	TLB Invalidate by Intermediate Physical Address, Stage 2, Last level, EL1
AArch64	TLBI IPAS2LE1IS	TLB Invalidate by Intermediate Physical Address, Stage 2, Last level, EL1, Inner Shareable
AArch64	TLBI IPAS2LE1OS	TLB Invalidate by Intermediate Physical Address, Stage 2, Last level, EL1, Outer Shareable
AArch64	TLBI RIPAS2E1	TLB Range Invalidate by Intermediate Physical Address, Stage 2, EL1
AArch64	TLBI RIPAS2E1IS	TLB Range Invalidate by Intermediate Physical Address, Stage 2, EL1, Inner Shareable
AArch64	TLBI RIPAS2E1OS	TLB Range Invalidate by Intermediate Physical Address, Stage 2, EL1, Outer Shareable
AArch64	TLBI RIPAS2LE1	TLB Range Invalidate by Intermediate Physical Address, Stage 2, Last level, EL1
AArch64	TLBI RIPAS2LE1IS	TLB Range Invalidate by Intermediate Physical Address, Stage 2, Last level, EL1, Inner Shareable
AArch64	TLBI RIPAS2LE1OS	TLB Range Invalidate by Intermediate Physical Address, Stage 2, Last level, EL1, Outer Shareable
AArch64	TLBI RVAAE1	TLB Range Invalidate by VA, All ASID, EL1
AArch64	TLBI RVAAE1IS	TLB Range Invalidate by VA, All ASID, EL1, Inner Shareable
AArch64	TLBI RVAAE1OS	TLB Range Invalidate by VA, All ASID, EL1, Outer Shareable
AArch64	TLBI RVAAL1	TLB Range Invalidate by VA, All ASID, Last level, EL1
AArch64	TLBI RVAAL1IS	TLB Range Invalidate by VA, All ASID, Last Level, EL1, Inner Shareable
AArch64	TLBI RVAAL1OS	TLB Range Invalidate by VA, All ASID, Last Level, EL1, Outer Shareable
AArch64	TLBI RVAE1	TLB Range Invalidate by VA, EL1
AArch64	TLBI RVAE1IS	TLB Range Invalidate by VA, EL1, Inner Shareable
AArch64	TLBI RVAE1OS	TLB Range Invalidate by VA, EL1, Outer Shareable
AArch64	TLBI RVAE2	TLB Range Invalidate by VA, EL2
AArch64	TLBI RVAE2IS	TLB Range Invalidate by VA, EL2, Inner Shareable
AArch64	TLBI RVAE2OS	TLB Range Invalidate by VA, EL2, Outer Shareable
AArch64	TLBI RVAE3	TLB Range Invalidate by VA, EL3
AArch64	TLBI RVAE3IS	TLB Range Invalidate by VA, EL3, Inner Shareable
AArch64	TLBI RVAE3OS	TLB Range Invalidate by VA, EL3, Outer Shareable
AArch64	TLBI RVALE1	TLB Range Invalidate by VA, Last level, EL1
AArch64	TLBI RVALE1IS	TLB Range Invalidate by VA, Last level, EL1, Inner Shareable
AArch64	TLBI RVALE1OS	TLB Range Invalidate by VA, Last level, EL1, Outer Shareable
AArch64	TLBI RVALE2	TLB Range Invalidate by VA, Last level, EL2
AArch64	TLBI RVALE2IS	TLB Range Invalidate by VA, Last level, EL2, Inner Shareable
AArch64	TLBI RVALE2OS	TLB Range Invalidate by VA, Last level, EL2, Outer Shareable
AArch64	TLBI RVALE3	TLB Range Invalidate by VA, Last level, EL3
AArch64	TLBI RVALE3IS	TLB Range Invalidate by VA, Last level, EL3, Inner Shareable
AArch64	TLBI RVALE3OS	TLB Range Invalidate by VA, Last level, EL3, Outer Shareable
AArch64	TLBI VAAE1	TLB Invalidate by VA, All ASID, EL1
AArch64	TLBI VAAE1IS	TLB Invalidate by VA, All ASID, EL1, Inner Shareable
AArch64	TLBI VAAE1OS	TLB Invalidate by VA, All ASID, EL1, Outer Shareable
AArch64	TLBI VAALE1	TLB Invalidate by VA, All ASID, Last level, EL1
AArch64	TLBI VAALE1IS	TLB Invalidate by VA, All ASID, Last Level, EL1, Inner Shareable
AArch64	TLBI VAALE1OS	TLB Invalidate by VA, All ASID, Last Level, EL1, Outer Shareable
AArch64	TLBI VAE1	TLB Invalidate by VA, EL1
AArch64	TLBI VAE1IS	TLB Invalidate by VA, EL1, Inner Shareable
AArch64	TLBI VAE1OS	TLB Invalidate by VA, EL1, Outer Shareable
AArch64	TLBI VAE2	TLB Invalidate by VA, EL2
AArch64	TLBI VAE2IS	TLB Invalidate by VA, EL2, Inner Shareable

Exec state	Name	Description
AArch64	TLBI VAE2OS	TLB Invalidate by VA, EL2, Outer Shareable
AArch64	TLBI VAE3	TLB Invalidate by VA, EL3
AArch64	TLBI VAE3IS	TLB Invalidate by VA, EL3, Inner Shareable
AArch64	TLBI VAE3OS	TLB Invalidate by VA, EL3, Outer Shareable
AArch64	TLBI VALE1	TLB Invalidate by VA, Last level, EL1
AArch64	TLBI VALE1IS	TLB Invalidate by VA, Last level, EL1, Inner Shareable
AArch64	TLBI VALE1OS	TLB Invalidate by VA, Last level, EL1, Outer Shareable
AArch64	TLBI VALE2	TLB Invalidate by VA, Last level, EL2
AArch64	TLBI VALE2IS	TLB Invalidate by VA, Last level, EL2, Inner Shareable
AArch64	TLBI VALE2OS	TLB Invalidate by VA, Last level, EL2, Outer Shareable
AArch64	TLBI VALE3	TLB Invalidate by VA, Last level, EL3
AArch64	TLBI VALE3IS	TLB Invalidate by VA, Last level, EL3, Inner Shareable
AArch64	TLBI VALE3OS	TLB Invalidate by VA, Last level, EL3, Outer Shareable
AArch64	TLBI VMALLE1	TLB Invalidate by VMID, All at stage 1, EL1
AArch64	TLBI VMALLE1IS	TLB Invalidate by VMID, All at stage 1, EL1, Inner Shareable
AArch64	TLBI VMALLE1OS	TLB Invalidate by VMID, All at stage 1, EL1, Outer Shareable
AArch64	TLBI VMALLS12E1	TLB Invalidate by VMID, All at Stage 1 and 2, EL1
AArch64	TLBI VMALLS12E1IS	TLB Invalidate by VMID, All at Stage 1 and 2, EL1, Inner Shareable
AArch64	TLBI VMALLS12E1OS	TLB Invalidate by VMID, All at Stage 1 and 2, EL1, Outer Shareable

In the PMU functional group:

Exec state	Name	Description
AArch32	PMCCFILTR	Performance Monitors Cycle Count Filter Register
AArch32	PMCCNTR	Performance Monitors Cycle Count Register
AArch32	PMCEID0	Performance Monitors Common Event Identification register 0
AArch32	PMCEID1	Performance Monitors Common Event Identification register 1
AArch32	PMCEID2	Performance Monitors Common Event Identification register 2
AArch32	PMCEID3	Performance Monitors Common Event Identification register 3
AArch32	PMCNTENCLR	Performance Monitors Count Enable Clear register
AArch32	PMCNTENSET	Performance Monitors Count Enable Set register
AArch32	PMCR	Performance Monitors Control Register
AArch32	PMEVCNTR<n>	Performance Monitors Event Count Registers
AArch32	PMEVTYPER<n>	Performance Monitors Event Type Registers
AArch32	PMINTENCLR	Performance Monitors Interrupt Enable Clear register
AArch32	PMINTENSET	Performance Monitors Interrupt Enable Set register
AArch32	PMMIR	Performance Monitors Machine Identification Register
AArch32	PMOVSRR	Performance Monitors Overflow Flag Status Register
AArch32	PMOVSSET	Performance Monitors Overflow Flag Status Set register
AArch32	PMSCLR	Performance Monitors Event Counter Selection Register
AArch32	PMSWINC	Performance Monitors Software Increment register
AArch32	PMUSERENR	Performance Monitors User Enable Register
AArch32	PMXVCNTR	Performance Monitors Selected Event Count Register
AArch32	PMXEVTYPER	Performance Monitors Selected Event Type Register
AArch64	PMCCFILTR_EL0	Performance Monitors Cycle Count Filter Register
AArch64	PMCCNTR_EL0	Performance Monitors Cycle Count Register
AArch64	PMCEID0_EL0	Performance Monitors Common Event Identification register 0
AArch64	PMCEID1_EL0	Performance Monitors Common Event Identification register 1
AArch64	PMCNTENCLR_EL0	Performance Monitors Count Enable Clear register
AArch64	PMCNTENSET_EL0	Performance Monitors Count Enable Set register
AArch64	PMCR_EL0	Performance Monitors Control Register
AArch64	PMEVCNTR<n>_EL0	Performance Monitors Event Count Registers
AArch64	PMEVTYPER<n>_EL0	Performance Monitors Event Type Registers
AArch64	PMINTENCLR_EL1	Performance Monitors Interrupt Enable Clear register
AArch64	PMINTENSET_EL1	Performance Monitors Interrupt Enable Set register
AArch64	PMMIR_EL1	Performance Monitors Machine Identification Register
AArch64	PMOVSCLR_EL0	Performance Monitors Overflow Flag Status Clear Register
AArch64	PMOVSSET_EL0	Performance Monitors Overflow Flag Status Set register
AArch64	PMSCLR_EL0	Performance Monitors Event Counter Selection Register

Exec state	Name	Description
AArch64	PMSWINC_ELO	Performance Monitors Software Increment register
AArch64	PMUSERENR_ELO	Performance Monitors User Enable Register
AArch64	PMXEVCNTR_ELO	Performance Monitors Selected Event Count Register
AArch64	PMXEVTYPER_ELO	Performance Monitors Selected Event Type Register
External	PMAUTHSTATUS	Performance Monitors Authentication Status register
External	PMCCFILTR_ELO	Performance Monitors Cycle Counter Filter Register
External	PMCCNTR_ELO	Performance Monitors Cycle Counter
External	PMCEID0	Performance Monitors Common Event Identification register 0
External	PMCEID1	Performance Monitors Common Event Identification register 1
External	PMCEID2	Performance Monitors Common Event Identification register 2
External	PMCEID3	Performance Monitors Common Event Identification register 3
External	PMCFGFR	Performance Monitors Configuration Register
External	PMCID1SR	CONTEXTIDR_EL1 Sample Register
External	PMCID2SR	CONTEXTIDR_EL2 Sample Register
External	PMCIDR0	Performance Monitors Component Identification Register 0
External	PMCIDR1	Performance Monitors Component Identification Register 1
External	PMCIDR2	Performance Monitors Component Identification Register 2
External	PMCIDR3	Performance Monitors Component Identification Register 3
External	PMCNTENCLR_ELO	Performance Monitors Count Enable Clear register
External	PMCNTENSET_ELO	Performance Monitors Count Enable Set register
External	PMCR_ELO	Performance Monitors Control Register
External	PMDEVAFF0	Performance Monitors Device Affinity register 0
External	PMDEVAFF1	Performance Monitors Device Affinity register 1
External	PMDEVARCH	Performance Monitors Device Architecture register
External	PMDEVID	Performance Monitors Device ID register
External	PMDEVTYPE	Performance Monitors Device Type register
External	PMEVCNTR<n>_ELO	Performance Monitors Event Count Registers
External	PMEVTYPER<n>_ELO	Performance Monitors Event Type Registers
External	PMINTENCLR_EL1	Performance Monitors Interrupt Enable Clear register
External	PMINTENSET_EL1	Performance Monitors Interrupt Enable Set register
External	PMITCTRL	Performance Monitors Integration mode Control register
External	PMLAR	Performance Monitors Lock Access Register
External	PMLSR	Performance Monitors Lock Status Register
External	PMMIR	Performance Monitors Machine Identification Register
External	PMOVSLR_ELO	Performance Monitors Overflow Flag Status Clear register
External	PMOVSET_ELO	Performance Monitors Overflow Flag Status Set register
External	PMPCSR	Program Counter Sample Register
External	PMPIDR0	Performance Monitors Peripheral Identification Register 0
External	PMPIDR1	Performance Monitors Peripheral Identification Register 1
External	PMPIDR2	Performance Monitors Peripheral Identification Register 2
External	PMPIDR3	Performance Monitors Peripheral Identification Register 3
External	PMPIDR4	Performance Monitors Peripheral Identification Register 4
External	PMSWINC_ELO	Performance Monitors Software Increment register
External	PMVIDSR	VMID Sample Register

In the Reset functional group:

Exec state	Name	Description
AArch32	HRMR	Hyp Reset Management Register
AArch32	RMR	Reset Management Register
AArch32	RVBAR	Reset Vector Base Address Register
AArch64	RMR_EL1	Reset Management Register (EL1)
AArch64	RMR_EL2	Reset Management Register (EL2)
AArch64	RMR_EL3	Reset Management Register (EL3)
AArch64	RVBAR_EL1	Reset Vector Base Address Register (if EL2 and EL3 not implemented)
AArch64	RVBAR_EL2	Reset Vector Base Address Register (if EL3 not implemented)
AArch64	RVBAR_EL3	Reset Vector Base Address Register (if EL3 implemented)

In the Thread functional group:

Exec state	Name	Description
AArch32	HTPIDR	Hyp Software Thread ID Register

Exec state	Name	Description
AArch32	TPIDRPRW	PL1 Software Thread ID Register
AArch32	TPIDRURO	PL0 Read-Only Software Thread ID Register
AArch32	TPIDRURW	PL0 Read/Write Software Thread ID Register
AArch64	SCXTNUM_EL0	EL0 Read/Write Software Context Number
AArch64	SCXTNUM_EL1	EL1 Read/Write Software Context Number
AArch64	SCXTNUM_EL2	EL2 Read/Write Software Context Number
AArch64	SCXTNUM_EL3	EL3 Read/Write Software Context Number
AArch64	TPIDRRO_EL0	EL0 Read-Only Software Thread ID Register
AArch64	TPIDR_EL0	EL0 Read/Write Software Thread ID Register
AArch64	TPIDR_EL1	EL1 Software Thread ID Register
AArch64	TPIDR_EL2	EL2 Software Thread ID Register
AArch64	TPIDR_EL3	EL3 Software Thread ID Register

In the IMP DEF functional group:

Exec state	Name	Description
AArch32	ACTLR	Auxiliary Control Register
AArch32	ACTLR2	Auxiliary Control Register 2
AArch32	ADFSR	Auxiliary Data Fault Status Register
AArch32	AIDR	Auxiliary ID Register
AArch32	AIFSR	Auxiliary Instruction Fault Status Register
AArch32	AMAIRO	Auxiliary Memory Attribute Indirection Register 0
AArch32	AMAIR1	Auxiliary Memory Attribute Indirection Register 1
AArch32	HACTLR	Hyp Auxiliary Control Register
AArch32	HACTLR2	Hyp Auxiliary Control Register 2
AArch32	HADFSR	Hyp Auxiliary Data Fault Status Register
AArch32	HAIFSR	Hyp Auxiliary Instruction Fault Status Register
AArch32	HAMAIRO	Hyp Auxiliary Memory Attribute Indirection Register 0
AArch32	HAMAIR1	Hyp Auxiliary Memory Attribute Indirection Register 1
AArch64	ACTLR_EL1	Auxiliary Control Register (EL1)
AArch64	ACTLR_EL2	Auxiliary Control Register (EL2)
AArch64	ACTLR_EL3	Auxiliary Control Register (EL3)
AArch64	AFSR0_EL1	Auxiliary Fault Status Register 0 (EL1)
AArch64	AFSR0_EL2	Auxiliary Fault Status Register 0 (EL2)
AArch64	AFSR0_EL3	Auxiliary Fault Status Register 0 (EL3)
AArch64	AFSR1_EL1	Auxiliary Fault Status Register 1 (EL1)
AArch64	AFSR1_EL2	Auxiliary Fault Status Register 1 (EL2)
AArch64	AFSR1_EL3	Auxiliary Fault Status Register 1 (EL3)
AArch64	AIDR_EL1	Auxiliary ID Register
AArch64	AMAIR_EL1	Auxiliary Memory Attribute Indirection Register (EL1)
AArch64	AMAIR_EL2	Auxiliary Memory Attribute Indirection Register (EL2)
AArch64	AMAIR_EL3	Auxiliary Memory Attribute Indirection Register (EL3)
AArch64	HACR_EL2	Hypervisor Auxiliary Control Register
AArch64	S1 <op1> <Cn> <Cm> <op2>	IMPLEMENTATION DEFINED maintenance instructions
AArch64	S3 <op1> <Cn> <Cm> <op2>	IMPLEMENTATION DEFINED registers

In the Timer functional group:

Exec state	Name	Description
AArch32	CNTFRQ	Counter-timer Frequency register
AArch32	CNTHPS_CTL	Counter-timer Secure Physical Timer Control Register (EL2)
AArch32	CNTHPS_CVAL	Counter-timer Secure Physical Timer CompareValue Register (EL2)
AArch32	CNTHPS_TVAL	Counter-timer Secure Physical Timer TimerValue Register (EL2)
AArch32	CNTHP_CTL	Counter-timer Hyp Physical Timer Control register
AArch32	CNTHVS_CTL	Counter-timer Secure Virtual Timer Control Register (EL2)
AArch32	CNTHVS_CVAL	Counter-timer Secure Virtual Timer CompareValue Register (EL2)
AArch32	CNTHVS_TVAL	Counter-timer Secure Virtual Timer TimerValue Register (EL2)
AArch32	CNTHV_CTL	Counter-timer Virtual Timer Control register (EL2)
AArch32	CNTHV_CVAL	Counter-timer Virtual Timer CompareValue register (EL2)
AArch32	CNTHV_TVAL	Counter-timer Virtual Timer TimerValue register (EL2)
AArch32	CNTKCTL	Counter-timer Kernel Control register
AArch32	CNTPCT	Counter-timer Physical Count register

Exec state	Name	Description
AArch32	CNTPCTSS	Counter-timer Self-Synchronized Physical Count register
AArch32	CNTP_CTL	Counter-timer Physical Timer Control register
AArch32	CNTP_CVAL	Counter-timer Physical Timer CompareValue register
AArch32	CNTP_TVAL	Counter-timer Physical Timer TimerValue register
AArch32	CNTVCT	Counter-timer Virtual Count register
AArch32	CNTVCTSS	Counter-timer Self-Synchronized Virtual Count register
AArch32	CNTV_CTL	Counter-timer Virtual Timer Control register
AArch32	CNTV_CVAL	Counter-timer Virtual Timer CompareValue register
AArch32	CNTV_TVAL	Counter-timer Virtual Timer TimerValue register
AArch64	CNTFRQ_EL0	Counter-timer Frequency register
AArch64	CNTHVS_CTL_EL2	Counter-timer Secure Virtual Timer Control register (EL2)
AArch64	CNTHVS_CVAL_EL2	Counter-timer Secure Virtual Timer CompareValue register (EL2)
AArch64	CNTHVS_TVAL_EL2	Counter-timer Secure Virtual Timer TimerValue register (EL2)
AArch64	CNTHV_CTL_EL2	Counter-timer Virtual Timer Control register (EL2)
AArch64	CNTHV_CVAL_EL2	Counter-timer Virtual Timer CompareValue register (EL2)
AArch64	CNTHV_TVAL_EL2	Counter-timer Virtual Timer TimerValue Register (EL2)
AArch64	CNTKCTL_EL1	Counter-timer Kernel Control register
AArch64	CNTPCTSS_EL0	Counter-timer Self-Synchronized Physical Count register
AArch64	CNTPCT_EL0	Counter-timer Physical Count register
AArch64	CNTPOFF_EL2	Counter-timer Physical Offset register
AArch64	CNTPS_CTL_EL1	Counter-timer Physical Secure Timer Control register
AArch64	CNTPS_CVAL_EL1	Counter-timer Physical Secure Timer CompareValue register
AArch64	CNTPS_TVAL_EL1	Counter-timer Physical Secure Timer TimerValue register
AArch64	CNTP_CTL_EL0	Counter-timer Physical Timer Control register
AArch64	CNTP_CVAL_EL0	Counter-timer Physical Timer CompareValue register
AArch64	CNTP_TVAL_EL0	Counter-timer Physical Timer TimerValue register
AArch64	CNTVCTSS_EL0	Counter-timer Self-Synchronized Virtual Count register
AArch64	CNTVCT_EL0	Counter-timer Virtual Count register
AArch64	CNTV_CTL_EL0	Counter-timer Virtual Timer Control register
AArch64	CNTV_CVAL_EL0	Counter-timer Virtual Timer CompareValue register
AArch64	CNTV_TVAL_EL0	Counter-timer Virtual Timer TimerValue register
External	CNTACR<n>	Counter-timer Access Control Registers
External	CNTCR	Counter Control Register
External	CNTCV	Counter Count Value register
External	CNTEL0ACR	Counter-timer EL0 Access Control Register
External	CNTEID0	Counter Frequency ID
External	CNTEID<n>	Counter Frequency IDs, n > 0
External	CNTFRQ	Counter-timer Frequency
External	CNTID	Counter Identification Register
External	CNTNSAR	Counter-timer Non-secure Access Register
External	CNTPCT	Counter-timer Physical Count
External	CNTP_CTL	Counter-timer Physical Timer Control
External	CNTP_CVAL	Counter-timer Physical Timer CompareValue
External	CNTP_TVAL	Counter-timer Physical Timer TimerValue
External	CNTSCR	Counter Scale Register
External	CNTSR	Counter Status Register
External	CNTTIDR	Counter-timer Timer ID Register
External	CNTVCT	Counter-timer Virtual Count
External	CNTVOFF	Counter-timer Virtual Offset
External	CNTVOFF<n>	Counter-timer Virtual Offsets
External	CNTV_CTL	Counter-timer Virtual Timer Control
External	CNTV_CVAL	Counter-timer Virtual Timer CompareValue
External	CNTV_TVAL	Counter-timer Virtual Timer TimerValue
External	CounterID<n>	Counter ID registers

In the Debug functional group:

Exec state	Name	Description
AArch32	DBGAUTHSTATUS	Debug Authentication Status register
AArch32	DBGBCR<n>	Debug Breakpoint Control Registers
AArch32	DBGBVR<n>	Debug Breakpoint Value Registers
AArch32	DBGBXVR<n>	Debug Breakpoint Extended Value Registers
AArch32	DBGCLAIMCLR	Debug CLAIM Tag Clear register

Exec state	Name	Description
AArch32	DBGCLAIMSET	Debug CLAIM Tag Set register
AArch32	DBGDCCINT	DCC Interrupt Enable Register
AArch32	DBGDEVID	Debug Device ID register 0
AArch32	DBGDEVID1	Debug Device ID register 1
AArch32	DBGDEVID2	Debug Device ID register 2
AArch32	DBGDIDR	Debug ID Register
AArch32	DBGDRAR	Debug ROM Address Register
AArch32	DBGDSAR	Debug Self Address Register
AArch32	DBGDSCRext	Debug Status and Control Register, External View
AArch32	DBGDSCRint	Debug Status and Control Register, Internal View
AArch32	DBGDTRRXext	Debug OS Lock Data Transfer Register, Receive, External View
AArch32	DBGDTRRXint	Debug Data Transfer Register, Receive
AArch32	DBGDTRTXext	Debug OS Lock Data Transfer Register, Transmit
AArch32	DBGDTRTXint	Debug Data Transfer Register, Transmit
AArch32	DBGOSDLR	Debug OS Double Lock Register
AArch32	DBGOSECCR	Debug OS Lock Exception Catch Control Register
AArch32	DBGOSLAR	Debug OS Lock Access Register
AArch32	DBGOSLSR	Debug OS Lock Status Register
AArch32	DBGPRCR	Debug Power Control Register
AArch32	DBGVCR	Debug Vector Catch Register
AArch32	DBGWCR<n>	Debug Watchpoint Control Registers
AArch32	DBGWEAR	Debug Watchpoint Fault Address Register
AArch32	DBGWVR<n>	Debug Watchpoint Value Registers
AArch32	TRFCR	Trace Filter Control Register
AArch64	DBGAUTHSTATUS_EL1	Debug Authentication Status register
AArch64	DBGBCR<n>_EL1	Debug Breakpoint Control Registers
AArch64	DBGBVR<n>_EL1	Debug Breakpoint Value Registers
AArch64	DBGCLAIMCLR_EL1	Debug CLAIM Tag Clear register
AArch64	DBGCLAIMSET_EL1	Debug CLAIM Tag Set register
AArch64	DBGDTRRX_EL0	Debug Data Transfer Register, Receive
AArch64	DBGDTRTX_EL0	Debug Data Transfer Register, Transmit
AArch64	DBGDTR_EL0	Debug Data Transfer Register, half-duplex
AArch64	DBGPRCR_EL1	Debug Power Control Register
AArch64	DBGVCR32_EL2	Debug Vector Catch Register
AArch64	DBGWCR<n>_EL1	Debug Watchpoint Control Registers
AArch64	DBGWVR<n>_EL1	Debug Watchpoint Value Registers
AArch64	DLR_EL0	Debug Link Register
AArch64	DSPSR_EL0	Debug Saved Program Status Register
AArch64	MDCCINT_EL1	Monitor DCC Interrupt Enable Register
AArch64	MDCCSR_EL0	Monitor DCC Status Register
AArch64	MDRAR_EL1	Monitor Debug ROM Address Register
AArch64	MDSCR_EL1	Monitor Debug System Control Register
AArch64	OSDLR_EL1	OS Double Lock Register
AArch64	OSDTRRX_EL1	OS Lock Data Transfer Register, Receive
AArch64	OSDTRTX_EL1	OS Lock Data Transfer Register, Transmit
AArch64	OSECCR_EL1	OS Lock Exception Catch Control Register
AArch64	OSLAR_EL1	OS Lock Access Register
AArch64	OSLSR_EL1	OS Lock Status Register
AArch64	TRFCR_EL1	Trace Filter Control Register (EL1)
AArch64	TRFCR_EL2	Trace Filter Control Register (EL2)
External	DBGAUTHSTATUS_EL1	Debug Authentication Status register
External	DBGBCR<n>_EL1	Debug Breakpoint Control Registers
External	DBGBVR<n>_EL1	Debug Breakpoint Value Registers
External	DBGCLAIMCLR_EL1	Debug CLAIM Tag Clear register
External	DBGCLAIMSET_EL1	Debug CLAIM Tag Set register
External	DBGDTRRX_EL0	Debug Data Transfer Register, Receive
External	DBGDTRTX_EL0	Debug Data Transfer Register, Transmit
External	DBGWCR<n>_EL1	Debug Watchpoint Control Registers
External	DBGWVR<n>_EL1	Debug Watchpoint Value Registers
External	EDACR	External Debug Auxiliary Control Register
External	EDCIDR0	External Debug Component Identification Register 0
External	EDCIDR1	External Debug Component Identification Register 1
External	EDCIDR2	External Debug Component Identification Register 2
External	EDCIDR3	External Debug Component Identification Register 3

Exec state	Name	Description
External	EDCIDSR	External Debug Context ID Sample Register
External	EDDEVAFF0	External Debug Device Affinity register 0
External	EDDEVAFF1	External Debug Device Affinity register 1
External	EDDEVARCH	External Debug Device Architecture register
External	EDDEVID	External Debug Device ID register 0
External	EDDEVID1	External Debug Device ID register 1
External	EDDEVID2	External Debug Device ID register 2
External	EDDEVTYPE	External Debug Device Type register
External	EDECCR	External Debug Exception Catch Control Register
External	EDECR	External Debug Execution Control Register
External	EDES	External Debug Event Status Register
External	EDITCTRL	External Debug Integration mode Control register
External	EDITR	External Debug Instruction Transfer Register
External	EDLAR	External Debug Lock Access Register
External	EDLSR	External Debug Lock Status Register
External	EDPCSR	External Debug Program Counter Sample Register
External	EDPIDR0	External Debug Peripheral Identification Register 0
External	EDPIDR1	External Debug Peripheral Identification Register 1
External	EDPIDR2	External Debug Peripheral Identification Register 2
External	EDPIDR3	External Debug Peripheral Identification Register 3
External	EDPIDR4	External Debug Peripheral Identification Register 4
External	EDPRCR	External Debug Power/Reset Control Register
External	EDPRSR	External Debug Processor Status Register
External	EDRSR	External Debug Reserve Control Register
External	EDSCR	External Debug Status and Control Register
External	EDVIDSR	External Debug Virtual Context Sample Register
External	EDWAR	External Debug Watchpoint Address Register
External	OSLAR_EL1	OS Lock Access Register

In the CTI functional group:

Exec state	Name	Description
External	ASICCTL	CTI External Multiplexer Control register
External	CTIAPPCLEAR	CTI Application Trigger Clear register
External	CTIAPPULSE	CTI Application Pulse register
External	CTIAPPSET	CTI Application Trigger Set register
External	CTIAUTHSTATUS	CTI Authentication Status register
External	CTICHINSTATUS	CTI Channel In Status register
External	CTICHOUTSTATUS	CTI Channel Out Status register
External	CTICIDR0	CTI Component Identification Register 0
External	CTICIDR1	CTI Component Identification Register 1
External	CTICIDR2	CTI Component Identification Register 2
External	CTICIDR3	CTI Component Identification Register 3
External	CTICLAIMCLR	CTI CLAIM Tag Clear register
External	CTICLAIMSET	CTI CLAIM Tag Set register
External	CTICONTROL	CTI Control register
External	CTIDEVAFF0	CTI Device Affinity register 0
External	CTIDEVAFF1	CTI Device Affinity register 1
External	CTIDEVARCH	CTI Device Architecture register
External	CTIDEVCTL	CTI Device Control register
External	CTIDEVID	CTI Device ID register 0
External	CTIDEVID1	CTI Device ID register 1
External	CTIDEVID2	CTI Device ID register 2
External	CTIDEVTYPE	CTI Device Type register
External	CTIGATE	CTI Channel Gate Enable register
External	CTIINEN<n>	CTI Input Trigger to Output Channel Enable registers
External	CTIINTACK	CTI Output Trigger Acknowledge register
External	CTIITCTRL	CTI Integration mode Control register
External	CTILAR	CTI Lock Access Register
External	CTILSR	CTI Lock Status Register
External	CTIOUTEN<n>	CTI Input Channel to Output Trigger Enable registers
External	CTIPIDR0	CTI Peripheral Identification Register 0
External	CTIPIDR1	CTI Peripheral Identification Register 1

Exec state	Name	Description
External	CTIPIDR2	CTI Peripheral Identification Register 2
External	CTIPIDR3	CTI Peripheral Identification Register 3
External	CTIPIDR4	CTI Peripheral Identification Register 4
External	CTITRIGINSTATUS	CTI Trigger In Status register
External	CTITRIGOUTSTATUS	CTI Trigger Out Status register

In the Virt functional group:

Exec state	Name	Description
AArch32	ATS1HR	Address Translate Stage 1 Hyp mode Read
AArch32	ATS1HW	Address Translate Stage 1 Hyp mode Write
AArch32	CNTHCTL	Counter-timer Hyp Control register
AArch32	CNTHP_CVAL	Counter-timer Hyp Physical CompareValue register
AArch32	CNTHP_TVAL	Counter-timer Hyp Physical Timer TimerValue register
AArch32	CNTVOFF	Counter-timer Virtual Offset register
AArch32	HACR	Hyp Auxiliary Configuration Register
AArch32	HACTLR	Hyp Auxiliary Control Register
AArch32	HACTLR2	Hyp Auxiliary Control Register 2
AArch32	HADEFSR	Hyp Auxiliary Data Fault Status Register
AArch32	HAIFSR	Hyp Auxiliary Instruction Fault Status Register
AArch32	HAMAIRO	Hyp Auxiliary Memory Attribute Indirection Register 0
AArch32	HAMAIR1	Hyp Auxiliary Memory Attribute Indirection Register 1
AArch32	HCPTR	Hyp Architectural Feature Trap Register
AArch32	HCR	Hyp Configuration Register
AArch32	HCR2	Hyp Configuration Register 2
AArch32	HDCR	Hyp Debug Control Register
AArch32	HDFAR	Hyp Data Fault Address Register
AArch32	HIFAR	Hyp Instruction Fault Address Register
AArch32	HMAIRO	Hyp Memory Attribute Indirection Register 0
AArch32	HMAIR1	Hyp Memory Attribute Indirection Register 1
AArch32	HPFAR	Hyp IPA Fault Address Register
AArch32	HRMR	Hyp Reset Management Register
AArch32	HSCTLR	Hyp System Control Register
AArch32	HSR	Hyp Syndrome Register
AArch32	HSTR	Hyp System Trap Register
AArch32	HTCR	Hyp Translation Control Register
AArch32	HTPIDR	Hyp Software Thread ID Register
AArch32	HTRECR	Hyp Trace Filter Control Register
AArch32	HTTBR	Hyp Translation Table Base Register
AArch32	HVBAR	Hyp Vector Base Address Register
AArch32	ICC_HSRE	Interrupt Controller Hyp System Register Enable register
AArch32	ICH_AP0R<n>	Interrupt Controller Hyp Active Priorities Group 0 Registers
AArch32	ICH_AP1R<n>	Interrupt Controller Hyp Active Priorities Group 1 Registers
AArch32	ICH_EISR	Interrupt Controller End of Interrupt Status Register
AArch32	ICH_ELRSR	Interrupt Controller Empty List Register Status Register
AArch32	ICH_HCR	Interrupt Controller Hyp Control Register
AArch32	ICH_LR<n>	Interrupt Controller List Registers
AArch32	ICH_LRC<n>	Interrupt Controller List Registers
AArch32	ICH_MISR	Interrupt Controller Maintenance Interrupt State Register
AArch32	ICH_VMCR	Interrupt Controller Virtual Machine Control Register
AArch32	ICH_VTR	Interrupt Controller VGIC Type Register
AArch32	TLBIALLH	TLB Invalidate All, Hyp mode
AArch32	TLBIALLHIS	TLB Invalidate All, Hyp mode, Inner Shareable
AArch32	TLBIIPAS2	TLB Invalidate by Intermediate Physical Address, Stage 2
AArch32	TLBIIPAS2IS	TLB Invalidate by Intermediate Physical Address, Stage 2, Inner Shareable
AArch32	TLBIIPAS2L	TLB Invalidate by Intermediate Physical Address, Stage 2, Last level
AArch32	TLBIIPAS2LIS	TLB Invalidate by Intermediate Physical Address, Stage 2, Last level, Inner Shareable
AArch32	TLBIMVAH	TLB Invalidate by VA, Hyp mode
AArch32	TLBIMVAHIS	TLB Invalidate by VA, Hyp mode, Inner Shareable
AArch32	TLBIMVALH	TLB Invalidate by VA, Last level, Hyp mode
AArch32	TLBIMVALHIS	TLB Invalidate by VA, Last level, Hyp mode, Inner Shareable
AArch32	VMPIDR	Virtualization Multiprocessor ID Register

Exec state	Name	Description
AArch32	VPIDR	Virtualization Processor ID Register
AArch32	VTCR	Virtualization Translation Control Register
AArch32	VTTBR	Virtualization Translation Table Base Register
AArch64	ACTLR_EL2	Auxiliary Control Register (EL2)
AArch64	AFSR0_EL2	Auxiliary Fault Status Register 0 (EL2)
AArch64	AFSR1_EL2	Auxiliary Fault Status Register 1 (EL2)
AArch64	AMAIR_EL2	Auxiliary Memory Attribute Indirection Register (EL2)
AArch64	CNTHCTL_EL2	Counter-timer Hypervisor Control register
AArch64	CNTHPS_CTL_EL2	Counter-timer Secure Physical Timer Control register (EL2)
AArch64	CNTHPS_CVAL_EL2	Counter-timer Secure Physical Timer CompareValue register (EL2)
AArch64	CNTHPS_TVAL_EL2	Counter-timer Secure Physical Timer TimerValue register (EL2)
AArch64	CNTHP_CTL_EL2	Counter-timer Hypervisor Physical Timer Control register
AArch64	CNTHP_CVAL_EL2	Counter-timer Physical Timer CompareValue register (EL2)
AArch64	CNTHP_TVAL_EL2	Counter-timer Physical Timer TimerValue register (EL2)
AArch64	CNTVOFF_EL2	Counter-timer Virtual Offset register
AArch64	CPTR_EL2	Architectural Feature Trap Register (EL2)
AArch64	ESR_EL2	Exception Syndrome Register (EL2)
AArch64	FAR_EL2	Fault Address Register (EL2)
AArch64	HACR_EL2	Hypervisor Auxiliary Control Register
AArch64	HCR_EL2	Hypervisor Configuration Register
AArch64	HPFAR_EL2	Hypervisor IPA Fault Address Register
AArch64	HSTR_EL2	Hypervisor System Trap Register
AArch64	ICC_SRE_EL2	Interrupt Controller System Register Enable register (EL2)
AArch64	ICH_AP0R<n>_EL2	Interrupt Controller Hyp Active Priorities Group 0 Registers
AArch64	ICH_AP1R<n>_EL2	Interrupt Controller Hyp Active Priorities Group 1 Registers
AArch64	ICH_EISR_EL2	Interrupt Controller End of Interrupt Status Register
AArch64	ICH_ELRSR_EL2	Interrupt Controller Empty List Register Status Register
AArch64	ICH_HCR_EL2	Interrupt Controller Hyp Control Register
AArch64	ICH_LR<n>_EL2	Interrupt Controller List Registers
AArch64	ICH_MISR_EL2	Interrupt Controller Maintenance Interrupt State Register
AArch64	ICH_VMCR_EL2	Interrupt Controller Virtual Machine Control Register
AArch64	ICH_VTR_EL2	Interrupt Controller VGIC Type Register
AArch64	MAIR_EL2	Memory Attribute Indirection Register (EL2)
AArch64	MDCR_EL2	Monitor Debug Configuration Register (EL2)
AArch64	RMR_EL2	Reset Management Register (EL2)
AArch64	SCTLR_EL2	System Control Register (EL2)
AArch64	TCR_EL2	Translation Control Register (EL2)
AArch64	TLBI_IPAS2E1	TLB Invalidate by Intermediate Physical Address, Stage 2, EL1
AArch64	TLBI_IPAS2E1IS	TLB Invalidate by Intermediate Physical Address, Stage 2, EL1, Inner Shareable
AArch64	TLBI_IPAS2E1OS	TLB Invalidate by Intermediate Physical Address, Stage 2, EL1, Outer Shareable
AArch64	TLBI_IPAS2LE1	TLB Invalidate by Intermediate Physical Address, Stage 2, Last level, EL1
AArch64	TLBI_IPAS2LE1IS	TLB Invalidate by Intermediate Physical Address, Stage 2, Last level, EL1, Inner Shareable
AArch64	TLBI_IPAS2LE1OS	TLB Invalidate by Intermediate Physical Address, Stage 2, Last level, EL1, Outer Shareable
AArch64	TLBI_RIPAS2E1	TLB Range Invalidate by Intermediate Physical Address, Stage 2, EL1
AArch64	TLBI_RIPAS2E1IS	TLB Range Invalidate by Intermediate Physical Address, Stage 2, EL1, Inner Shareable
AArch64	TLBI_RIPAS2E1OS	TLB Range Invalidate by Intermediate Physical Address, Stage 2, EL1, Outer Shareable
AArch64	TLBI_RIPAS2LE1	TLB Range Invalidate by Intermediate Physical Address, Stage 2, Last level, EL1
AArch64	TLBI_RIPAS2LE1IS	TLB Range Invalidate by Intermediate Physical Address, Stage 2, Last level, EL1, Inner Shareable
AArch64	TLBI_RIPAS2LE1OS	TLB Range Invalidate by Intermediate Physical Address, Stage 2, Last level, EL1, Outer Shareable
AArch64	TPIDR_EL2	EL2 Software Thread ID Register
AArch64	TTBR0_EL2	Translation Table Base Register 0 (EL2)
AArch64	TTBR1_EL2	Translation Table Base Register 1 (EL2)
AArch64	VBAR_EL2	Vector Base Address Register (EL2)
AArch64	VMPIDR_EL2	Virtualization Multiprocessor ID Register
AArch64	VPIDR_EL2	Virtualization Processor ID Register

Exec state	Name	Description
AArch64	VTCR_EL2	Virtualization Translation Control Register
AArch64	VTTBR_EL2	Virtualization Translation Table Base Register

In the Secure functional group:

Exec state	Name	Description
AArch32	ICC_MCTLR	Interrupt Controller Monitor Control Register
AArch32	ICC_MSRE	Interrupt Controller Monitor System Register Enable register
AArch32	MVBAR	Monitor Vector Base Address Register
AArch32	NSACR	Non-Secure Access Control Register
AArch32	SCR	Secure Configuration Register
AArch32	SDCR	Secure Debug Control Register
AArch32	SDER	Secure Debug Enable Register
AArch64	ACTLR_EL3	Auxiliary Control Register (EL3)
AArch64	AFSR0_EL3	Auxiliary Fault Status Register 0 (EL3)
AArch64	AFSR1_EL3	Auxiliary Fault Status Register 1 (EL3)
AArch64	AMAIR_EL3	Auxiliary Memory Attribute Indirection Register (EL3)
AArch64	CPTR_EL3	Architectural Feature Trap Register (EL3)
AArch64	ICC_CTLR_EL3	Interrupt Controller Control Register (EL3)
AArch64	ICC_SRE_EL3	Interrupt Controller System Register Enable register (EL3)
AArch64	MDCR_EL3	Monitor Debug Configuration Register (EL3)
AArch64	SCR_EL3	Secure Configuration Register
AArch64	SDER32_EL3	AArch32 Secure Debug Enable Register
AArch64	VBAR_EL3	Vector Base Address Register (EL3)

In the Float functional group:

Exec state	Name	Description
AArch32	FPExc	Floating-Point Exception Control register
AArch32	FPSCR	Floating-Point Status and Control Register
AArch32	FPSID	Floating-Point System ID register
AArch32	MVFR0	Media and VFP Feature Register 0
AArch32	MVFR1	Media and VFP Feature Register 1
AArch32	MVFR2	Media and VFP Feature Register 2
AArch64	FPCR	Floating-point Control Register
AArch64	FPExc32_EL2	Floating-Point Exception Control register
AArch64	FPSR	Floating-point Status Register
AArch64	MVFR0_EL1	AArch32 Media and VFP Feature Register 0
AArch64	MVFR1_EL1	AArch32 Media and VFP Feature Register 1
AArch64	MVFR2_EL1	AArch32 Media and VFP Feature Register 2

In the Legacy functional group:

Exec state	Name	Description
AArch32	CP15DMB	Data Memory Barrier System instruction
AArch32	CP15DSB	Data Synchronization Barrier System instruction
AArch32	CP15ISB	Instruction Synchronization Barrier System instruction
AArch32	FCSEIDR	FCSE Process ID register
AArch32	JIDR	Jazelle ID Register
AArch32	JMCR	Jazelle Main Configuration Register
AArch32	JOSCR	Jazelle OS Control Register

In the GIC functional group:

Exec state	Name	Description
AArch32	ICC_AP0R<n>	Interrupt Controller Active Priorities Group 0 Registers
AArch32	ICC_AP1R<n>	Interrupt Controller Active Priorities Group 1 Registers
AArch32	ICC_ASGI1R	Interrupt Controller Alias Software Generated Interrupt Group 1 Register
AArch32	ICC_BPR0	Interrupt Controller Binary Point Register 0

Exec state	Name	Description
AArch32	ICC_BPR1	Interrupt Controller Binary Point Register 1
AArch32	ICC_CTLR	Interrupt Controller Control Register
AArch32	ICC_DIR	Interrupt Controller Deactivate Interrupt Register
AArch32	ICC_EOIR0	Interrupt Controller End Of Interrupt Register 0
AArch32	ICC_EOIR1	Interrupt Controller End Of Interrupt Register 1
AArch32	ICC_HPPIR0	Interrupt Controller Highest Priority Pending Interrupt Register 0
AArch32	ICC_HPPIR1	Interrupt Controller Highest Priority Pending Interrupt Register 1
AArch32	ICC_HSRE	Interrupt Controller Hyp System Register Enable register
AArch32	ICC_IAR0	Interrupt Controller Interrupt Acknowledge Register 0
AArch32	ICC_IAR1	Interrupt Controller Interrupt Acknowledge Register 1
AArch32	ICC_IGRPEN0	Interrupt Controller Interrupt Group 0 Enable register
AArch32	ICC_IGRPEN1	Interrupt Controller Interrupt Group 1 Enable register
AArch32	ICC_MCTLR	Interrupt Controller Monitor Control Register
AArch32	ICC_MGRPEN1	Interrupt Controller Monitor Interrupt Group 1 Enable register
AArch32	ICC_MSRE	Interrupt Controller Monitor System Register Enable register
AArch32	ICC_PMR	Interrupt Controller Interrupt Priority Mask Register
AArch32	ICC_RPR	Interrupt Controller Running Priority Register
AArch32	ICC_SGI0R	Interrupt Controller Software Generated Interrupt Group 0 Register
AArch32	ICC_SGI1R	Interrupt Controller Software Generated Interrupt Group 1 Register
AArch32	ICC_SRE	Interrupt Controller System Register Enable register
AArch32	ICH_AP0R<n>	Interrupt Controller Hyp Active Priorities Group 0 Registers
AArch32	ICH_AP1R<n>	Interrupt Controller Hyp Active Priorities Group 1 Registers
AArch32	ICH_EISR	Interrupt Controller End of Interrupt Status Register
AArch32	ICH_ELSR	Interrupt Controller Empty List Register Status Register
AArch32	ICH_HCR	Interrupt Controller Hyp Control Register
AArch32	ICH_LR<n>	Interrupt Controller List Registers
AArch32	ICH_LRC<n>	Interrupt Controller List Registers
AArch32	ICH_MISR	Interrupt Controller Maintenance Interrupt State Register
AArch32	ICH_VMCR	Interrupt Controller Virtual Machine Control Register
AArch32	ICH_VTR	Interrupt Controller VGIC Type Register
AArch32	ICV_AP0R<n>	Interrupt Controller Virtual Active Priorities Group 0 Registers
AArch32	ICV_AP1R<n>	Interrupt Controller Virtual Active Priorities Group 1 Registers
AArch32	ICV_BPR0	Interrupt Controller Virtual Binary Point Register 0
AArch32	ICV_BPR1	Interrupt Controller Virtual Binary Point Register 1
AArch32	ICV_CTLR	Interrupt Controller Virtual Control Register
AArch32	ICV_DIR	Interrupt Controller Deactivate Virtual Interrupt Register
AArch32	ICV_EOIR0	Interrupt Controller Virtual End Of Interrupt Register 0
AArch32	ICV_EOIR1	Interrupt Controller Virtual End Of Interrupt Register 1
AArch32	ICV_HPPIR0	Interrupt Controller Virtual Highest Priority Pending Interrupt Register 0
AArch32	ICV_HPPIR1	Interrupt Controller Virtual Highest Priority Pending Interrupt Register 1
AArch32	ICV_IAR0	Interrupt Controller Virtual Interrupt Acknowledge Register 0
AArch32	ICV_IAR1	Interrupt Controller Virtual Interrupt Acknowledge Register 1
AArch32	ICV_IGRPEN0	Interrupt Controller Virtual Interrupt Group 0 Enable register
AArch32	ICV_IGRPEN1	Interrupt Controller Virtual Interrupt Group 1 Enable register
AArch32	ICV_PMR	Interrupt Controller Virtual Interrupt Priority Mask Register
AArch32	ICV_RPR	Interrupt Controller Virtual Running Priority Register
AArch64	ICC_AP0R<n>_EL1	Interrupt Controller Active Priorities Group 0 Registers
AArch64	ICC_AP1R<n>_EL1	Interrupt Controller Active Priorities Group 1 Registers
AArch64	ICC_ASGI1R_EL1	Interrupt Controller Alias Software Generated Interrupt Group 1 Register
AArch64	ICC_BPR0_EL1	Interrupt Controller Binary Point Register 0
AArch64	ICC_BPR1_EL1	Interrupt Controller Binary Point Register 1
AArch64	ICC_CTLR_EL1	Interrupt Controller Control Register (EL1)
AArch64	ICC_CTLR_EL3	Interrupt Controller Control Register (EL3)
AArch64	ICC_DIR_EL1	Interrupt Controller Deactivate Interrupt Register
AArch64	ICC_EOIR0_EL1	Interrupt Controller End Of Interrupt Register 0
AArch64	ICC_EOIR1_EL1	Interrupt Controller End Of Interrupt Register 1
AArch64	ICC_HPPIR0_EL1	Interrupt Controller Highest Priority Pending Interrupt Register 0
AArch64	ICC_HPPIR1_EL1	Interrupt Controller Highest Priority Pending Interrupt Register 1
AArch64	ICC_IAR0_EL1	Interrupt Controller Interrupt Acknowledge Register 0
AArch64	ICC_IAR1_EL1	Interrupt Controller Interrupt Acknowledge Register 1
AArch64	ICC_IGRPEN0_EL1	Interrupt Controller Interrupt Group 0 Enable register
AArch64	ICC_IGRPEN1_EL1	Interrupt Controller Interrupt Group 1 Enable register
AArch64	ICC_IGRPEN1_EL3	Interrupt Controller Interrupt Group 1 Enable register (EL3)
AArch64	ICC_PMR_EL1	Interrupt Controller Interrupt Priority Mask Register

Exec state	Name	Description
AArch64	ICC_RPR_EL1	Interrupt Controller Running Priority Register
AArch64	ICC_SGI0R_EL1	Interrupt Controller Software Generated Interrupt Group 0 Register
AArch64	ICC_SGI1R_EL1	Interrupt Controller Software Generated Interrupt Group 1 Register
AArch64	ICC_SRE_EL1	Interrupt Controller System Register Enable register (EL1)
AArch64	ICC_SRE_EL2	Interrupt Controller System Register Enable register (EL2)
AArch64	ICC_SRE_EL3	Interrupt Controller System Register Enable register (EL3)
AArch64	ICH_AP0R<n>_EL2	Interrupt Controller Hyp Active Priorities Group 0 Registers
AArch64	ICH_AP1R<n>_EL2	Interrupt Controller Hyp Active Priorities Group 1 Registers
AArch64	ICH_EISR_EL2	Interrupt Controller End of Interrupt Status Register
AArch64	ICH_ELRSR_EL2	Interrupt Controller Empty List Register Status Register
AArch64	ICH_HCR_EL2	Interrupt Controller Hyp Control Register
AArch64	ICH_LR<n>_EL2	Interrupt Controller List Registers
AArch64	ICH_MISR_EL2	Interrupt Controller Maintenance Interrupt State Register
AArch64	ICH_VMCR_EL2	Interrupt Controller Virtual Machine Control Register
AArch64	ICH_VTR_EL2	Interrupt Controller VGIC Type Register
AArch64	ICV_AP0R<n>_EL1	Interrupt Controller Virtual Active Priorities Group 0 Registers
AArch64	ICV_AP1R<n>_EL1	Interrupt Controller Virtual Active Priorities Group 1 Registers
AArch64	ICV_BPR0_EL1	Interrupt Controller Virtual Binary Point Register 0
AArch64	ICV_BPR1_EL1	Interrupt Controller Virtual Binary Point Register 1
AArch64	ICV_CTLR_EL1	Interrupt Controller Virtual Control Register
AArch64	ICV_DIR_EL1	Interrupt Controller Deactivate Virtual Interrupt Register
AArch64	ICV_EOIR0_EL1	Interrupt Controller Virtual End Of Interrupt Register 0
AArch64	ICV_EOIR1_EL1	Interrupt Controller Virtual End Of Interrupt Register 1
AArch64	ICV_HPIR0_EL1	Interrupt Controller Virtual Highest Priority Pending Interrupt Register 0
AArch64	ICV_HPIR1_EL1	Interrupt Controller Virtual Highest Priority Pending Interrupt Register 1
AArch64	ICV_IAR0_EL1	Interrupt Controller Virtual Interrupt Acknowledge Register 0
AArch64	ICV_IAR1_EL1	Interrupt Controller Virtual Interrupt Acknowledge Register 1
AArch64	ICV_IGRPEN0_EL1	Interrupt Controller Virtual Interrupt Group 0 Enable register
AArch64	ICV_IGRPEN1_EL1	Interrupt Controller Virtual Interrupt Group 1 Enable register
AArch64	ICV_PMR_EL1	Interrupt Controller Virtual Interrupt Priority Mask Register
AArch64	ICV_RPR_EL1	Interrupt Controller Virtual Running Priority Register

In the GICD functional group:

Exec state	Name	Description
External	GICD_CLRSPI_NSR	Clear Non-secure SPI Pending Register
External	GICD_CLRSPI_SR	Clear Secure SPI Pending Register
External	GICD_CPENDSGIR<n>	SPI Clear-Pending Registers
External	GICD_CTLR	Distributor Control Register
External	GICD_ICACTIVER<n>	Interrupt Clear-Active Registers
External	GICD_ICACTIVER<n>E	Interrupt Clear-Active Registers (extended SPI range)
External	GICD_ICENABLER<n>	Interrupt Clear-Enable Registers
External	GICD_ICENABLER<n>E	Interrupt Clear-Enable Registers
External	GICD_ICFGR<n>	Interrupt Configuration Registers
External	GICD_ICFGR<n>E	Interrupt Configuration Registers (Extended SPI Range)
External	GICD_ICPENDR<n>	Interrupt Clear-Pending Registers
External	GICD_ICPENDR<n>E	Interrupt Clear-Pending Registers (extended SPI range)
External	GICD_IGROUPR<n>	Interrupt Group Registers
External	GICD_IGROUPR<n>E	Interrupt Group Registers (extended SPI range)
External	GICD_IGRPMODR<n>	Interrupt Group Modifier Registers
External	GICD_IGRPMODR<n>E	Interrupt Group Modifier Registers (extended SPI range)
External	GICD_IIDR	Distributor Implementer Identification Register
External	GICD_IPRIORITYR<n>	Interrupt Priority Registers
External	GICD_IPRIORITYR<n>E	Holds the priority of the corresponding interrupt for each extended SPI supported by the GIC.
External	GICD_IROUTER<n>	Interrupt Routing Registers
External	GICD_IROUTER<n>E	Interrupt Routing Registers (Extended SPI Range)
External	GICD_ISACTIVER<n>	Interrupt Set-Active Registers
External	GICD_ISACTIVER<n>E	Interrupt Set-Active Registers (extended SPI range)
External	GICD_ISENABLER<n>	Interrupt Set-Enable Registers
External	GICD_ISENABLER<n>E	Interrupt Set-Enable Registers
External	GICD_ISPENDR<n>	Interrupt Set-Pending Registers
External	GICD_ISPENDR<n>E	Interrupt Set-Pending Registers (extended SPI range)

Exec state	Name	Description
External	GICD_ITARGETSR<n>	Interrupt Processor Targets Registers
External	GICD_NSACR<n>	Non-secure Access Control Registers
External	GICD_NSACR<n>E	Non-secure Access Control Registers
External	GICD_SETSPINSR	Set Non-secure SPI Pending Register
External	GICD_SETSPINSR	Set Secure SPI Pending Register
External	GICD_SGIR	Software Generated Interrupt Register
External	GICD_SPENDSGIR<n>	SGI Set-Pending Registers
External	GICD_STATUSR	Error Reporting Status Register
External	GICD_TYPER	Interrupt Controller Type Register
External	GICD_TYPER2	Interrupt Controller Type Register 2

In the GICR functional group:

Exec state	Name	Description
External	GICR_CLRLPIR	Clear LPI Pending Register
External	GICR_CTLR	Redistributor Control Register
External	GICR_ICACTIVER0	Interrupt Clear-Active Register 0
External	GICR_ICACTIVER<n>E	Interrupt Clear-Active Registers
External	GICR_ICENABLER0	Interrupt Clear-Enable Register 0
External	GICR_ICENABLER<n>E	Interrupt Clear-Enable Registers
External	GICR_ICFGR0	Interrupt Configuration Register 0
External	GICR_ICFGR1	Interrupt Configuration Register 1
External	GICR_ICFGR<n>E	Interrupt configuration registers
External	GICR_ICPENDR0	Interrupt Clear-Pending Register 0
External	GICR_ICPENDR<n>E	Interrupt Clear-Pending Registers
External	GICR_IGROUPR0	Interrupt Group Register 0
External	GICR_IGROUPR<n>E	Interrupt Group Registers
External	GICR_IGRPMODR0	Interrupt Group Modifier Register 0
External	GICR_IGRPMODR<n>E	Interrupt Group Modifier Registers
External	GICR_IIDR	Redistributor Implementer Identification Register
External	GICR_INVALLR	Redistributor Invalidate All Register
External	GICR_INVLPIR	Redistributor Invalidate LPI Register
External	GICR_IPRIORITYR<n>	Interrupt Priority Registers
External	GICR_IPRIORITYR<n>E	Interrupt Priority Registers (extended PPI range)
External	GICR_ISACTIVER0	Interrupt Set-Active Register 0
External	GICR_ISACTIVER<n>E	Interrupt Set-Active Registers
External	GICR_ISENABLER0	Interrupt Set-Enable Register 0
External	GICR_ISENABLER<n>E	Interrupt Set-Enable Registers
External	GICR_ISPENDR0	Interrupt Set-Pending Register 0
External	GICR_ISPENDR<n>E	Interrupt Set-Pending Registers
External	GICR_MPAMIDR	Report maximum PARTID and PMG Register
External	GICR_NSACR	Non-secure Access Control Register
External	GICR_PARTIDR	Set PARTID and PMG Register
External	GICR_PENDBASER	Redistributor LPI Pending Table Base Address Register
External	GICR_PROPBASER	Redistributor Properties Base Address Register
External	GICR_SETLPIR	Set LPI Pending Register
External	GICR_STATUSR	Error Reporting Status Register
External	GICR_SYNCRR	Redistributor Synchronize Register
External	GICR_TYPER	Redistributor Type Register
External	GICR_VPENDBASER	Virtual Redistributor LPI Pending Table Base Address Register
External	GICR_VPROPBASER	Virtual Redistributor Properties Base Address Register
External	GICR_VSGIPENDR	Redistributor virtual SGI pending state register
External	GICR_VSGIR	Redistributor virtual SGI pending state request register
External	GICR_WAKER	Redistributor Wake Register

In the GICC functional group:

Exec state	Name	Description
External	GICC_ABPR	CPU Interface Aliased Binary Point Register
External	GICC_AEOIR	CPU Interface Aliased End Of Interrupt Register
External	GICC_AHPPIR	CPU Interface Aliased Highest Priority Pending Interrupt Register

Exec state	Name	Description
External	GICC_AIAR	CPU Interface Aliased Interrupt Acknowledge Register
External	GICC_APR<n>	CPU Interface Active Priorities Registers
External	GICC_BPR	CPU Interface Binary Point Register
External	GICC_CTLR	CPU Interface Control Register
External	GICC_DIR	CPU Interface Deactivate Interrupt Register
External	GICC_EOIR	CPU Interface End Of Interrupt Register
External	GICC_HPPIR	CPU Interface Highest Priority Pending Interrupt Register
External	GICC_IAR	CPU Interface Interrupt Acknowledge Register
External	GICC_IIDR	CPU Interface Identification Register
External	GICC_NSAPR<n>	CPU Interface Non-secure Active Priorities Registers
External	GICC_PMR	CPU Interface Priority Mask Register
External	GICC_RPR	CPU Interface Running Priority Register
External	GICC_STATUSR	CPU Interface Status Register

In the GICV functional group:

Exec state	Name	Description
External	GICV_ABPR	Virtual Machine Aliased Binary Point Register
External	GICV_AEOIR	Virtual Machine Aliased End Of Interrupt Register
External	GICV_AHPPIR	Virtual Machine Aliased Highest Priority Pending Interrupt Register
External	GICV_AIAR	Virtual Machine Aliased Interrupt Acknowledge Register
External	GICV_APR<n>	Virtual Machine Active Priorities Registers
External	GICV_BPR	Virtual Machine Binary Point Register
External	GICV_CTLR	Virtual Machine Control Register
External	GICV_DIR	Virtual Machine Deactivate Interrupt Register
External	GICV_EOIR	Virtual Machine End Of Interrupt Register
External	GICV_HPPIR	Virtual Machine Highest Priority Pending Interrupt Register
External	GICV_IAR	Virtual Machine Interrupt Acknowledge Register
External	GICV_IIDR	Virtual Machine CPU Interface Identification Register
External	GICV_PMR	Virtual Machine Priority Mask Register
External	GICV_RPR	Virtual Machine Running Priority Register
External	GICV_STATUSR	Virtual Machine Error Reporting Status Register

In the GICH functional group:

Exec state	Name	Description
External	GICH_APR<n>	Active Priorities Registers
External	GICH_EISR	End Interrupt Status Register
External	GICH_ELRSR	Empty List Register Status Register
External	GICH_HCR	Hypervisor Control Register
External	GICH_LR<n>	List Registers
External	GICH_MISR	Maintenance Interrupt Status Register
External	GICH_VMCR	Virtual Machine Control Register
External	GICH_VTR	Virtual Type Register

In the GITS functional group:

Exec state	Name	Description
External	GITS_BASER<n>	ITS Translation Table Descriptors
External	GITS_CBASER	ITS Command Queue Descriptor
External	GITS_CREADR	ITS Read Register
External	GITS_CTLR	ITS Control Register
External	GITS_CWRITER	ITS Write Register
External	GITS_IIDR	ITS Identification Register
External	GITS_MPAMIDR	Report maximum PARTID and PMG Register
External	GITS_MPIDR	Report ITS's affinity.
External	GITS_PARTIDR	Set PARTID and PMG Register
External	GITS_SGIR	ITS SGI Register
External	GITS_TRANSLATER	ITS Translation Register
External	GITS_TYPER	ITS Type Register

In the RAS functional group:

Exec state	Name	Description
AArch32	DISR	Deferred Interrupt Status Register
AArch32	ERRIDR	Error Record ID Register
AArch32	ERRSELR	Error Record Select Register
AArch32	ERXADDR	Selected Error Record Address Register
AArch32	ERXADDR2	Selected Error Record Address Register 2
AArch32	ERXCTLR	Selected Error Record Control Register
AArch32	ERXCTLR2	Selected Error Record Control Register 2
AArch32	ERXFR	Selected Error Record Feature Register
AArch32	ERXFR2	Selected Error Record Feature Register 2
AArch32	ERXMISC0	Selected Error Record Miscellaneous Register 0
AArch32	ERXMISC1	Selected Error Record Miscellaneous Register 1
AArch32	ERXMISC2	Selected Error Record Miscellaneous Register 2
AArch32	ERXMISC3	Selected Error Record Miscellaneous Register 3
AArch32	ERXMISC4	Selected Error Record Miscellaneous Register 4
AArch32	ERXMISC5	Selected Error Record Miscellaneous Register 5
AArch32	ERXMISC6	Selected Error Record Miscellaneous Register 6
AArch32	ERXMISC7	Selected Error Record Miscellaneous Register 7
AArch32	ERXSTATUS	Selected Error Record Primary Status Register
AArch32	VDFSR	Virtual SError Exception Syndrome Register
AArch32	VDISR	Virtual Deferred Interrupt Status Register
AArch64	DISR_EL1	Deferred Interrupt Status Register
AArch64	ERRIDR_EL1	Error Record ID Register
AArch64	ERRSELR_EL1	Error Record Select Register
AArch64	ERXADDR_EL1	Selected Error Record Address Register
AArch64	ERXCTLR_EL1	Selected Error Record Control Register
AArch64	ERXFR_EL1	Selected Error Record Feature Register
AArch64	ERXMISC0_EL1	Selected Error Record Miscellaneous Register 0
AArch64	ERXMISC1_EL1	Selected Error Record Miscellaneous Register 1
AArch64	ERXMISC2_EL1	Selected Error Record Miscellaneous Register 2
AArch64	ERXMISC3_EL1	Selected Error Record Miscellaneous Register 3
AArch64	ERXPFGCDN_EL1	Selected Pseudo-fault Generation Countdown register
AArch64	ERXPFGCTL_EL1	Selected Pseudo-fault Generation Control register
AArch64	ERXPFGF_EL1	Selected Pseudo-fault Generation Feature register
AArch64	ERXSTATUS_EL1	Selected Error Record Primary Status Register
AArch64	VDISR_EL2	Virtual Deferred Interrupt Status Register
AArch64	VSESR_EL2	Virtual SError Exception Syndrome Register
External	ERR<n>ADDR	Error Record Address Register
External	ERR<n>CTLR	Error Record Control Register
External	ERR<n>FR	Error Record Feature Register
External	ERR<n>MISC0	Error Record Miscellaneous Register 0
External	ERR<n>MISC1	Error Record Miscellaneous Register 1
External	ERR<n>MISC2	Error Record Miscellaneous Register 2
External	ERR<n>MISC3	Error Record Miscellaneous Register 3
External	ERR<n>PFGCDN	Pseudo-fault Generation Countdown Register
External	ERR<n>PFGCTL	Pseudo-fault Generation Control Register
External	ERR<n>PFGF	Pseudo-fault Generation Feature Register
External	ERR<n>STATUS	Error Record Primary Status Register
External	ERRCIDR0	Component Identification Register 0
External	ERRCIDR1	Component Identification Register 1
External	ERRCIDR2	Component Identification Register 2
External	ERRCIDR3	Component Identification Register 3
External	ERRCRICR0	Critical Error Interrupt Configuration Register 0
External	ERRCRICR1	Critical Error Interrupt Configuration Register 1
External	ERRCRICR2	Critical Error Interrupt Configuration Register 2
External	ERRDEVAFF	Device Affinity Register
External	ERRDEVARCH	Device Architecture Register
External	ERRDEVID	Device Configuration Register
External	ERRERICR0	Error Recovery Interrupt Configuration Register 0
External	ERRERICR1	Error Recovery Interrupt Configuration Register 1
External	ERRERICR2	Error Recovery Interrupt Configuration Register 2
External	ERRFHICR0	Fault Handling Interrupt Configuration Register 0
External	ERRFHICR1	Fault Handling Interrupt Configuration Register 1

Exec state	Name	Description
External	ERRFHICR2	Fault Handling Interrupt Configuration Register 2
External	ERRGSR	Error Group Status Register
External	ERRIIDR	Implementation Identification Register
External	ERRIMPDEF<n>	IMPLEMENTATION DEFINED Register <n>
External	ERRIRQCR<n>	Generic Error Interrupt Configuration Register
External	ERRIRQSR	Error Interrupt Status Register
External	ERRPIDR0	Peripheral Identification Register 0
External	ERRPIDR1	Peripheral Identification Register 1
External	ERRPIDR2	Peripheral Identification Register 2
External	ERRPIDR3	Peripheral Identification Register 3
External	ERRPIDR4	Peripheral Identification Register 4

In the MPAM functional group:

Exec state	Name	Description
AArch64	MPAM0_EL1	MPAM0 Register (EL1)
AArch64	MPAM1_EL1	MPAM1 Register (EL1)
AArch64	MPAM2_EL2	MPAM2 Register (EL2)
AArch64	MPAM3_EL3	MPAM3 Register (EL3)
AArch64	MPAMHCR_EL2	MPAM Hypervisor Control Register (EL2)
AArch64	MPAMVPM0_EL2	MPAM Virtual PARTID Mapping Register 0
AArch64	MPAMVPM1_EL2	MPAM Virtual PARTID Mapping Register 1
AArch64	MPAMVPM2_EL2	MPAM Virtual PARTID Mapping Register 2
AArch64	MPAMVPM3_EL2	MPAM Virtual PARTID Mapping Register 3
AArch64	MPAMVPM4_EL2	MPAM Virtual PARTID Mapping Register 4
AArch64	MPAMVPM5_EL2	MPAM Virtual PARTID Mapping Register 5
AArch64	MPAMVPM6_EL2	MPAM Virtual PARTID Mapping Register 6
AArch64	MPAMVPM7_EL2	MPAM Virtual PARTID Mapping Register 7
AArch64	MPAMVPMV_EL2	MPAM Virtual Partition Mapping Valid Register
External	MPAMCFG_CMAX	MPAM Cache Maximum Capacity Partition Configuration Register
External	MPAMCFG_CPB<n>	MPAM Cache Portion Bitmap Partition Configuration Register
External	MPAMCFG_INTPARTID	MPAM Internal PARTID Narrowing Configuration Register
External	MPAMCFG_MBW_MAX	MPAM Memory Bandwidth Maximum Partition Configuration Register
External	MPAMCFG_MBW_MIN	MPAM Memory Bandwidth Minimum Partition Configuration Register
External	MPAMCFG_MBW_PBM<n>	MPAM Bandwidth Portion Bitmap Partition Configuration Register
External	MPAMCFG_MBW_PROP	MPAM Memory Bandwidth Proportional Stride Partition Configuration Register
External	MPAMCFG_MBW_WINWD	MPAM Memory Bandwidth Partitioning Window Width Configuration Register
External	MPAMCFG_PART_SEL	MPAM Partition Configuration Selection Register
External	MPAMCFG_PRI	MPAM Priority Partition Configuration Register
External	MPAMF_AIDR	MPAM Architecture Identification Register
External	MPAMF_CCAP_IDR	MPAM Features Cache Capacity Partitioning ID register
External	MPAMF_CPOR_IDR	MPAM Features Cache Portion Partitioning ID register
External	MPAMF_CSUMON_IDR	MPAM Features Cache Storage Usage Monitoring ID register
External	MPAMF_ECR	MPAM Error Control Register
External	MPAMF_ESR	MPAM Error Status Register
External	MPAMF_IDR	MPAM Features Identification Register
External	MPAMF_IIDR	MPAM Implementation Identification Register
External	MPAMF_IMPL_IDR	MPAM Implementation-Specific Partitioning Feature Identification Register
External	MPAMF_MBWUMON_IDR	MPAM Features Memory Bandwidth Usage Monitoring ID register
External	MPAMF_MBW_IDR	MPAM Memory Bandwidth Partitioning Identification Register
External	MPAMF_MSMON_IDR	MPAM Resource Monitoring Identification Register
External	MPAMF_PARTID_NRW_IDR	MPAM PARTID Narrowing ID register
External	MPAMF_PRI_IDR	MPAM Priority Partitioning Identification Register
External	MPAMF_SIDR	MPAM Features Secure Identification Register
External	MSMON_CAPT_EVT	MPAM Capture Event Generation Register
External	MSMON_CFG_CSU_CTL	MPAM Memory System Monitor Configure Cache Storage Usage Monitor Control Register
External	MSMON_CFG_CSU_FLT	MPAM Memory System Monitor Configure Cache Storage Usage Monitor Filter Register

Exec state	Name	Description
External	MSMON_CFG_MBWU_CTL	MPAM Memory System Monitor Configure Memory Bandwidth Usage Monitor Control Register
External	MSMON_CFG_MBWU_FLT	MPAM Memory System Monitor Configure Memory Bandwidth Usage Monitor Filter Register
External	MSMON_CFG_MON_SEL	MPAM Monitor Instance Selection Register
External	MSMON_CSU	MPAM Cache Storage Usage Monitor Register
External	MSMON_CSU_CAPTURE	MPAM Cache Storage Usage Monitor Capture Register
External	MSMON_MBWU	MPAM Memory Bandwidth Usage Monitor Register
External	MSMON_MBWU_CAPTURE	MPAM Memory Bandwidth Usage Monitor Capture Register
External	MSMON_MBWU_L	MPAM Long Memory Bandwidth Usage Monitor Register
External	MSMON_MBWU_L_CAPTURE	MPAM Long Memory Bandwidth Usage Monitor Capture Register

In the Pointer authentication functional group:

Exec state	Name	Description
AArch64	APDAKeyHi_EL1	Pointer Authentication Key A for Data (bits[127:64])
AArch64	APDAKeyLo_EL1	Pointer Authentication Key A for Data (bits[63:0])
AArch64	APDBKeyHi_EL1	Pointer Authentication Key B for Data (bits[127:64])
AArch64	APDBKeyLo_EL1	Pointer Authentication Key B for Data (bits[63:0])
AArch64	APGAKeyHi_EL1	Pointer Authentication Key A for Code (bits[127:64])
AArch64	APGAKeyLo_EL1	Pointer Authentication Key A for Code (bits[63:0])
AArch64	APIAKeyHi_EL1	Pointer Authentication Key A for Instruction (bits[127:64])
AArch64	APIAKeyLo_EL1	Pointer Authentication Key A for Instruction (bits[63:0])
AArch64	APIBKeyHi_EL1	Pointer Authentication Key B for Instruction (bits[127:64])
AArch64	APIBKeyLo_EL1	Pointer Authentication Key B for Instruction (bits[63:0])

In the AMU functional group:

Exec state	Name	Description
AArch32	AMCFGR	Activity Monitors Configuration Register
AArch32	AMCGCR	Activity Monitors Counter Group Configuration Register
AArch32	AMCNTENCLR0	Activity Monitors Count Enable Clear Register 0
AArch32	AMCNTENCLR1	Activity Monitors Count Enable Clear Register 1
AArch32	AMCNTENSET0	Activity Monitors Count Enable Set Register 0
AArch32	AMCNTENSET1	Activity Monitors Count Enable Set Register 1
AArch32	AMCR	Activity Monitors Control Register
AArch32	AMEVCNTR0<n>	Activity Monitors Event Counter Registers 0
AArch32	AMEVCNTR1<n>	Activity Monitors Event Counter Registers 1
AArch32	AMEVTYPER0<n>	Activity Monitors Event Type Registers 0
AArch32	AMEVTYPER1<n>	Activity Monitors Event Type Registers 1
AArch32	AMUSERENR	Activity Monitors User Enable Register
AArch64	AMCFGR_EL0	Activity Monitors Configuration Register
AArch64	AMCG1IDR_EL0	Activity Monitors Counter Group 1 Identification Register
AArch64	AMCGCR_EL0	Activity Monitors Counter Group Configuration Register
AArch64	AMCNTENCLR0_EL0	Activity Monitors Count Enable Clear Register 0
AArch64	AMCNTENCLR1_EL0	Activity Monitors Count Enable Clear Register 1
AArch64	AMCNTENSET0_EL0	Activity Monitors Count Enable Set Register 0
AArch64	AMCNTENSET1_EL0	Activity Monitors Count Enable Set Register 1
AArch64	AMCR_EL0	Activity Monitors Control Register
AArch64	AMEVCNTR0<n>_EL0	Activity Monitors Event Counter Registers 0
AArch64	AMEVCNTR1<n>_EL0	Activity Monitors Event Counter Registers 1
AArch64	AMEVCNTVOFF0<n>_EL2	Activity Monitors Event Counter Virtual Offset Registers 0
AArch64	AMEVCNTVOFF1<n>_EL2	Activity Monitors Event Counter Virtual Offset Registers 1
AArch64	AMEVTYPER0<n>_EL0	Activity Monitors Event Type Registers 0
AArch64	AMEVTYPER1<n>_EL0	Activity Monitors Event Type Registers 1
AArch64	AMUSERENR_EL0	Activity Monitors User Enable Register
External	AMCFGR	Activity Monitors Configuration Register
External	AMCGCR	Activity Monitors Counter Group Configuration Register
External	AMCIDR0	Activity Monitors Component Identification Register 0
External	AMCIDR1	Activity Monitors Component Identification Register 1
External	AMCIDR2	Activity Monitors Component Identification Register 2
External	AMCIDR3	Activity Monitors Component Identification Register 3

Exec state	Name	Description
External	AMCNTENCLR0	Activity Monitors Count Enable Clear Register 0
External	AMCNTENCLR1	Activity Monitors Count Enable Clear Register 1
External	AMCNTENSET0	Activity Monitors Count Enable Set Register 0
External	AMCNTENSET1	Activity Monitors Count Enable Set Register 1
External	AMCR	Activity Monitors Control Register
External	AMDEVAFF0	Activity Monitors Device Affinity Register 0
External	AMDEVAFF1	Activity Monitors Device Affinity Register 1
External	AMDEVARCH	Activity Monitors Device Architecture Register
External	AMDEVTYPE	Activity Monitors Device Type Register
External	AMEVCNTR0<n>	Activity Monitors Event Counter Registers 0
External	AMEVCNTR1<n>	Activity Monitors Event Counter Registers 1
External	AMEVTYPER0<n>	Activity Monitors Event Type Registers 0
External	AMEVTYPER1<n>	Activity Monitors Event Type Registers 1
External	AMIIDR	Activity Monitors Implementation Identification Register
External	AMPIDR0	Activity Monitors Peripheral Identification Register 0
External	AMPIDR1	Activity Monitors Peripheral Identification Register 1
External	AMPIDR2	Activity Monitors Peripheral Identification Register 2
External	AMPIDR3	Activity Monitors Peripheral Identification Register 3
External	AMPIDR4	Activity Monitors Peripheral Identification Register 4

In the GIC ITS registers functional group:

Exec state	Name	Description
External	GITS_BASER<n>	ITS Translation Table Descriptors
External	GITS_CBASER	ITS Command Queue Descriptor
External	GITS_CREADR	ITS Read Register
External	GITS_CTLR	ITS Control Register
External	GITS_CWRITER	ITS Write Register
External	GITS_IIDR	ITS Identification Register
External	GITS_MPAMIDR	Report maximum PARTID and PMG Register
External	GITS_MPIDR	Report ITS's affinity.
External	GITS_PARTIDR	Set PARTID and PMG Register
External	GITS_SGIR	ITS SGI Register
External	GITS_TRANSLATER	ITS Translation Register
External	GITS_TYPER	ITS Type Register

01/07/2020 15:57

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

External registers

[AMCFGR](#): Activity Monitors Configuration Register
[AMCGCR](#): Activity Monitors Counter Group Configuration Register
[AMCIDR0](#): Activity Monitors Component Identification Register 0
[AMCIDR1](#): Activity Monitors Component Identification Register 1
[AMCIDR2](#): Activity Monitors Component Identification Register 2
[AMCIDR3](#): Activity Monitors Component Identification Register 3
[AMCNTENCLR0](#): Activity Monitors Count Enable Clear Register 0
[AMCNTENCLR1](#): Activity Monitors Count Enable Clear Register 1
[AMCNTENSET0](#): Activity Monitors Count Enable Set Register 0
[AMCNTENSET1](#): Activity Monitors Count Enable Set Register 1
[AMCR](#): Activity Monitors Control Register
[AMDEVAFF0](#): Activity Monitors Device Affinity Register 0
[AMDEVAFF1](#): Activity Monitors Device Affinity Register 1
[AMDEVARCH](#): Activity Monitors Device Architecture Register
[AMDEVTYPE](#): Activity Monitors Device Type Register
[AMEVCNTR0<n>](#): Activity Monitors Event Counter Registers 0
[AMEVCNTR1<n>](#): Activity Monitors Event Counter Registers 1
[AMEVTYPER0<n>](#): Activity Monitors Event Type Registers 0
[AMEVTYPER1<n>](#): Activity Monitors Event Type Registers 1
[AMIIDR](#): Activity Monitors Implementation Identification Register
[AMPIDR0](#): Activity Monitors Peripheral Identification Register 0
[AMPIDR1](#): Activity Monitors Peripheral Identification Register 1
[AMPIDR2](#): Activity Monitors Peripheral Identification Register 2
[AMPIDR3](#): Activity Monitors Peripheral Identification Register 3
[AMPIDR4](#): Activity Monitors Peripheral Identification Register 4
[ASICCTL](#): CTI External Multiplexer Control register
[CNTACR<n>](#): Counter-timer Access Control Registers
[CNTCR](#): Counter Control Register
[CNTCV](#): Counter Count Value register
[CNTEL0ACR](#): Counter-timer EL0 Access Control Register
[CNTFID0](#): Counter Frequency ID
[CNTFID<n>](#): Counter Frequency IDs, $n > 0$
[CNTFRQ](#): Counter-timer Frequency
[CNTID](#): Counter Identification Register

[CNTNSAR](#): Counter-timer Non-secure Access Register

[CNTPCT](#): Counter-timer Physical Count

[CNTP_CTL](#): Counter-timer Physical Timer Control

[CNTP_CVAL](#): Counter-timer Physical Timer CompareValue

[CNTP_TVAL](#): Counter-timer Physical Timer TimerValue

[CNTSCR](#): Counter Scale Register

[CNTSR](#): Counter Status Register

[CNTTIDR](#): Counter-timer Timer ID Register

[CNTVCT](#): Counter-timer Virtual Count

[CNTVOFF](#): Counter-timer Virtual Offset

[CNTVOFF<n>](#): Counter-timer Virtual Offsets

[CNTV_CTL](#): Counter-timer Virtual Timer Control

[CNTV_CVAL](#): Counter-timer Virtual Timer CompareValue

[CNTV_TVAL](#): Counter-timer Virtual Timer TimerValue

[CounterID<n>](#): Counter ID registers

[CTIAPPCLEAR](#): CTI Application Trigger Clear register

[CTIAPPULSE](#): CTI Application Pulse register

[CTIAPPSET](#): CTI Application Trigger Set register

[CTIAUTHSTATUS](#): CTI Authentication Status register

[CTICHINSTATUS](#): CTI Channel In Status register

[CTICHOUTSTATUS](#): CTI Channel Out Status register

[CTICIDR0](#): CTI Component Identification Register 0

[CTICIDR1](#): CTI Component Identification Register 1

[CTICIDR2](#): CTI Component Identification Register 2

[CTICIDR3](#): CTI Component Identification Register 3

[CTICLAIMCLR](#): CTI CLAIM Tag Clear register

[CTICLAIMSET](#): CTI CLAIM Tag Set register

[CTICONTROL](#): CTI Control register

[CTIDEVAFF0](#): CTI Device Affinity register 0

[CTIDEVAFF1](#): CTI Device Affinity register 1

[CTIDEVARCH](#): CTI Device Architecture register

[CTIDEVCTL](#): CTI Device Control register

[CTIDEVID](#): CTI Device ID register 0

[CTIDEVID1](#): CTI Device ID register 1

[CTIDEVID2](#): CTI Device ID register 2

[CTIDEVTYPE](#): CTI Device Type register

[CTIGATE](#): CTI Channel Gate Enable register

[CTIINEN<n>](#): CTI Input Trigger to Output Channel Enable registers

[CTIINTACK](#): CTI Output Trigger Acknowledge register

[CTIITCTRL](#): CTI Integration mode Control register

[CTILAR](#): CTI Lock Access Register

[CTILSR](#): CTI Lock Status Register

[CTIOUTEN<n>](#): CTI Input Channel to Output Trigger Enable registers

[CTIPIDR0](#): CTI Peripheral Identification Register 0

[CTIPIDR1](#): CTI Peripheral Identification Register 1

[CTIPIDR2](#): CTI Peripheral Identification Register 2

[CTIPIDR3](#): CTI Peripheral Identification Register 3

[CTIPIDR4](#): CTI Peripheral Identification Register 4

[CTITRIGINSTATUS](#): CTI Trigger In Status register

[CTITRIGOUTSTATUS](#): CTI Trigger Out Status register

[DBGAUTHSTATUS_EL1](#): Debug Authentication Status register

[DBGBCR<n>_EL1](#): Debug Breakpoint Control Registers

[DBGBVR<n>_EL1](#): Debug Breakpoint Value Registers

[DBGCLAIMCLR_EL1](#): Debug CLAIM Tag Clear register

[DBGCLAIMSET_EL1](#): Debug CLAIM Tag Set register

[DBGDTRRX_EL0](#): Debug Data Transfer Register, Receive

[DBGDTRTX_EL0](#): Debug Data Transfer Register, Transmit

[DBGWCR<n>_EL1](#): Debug Watchpoint Control Registers

[DBGWVR<n>_EL1](#): Debug Watchpoint Value Registers

[EDAA32PFR](#): External Debug Auxiliary Processor Feature Register

[EDACR](#): External Debug Auxiliary Control Register

[EDCIDR0](#): External Debug Component Identification Register 0

[EDCIDR1](#): External Debug Component Identification Register 1

[EDCIDR2](#): External Debug Component Identification Register 2

[EDCIDR3](#): External Debug Component Identification Register 3

[EDCIDSr](#): External Debug Context ID Sample Register

[EDDEVAFF0](#): External Debug Device Affinity register 0

[EDDEVAFF1](#): External Debug Device Affinity register 1

[EDDEVARCH](#): External Debug Device Architecture register

[EDDEVID](#): External Debug Device ID register 0

[EDDEVID1](#): External Debug Device ID register 1

[EDDEVID2](#): External Debug Device ID register 2

[EDDEVTYPE](#): External Debug Device Type register

[EDDFR](#): External Debug Feature Register

[EDECCR](#): External Debug Exception Catch Control Register

[EDECR](#): External Debug Execution Control Register

[EDESR](#): External Debug Event Status Register

[EDITCTRL](#): External Debug Integration mode Control register

[EDITR](#): External Debug Instruction Transfer Register

[EDLAR](#): External Debug Lock Access Register

[EDLSR](#): External Debug Lock Status Register

[EDPCSR](#): External Debug Program Counter Sample Register

[EDPFR](#): External Debug Processor Feature Register

[EDPIDR0](#): External Debug Peripheral Identification Register 0

[EDPIDR1](#): External Debug Peripheral Identification Register 1

[EDPIDR2](#): External Debug Peripheral Identification Register 2

[EDPIDR3](#): External Debug Peripheral Identification Register 3

[EDPIDR4](#): External Debug Peripheral Identification Register 4

[EDPRCR](#): External Debug Power/Reset Control Register

[EDPRSR](#): External Debug Processor Status Register

[EDRCR](#): External Debug Reserve Control Register

[EDSCR](#): External Debug Status and Control Register

[EDVIDSR](#): External Debug Virtual Context Sample Register

[EDWAR](#): External Debug Watchpoint Address Register

[ERR<n>ADDR](#): Error Record Address Register

[ERR<n>CTLR](#): Error Record Control Register

[ERR<n>FR](#): Error Record Feature Register

[ERR<n>MISC0](#): Error Record Miscellaneous Register 0

[ERR<n>MISC1](#): Error Record Miscellaneous Register 1

[ERR<n>MISC2](#): Error Record Miscellaneous Register 2

[ERR<n>MISC3](#): Error Record Miscellaneous Register 3

[ERR<n>PFGCDN](#): Pseudo-fault Generation Countdown Register

[ERR<n>PFGCTL](#): Pseudo-fault Generation Control Register

[ERR<n>PFGF](#): Pseudo-fault Generation Feature Register

[ERR<n>STATUS](#): Error Record Primary Status Register

[ERRCIDR0](#): Component Identification Register 0

[ERRCIDR1](#): Component Identification Register 1

[ERRCIDR2](#): Component Identification Register 2

[ERRCIDR3](#): Component Identification Register 3

[ERRCRICR0](#): Critical Error Interrupt Configuration Register 0

[ERRCRICR1](#): Critical Error Interrupt Configuration Register 1

[ERRCRICR2](#): Critical Error Interrupt Configuration Register 2

[ERRDEVAFF](#): Device Affinity Register

[ERRDEVARCH](#): Device Architecture Register

[ERRDEVID](#): Device Configuration Register

[ERRERICR0](#): Error Recovery Interrupt Configuration Register 0

[ERRERICR1](#): Error Recovery Interrupt Configuration Register 1

[ERRERICR2](#): Error Recovery Interrupt Configuration Register 2

[ERRFHICR0](#): Fault Handling Interrupt Configuration Register 0

[ERRFHICR1](#): Fault Handling Interrupt Configuration Register 1

[ERRFHICR2](#): Fault Handling Interrupt Configuration Register 2

[ERRGSR](#): Error Group Status Register

[ERRIIDR](#): Implementation Identification Register

[ERRIMPDEF<n>](#): IMPLEMENTATION DEFINED Register <n>

[ERRIRQCR<n>](#): Generic Error Interrupt Configuration Register

[ERRIRQSR](#): Error Interrupt Status Register

[ERRPIDR0](#): Peripheral Identification Register 0

[ERRPIDR1](#): Peripheral Identification Register 1

[ERRPIDR2](#): Peripheral Identification Register 2

[ERRPIDR3](#): Peripheral Identification Register 3

[ERRPIDR4](#): Peripheral Identification Register 4

[GICC_ABPR](#): CPU Interface Aliased Binary Point Register

[GICC_AEOIR](#): CPU Interface Aliased End Of Interrupt Register

[GICC_AHPPIR](#): CPU Interface Aliased Highest Priority Pending Interrupt Register

[GICC_AIAR](#): CPU Interface Aliased Interrupt Acknowledge Register

[GICC_APR<n>](#): CPU Interface Active Priorities Registers

[GICC_BPR](#): CPU Interface Binary Point Register

[GICC_CTLR](#): CPU Interface Control Register

[GICC_DIR](#): CPU Interface Deactivate Interrupt Register

[GICC_EOIR](#): CPU Interface End Of Interrupt Register

[GICC_HPPIR](#): CPU Interface Highest Priority Pending Interrupt Register

[GICC_IAR](#): CPU Interface Interrupt Acknowledge Register

[GICC_IIDR](#): CPU Interface Identification Register

[GICC_NSAPR<n>](#): CPU Interface Non-secure Active Priorities Registers

[GICC_PMR](#): CPU Interface Priority Mask Register

[GICC_RPR](#): CPU Interface Running Priority Register

[GICC_STATUSR](#): CPU Interface Status Register

[GICD_CLRSPI_NSR](#): Clear Non-secure SPI Pending Register

[GICD_CLRSPI_SR](#): Clear Secure SPI Pending Register

[GICD_CPENDSGIR<n>](#): SGI Clear-Pending Registers

[GICD_CTLR](#): Distributor Control Register

[GICD_ICACTIVER<n>](#): Interrupt Clear-Active Registers

[GICD_ICACTIVER<n>E](#): Interrupt Clear-Active Registers (extended SPI range)

[GICD_ICENABLER<n>](#): Interrupt Clear-Enable Registers

[GICD_ICENABLER<n>E](#): Interrupt Clear-Enable Registers

[GICD_ICFGR<n>](#): Interrupt Configuration Registers

[GICD_ICFGR<n>E](#): Interrupt Configuration Registers (Extended SPI Range)

[GICD_ICPENDR<n>](#): Interrupt Clear-Pending Registers

[GICD_ICPENDR<n>E](#): Interrupt Clear-Pending Registers (extended SPI range)

[GICD_IGROUPR<n>](#): Interrupt Group Registers

[GICD_IGROUPR<n>E](#): Interrupt Group Registers (extended SPI range)

[GICD_IGRPMODR<n>](#): Interrupt Group Modifier Registers

[GICD_IGRPMODR<n>E](#): Interrupt Group Modifier Registers (extended SPI range)

[GICD_IIDR](#): Distributor Implementer Identification Register

[GICD_IPRIORITYR<n>](#): Interrupt Priority Registers

[GICD_IPRIORITYR<n>E](#): Holds the priority of the corresponding interrupt for each extended SPI supported by the GIC.

[GICD_IROUTER<n>](#): Interrupt Routing Registers

[GICD_IROUTER<n>E](#): Interrupt Routing Registers (Extended SPI Range)

[GICD_ISACTIVER<n>](#): Interrupt Set-Active Registers

[GICD_ISACTIVER<n>E](#): Interrupt Set-Active Registers (extended SPI range)

[GICD_ISENABLER<n>](#): Interrupt Set-Enable Registers

[GICD_ISENABLER<n>E](#): Interrupt Set-Enable Registers

[GICD_ISPENDR<n>](#): Interrupt Set-Pending Registers

[GICD_ISPENDR<n>E](#): Interrupt Set-Pending Registers (extended SPI range)

[GICD_ITARGETSR<n>](#): Interrupt Processor Targets Registers

[GICD_NSACR<n>](#): Non-secure Access Control Registers

[GICD_NSACR<n>E](#): Non-secure Access Control Registers

[GICD_SETSPI_NSR](#): Set Non-secure SPI Pending Register

[GICD_SETSPI_SR](#): Set Secure SPI Pending Register

[GICD_SGIR](#): Software Generated Interrupt Register

[GICD_SPENDSGIR<n>](#): SGI Set-Pending Registers
[GICD_STATUSR](#): Error Reporting Status Register
[GICD_TYPER](#): Interrupt Controller Type Register
[GICD_TYPER2](#): Interrupt Controller Type Register 2
[GICH_APR<n>](#): Active Priorities Registers
[GICH_EISR](#): End Interrupt Status Register
[GICH_ELRSR](#): Empty List Register Status Register
[GICH_HCR](#): Hypervisor Control Register
[GICH_LR<n>](#): List Registers
[GICH_MISR](#): Maintenance Interrupt Status Register
[GICH_VMCR](#): Virtual Machine Control Register
[GICH_VTR](#): Virtual Type Register
[GICR_CLRLPIR](#): Clear LPI Pending Register
[GICR_CTLR](#): Redistributor Control Register
[GICR_ICACTIVER0](#): Interrupt Clear-Active Register 0
[GICR_ICACTIVER<n>E](#): Interrupt Clear-Active Registers
[GICR_ICENABLER0](#): Interrupt Clear-Enable Register 0
[GICR_ICENABLER<n>E](#): Interrupt Clear-Enable Registers
[GICR_ICFGR0](#): Interrupt Configuration Register 0
[GICR_ICFGR1](#): Interrupt Configuration Register 1
[GICR_ICFGR<n>E](#): Interrupt configuration registers
[GICR_ICPENDR0](#): Interrupt Clear-Pending Register 0
[GICR_ICPENDR<n>E](#): Interrupt Clear-Pending Registers
[GICR_IGROUPR0](#): Interrupt Group Register 0
[GICR_IGROUPR<n>E](#): Interrupt Group Registers
[GICR_IGRPMODR0](#): Interrupt Group Modifier Register 0
[GICR_IGRPMODR<n>E](#): Interrupt Group Modifier Registers
[GICR_IIDR](#): Redistributor Implementer Identification Register
[GICR_INVALLR](#): Redistributor Invalidate All Register
[GICR_INVLPIR](#): Redistributor Invalidate LPI Register
[GICR_IPRIORITYR<n>](#): Interrupt Priority Registers
[GICR_IPRIORITYR<n>E](#): Interrupt Priority Registers (extended PPI range)
[GICR_ISACTIVER0](#): Interrupt Set-Active Register 0
[GICR_ISACTIVER<n>E](#): Interrupt Set-Active Registers
[GICR_ISENABLER0](#): Interrupt Set-Enable Register 0
[GICR_ISENABLER<n>E](#): Interrupt Set-Enable Registers

[GICR_ISPENDR0](#): Interrupt Set-Pending Register 0

[GICR_ISPENDR<n>E](#): Interrupt Set-Pending Registers

[GICR_MPAMIDR](#): Report maximum PARTID and PMG Register

[GICR_NSACR](#): Non-secure Access Control Register

[GICR_PARTIDR](#): Set PARTID and PMG Register

[GICR_PENDBASER](#): Redistributor LPI Pending Table Base Address Register

[GICR_PROPBASER](#): Redistributor Properties Base Address Register

[GICR_SETLPIR](#): Set LPI Pending Register

[GICR_STATUSR](#): Error Reporting Status Register

[GICR_SYNCR](#): Redistributor Synchronize Register

[GICR_TYPER](#): Redistributor Type Register

[GICR_VPENDBASER](#): Virtual Redistributor LPI Pending Table Base Address Register

[GICR_VPROPBASER](#): Virtual Redistributor Properties Base Address Register

[GICR_VSGIPENDR](#): Redistributor virtual SGI pending state register

[GICR_VSGIR](#): Redistributor virtual SGI pending state request register

[GICR_WAKER](#): Redistributor Wake Register

[GICV_ABPR](#): Virtual Machine Aliased Binary Point Register

[GICV_AEOIR](#): Virtual Machine Aliased End Of Interrupt Register

[GICV_AHPPIR](#): Virtual Machine Aliased Highest Priority Pending Interrupt Register

[GICV_AIAR](#): Virtual Machine Aliased Interrupt Acknowledge Register

[GICV_APR<n>](#): Virtual Machine Active Priorities Registers

[GICV_BPR](#): Virtual Machine Binary Point Register

[GICV_CTLR](#): Virtual Machine Control Register

[GICV_DIR](#): Virtual Machine Deactivate Interrupt Register

[GICV_EOIR](#): Virtual Machine End Of Interrupt Register

[GICV_HPPIR](#): Virtual Machine Highest Priority Pending Interrupt Register

[GICV_IAR](#): Virtual Machine Interrupt Acknowledge Register

[GICV_IIDR](#): Virtual Machine CPU Interface Identification Register

[GICV_PMR](#): Virtual Machine Priority Mask Register

[GICV_RPR](#): Virtual Machine Running Priority Register

[GICV_STATUSR](#): Virtual Machine Error Reporting Status Register

[GITS_BASER<n>](#): ITS Translation Table Descriptors

[GITS_CBASER](#): ITS Command Queue Descriptor

[GITS_CREADR](#): ITS Read Register

[GITS_CTLR](#): ITS Control Register

[GITS_CWRITER](#): ITS Write Register

[GITS_IIDR](#): ITS Identification Register

[GITS_MPAMIDR](#): Report maximum PARTID and PMG Register

[GITS_MPIDR](#): Report ITS's affinity.

[GITS_PARTIDR](#): Set PARTID and PMG Register

[GITS_SGIR](#): ITS SGI Register

[GITS_TRANSLATER](#): ITS Translation Register

[GITS_TYPER](#): ITS Type Register

[MIDR_EL1](#): Main ID Register

[MPAMCFG_CMAX](#): MPAM Cache Maximum Capacity Partition Configuration Register

[MPAMCFG_CPB<n>](#): MPAM Cache Portion Bitmap Partition Configuration Register

[MPAMCFG_INTPARTID](#): MPAM Internal PARTID Narrowing Configuration Register

[MPAMCFG_MBW_MAX](#): MPAM Memory Bandwidth Maximum Partition Configuration Register

[MPAMCFG_MBW_MIN](#): MPAM Memory Bandwidth Minimum Partition Configuration Register

[MPAMCFG_MBW_PBM<n>](#): MPAM Bandwidth Portion Bitmap Partition Configuration Register

[MPAMCFG_MBW_PROP](#): MPAM Memory Bandwidth Proportional Stride Partition Configuration Register

[MPAMCFG_MBW_WINWD](#): MPAM Memory Bandwidth Partitioning Window Width Configuration Register

[MPAMCFG_PART_SEL](#): MPAM Partition Configuration Selection Register

[MPAMCFG_PRI](#): MPAM Priority Partition Configuration Register

[MPAMF_AIDR](#): MPAM Architecture Identification Register

[MPAMF_CCAP_IDR](#): MPAM Features Cache Capacity Partitioning ID register

[MPAMF_CPOR_IDR](#): MPAM Features Cache Portion Partitioning ID register

[MPAMF_CSUMON_IDR](#): MPAM Features Cache Storage Usage Monitoring ID register

[MPAMF_ECR](#): MPAM Error Control Register

[MPAMF_ESR](#): MPAM Error Status Register

[MPAMF_IDR](#): MPAM Features Identification Register

[MPAMF_IIDR](#): MPAM Implementation Identification Register

[MPAMF_IMPL_IDR](#): MPAM Implementation-Specific Partitioning Feature Identification Register

[MPAMF_MBWUMON_IDR](#): MPAM Features Memory Bandwidth Usage Monitoring ID register

[MPAMF_MBW_IDR](#): MPAM Memory Bandwidth Partitioning Identification Register

[MPAMF_MSMON_IDR](#): MPAM Resource Monitoring Identification Register

[MPAMF_PARTID_NRW_IDR](#): MPAM PARTID Narrowing ID register

[MPAMF_PRI_IDR](#): MPAM Priority Partitioning Identification Register

[MPAMF_SIDR](#): MPAM Features Secure Identification Register

[MSMON_CAPT_EVNT](#): MPAM Capture Event Generation Register

[MSMON_CFG_CSU_CTL](#): MPAM Memory System Monitor Configure Cache Storage Usage Monitor Control Register

[MSMON_CFG_CSU_FLT](#): MPAM Memory System Monitor Configure Cache Storage Usage Monitor Filter Register

[MSMON_CFG_MBWU_CTL](#): MPAM Memory System Monitor Configure Memory Bandwidth Usage Monitor Control Register

[MSMON_CFG_MBWU_FLT](#): MPAM Memory System Monitor Configure Memory Bandwidth Usage Monitor Filter Register

[MSMON_CFG_MON_SEL](#): MPAM Monitor Instance Selection Register

[MSMON_CSU](#): MPAM Cache Storage Usage Monitor Register

[MSMON_CSU_CAPTURE](#): MPAM Cache Storage Usage Monitor Capture Register

[MSMON_MBWU](#): MPAM Memory Bandwidth Usage Monitor Register

[MSMON_MBWU_CAPTURE](#): MPAM Memory Bandwidth Usage Monitor Capture Register

[MSMON_MBWU_L](#): MPAM Long Memory Bandwidth Usage Monitor Register

[MSMON_MBWU_L_CAPTURE](#): MPAM Long Memory Bandwidth Usage Monitor Capture Register

[OSLAR_EL1](#): OS Lock Access Register

[PMAUTHSTATUS](#): Performance Monitors Authentication Status register

[PMCCFILTR_EL0](#): Performance Monitors Cycle Counter Filter Register

[PMCCNTR_EL0](#): Performance Monitors Cycle Counter

[PMCEID0](#): Performance Monitors Common Event Identification register 0

[PMCEID1](#): Performance Monitors Common Event Identification register 1

[PMCEID2](#): Performance Monitors Common Event Identification register 2

[PMCEID3](#): Performance Monitors Common Event Identification register 3

[PMCFGR](#): Performance Monitors Configuration Register

[PMCID1SR](#): CONTEXTIDR_EL1 Sample Register

[PMCID2SR](#): CONTEXTIDR_EL2 Sample Register

[PMCIDR0](#): Performance Monitors Component Identification Register 0

[PMCIDR1](#): Performance Monitors Component Identification Register 1

[PMCIDR2](#): Performance Monitors Component Identification Register 2

[PMCIDR3](#): Performance Monitors Component Identification Register 3

[PMCNTENCLR_EL0](#): Performance Monitors Count Enable Clear register

[PMCNTENSET_EL0](#): Performance Monitors Count Enable Set register

[PMCR_EL0](#): Performance Monitors Control Register

[PMDEVAFF0](#): Performance Monitors Device Affinity register 0

[PMDEVAFF1](#): Performance Monitors Device Affinity register 1

[PMDEVARCH](#): Performance Monitors Device Architecture register

[PMDEVID](#): Performance Monitors Device ID register

[PMDEVTYPE](#): Performance Monitors Device Type register

[PMEVCNTR<n>_EL0](#): Performance Monitors Event Count Registers

[PMEVTYPEPER<n>_EL0](#): Performance Monitors Event Type Registers

[PMINTENCLR_EL1](#): Performance Monitors Interrupt Enable Clear register

[PMINTENSET_EL1](#): Performance Monitors Interrupt Enable Set register
[PMITCTRL](#): Performance Monitors Integration mode Control register
[PMLAR](#): Performance Monitors Lock Access Register
[PMLSR](#): Performance Monitors Lock Status Register
[PMMIR](#): Performance Monitors Machine Identification Register
[PMOVSLR_EL0](#): Performance Monitors Overflow Flag Status Clear register
[PMOVSET_EL0](#): Performance Monitors Overflow Flag Status Set register
[PMPCSR](#): Program Counter Sample Register
[PMPIDR0](#): Performance Monitors Peripheral Identification Register 0
[PMPIDR1](#): Performance Monitors Peripheral Identification Register 1
[PMPIDR2](#): Performance Monitors Peripheral Identification Register 2
[PMPIDR3](#): Performance Monitors Peripheral Identification Register 3
[PMPIDR4](#): Performance Monitors Peripheral Identification Register 4
[PMSWINC_EL0](#): Performance Monitors Software Increment register
[PMVIDSR](#): VMID Sample Register

01/07/2020 15:57

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

External register index by offset

Below are indexes for external registers in the following blocks:

- [AMU](#)
- [CTI](#)
- [Debug](#)
- [GIC CPU interface](#)
- [GIC Distributor](#)
- [GIC ITS control](#)
- [GIC ITS translation](#)
- [GIC Redistributor](#)
- [GIC Virtual CPU interface](#)
- [GIC Virtual interface control](#)
- [MPAM](#)
- [PMU](#)
- [RAS](#)
- [Timer](#)

In the AMU block:

Offset	Name	Description
0x000 + (8 * n)	AMEVCNTR0<n>[31:0]	Activity Monitors Event Counter Registers 0
0x004 + (8 * n)	AMEVCNTR0<n>[63:32]	Activity Monitors Event Counter Registers 0
0x100 + (8 * n)	AMEVCNTR1<n>[31:0]	Activity Monitors Event Counter Registers 1
0x104 + (8 * n)	AMEVCNTR1<n>[63:32]	Activity Monitors Event Counter Registers 1
0x400 + (4 * n)	AMEVTYPER0<n>	Activity Monitors Event Type Registers 0
0x480 + (4 * n)	AMEVTYPER1<n>	Activity Monitors Event Type Registers 1
0xC00	AMCNTENSET0	Activity Monitors Count Enable Set Register 0
0xC04	AMCNTENSET1	Activity Monitors Count Enable Set Register 1
0xC20	AMCNTENCLR0	Activity Monitors Count Enable Clear Register 0
0xC24	AMCNTENCLR1	Activity Monitors Count Enable Clear Register 1
0xCE0	AMCGCR	Activity Monitors Counter Group Configuration Register
0xE00	AMCFGR	Activity Monitors Configuration Register
0xE04	AMCR	Activity Monitors Control Register
0xE08	AMIIDR	Activity Monitors Implementation Identification Register
0xFA8	AMDEVAFF0	Activity Monitors Device Affinity Register 0
0xFAC	AMDEVAFF1	Activity Monitors Device Affinity Register 1
0xFBC	AMDEVARCH	Activity Monitors Device Architecture Register
0xFCC	AMDEVTYPE	Activity Monitors Device Type Register
0xFD0	AMPIDR4	Activity Monitors Peripheral Identification Register 4
0xFE0	AMPIDR0	Activity Monitors Peripheral Identification Register 0
0xFE4	AMPIDR1	Activity Monitors Peripheral Identification Register 1
0xFE8	AMPIDR2	Activity Monitors Peripheral Identification Register 2
0xFEC	AMPIDR3	Activity Monitors Peripheral Identification Register 3
0xFF0	AMCIDR0	Activity Monitors Component Identification Register 0
0xFF4	AMCIDR1	Activity Monitors Component Identification Register 1
0xFF8	AMCIDR2	Activity Monitors Component Identification Register 2
0xFFC	AMCIDR3	Activity Monitors Component Identification Register 3

In the CTI block:

Offset	Name	Description
0x000	CTICONTROL	CTI Control register
0x010	CTIINTACK	CTI Output Trigger Acknowledge register
0x014	CTIAPPSET	CTI Application Trigger Set register
0x018	CTIAPPCLEAR	CTI Application Trigger Clear register
0x01C	CTIAPPPULSE	CTI Application Pulse register
0x020 + (4 * n)	CTIINEN<n>	CTI Input Trigger to Output Channel Enable registers
0x0A0 + (4 * n)	CTIOUTEN<n>	CTI Input Channel to Output Trigger Enable registers
0x130	CTITRIGINSTATUS	CTI Trigger In Status register
0x134	CTITRIGOUTSTATUS	CTI Trigger Out Status register
0x138	CTICHINSTATUS	CTI Channel In Status register
0x13C	CTICHOUTSTATUS	CTI Channel Out Status register
0x140	CTIGATE	CTI Channel Gate Enable register
0x144	ASICCTL	CTI External Multiplexer Control register
0x150	CTIDEVCTL	CTI Device Control register
0xF00	CTIITCTRL	CTI Integration mode Control register
0xFA0	CTICLAIMSET	CTI CLAIM Tag Set register
0xFA4	CTICLAIMCLR	CTI CLAIM Tag Clear register
0xFA8	CTIDEVAFF0	CTI Device Affinity register 0
0xFAC	CTIDEVAFF1	CTI Device Affinity register 1
0xFB0	CTILAR	CTI Lock Access Register
0xFB4	CTILSR	CTI Lock Status Register
0xFB8	CTIAUTHSTATUS	CTI Authentication Status register
0xFBC	CTIDEVARCH	CTI Device Architecture register
0xFC0	CTIDEVID2	CTI Device ID register 2
0xFC4	CTIDEVID1	CTI Device ID register 1
0xFC8	CTIDEVID	CTI Device ID register 0
0xFCC	CTIDEVTYPE	CTI Device Type register
0xFD0	CTIPIDR4	CTI Peripheral Identification Register 4
0xFE0	CTIPIDR0	CTI Peripheral Identification Register 0
0xFE4	CTIPIDR1	CTI Peripheral Identification Register 1
0xFE8	CTIPIDR2	CTI Peripheral Identification Register 2
0xFEC	CTIPIDR3	CTI Peripheral Identification Register 3
0xFF0	CTICIDR0	CTI Component Identification Register 0
0xFF4	CTICIDR1	CTI Component Identification Register 1
0xFF8	CTICIDR2	CTI Component Identification Register 2
0xFFC	CTICIDR3	CTI Component Identification Register 3

In the Debug block:

Offset	Name	Description
0x020	EDES	External Debug Event Status Register
0x024	EDECR	External Debug Execution Control Register
0x030	EDWAR[31:0]	External Debug Watchpoint Address Register
0x034	EDWAR[63:32]	External Debug Watchpoint Address Register
0x080	DBGDTRRX_ELO	Debug Data Transfer Register, Receive
0x084	EDITR	External Debug Instruction Transfer Register
0x088	EDSCR	External Debug Status and Control Register

Offset	Name	Description
0x08C	DBGDTRTX_EL0	Debug Data Transfer Register, Transmit
0x090	EDRCR	External Debug Reserve Control Register
0x094	EDACR	External Debug Auxiliary Control Register
0x098	EDECCR	External Debug Exception Catch Control Register
0x0A0	EDPCSR[31:0]	External Debug Program Counter Sample Register
0x0A4	EDCIDS	External Debug Context ID Sample Register
0x0A8	EDVIDSR	External Debug Virtual Context Sample Register
0x0AC	EDPCSR[63:32]	External Debug Program Counter Sample Register
0x300	OSLAR_EL1	OS Lock Access Register
0x310	EDPRCR	External Debug Power/Reset Control Register
0x314	EDPRSR	External Debug Processor Status Register
0x400 + (16 * n)	DBGBVR<n>_EL1[63:0]	Debug Breakpoint Value Registers
0x408 + (16 * n)	DBGBCR<n>_EL1	Debug Breakpoint Control Registers
0x800 + (16 * n)	DBGWVR<n>_EL1[63:0]	Debug Watchpoint Value Registers
0x808 + (16 * n)	DBGWCR<n>_EL1	Debug Watchpoint Control Registers
0xD00	MIDR_EL1	Main ID Register
0xD20	EDPFR[31:0]	External Debug Processor Feature Register
0xD24	EDPFR[63:32]	External Debug Processor Feature Register
0xD28	EDDFR[31:0]	External Debug Feature Register
0xD2C	EDDFR[63:32]	External Debug Feature Register
0xD60	EDAA32PFR	External Debug Auxiliary Processor Feature Register
0xF00	EDITCTRL	External Debug Integration mode Control register
0xFA0	DBGCLAIMSET_EL1	Debug CLAIM Tag Set register
0xFA4	DBGCLAIMCLR_EL1	Debug CLAIM Tag Clear register
0xFA8	EDDEVAFF0	External Debug Device Affinity register 0
0xFAC	EDDEVAFF1	External Debug Device Affinity register 1
0xFB0	EDLAR	External Debug Lock Access Register
0xFB4	EDLSR	External Debug Lock Status Register
0xFB8	DBGAUTHSTATUS_EL1	Debug Authentication Status register
0xFBC	EDDEVARCH	External Debug Device Architecture register
0xFC0	EDDEVID2	External Debug Device ID register 2
0xFC4	EDDEVID1	External Debug Device ID register 1
0xFC8	EDDEVID	External Debug Device ID register 0
0xFCC	EDDEVTYPE	External Debug Device Type register
0xFD0	EDPIDR4	External Debug Peripheral Identification Register 4
0xFE0	EDPIDR0	External Debug Peripheral Identification Register 0
0xFE4	EDPIDR1	External Debug Peripheral Identification Register 1
0xFE8	EDPIDR2	External Debug Peripheral Identification Register 2
0xFEC	EDPIDR3	External Debug Peripheral Identification Register 3
0xFF0	EDCIDR0	External Debug Component Identification Register 0
0xFF4	EDCIDR1	External Debug Component Identification Register 1
0xFF8	EDCIDR2	External Debug Component Identification Register 2
0xFFC	EDCIDR3	External Debug Component Identification Register 3

In the GIC CPU interface block:

Offset	Name	Description
0x0000	GICC_CTLR	CPU Interface Control Register
0x0004	GICC_PMR	CPU Interface Priority Mask Register

Offset	Name	Description
0x0008	GICC_BPR	CPU Interface Binary Point Register
0x000C	GICC_IAR	CPU Interface Interrupt Acknowledge Register
0x0010	GICC_EOIR	CPU Interface End Of Interrupt Register
0x0014	GICC_RPR	CPU Interface Running Priority Register
0x0018	GICC_HPPIR	CPU Interface Highest Priority Pending Interrupt Register
0x001C	GICC_ABPR	CPU Interface Aliased Binary Point Register
0x0020	GICC_AIAR	CPU Interface Aliased Interrupt Acknowledge Register
0x0024	GICC_AEOIR	CPU Interface Aliased End Of Interrupt Register
0x0028	GICC_AHPPIR	CPU Interface Aliased Highest Priority Pending Interrupt Register
0x002C	GICC_STATUSR	CPU Interface Status Register
0x002C	GICC_STATUSR	CPU Interface Status Register
0x00D0 + (4 * n)	GICC_APR<n>	CPU Interface Active Priorities Registers
0x00E0 + (4 * n)	GICC_NSAPR<n>	CPU Interface Non-secure Active Priorities Registers
0x00FC	GICC_IIDR	CPU Interface Identification Register
0x1000	GICC_DIR	CPU Interface Deactivate Interrupt Register

In the GIC Distributor block:

Offset	Name	Description
0x0000	GICD_CTLR	Distributor Control Register
0x0004	GICD_TYPER	Interrupt Controller Type Register
0x0008	GICD_IIDR	Distributor Implementer Identification Register
0x000C	GICD_TYPER2	Interrupt Controller Type Register 2
0x0010	GICD_STATUSR	Error Reporting Status Register
0x0010	GICD_STATUSR	Error Reporting Status Register
0x0040	GICD_SETSPI_NSR	Set Non-secure SPI Pending Register
0x0048	GICD_CLRSPI_NSR	Clear Non-secure SPI Pending Register
0x0050	GICD_SETSPI_SR	Set Secure SPI Pending Register
0x0058	GICD_CLRSPI_SR	Clear Secure SPI Pending Register
0x0080 + (4 * n)	GICD_IGROUPR<n>	Interrupt Group Registers
0x0100 + (4 * n)	GICD_ISENABLER<n>	Interrupt Set-Enable Registers
0x0180 + (4 * n)	GICD_ICENABLER<n>	Interrupt Clear-Enable Registers
0x0200 + (4 * n)	GICD_ISPENDR<n>	Interrupt Set-Pending Registers
0x0280 + (4 * n)	GICD_ICPENDR<n>	Interrupt Clear-Pending Registers
0x0300 + (4 * n)	GICD_ISACTIVER<n>	Interrupt Set-Active Registers
0x0380 + (4 * n)	GICD_ICACTIVER<n>	Interrupt Clear-Active Registers
0x0400 + (4 * n)	GICD_IPRIORITYR<n>	Interrupt Priority Registers
0x0800 + (4 * n)	GICD_ITARGETSR<n>	Interrupt Processor Targets Registers
0x0C00 + (4 * n)	GICD_ICFGR<n>	Interrupt Configuration Registers
0x0D00 + (4 * n)	GICD_IGRPMODR<n>	Interrupt Group Modifier Registers
0x0E00 + (4 * n)	GICD_NSACR<n>	Non-secure Access Control Registers
0x0F00	GICD_SGIR	Software Generated Interrupt Register
0x0F10 + (4 * n)	GICD_CPENDSGIR<n>	SIGI Clear-Pending Registers
0x0F20 + (4 * n)	GICD_SPENDSGIR<n>	SIGI Set-Pending Registers
0x1000 + (4 * n)	GICD_IGROUPR<n>E	Interrupt Group Registers (extended SPI range)
0x1200 + (4 * n)	GICD_ISENABLER<n>E	Interrupt Set-Enable Registers
0x1400 + (4 * n)	GICD_ICENABLER<n>E	Interrupt Clear-Enable Registers
0x1600 + (4 * n)	GICD_ISPENDR<n>E	Interrupt Set-Pending Registers (extended SPI range)
0x1800 + (4 * n)	GICD_ICPENDR<n>E	Interrupt Clear-Pending Registers (extended SPI range)

Offset	Name	Description
$0x1A00 + (4 * n)$	GICD_ISACTIVER<n>E	Interrupt Set-Active Registers (extended SPI range)
$0x1C00 + (4 * n)$	GICD_ICACTIVER<n>E	Interrupt Clear-Active Registers (extended SPI range)
$0x2000 + (4 * n)$	GICD_IPRIORITYR<n>E	Holds the priority of the corresponding interrupt for each extended SPI supported by the GIC.
$0x3000 + (4 * n)$	GICD_ICFGR<n>E	Interrupt Configuration Registers (Extended SPI Range)
$0x3400 + (4 * n)$	GICD_IGRPMODR<n>E	Interrupt Group Modifier Registers (extended SPI range)
$0x3600 + (4 * n)$	GICD_NSACR<n>E	Non-secure Access Control Registers
$0x6000 + (8 * n)$	GICD_IROUTER<n>	Interrupt Routing Registers
$0x8000 + (8 * n)$	GICD_IROUTER<n>E	Interrupt Routing Registers (Extended SPI Range)

In the GIC ITS control block:

Offset	Name	Description
0x0000	GITS_CTLR	ITS Control Register
0x0004	GITS_IIDR	ITS Identification Register
0x0008	GITS_TYPER	ITS Type Register
0x0010	GITS_MPAMIDR	Report maximum PARTID and PMG Register
0x0014	GITS_PARTIDR	Set PARTID and PMG Register
0x0018	GITS_MPIDR	Report ITS's affinity.
0x0080	GITS_CBASER	ITS Command Queue Descriptor
0x0088	GITS_CWRITER	ITS Write Register
0x0090	GITS_CREADR	ITS Read Register
$0x0100 + (8 * n)$	GITS_BASER<n>	ITS Translation Table Descriptors
0x20020	GITS_SGIR	ITS SGI Register

In the GIC ITS translation block:

Offset	Name	Description
0x0040	GITS_TRANSLATER	ITS Translation Register

In the GIC Redistributor block:

Frame	Offset	Name	Description
RD_base	0x0000	GICR_CTLR	Redistributor Control Register
RD_base	0x0004	GICR_IIDR	Redistributor Implementer Identification Register
RD_base	0x0008	GICR_TYPER	Redistributor Type Register
RD_base	0x0010	GICR_STATUSR	Error Reporting Status Register
RD_base	0x0010	GICR_STATUSR	Error Reporting Status Register
RD_base	0x0014	GICR_WAKER	Redistributor Wake Register
RD_base	0x0018	GICR_MPAMIDR	Report maximum PARTID and PMG Register
RD_base	0x001C	GICR_PARTIDR	Set PARTID and PMG Register
RD_base	0x0040	GICR_SETLPIR	Set LPI Pending Register
RD_base	0x0048	GICR_CLRLPIR	Clear LPI Pending Register
RD_base	0x0070	GICR_PROPBASER	Redistributor Properties Base Address Register
RD_base	0x0078	GICR_PENDBASER	Redistributor LPI Pending Table Base Address Register
RD_base	0x00A0	GICR_INVLPIR	Redistributor Invalidate LPI Register
RD_base	0x00B0	GICR_INVALLR	Redistributor Invalidate All Register

Frame	Offset	Name	Description
RD_base	0x00C0	GICR_SYNCR	Redistributor Synchronize Register
SGI_base	0x0080	GICR_IGROUPR0	Interrupt Group Register 0
SGI_base	0x0080 + (4 * n)	GICR_IGROUPR<n>E	Interrupt Group Registers
SGI_base	0x0100	GICR_ISENBALER0	Interrupt Set-Enable Register 0
SGI_base	0x0100 + (4 * n)	GICR_ISENBALER<n>E	Interrupt Set-Enable Registers
SGI_base	0x0180	GICR_ICENABLER0	Interrupt Clear-Enable Register 0
SGI_base	0x0180 + (4 * n)	GICR_ICENABLER<n>E	Interrupt Clear-Enable Registers
SGI_base	0x0200	GICR_ISPENDR0	Interrupt Set-Pending Register 0
SGI_base	0x0200 + (4 * n)	GICR_ISPENDR<n>E	Interrupt Set-Pending Registers
SGI_base	0x0280	GICR_ICPENDR0	Interrupt Clear-Pending Register 0
SGI_base	0x0280 + (4 * n)	GICR_ICPENDR<n>E	Interrupt Clear-Pending Registers
SGI_base	0x0300	GICR_ISACTIVER0	Interrupt Set-Active Register 0
SGI_base	0x0300 + (4 * n)	GICR_ISACTIVER<n>E	Interrupt Set-Active Registers
SGI_base	0x0380	GICR_ICACTIVER0	Interrupt Clear-Active Register 0
SGI_base	0x0380 + (4 * n)	GICR_ICACTIVER<n>E	Interrupt Clear-Active Registers
SGI_base	0x0400 + (4 * n)	GICR_IPRIORITYR<n>	Interrupt Priority Registers
SGI_base	0x0400 + (4 * n)	GICR_IPRIORITYR<n>E	Interrupt Priority Registers (extended PPI range)
SGI_base	0x0C00	GICR_ICFGR0	Interrupt Configuration Register 0
SGI_base	0x0C00 + (4 * n)	GICR_ICFGR<n>E	Interrupt configuration registers
SGI_base	0x0C04	GICR_ICFGR1	Interrupt Configuration Register 1
SGI_base	0x0D00	GICR_IGRPMODR0	Interrupt Group Modifier Register 0
SGI_base	0x0D00 + (4 * n)	GICR_IGRPMODR<n>E	Interrupt Group Modifier Registers
SGI_base	0x0E00	GICR_NSACR	Non-secure Access Control Register
VLPI_base	0x0070	GICR_VPROPBASER	Virtual Redistributor Properties Base Address Register
VLPI_base	0x0078	GICR_VPENDBASER	Virtual Redistributor LPI Pending Table Base Address Register
VLPI_base	0x0080	GICR_VSGIR	Redistributor virtual SGI pending state request register
VLPI_base	0x0088	GICR_VSGIPENDR	Redistributor virtual SGI pending state register

In the GIC Virtual CPU interface block:

Offset	Name	Description
0x0000	GICV_CTLR	Virtual Machine Control Register
0x0004	GICV_PMR	Virtual Machine Priority Mask Register
0x0008	GICV_BPR	Virtual Machine Binary Point Register
0x000C	GICV_IAR	Virtual Machine Interrupt Acknowledge Register
0x0010	GICV_EOIR	Virtual Machine End Of Interrupt Register
0x0014	GICV_RPR	Virtual Machine Running Priority Register
0x0018	GICV_HPPIR	Virtual Machine Highest Priority Pending Interrupt Register
0x001C	GICV_ABPR	Virtual Machine Aliased Binary Point Register
0x0020	GICV_AIAR	Virtual Machine Aliased Interrupt Acknowledge Register
0x0024	GICV_AEOIR	Virtual Machine Aliased End Of Interrupt Register
0x0028	GICV_AHPPIR	Virtual Machine Aliased Highest Priority Pending Interrupt Register
0x002C	GICV_STATUSR	Virtual Machine Error Reporting Status Register
0x00D0 + (4 * n)	GICV_APR<n>	Virtual Machine Active Priorities Registers
0x00FC	GICV_IIDR	Virtual Machine CPU Interface Identification Register

Offset	Name	Description
0x1000	GICV_DIR	Virtual Machine Deactivate Interrupt Register

In the GIC Virtual interface control block:

Offset	Name	Description
0x0000	GICH_HCR	Hypervisor Control Register
0x0004	GICH_VTR	Virtual Type Register
0x0008	GICH_VMCR	Virtual Machine Control Register
0x0010	GICH_MISR	Maintenance Interrupt Status Register
0x0020	GICH_EISR	End Interrupt Status Register
0x0030	GICH_ELSR	Empty List Register Status Register
0x00F0 + (4 * n)	GICH_APR<n>	Active Priorities Registers
0x0100 + (4 * n)	GICH_LR<n>	List Registers

In the MPAM block:

Frame	Offset	Name	Description
MPAMF_BASE_ns	0x0000	MPAMF_IDR	MPAM Features Identification Register
MPAMF_BASE_ns	0x0018	MPAMF_IIDR	MPAM Implementation Identification Register
MPAMF_BASE_ns	0x0020	MPAMF_AIDR	MPAM Architecture Identification Register
MPAMF_BASE_ns	0x0028	MPAMF_IMPL_IDR	MPAM Implementation-Specific Partitioning Feature Identification Register
MPAMF_BASE_ns	0x0030	MPAMF_CPOR_IDR	MPAM Features Cache Portion Partitioning ID register
MPAMF_BASE_ns	0x0038	MPAMF_CCAP_IDR	MPAM Features Cache Capacity Partitioning ID register
MPAMF_BASE_ns	0x0040	MPAMF_MBW_IDR	MPAM Memory Bandwidth Partitioning Identification Register
MPAMF_BASE_ns	0x0048	MPAMF_PRI_IDR	MPAM Priority Partitioning Identification Register
MPAMF_BASE_ns	0x0050	MPAMF_PARTID_NRW_IDR	MPAM PARTID Narrowing ID register
MPAMF_BASE_ns	0x0080	MPAMF_MSMON_IDR	MPAM Resource Monitoring Identification Register
MPAMF_BASE_ns	0x0088	MPAMF_CSUMON_IDR	MPAM Features Cache Storage Usage Monitoring ID register
MPAMF_BASE_ns	0x0090	MPAMF_MBWUMON_IDR	MPAM Features Memory Bandwidth Usage Monitoring ID register
MPAMF_BASE_ns	0x00F0	MPAMF_ECR	MPAM Error Control Register
MPAMF_BASE_ns	0x00F8	MPAMF_ESR	MPAM Error Status Register
MPAMF_BASE_ns	0x0100	MPAMCFG_PART_SEL	MPAM Partition Configuration Selection Register
MPAMF_BASE_ns	0x0108	MPAMCFG_CMAX	MPAM Cache Maximum Capacity Partition Configuration Register
MPAMF_BASE_ns	0x0200	MPAMCFG_MBW_MIN	MPAM Memory Bandwidth Minimum Partition Configuration Register

Frame	Offset	Name	Description
MPAMF_BASE_ns	0x0208	MPAMCFG_MBW_MAX	MPAM Memory Bandwidth Maximum Partition Configuration Register
MPAMF_BASE_ns	0x0220	MPAMCFG_MBW_WINWD	MPAM Memory Bandwidth Partitioning Window Width Configuration Register
MPAMF_BASE_ns	0x0400	MPAMCFG_PRI	MPAM Priority Partition Configuration Register
MPAMF_BASE_ns	0x0500	MPAMCFG_MBW_PROP	MPAM Memory Bandwidth Proportional Stride Partition Configuration Register
MPAMF_BASE_ns	0x0600	MPAMCFG_INTPARTID	MPAM Internal PARTID Narrowing Configuration Register
MPAMF_BASE_ns	0x0800	MSMON_CFG_MON_SEL	MPAM Monitor Instance Selection Register
MPAMF_BASE_ns	0x0808	MSMON_CAPT_EVNT	MPAM Capture Event Generation Register
MPAMF_BASE_ns	0x0810	MSMON_CFG_CSU_FLT	MPAM Memory System Monitor Configure Cache Storage Usage Monitor Filter Register
MPAMF_BASE_ns	0x0818	MSMON_CFG_CSU_CTL	MPAM Memory System Monitor Configure Cache Storage Usage Monitor Control Register
MPAMF_BASE_ns	0x0820	MSMON_CFG_MBWU_FLT	MPAM Memory System Monitor Configure Memory Bandwidth Usage Monitor Filter Register
MPAMF_BASE_ns	0x0828	MSMON_CFG_MBWU_CTL	MPAM Memory System Monitor Configure Memory Bandwidth Usage Monitor Control Register
MPAMF_BASE_ns	0x0840	MSMON_CSU	MPAM Cache Storage Usage Monitor Register
MPAMF_BASE_ns	0x0848	MSMON_CSU_CAPTURE	MPAM Cache Storage Usage Monitor Capture Register
MPAMF_BASE_ns	0x0860	MSMON_MBWU	MPAM Memory Bandwidth Usage Monitor Register
MPAMF_BASE_ns	0x0868	MSMON_MBWU_CAPTURE	MPAM Memory Bandwidth Usage Monitor Capture Register
MPAMF_BASE_ns	0x0880	MSMON_MBWU_L	MPAM Long Memory Bandwidth Usage Monitor Register
MPAMF_BASE_ns	0x0890	MSMON_MBWU_L_CAPTURE	MPAM Long Memory Bandwidth Usage Monitor Capture Register
MPAMF_BASE_ns	0x1000 + (4 * n)	MPAMCFG_CPB<n>	MPAM Cache Portion Bitmap Partition Configuration Register
MPAMF_BASE_ns	0x2000 + (4 * n)	MPAMCFG_MBW_PBM<n>	MPAM Bandwidth Portion Bitmap Partition Configuration Register
MPAMF_BASE_s	0x0000	MPAMF_IDR	MPAM Features Identification Register
MPAMF_BASE_s	0x0008	MPAMF_SIDR	MPAM Features Secure Identification Register
MPAMF_BASE_s	0x0018	MPAMF_IIDR	MPAM Implementation Identification Register

Frame	Offset	Name	Description
MPAMF_BASE_s	0x0020	MPAMF_AIDR	MPAM Architecture Identification Register
MPAMF_BASE_s	0x0028	MPAMF_IMPL_IDR	MPAM Implementation-Specific Partitioning Feature Identification Register
MPAMF_BASE_s	0x0030	MPAMF_CPOR_IDR	MPAM Features Cache Portion Partitioning ID register
MPAMF_BASE_s	0x0038	MPAMF_CCAP_IDR	MPAM Features Cache Capacity Partitioning ID register
MPAMF_BASE_s	0x0040	MPAMF_MBW_IDR	MPAM Memory Bandwidth Partitioning Identification Register
MPAMF_BASE_s	0x0048	MPAMF_PRI_IDR	MPAM Priority Partitioning Identification Register
MPAMF_BASE_s	0x0050	MPAMF_PARTID_NRW_IDR	MPAM PARTID Narrowing ID register
MPAMF_BASE_s	0x0080	MPAMF_MSMON_IDR	MPAM Resource Monitoring Identification Register
MPAMF_BASE_s	0x0088	MPAMF_CSUMON_IDR	MPAM Features Cache Storage Usage Monitoring ID register
MPAMF_BASE_s	0x0090	MPAMF_MBWUMON_IDR	MPAM Features Memory Bandwidth Usage Monitoring ID register
MPAMF_BASE_s	0x00F0	MPAMF_ECR	MPAM Error Control Register
MPAMF_BASE_s	0x00F8	MPAMF_ESR	MPAM Error Status Register
MPAMF_BASE_s	0x0100	MPAMCFG_PART_SEL	MPAM Partition Configuration Selection Register
MPAMF_BASE_s	0x0108	MPAMCFG_CMAX	MPAM Cache Maximum Capacity Partition Configuration Register
MPAMF_BASE_s	0x0200	MPAMCFG_MBW_MIN	MPAM Memory Bandwidth Minimum Partition Configuration Register
MPAMF_BASE_s	0x0208	MPAMCFG_MBW_MAX	MPAM Memory Bandwidth Maximum Partition Configuration Register
MPAMF_BASE_s	0x0220	MPAMCFG_MBW_WINWD	MPAM Memory Bandwidth Partitioning Window Width Configuration Register
MPAMF_BASE_s	0x0400	MPAMCFG_PRI	MPAM Priority Partition Configuration Register
MPAMF_BASE_s	0x0500	MPAMCFG_MBW_PROP	MPAM Memory Bandwidth Proportional Stride Partition Configuration Register
MPAMF_BASE_s	0x0600	MPAMCFG_INTPARTID	MPAM Internal PARTID Narrowing Configuration Register
MPAMF_BASE_s	0x0800	MSMON_CFG_MON_SEL	MPAM Monitor Instance Selection Register
MPAMF_BASE_s	0x0808	MSMON_CAPT_EVNT	MPAM Capture Event Generation Register
MPAMF_BASE_s	0x0810	MSMON_CFG_CSU_FLT	MPAM Memory System Monitor Configure Cache Storage Usage Monitor Filter Register
MPAMF_BASE_s	0x0818	MSMON_CFG_CSU_CTL	MPAM Memory System Monitor Configure Cache

Frame	Offset	Name	Description
			Storage Usage Monitor Control Register
MPAMF_BASE_s	0x0820	MSMON_CFG_MBWU_FLT	MPAM Memory System Monitor Configure Memory Bandwidth Usage Monitor Filter Register
MPAMF_BASE_s	0x0828	MSMON_CFG_MBWU_CTL	MPAM Memory System Monitor Configure Memory Bandwidth Usage Monitor Control Register
MPAMF_BASE_s	0x0840	MSMON_CSU	MPAM Cache Storage Usage Monitor Register
MPAMF_BASE_s	0x0848	MSMON_CSU_CAPTURE	MPAM Cache Storage Usage Monitor Capture Register
MPAMF_BASE_s	0x0860	MSMON_MBWU	MPAM Memory Bandwidth Usage Monitor Register
MPAMF_BASE_s	0x0868	MSMON_MBWU_CAPTURE	MPAM Memory Bandwidth Usage Monitor Capture Register
MPAMF_BASE_s	0x0880	MSMON_MBWU_L	MPAM Long Memory Bandwidth Usage Monitor Register
MPAMF_BASE_s	0x0890	MSMON_MBWU_L_CAPTURE	MPAM Long Memory Bandwidth Usage Monitor Capture Register
MPAMF_BASE_s	0x1000 + (4 * n)	MPAMCFG_CPBM<n>	MPAM Cache Portion Bitmap Partition Configuration Register
MPAMF_BASE_s	0x2000 + (4 * n)	MPAMCFG_MBW_PBM<n>	MPAM Bandwidth Portion Bitmap Partition Configuration Register

In the PMU block:

Offset	Name	Description
0x000 + (8 * n)	PMEVCNTR<n>_EL0	Performance Monitors Event Count Registers
0x0F8	PMCCNTR_EL0[31:0]	Performance Monitors Cycle Counter
0x0FC	PMCCNTR_EL0[63:32]	Performance Monitors Cycle Counter
0x200	PMPCSR[31:0]	Program Counter Sample Register
0x204	PMPCSR[63:32]	Program Counter Sample Register
0x208	PMCID1SR	CONTEXTIDR_EL1 Sample Register
0x20C	PMVIDSR	VMID Sample Register
0x220	PMPCSR[31:0]	Program Counter Sample Register
0x224	PMPCSR[63:32]	Program Counter Sample Register
0x228	PMCID1SR	CONTEXTIDR_EL1 Sample Register
0x22C	PMCID2SR	CONTEXTIDR_EL2 Sample Register
0x400 + (4 * n)	PMEVTYPEPER<n>_EL0	Performance Monitors Event Type Registers
0x47C	PMCCFILTR_EL0	Performance Monitors Cycle Counter Filter Register
0xC00	PMCNTENSET_EL0	Performance Monitors Count Enable Set register
0xC20	PMCNTENCLR_EL0	Performance Monitors Count Enable Clear register
0xC40	PMINTENSET_EL1	Performance Monitors Interrupt Enable Set register
0xC60	PMINTENCLR_EL1	Performance Monitors Interrupt Enable Clear register
0xC80	PMOVSLR_EL0	Performance Monitors Overflow Flag Status Clear register
0xCA0	PMSWINC_EL0	Performance Monitors Software Increment register
0xCC0	PMOVSET_EL0	Performance Monitors Overflow Flag Status Set register
0xE00	PMCFGR	Performance Monitors Configuration Register

Offset	Name	Description
0xE04	PMCR_EL0	Performance Monitors Control Register
0xE20	PMCEID0	Performance Monitors Common Event Identification register 0
0xE24	PMCEID1	Performance Monitors Common Event Identification register 1
0xE28	PMCEID2	Performance Monitors Common Event Identification register 2
0xE2C	PMCEID3	Performance Monitors Common Event Identification register 3
0xE40	PMMIR	Performance Monitors Machine Identification Register
0xF00	PMITCTRL	Performance Monitors Integration mode Control register
0xFA8	PMDEVAFF0	Performance Monitors Device Affinity register 0
0xFAC	PMDEVAFF1	Performance Monitors Device Affinity register 1
0xFB0	PMLAR	Performance Monitors Lock Access Register
0xFB4	PMLSR	Performance Monitors Lock Status Register
0xFB8	PMAUTHSTATUS	Performance Monitors Authentication Status register
0xFBC	PMDEVARCH	Performance Monitors Device Architecture register
0xFC8	PMDEVID	Performance Monitors Device ID register
0xFCC	PMDEVTYPE	Performance Monitors Device Type register
0xFD0	PMPIDR4	Performance Monitors Peripheral Identification Register 4
0xFE0	PMPIDR0	Performance Monitors Peripheral Identification Register 0
0xFE4	PMPIDR1	Performance Monitors Peripheral Identification Register 1
0xFE8	PMPIDR2	Performance Monitors Peripheral Identification Register 2
0xFEC	PMPIDR3	Performance Monitors Peripheral Identification Register 3
0xFF0	PMCIDR0	Performance Monitors Component Identification Register 0
0xFF4	PMCIDR1	Performance Monitors Component Identification Register 1
0xFF8	PMCIDR2	Performance Monitors Component Identification Register 2
0xFFC	PMCIDR3	Performance Monitors Component Identification Register 3

In the RAS block:

Offset	Name	Description
0x000 + (64 * n)	ERR<n>FR	Error Record Feature Register
0x008 + (64 * n)	ERR<n>CTLR	Error Record Control Register
0x010 + (64 * n)	ERR<n>STATUS	Error Record Primary Status Register
0x018 + (64 * n)	ERR<n>ADDR	Error Record Address Register
0x020 + (64 * n)	ERR<n>MISC0	Error Record Miscellaneous Register 0
0x028 + (64 * n)	ERR<n>MISC1	Error Record Miscellaneous Register 1
0x030 + (64 * n)	ERR<n>MISC2	Error Record Miscellaneous Register 2
0x038 + (64 * n)	ERR<n>MISC3	Error Record Miscellaneous Register 3
0x800 + (8 * n)	ERRIMPDEF<n>	IMPLEMENTATION DEFINED Register <n>
0x800 + (64 * n)	ERR<n>PFGF	Pseudo-fault Generation Feature Register
0x808 + (64 * n)	ERR<n>PFGCTL	Pseudo-fault Generation Control Register
0x810 + (64 * n)	ERR<n>PFGCDN	Pseudo-fault Generation Countdown Register
0xE00	ERRGSR	Error Group Status Register
0xE10	ERRIIDR	Implementation Identification Register
0xE80	ERRFHICR0	Fault Handling Interrupt Configuration Register 0
0xE80 + (8 * n)	ERRIRQCR<n>	Generic Error Interrupt Configuration Register
0xE88	ERRFHICR1	Fault Handling Interrupt Configuration Register 1
0xE8C	ERRFHICR2	Fault Handling Interrupt Configuration Register 2
0xE90	ERRERICR0	Error Recovery Interrupt Configuration Register 0

Offset	Name	Description
0xE98	ERRERICR1	Error Recovery Interrupt Configuration Register 1
0xE9C	ERRERICR2	Error Recovery Interrupt Configuration Register 2
0xEA0	ERRCRICR0	Critical Error Interrupt Configuration Register 0
0xEA8	ERRCRICR1	Critical Error Interrupt Configuration Register 1
0xEAC	ERRCRICR2	Critical Error Interrupt Configuration Register 2
0xEF8	ERRIRQSR	Error Interrupt Status Register
0xFA8	ERRDEVAFF	Device Affinity Register
0xFBC	ERRDEVARCH	Device Architecture Register
0xFC8	ERRDEVID	Device Configuration Register
0xFD0	ERRPIDR4	Peripheral Identification Register 4
0xFE0	ERRPIDR0	Peripheral Identification Register 0
0xFE4	ERRPIDR1	Peripheral Identification Register 1
0xFE8	ERRPIDR2	Peripheral Identification Register 2
0xFEC	ERRPIDR3	Peripheral Identification Register 3
0xFF0	ERRCIDR0	Component Identification Register 0
0xFF4	ERRCIDR1	Component Identification Register 1
0xFF8	ERRCIDR2	Component Identification Register 2
0xFFC	ERRCIDR3	Component Identification Register 3

In the Timer block:

Frame	Offset	Name	Description
CNTBaseN	0x000	CNTPCT[31:0]	Counter-timer Physical Count
CNTBaseN	0x004	CNTPCT[63:32]	Counter-timer Physical Count
CNTBaseN	0x008	CNTVCT[31:0]	Counter-timer Virtual Count
CNTBaseN	0x00C	CNTVCT[63:32]	Counter-timer Virtual Count
CNTBaseN	0x010	CNTFRQ	Counter-timer Frequency
CNTBaseN	0x014	CNTEL0ACR	Counter-timer EL0 Access Control Register
CNTBaseN	0x018	CNTVOFF[31:0]	Counter-timer Virtual Offset
CNTBaseN	0x01C	CNTVOFF[63:32]	Counter-timer Virtual Offset
CNTBaseN	0x020	CNTP_CVAL[31:0]	Counter-timer Physical Timer CompareValue
CNTBaseN	0x024	CNTP_CVAL[63:32]	Counter-timer Physical Timer CompareValue
CNTBaseN	0x028	CNTP_TVAL	Counter-timer Physical Timer TimerValue
CNTBaseN	0x02C	CNTP_CTL	Counter-timer Physical Timer Control
CNTBaseN	0x030	CNTV_CVAL[31:0]	Counter-timer Virtual Timer CompareValue
CNTBaseN	0x034	CNTV_CVAL[63:32]	Counter-timer Virtual Timer CompareValue
CNTBaseN	0x038	CNTV_TVAL	Counter-timer Virtual Timer TimerValue
CNTBaseN	0x03C	CNTV_CTL	Counter-timer Virtual Timer Control
CNTBaseN	0xFD0 + (4 * n)	CounterID<n>	Counter ID registers
CNTCTLBase	0x000	CNTFRQ	Counter-timer Frequency
CNTCTLBase	0x004	CNTNSAR	Counter-timer Non-secure Access Register
CNTCTLBase	0x008	CNTTIDR	Counter-timer Timer ID Register
CNTCTLBase	0x040 + (4 * n)	CNTACR<n>	Counter-timer Access Control Registers
CNTCTLBase	0x080 + (8 * n)	CNTVOFF<n>[31:0]	Counter-timer Virtual Offsets
CNTCTLBase	0x084 + (8 * n)	CNTVOFF<n>[63:32]	Counter-timer Virtual Offsets

Frame	Offset	Name	Description
CNTCTLBase	0xFD0 + (4 * n)	CounterID<n>	Counter ID registers
CNTControlBase	0x000	CNTCR	Counter Control Register
CNTControlBase	0x004	CNTSR	Counter Status Register
CNTControlBase	0x008	CNTCV[63:0]	Counter Count Value register
CNTControlBase	0x020	CNTFID0	Counter Frequency ID
CNTControlBase	0x020 + (4 * n)	CNTFID<n>	Counter Frequency IDs, n > 0
CNTControlBase	0x10	CNTSCR	Counter Scale Register
CNTControlBase	0x1C	CNTID	Counter Identification Register
CNTControlBase	0xFD0 + (4 * n)	CounterID<n>	Counter ID registers
CNTELOBaseN	0x000	CNTPCT[31:0]	Counter-timer Physical Count
CNTELOBaseN	0x004	CNTPCT[63:32]	Counter-timer Physical Count
CNTELOBaseN	0x008	CNTVCT[31:0]	Counter-timer Virtual Count
CNTELOBaseN	0x00C	CNTVCT[63:32]	Counter-timer Virtual Count
CNTELOBaseN	0x010	CNTFRQ	Counter-timer Frequency
CNTELOBaseN	0x020	CNTP_CVAL[31:0]	Counter-timer Physical Timer CompareValue
CNTELOBaseN	0x024	CNTP_CVAL[63:32]	Counter-timer Physical Timer CompareValue
CNTELOBaseN	0x028	CNTP_TVAL	Counter-timer Physical Timer TimerValue
CNTELOBaseN	0x02C	CNTP_CTL	Counter-timer Physical Timer Control
CNTELOBaseN	0x030	CNTV_CVAL[31:0]	Counter-timer Virtual Timer CompareValue
CNTELOBaseN	0x034	CNTV_CVAL[63:32]	Counter-timer Virtual Timer CompareValue
CNTELOBaseN	0x038	CNTV_TVAL	Counter-timer Virtual Timer TimerValue
CNTELOBaseN	0x03C	CNTV_CTL	Counter-timer Virtual Timer Control
CNTELOBaseN	0xFD0 + (4 * n)	CounterID<n>	Counter ID registers
CNTReadBase	0x000	CNTCV[63:0]	Counter Count Value register
CNTReadBase	0xFD0 + (4 * n)	CounterID<n>	Counter ID registers

01/07/2020 15:57

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMCFGR, Activity Monitors Configuration Register

The AMCFGR characteristics are:

Purpose

Global configuration register for the activity monitors.

Provides information on supported features, the number of counter groups implemented, the total number of activity monitor event counters implemented, and the size of the counters. AMCFGR is applicable to both the architected and the auxiliary counter groups.

Configuration

External register AMCFGR bits [31:0] are architecturally mapped to AArch64 System register [AMCFGR_EL0\[31:0\]](#).

External register AMCFGR bits [31:0] are architecturally mapped to AArch32 System register [AMCFGR\[31:0\]](#).

The power domain of AMCFGR is IMPLEMENTATION DEFINED.

This register is present only when FEAT_AMUv1 is implemented. Otherwise, direct accesses to AMCFGR are RES0.

Attributes

AMCFGR is a 32-bit register.

Field descriptions

The AMCFGR 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
NCG				RES0			HDBG	RAZ						SIZE				N													

NCG, bits [31:28]

Defines the number of counter groups.

The number of implemented counter groups is defined as [AMCFGR.NCG + 1].

If the number of implemented auxiliary activity monitor event counters is zero, this field has a value of 0b0000. Otherwise, this field has a value of 0b0001.

Bits [27:25]

Reserved, RES0.

HDBG, bit [24]

Halt-on-debug supported.

From Armv8, this feature must be supported, and so this bit is 0b1.

HDBG	Meaning
0b0	AMCR .HDBG is RES0.
0b1	AMCR .HDBG is read/write.

Bits [23:14]

Reserved, RAZ.

SIZE, bits [13:8]

Defines the size of activity monitor event counters.

The size of the activity monitor event counters implemented by the Activity Monitors Extension is defined as [AMCFGR.SIZE + 1].

From Armv8, the counters are 64-bit, and so this field is 0b111111.

Note

Software also uses this field to determine the spacing of counters in the memory-map. From Armv8, the counters are at doubleword-aligned addresses.

N, bits [7:0]

Defines the number of activity monitor event counters.

The total number of counters implemented in all groups by the Activity Monitors Extension is defined as [AMCFGR.N + 1].

Accessing the AMCFGR

AMCFGR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
AMU	0xE00	AMCFGR

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMCGCR, Activity Monitors Counter Group Configuration Register

The AMCGCR characteristics are:

Purpose

Provides information on the number of activity monitor event counters implemented within each counter group.

Configuration

External register AMCGCR bits [31:0] are architecturally mapped to AArch64 System register [AMCGCR_EL0\[31:0\]](#).

External register AMCGCR bits [31:0] are architecturally mapped to AArch32 System register [AMCGCR\[31:0\]](#).

The power domain of AMCGCR is IMPLEMENTATION DEFINED.

This register is present only when FEAT_AMUv1 is implemented. Otherwise, direct accesses to AMCGCR are RES0.

Attributes

AMCGCR is a 32-bit register.

Field descriptions

The AMCGCR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																CG1NC								CG0NC							

Bits [31:16]

Reserved, RES0.

CG1NC, bits [15:8]

Counter Group 1 Number of Counters. The number of counters in the auxiliary counter group.

In an implementation that includes FEAT_AMUv1, the permitted range of values is 0 to 16.

CG0NC, bits [7:0]

Counter Group 0 Number of Counters. The number of counters in the architected counter group.

In an implementation that includes FEAT_AMUv1, the value of this field is 4.

Accessing the AMCGCR

AMCGCR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
AMU	0xCE0	AMCGCR

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMCIDR0, Activity Monitors Component Identification Register 0

The AMCIDR0 characteristics are:

Purpose

Provides information to identify an activity monitors component.

For more information, see 'About the Component identification scheme'.

Configuration

The power domain of AMCIDR0 is IMPLEMENTATION DEFINED.

Implementation of this register is OPTIONAL.

This register is present only when FEAT_AMUv1 is implemented.

Attributes

AMCIDR0 is a 32-bit register.

Field descriptions

The AMCIDR0 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								PRMBL_0							

Bits [31:8]

Reserved, RES0.

PRMBL_0, bits [7:0]

Preamble.

Reads as 0x0D.

Accessing the AMCIDR0

AMCIDR0 can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
AMU	0xFF0	AMCIDR0

Accesses on this interface are **RO**.

AMCIDR1, Activity Monitors Component Identification Register 1

The AMCIDR1 characteristics are:

Purpose

Provides information to identify an activity monitors component.

For more information, see 'About the Component identification scheme'.

Configuration

The power domain of AMCIDR1 is IMPLEMENTATION DEFINED.

Implementation of this register is OPTIONAL.

This register is present only when FEAT_AMUv1 is implemented.

Attributes

AMCIDR1 is a 32-bit register.

Field descriptions

The AMCIDR1 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								CLASS			PRMBL_1				

Bits [31:8]

Reserved, RES0.

CLASS, bits [7:4]

Component class.

CLASS	Meaning
0b1001	CoreSight component.

Other values are defined by the CoreSight Architecture.

This field reads as 0x9.

PRMBL_1, bits [3:0]

Preamble.

Reads as 0b0000.

Accessing the AMCIDR1

AMCIDR1 can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
AMU	0xFF4	AMCIDR1

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMCIDR2, Activity Monitors Component Identification Register 2

The AMCIDR2 characteristics are:

Purpose

Provides information to identify an activity monitors component.

For more information, see 'About the Component identification scheme'.

Configuration

The power domain of AMCIDR2 is IMPLEMENTATION DEFINED.

Implementation of this register is OPTIONAL.

This register is present only when FEAT_AMUv1 is implemented.

Attributes

AMCIDR2 is a 32-bit register.

Field descriptions

The AMCIDR2 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								PRMBL_2							

Bits [31:8]

Reserved, RES0.

PRMBL_2, bits [7:0]

Preamble.

Reads as 0x05.

Accessing the AMCIDR2

AMCIDR2 can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
AMU	0xFF8	AMCIDR2

Accesses on this interface are **RO**.

AMCIDR3, Activity Monitors Component Identification Register 3

The AMCIDR3 characteristics are:

Purpose

Provides information to identify an activity monitors component.

For more information, see 'About the Component identification scheme'.

Configuration

The power domain of AMCIDR3 is IMPLEMENTATION DEFINED.

Implementation of this register is OPTIONAL.

This register is present only when FEAT_AMUv1 is implemented.

Attributes

AMCIDR3 is a 32-bit register.

Field descriptions

The AMCIDR3 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								PRMBL_3							

Bits [31:8]

Reserved, RES0.

PRMBL_3, bits [7:0]

Preamble.

Reads as 0xB1.

Accessing the AMCIDR3

AMCIDR3 can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
AMU	0xFFC	AMCIDR3

Accesses on this interface are **RO**.

AMCNTENCLR0, Activity Monitors Count Enable Clear Register 0

The AMCNTENCLR0 characteristics are:

Purpose

Disable control bits for the architected s event counters, [AMEVCNTR0<n>](#).

Configuration

External register AMCNTENCLR0 bits [31:0] are architecturally mapped to AArch64 System register [AMCNTENCLR0_ELO\[31:0\]](#).

External register AMCNTENCLR0 bits [31:0] are architecturally mapped to AArch32 System register [AMCNTENCLR0\[31:0\]](#).

The power domain of AMCNTENCLR0 is IMPLEMENTATION DEFINED.

This register is present only when FEAT_AMUv1 is implemented. Otherwise, direct accesses to AMCNTENCLR0 are RES0.

Attributes

AMCNTENCLR0 is a 32-bit register.

Field descriptions

The AMCNTENCLR0 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
P<n>, bit [n]																															

P<n>, bit [n], for n = 0 to 31

Activity monitor event counter disable bit for [AMEVCNTR0<n>](#).

Bits [31:N] are RAZ/WI. N is the value in [AMCGCR.CG0NC](#).

Possible values of each bit are:

P<n>	Meaning
0b0	When read, means that AMEVCNTR0<n> is disabled. When written, has no effect.
0b1	When read, means that AMEVCNTR0<n> is enabled. When written, disables AMEVCNTR0<n> .

On a Cold reset, this field resets to 0.

Accessing the AMCNTENCLR0

AMCNTENCLR0 can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
AMU	0xC20	AMCNTENCLR0

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMCNTENCLR1, Activity Monitors Count Enable Clear Register 1

The AMCNTENCLR1 characteristics are:

Purpose

Disable control bits for the auxiliary activity monitors event counters, [AMEVCNTR1<n>](#).

Configuration

External register AMCNTENCLR1 bits [31:0] are architecturally mapped to AArch64 System register [AMCNTENCLR1_ELO\[31:0\]](#).

External register AMCNTENCLR1 bits [31:0] are architecturally mapped to AArch32 System register [AMCNTENCLR1\[31:0\]](#).

The power domain of AMCNTENCLR1 is IMPLEMENTATION DEFINED.

This register is present only when FEAT_AMUv1 is implemented. Otherwise, direct accesses to AMCNTENCLR1 are RES0.

Attributes

AMCNTENCLR1 is a 32-bit register.

Field descriptions

The AMCNTENCLR1 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
P<n>, bit [n]																															

P<n>, bit [n], for n = 0 to 31

Activity monitor event counter disable bit for [AMEVCNTR1<n>](#).

Bits [31:N] are RAZ/WI. N is the value in [AMCGCR.CG1NC](#).

Possible values of each bit are:

P<n>	Meaning
0b0	When read, means that AMEVCNTR1<n> is disabled. When written, has no effect.
0b1	When read, means that AMEVCNTR1<n> is enabled. When written, disables AMEVCNTR1<n> .

On a Cold reset, this field resets to 0.

Accessing the AMCNTENCLR1

If the number of auxiliary activity monitor event counters implemented is zero, reads of AMCNTENCLR1 are RAZ/WI. Software must treat reserved accesses as RES0. See 'Access requirements for reserved and unallocated registers'.

Note

The number of auxiliary activity monitor event counters implemented is zero exactly when [AMCFGR](#).NCG == 0b0000.

AMCNTENCLR1 can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
AMU	0xC24	AMCNTENCLR1

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMCNTENSET0, Activity Monitors Count Enable Set Register 0

The AMCNTENSET0 characteristics are:

Purpose

Enable control bits for the architected activity monitors event counters, [AMEVCNTR0<n>](#).

Configuration

External register AMCNTENSET0 bits [31:0] are architecturally mapped to AArch64 System register [AMCNTENSET0_ELO\[31:0\]](#).

External register AMCNTENSET0 bits [31:0] are architecturally mapped to AArch32 System register [AMCNTENSET0\[31:0\]](#).

The power domain of AMCNTENSET0 is IMPLEMENTATION DEFINED.

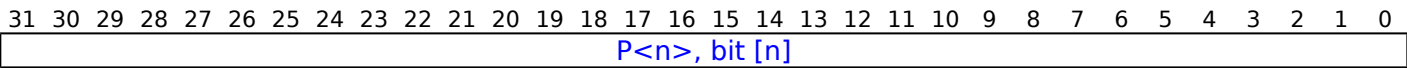
This register is present only when FEAT_AMUv1 is implemented. Otherwise, direct accesses to AMCNTENSET0 are RES0.

Attributes

AMCNTENSET0 is a 32-bit register.

Field descriptions

The AMCNTENSET0 bit assignments are:



P<n>, bit [n], for n = 0 to 31

Activity monitor event counter enable bit for [AMEVCNTR0<n>](#).

Bits [31:N] are RAZ/WI. N is the value in [AMCGCR.CG0NC](#).

Possible values of each bit are:

P<n>	Meaning
0b0	When read, means that AMEVCNTR0<n> is disabled. When written, has no effect.
0b1	When read, means that AMEVCNTR0<n> is enabled. When written, enables AMEVCNTR0<n> .

On a Cold reset, this field resets to 0.

Accessing the AMCNTENSET0

AMCNTENSET0 can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
AMU	0xC00	AMCNTENSET0

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMCNTENSET1, Activity Monitors Count Enable Set Register 1

The AMCNTENSET1 characteristics are:

Purpose

Enable control bits for the auxiliary activity monitors event counters, [AMEVCNTR1<n>](#).

Configuration

External register AMCNTENSET1 bits [31:0] are architecturally mapped to AArch64 System register [AMCNTENSET1_ELO\[31:0\]](#).

External register AMCNTENSET1 bits [31:0] are architecturally mapped to AArch32 System register [AMCNTENSET1\[31:0\]](#).

The power domain of AMCNTENSET1 is IMPLEMENTATION DEFINED.

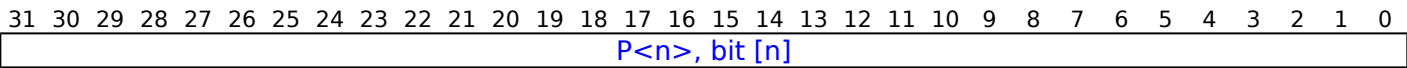
This register is present only when FEAT_AMUv1 is implemented. Otherwise, direct accesses to AMCNTENSET1 are RES0.

Attributes

AMCNTENSET1 is a 32-bit register.

Field descriptions

The AMCNTENSET1 bit assignments are:



P<n>, bit [n], for n = 0 to 31

Activity monitor event counter enable bit for [AMEVCNTR1<n>](#).

Bits [31:N] are RAZ/WI. N is the value in [AMCGCR.CG1NC](#).

Possible values of each bit are:

P<n>	Meaning
0b0	When read, means that AMEVCNTR1<n> is disabled. When written, has no effect.
0b1	When read, means that AMEVCNTR1<n> is enabled. When written, enables AMEVCNTR1<n> .

On a Cold reset, this field resets to 0.

Accessing the AMCNTENSET1

If the number of auxiliary activity monitor event counters implemented is zero, reads of AMCNTENSET1 are RAZ/WI. Software must treat reserved accesses as RES0. See 'Access requirements for reserved and unallocated registers'.

Note

The number of auxiliary activity monitor counters implemented is zero exactly when [AMCFGR](#).NCG == 0b0000.

AMCNTENSET1 can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
AMU	0xC04	AMCNTENSET1

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMCR, Activity Monitors Control Register

The AMCR characteristics are:

Purpose

Global control register for the activity monitors implementation. AMCR is applicable to both the architected and the auxiliary counter groups.

Configuration

External register AMCR bits [31:0] are architecturally mapped to AArch64 System register [AMCR_EL0\[31:0\]](#).
External register AMCR bits [31:0] are architecturally mapped to AArch32 System register [AMCR\[31:0\]](#).
The power domain of AMCR is IMPLEMENTATION DEFINED.
This register is present only when FEAT_AMUv1 is implemented. Otherwise, direct accesses to AMCR are RES0.

Attributes

AMCR is a 32-bit register.

Field descriptions

The AMCR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0						
RES0																					HDBG		RAZ/WI														

Bits [31:11]

Reserved, RES0.

HDBG, bit [10]

This bit controls whether activity monitor counting is halted when the PE is halted in Debug state.

HDBG	Meaning
0b0	Activity monitors do not halt counting when the PE is halted in Debug state.
0b1	Activity monitors halt counting when the PE is halted in Debug state.

Bits [9:0]

Reserved, RAZ/WI.

Accessing the AMCR

AMCR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
AMU	0xE04	AMCR

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

Purpose

Configuration

This register is present only when FEAT_AMUv1 is implemented.

Attributes

Field descriptions

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
 MPIDR_EL1lo

MPIDR_EL1 low half. Read-only copy of the low half of **MPIDR_EL1**, as seen from the highest implemented Exception level.

Accessing the AMDEVAFF0

Component	Offset	Instance
AMU	0xFA8	AMDEVAFF0

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMDEVAFF1, Activity Monitors Device Affinity Register 1

The AMDEVAFF1 characteristics are:

Purpose

Copy of the high half of the PE [MPIDR_EL1](#) register that allows a debugger to determine which PE in a multiprocessor system the AMU component relates to.

Configuration

The power domain of AMDEVAFF1 is IMPLEMENTATION DEFINED.

Implementation of this register is OPTIONAL.

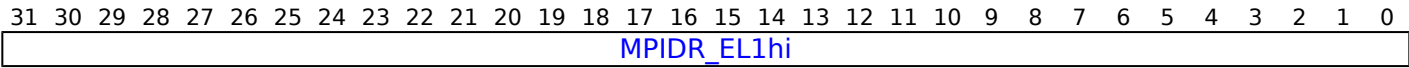
This register is present only when FEAT_AMUv1 is implemented.

Attributes

AMDEVAFF1 is a 32-bit register.

Field descriptions

The AMDEVAFF1 bit assignments are:



MPIDR_EL1hi, bits [31:0]

[MPIDR_EL1](#) high half. Read-only copy of the high half of [MPIDR_EL1](#), as seen from the highest implemented Exception level.

Accessing the AMDEVAFF1

AMDEVAFF1 can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
AMU	0xFAC	AMDEVAFF1

Accesses on this interface are **RO**.

AMDEVARCH, Activity Monitors Device Architecture Register

The AMDEVARCH characteristics are:

Purpose

Identifies the programmers' model architecture of the AMU component.

Configuration

The power domain of AMDEVARCH is IMPLEMENTATION DEFINED.

Implementation of this register is OPTIONAL.

This register is present only when FEAT_AMUv1 is implemented.

Attributes

AMDEVARCH is a 32-bit register.

Field descriptions

The AMDEVARCH 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
ARCHITECT											PRESENT	REVISION				ARCHID															

ARCHITECT, bits [31:21]

Defines the architecture of the component. For AMU, this is Arm Limited.

Bits [31:28] are the JEP106 continuation code, 0x4.

Bits [27:21] are the JEP106 ID code, 0x3B.

PRESENT, bit [20]

When set to 1, indicates that the DEVARCH is present.

This field is 1 in Armv8.

REVISION, bits [19:16]

Defines the architecture revision. For architectures defined by Arm this is the minor revision.

REVISION	Meaning
0b0000	Architecture revision is AMUv1.

All other values are reserved.

ARCHID, bits [15:0]

Defines this part to be an AMU component. For architectures defined by Arm this is further subdivided.

For AMU:

- Bits [15:12] are the architecture version, 0x0.
- Bits [11:0] are the architecture part number, 0xA66.

This corresponds to AMU architecture version AMUv1.

Accessing the AMDEVARCH

AMDEVARCH can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
AMU	0xFBC	AMDEVARCH

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMDEVTTYPE, Activity Monitors Device Type Register

The AMDEVTTYPE characteristics are:

Purpose

Indicates to a debugger that this component is part of a PE's performance monitor interface.

Configuration

The power domain of AMDEVTTYPE is IMPLEMENTATION DEFINED.

Implementation of this register is OPTIONAL.

This register is present only when FEAT_AMUv1 is implemented.

Attributes

AMDEVTTYPE is a 32-bit register.

Field descriptions

The AMDEVTTYPE bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
												RES0															SUB			MAJOR		

Bits [31:8]

Reserved, RES0.

SUB, bits [7:4]

Subtype. Reads as 0x1, to indicate this is a component within a PE.

MAJOR, bits [3:0]

Major type. Reads as 0x6, to indicate this is a performance monitor component.

Accessing the AMDEVTTYPE

AMDEVTTYPE can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
AMU	0xFCC	AMDEVTTYPE

Accesses on this interface are **RO**.

AMEVCNTR0<n>, Activity Monitors Event Counter Registers 0, n = 0 - 15

The AMEVCNTR0<n> characteristics are:

Purpose

Provides access to the architected activity monitor event counters.

Configuration

External register AMEVCNTR0<n> bits [63:0] are architecturally mapped to AArch64 System register [AMEVCNTR0<n>_ELO\[63:0\]](#).

External register AMEVCNTR0<n> bits [63:0] are architecturally mapped to AArch32 System register [AMEVCNTR0<n>\[63:0\]](#).

The power domain of AMEVCNTR0<n> is IMPLEMENTATION DEFINED.

This register is present only when FEAT_AMUv1 is implemented. Otherwise, direct accesses to AMEVCNTR0<n> are RES0.

Attributes

AMEVCNTR0<n> is a 64-bit register.

Field descriptions

The AMEVCNTR0<n> bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																ACNT															
																ACNT															
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

ACNT, bits [63:0]

Architected activity monitor event counter n.

Value of architected activity monitor event counter n, where n is the number of this register and is a number from 0 to 15.

If the counter is enabled, writes to this register have UNPREDICTABLE results.

On a Cold reset, this field resets to 0.

Accessing the AMEVCNTR0<n>

If <n> is greater than or equal to the number of architected activity monitor event counters, reads of AMEVCNTR0<n> are RAZ/WI. Software must treat reserved accesses as RES0. See 'Access requirements for reserved and unallocated registers'.

Note

[AMCGCR.CG0NC](#) identifies the number of architected activity monitor event counters.

AMEVCNTR0<n> can be accessed through the memory-mapped interfaces:

Component	Offset	Instance	Range
AMU	0x000 + (8 * n)	AMEVCNTR0<n>	31:0

Accesses on this interface are **RO**.

Component	Offset	Instance	Range
AMU	0x004 + (8 * n)	AMEVCNTR0<n>	63:32

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMEVCNTR1<n>, Activity Monitors Event Counter Registers 1, n = 0 - 15

The AMEVCNTR1<n> characteristics are:

Purpose

Provides access to the auxiliary activity monitor event counters.

Configuration

External register AMEVCNTR1<n> bits [63:0] are architecturally mapped to AArch64 System register [AMEVCNTR1<n>_ELO\[63:0\]](#).

External register AMEVCNTR1<n> bits [63:0] are architecturally mapped to AArch32 System register [AMEVCNTR1<n>\[63:0\]](#).

The power domain of AMEVCNTR1<n> is IMPLEMENTATION DEFINED.

This register is present only when FEAT_AMUv1 is implemented. Otherwise, direct accesses to AMEVCNTR1<n> are RES0.

Attributes

AMEVCNTR1<n> is a 64-bit register.

Field descriptions

The AMEVCNTR1<n> bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																ACNT															
																ACNT															
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

ACNT, bits [63:0]

Auxiliary activity monitor event counter n.

Value of auxiliary activity monitor event counter n, where n is the number of this register and is a number from 0 to 15.

If the counter is enabled, writes to this register have UNPREDICTABLE results.

On a Cold reset, this field resets to 0.

Accessing the AMEVCNTR1<n>

If <n> is greater than or equal to the number of auxiliary activity monitor event counters, reads of AMEVCNTR1<n> are RAZ/WI. Software must treat reserved accesses as RES0. See 'Access requirements for reserved and unallocated registers'.

Note

[AMCGCR.CG1NC](#) identifies the number of auxiliary activity monitor event counters.

AMEVCNTR1<n> can be accessed through the memory-mapped interfaces:

Component	Offset	Instance	Range
AMU	$0 \times 100 + (8 * n)$	AMEVCNTR1<n>	31:0

Accesses on this interface are **RO**.

Component	Offset	Instance	Range
AMU	$0 \times 104 + (8 * n)$	AMEVCNTR1<n>	63:32

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMEVTYPER0<n>, Activity Monitors Event Type Registers 0, n = 0 - 15

The AMEVTYPER0<n> characteristics are:

Purpose

Provides information on the events that an architected activity monitor event counter [AMEVCNTR0<n>](#) counts.

Configuration

External register AMEVTYPER0<n> bits [31:0] are architecturally mapped to AArch64 System register [AMEVTYPER0<n>_EL0\[31:0\]](#).

External register AMEVTYPER0<n> bits [31:0] are architecturally mapped to AArch32 System register [AMEVTYPER0<n>\[31:0\]](#).

The power domain of AMEVTYPER0<n> is IMPLEMENTATION DEFINED.

This register is present only when FEAT_AMUv1 is implemented. Otherwise, direct accesses to AMEVTYPER0<n> are RES0.

Attributes

AMEVTYPER0<n> is a 32-bit register.

Field descriptions

The AMEVTYPER0<n> 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
RAZ							RES0							evtCount																	

Bits [31:25]

Reserved, RAZ.

Bits [24:16]

Reserved, RES0.

evtCount, bits [15:0]

Event to count. The event number of the event that is counted by the architected activity monitor event counter [AMEVCNTR0<n>](#). The value of this field is architecturally mandated for each architected counter.

The following table shows the mapping between required event numbers and the corresponding counters:

evtCount	Meaning	Applies when
0x0011	Processor frequency cycles	When n == 0
0x4004	Constant frequency cycles	When n == 1
0x0008	Instructions retired	When n == 2
0x4005	Memory stall cycles	When n == 3

Accessing the AMEVTYPER0<n>

If <n> is greater than or equal to the number of architected activity monitor event counters, reads of AMEVTYPER0<n> are RAZ/WI. Software must treat reserved accesses as RES0. See 'Access requirements for reserved and unallocated registers'.

Note

[AMCGCR.CG0NC](#) identifies the number of architected activity monitor event counters.

AMEVTYPER0<n> can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
AMU	0x400 + (4 * n)	AMEVTYPER0<n>

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMEVTYPER1<n>, Activity Monitors Event Type Registers 1, n = 0 - 15

The AMEVTYPER1<n> characteristics are:

Purpose

Provides information on the events that an auxiliary activity monitor event counter [AMEVCNTR1<n>](#) counts.

Configuration

External register AMEVTYPER1<n> bits [31:0] are architecturally mapped to AArch64 System register [AMEVTYPER1<n>_EL0\[31:0\]](#).

External register AMEVTYPER1<n> bits [31:0] are architecturally mapped to AArch32 System register [AMEVTYPER1<n>\[31:0\]](#).

The power domain of AMEVTYPER1<n> is IMPLEMENTATION DEFINED.

This register is present only when FEAT_AMUv1 is implemented. Otherwise, direct accesses to AMEVTYPER1<n> are RES0.

Attributes

AMEVTYPER1<n> is a 32-bit register.

Field descriptions

The AMEVTYPER1<n> 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
RAZ								RES0								evtCount															

Bits [31:25]

Reserved, RAZ.

Bits [24:16]

Reserved, RES0.

evtCount, bits [15:0]

Event to count. The event number of the event that is counted by the auxiliary activity monitor event counter [AMEVCNTR1<n>](#).

It is IMPLEMENTATION DEFINED what values are supported by each counter.

If software writes a value to this field which is not supported by the corresponding counter [AMEVCNTR1<n>](#), then:

- It is UNPREDICTABLE which event will be counted.
- The value read back is UNKNOWN.

Note

The event counted by [AMEVCNTR1<n>](#) might be fixed at implementation. In this case, the field is read-only and writes are UNDEFINED.

If the corresponding counter [AMEVCNTR1<n>](#) is enabled, writes to this register have UNPREDICTABLE results.

Accessing the AMEVTYPER1<n>

If <n> is greater than or equal to the number of auxiliary activity monitor event counters, reads of AMEVTYPER1<n> are RAZ/WI. Software must treat reserved accesses as RES0. See 'Access requirements for reserved and unallocated registers'.

Note

[AMCGCR.CG1NC](#) identifies the number of auxiliary activity monitor event counters.

AMEVTYPER1<n> can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
AMU	0x480 + (4 * n)	AMEVTYPER1<n>

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMIIDR, Activity Monitors Implementation Identification Register

The AMIIDR characteristics are:

Purpose

Defines the implementer and revisions of the AMU.

Configuration

The power domain of AMIIDR is IMPLEMENTATION DEFINED.

This register is present only when FEAT_AMUv1 is implemented. Otherwise, direct accesses to AMIIDR are RES0.

Attributes

AMIIDR is a 32-bit register.

Field descriptions

The AMIIDR 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
ProductID												Variant				Revision				Implementer											

ProductID, bits [31:20]

This field is an AMU part identifier.

The value of this field is IMPLEMENTATION DEFINED.

If [AMPIDR0](#) is implemented, [AMPIDR0.PART_0](#) matches bits [27:20] of this field.

If [AMPIDR1](#) is implemented, [AMPIDR1.PART_1](#) matches bits [31:28] of this field.

Variant, bits [19:16]

This field distinguishes product variants or major revisions of the product.

The value of this field is IMPLEMENTATION DEFINED.

If [AMPIDR2](#) is implemented, [AMPIDR2.REVISION](#) matches AMIIDR.Variant.

Revision, bits [15:12]

This field distinguishes minor revisions of the product.

The value of this field is IMPLEMENTATION DEFINED.

If [AMPIDR3](#) is implemented, [AMPIDR3.REVAND](#) matches AMIIDR.Revision.

Implementer, bits [11:0]

Contains the JEP106 code of the company that implemented the AMU.

For an Arm implementation, this field reads as 0x43B.

Bits [11:8] contain the JEP106 continuation code of the implementer.

Bit 7 is RES0

Bits [6:0] contain the JEP106 identity code of the implementer.

If [AMPIDR4](#) is implemented, [AMPIDR4](#).DES_2 matches bits [11:8] of this field.

If [AMPIDR2](#) is implemented, [AMPIDR2](#).DES_1 matches bits [6:4] of this field.

If [AMPIDR1](#) is implemented, [AMPIDR1](#).DES_0 matches bits [3:0] of this field.

Accessing the AMIIDR

AMIIDR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
AMU	0xE08	AMIIDR

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMPIDR0, Activity Monitors Peripheral Identification Register 0

The AMPIDR0 characteristics are:

Purpose

Provides information to identify an activity monitors component.
For more information, see 'About the Peripheral identification scheme'.

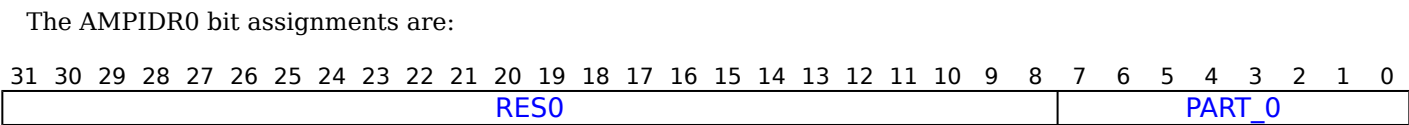
Configuration

The power domain of AMPIDR0 is IMPLEMENTATION DEFINED.
Implementation of this register is OPTIONAL.
This register is present only when FEAT_AMUv1 is implemented.

Attributes

AMPIDR0 is a 32-bit register.

Field descriptions



Bits [31:8]

Reserved, RES0.

PART_0, bits [7:0]

Part number, least significant byte.
The value of this field is IMPLEMENTATION DEFINED.

Accessing the AMPIDR0

AMPIDR0 can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
AMU	0xFE0	AMPIDR0

Accesses on this interface are **RO**.

AMPIDR1, Activity Monitors Peripheral Identification Register 1

The AMPIDR1 characteristics are:

Purpose

Provides information to identify an activity monitors component.
For more information, see 'About the Peripheral identification scheme'.

Configuration

The power domain of AMPIDR1 is IMPLEMENTATION DEFINED.
Implementation of this register is OPTIONAL.
This register is present only when FEAT_AMUv1 is implemented.

Attributes

AMPIDR1 is a 32-bit register.

Field descriptions

The AMPIDR1 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
												RES0												DES_0				PART_1			

Bits [31:8]

Reserved, RES0.

DES_0, bits [7:4]

Designer, least significant nibble of JEP106 ID code.
The value of this field is IMPLEMENTATION DEFINED. For Arm Limited, this field is 0b1011.

PART_1, bits [3:0]

Part number, most significant nibble.
The value of this field is IMPLEMENTATION DEFINED.

Accessing the AMPIDR1

AMPIDR1 can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
AMU	0xFE4	AMPIDR1

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMPIDR2, Activity Monitors Peripheral Identification Register 2

The AMPIDR2 characteristics are:

Purpose

Provides information to identify an activity monitors component.
For more information, see 'About the Peripheral identification scheme'.

Configuration

The power domain of AMPIDR2 is IMPLEMENTATION DEFINED.
Implementation of this register is OPTIONAL.
This register is present only when FEAT_AMUv1 is implemented.

Attributes

AMPIDR2 is a 32-bit register.

Field descriptions

The AMPIDR2 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								REVISION		JEDEC	DES_1				

Bits [31:8]

Reserved, RES0.

REVISION, bits [7:4]

Part major revision. Parts can also use this field to extend Part number to 16-bits.
The value of this field is IMPLEMENTATION DEFINED.

JEDEC, bit [3]

RAO. Indicates a JEP106 identity code is used.

DES_1, bits [2:0]

Designer, most significant bits of JEP106 ID code.
The value of this field is IMPLEMENTATION DEFINED. For Arm Limited, this field is 0b011.

Accessing the AMPIDR2

AMPIDR2 can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
AMU	0xFE8	AMPIDR2

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMPIDR3, Activity Monitors Peripheral Identification Register 3

The AMPIDR3 characteristics are:

Purpose

Provides information to identify an activity monitors component.
For more information, see 'About the Peripheral identification scheme'.

Configuration

The power domain of AMPIDR3 is IMPLEMENTATION DEFINED.
Implementation of this register is OPTIONAL.
This register is present only when FEAT_AMUv1 is implemented.

Attributes

AMPIDR3 is a 32-bit register.

Field descriptions

The AMPIDR3 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
												RES0												REVAND			CMOD				

Bits [31:8]

Reserved, RES0.

REVAND, bits [7:4]

Part minor revision. Parts using AMPIDR2.REVISION as an extension to the Part number must use this field as a major revision number.
The value of this field is IMPLEMENTATION DEFINED.

CMOD, bits [3:0]

Customer modified. Indicates someone other than the Designer has modified the component.
The value of this field is IMPLEMENTATION DEFINED.

Accessing the AMPIDR3

AMPIDR3 can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
AMU	0xFEC	AMPIDR3

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

AMPIDR4, Activity Monitors Peripheral Identification Register 4

The AMPIDR4 characteristics are:

Purpose

Provides information to identify an activity monitors component.
For more information, see 'About the Peripheral identification scheme'.

Configuration

The power domain of AMPIDR4 is IMPLEMENTATION DEFINED.
Implementation of this register is OPTIONAL.
This register is present only when FEAT_AMUv1 is implemented.

Attributes

AMPIDR4 is a 32-bit register.

Field descriptions

The AMPIDR4 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								SIZE				DES_2			

Bits [31:8]

Reserved, RES0.

SIZE, bits [7:4]

Size of the component. Log₂ of the number of 4KB pages from the start of the component to the end of the component ID registers.
This field reads as 0b0000.

DES_2, bits [3:0]

Designer. JEP106 continuation code, least significant nibble.
The value of this field is IMPLEMENTATION DEFINED. For Arm Limited, this field is 0b0100.

Accessing the AMPIDR4

AMPIDR4 can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
AMU	0xFD0	AMPIDR4

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ASICCTL, CTI External Multiplexer Control register

The ASICCTL characteristics are:

Purpose

Can be used to provide IMPLEMENTATION DEFINED controls for the CTI. For example, the register might be used to control multiplexors for additional IMPLEMENTATION DEFINED triggers. The IMPLEMENTATION DEFINED controls provided by this register might modify the architecturally defined behavior of the CTI.

Note

The architecturally-defined triggers must not be multiplexed.

Configuration

It is IMPLEMENTATION DEFINED whether ASICCTL is implemented in the Core power domain or in the Debug power domain.

If it is implemented in the Core power domain then it is IMPLEMENTATION DEFINED whether it is in the Cold reset domain or the Warm reset domain.

This register must reset to a value that supports the architecturally-defined behavior of the CTI. Changing the value of the register from its reset value causes IMPLEMENTATION DEFINED behavior that might differ from the architecturally-defined behavior of the CTI.

Other than the requirements listed in this register description, all aspects of the reset behavior of the ASICCTL are IMPLEMENTATION DEFINED.

Attributes

ASICCTL is a 32-bit register.

Field descriptions

The ASICCTL 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
IMPLEMENTATION DEFINED																															

IMPLEMENTATION DEFINED, bits [31:0]

IMPLEMENTATION DEFINED.

Accessing the ASICCTL

ASICCTL can be accessed through the external debug interface:

Component	Offset	Instance
CTI	0x144	ASICCTL

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus(), AllowExternalDebugAccess() and SoftwareLockStatus() accesses to this register are **RO**.
- Otherwise accesses to this register are **IMPDEF**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTACR<n>, Counter-timer Access Control Registers, n = 0 - 7

The CNTACR<n> characteristics are:

Purpose

Provides top-level access controls for the elements of a timer frame. CNTACR<n> provides the controls for frame CNTBaseN.

In addition to the CNTACR<n> control:

- [CNTNSAR](#) controls whether CNTACR<n> is accessible by Non-secure accesses.
- If frame CNTELOBaseN is implemented, the [CNTELOACR](#) in frame CNTBaseN provides additional control of accesses to frame CNTELOBaseN.

Configuration

The power domain of CNTACR<n> is IMPLEMENTATION DEFINED.

For more information, see 'Power and reset domains for the system level implementation of the Generic Timer'.

Implemented only if the value of [CNTTIDR](#).Frame<n> is 1.

An implementation of the counters might not provide configurable access to some or all of the features. In this case, the associated field in the CNTACR<n> register is:

- RAZ/WI if access is always denied.
- RAO/WI if access is always permitted.

Attributes

CNTACR<n> is a 32-bit register.

Field descriptions

The CNTACR<n> bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0				
												RES0												RWPT		RWVT		RVOFF		RFRQ		RVCT		RPCT	

Bits [31:6]

Reserved, RES0.

RWPT, bit [5]

Read/write access to the EL1 Physical Timer registers [CNTP_CVAL](#), [CNTP_TVAL](#), and [CNTP_CTL](#), in frame <n>. The possible values of this bit are:

RWPT	Meaning
0b0	No access to the EL1 Physical Timer registers in frame <n>. The registers are RES0.
0b1	Read/write access to the EL1 Physical Timer registers in frame <n>.

This field resets to an architecturally UNKNOWN value.

RWVT, bit [4]

Read/write access to the Virtual Timer register [CNTV_CVAL](#), [CNTV_TVAL](#), and [CNTV_CTL](#), in frame <n>. The possible values of this bit are:

RWVT	Meaning
0b0	No access to the Virtual Timer registers in frame <n>. The registers are RES0.
0b1	Read/write access to the Virtual Timer registers in frame <n>.

This field resets to an architecturally UNKNOWN value.

RVOFF, bit [3]

Read-only access to [CNTVOFF](#), in frame <n>. The possible values of this bit are:

RVOFF	Meaning
0b0	No access to CNTVOFF in frame <n>. The register is RES0.
0b1	Read-only access to CNTVOFF in frame <n>.

This field resets to an architecturally UNKNOWN value.

RFRQ, bit [2]

Read-only access to [CNTFRQ](#), in frame <n>. The possible values of this bit are:

RFRQ	Meaning
0b0	No access to CNTFRQ in frame <n>. The register is RES0.
0b1	Read-only access to CNTFRQ in frame <n>.

This field resets to an architecturally UNKNOWN value.

RVCT, bit [1]

Read-only access to [CNTVCT](#), in frame <n>. The possible values of this bit are:

RVCT	Meaning
0b0	No access to CNTVCT in frame <n>. The register is RES0.
0b1	Read-only access to CNTVCT in frame <n>.

This field resets to an architecturally UNKNOWN value.

RPCT, bit [0]

Read-only access to [CNTPCT](#), in frame <n>. The possible values of this bit are:

RPCT	Meaning
0b0	No access to CNTPCT in frame <n>. The register is RES0.
0b1	Read-only access to CNTPCT in frame <n>.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTACR<n>

In a system that recognizes two Security states:

- CNTACR<n> is always accessible by Secure accesses.
- [CNTNSAR.NS<n>](#) determines whether CNTACR<n> is accessible by Non-secure accesses.

CNTACR<n> can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
-----------	-------	--------	----------

Timer	CNTCTLBase	0x040 + (4 * n)	CNTACR<n>
-------	------------	-----------------	-----------

Accesses on this interface are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTCR, Counter Control Register

The CNTCR characteristics are:

Purpose

Enables the counter, controls the counter frequency setting, and controls counter behavior during debug.

Configuration

The power domain of CNTCR is IMPLEMENTATION DEFINED.

For more information, see 'Power and reset domains for the system level implementation of the Generic Timer'.

Attributes

CNTCR is a 32-bit register.

Field descriptions

The CNTCR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0														FCREQ								RES0				SCEN		HDBG		EN	

Bits [31:18]

Reserved, RES0.

FCREQ, bits [17:8]

Frequency change request. Indicates the number of the entry in the Frequency modes table to select.

Selecting an unimplemented entry, or an entry that contains 0, has no effect on the counter.

The maximum number of entries in the Frequency modes table is IMPLEMENTATION DEFINED up to a maximum of 1004 entries, see 'The Frequency modes table'. An implementation is only required to implement an FCREQ field that can hold values from 0 to the highest supported Frequency modes table entry. Any unrequired most-significant bits of FCREQ can be implemented as RES0.

This field resets to 0.

Bits [7:3]

Reserved, RES0.

SCEN, bit [2]

When FEAT_CNTSC is implemented:

Scale Enable.

SCEN	Meaning
0b0	Scaling is not enabled. The counter value is incremented by 0x1.0000000 for each counter tick.
0b1	Scaling is enabled. The counter is incremented by CNTSCR.ScaleVal for each counter tick.

The SCEN bit can only be changed when the counter is disabled, when CNTCR.EN == 0.

If the value of CNTCR.SCEN changes when CNTCR.EN == 1 then:

- The counter value becomes UNKNOWN.
- The counter value remains UNKNOWN on future ticks of the clock.

When the [CNTCV](#) register in the CNTControlBase frame of the memory mapped counter module is written to, the accumulated fraction information is reset to zero.

This field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

HDBG, bit [1]

Halt-on-debug. Controls whether a Halt-on-debug signal halts the system counter:

HDBG	Meaning
0b0	System counter ignores Halt-on-debug.
0b1	Asserted Halt-on-debug signal halts system counter update.

This field resets to an architecturally UNKNOWN value.

EN, bit [0]

Enables the counter:

EN	Meaning
0b0	System counter disabled.
0b1	System counter enabled.

This field resets to 0.

Accessing the CNTCR

In a system that supports Secure and Non-secure memory maps the CNTControlBase frame, that includes this register, is implemented only in the Secure memory map.

CNTCR can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
Timer	CNTControlBase	0x000	CNTCR

Accesses on this interface are **RW**.

CNTCV, Counter Count Value register

The CNTCV characteristics are:

Purpose

Indicates the current count value.

Configuration

The power domain of CNTCV is IMPLEMENTATION DEFINED.

For more information, see 'Power and reset domains for the system level implementation of the Generic Timer'.

Attributes

CNTCV is a 64-bit register.

Field descriptions

The CNTCV bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
CountValue																															
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
CountValue																															

CountValue, bits [63:0]

Indicates the counter value.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTCV

Frame	Accessibility
CNTControlBase	RW
CNTReadBase	RO

A write to CNTCV must be visible in the [CNTPCT](#) register of each running processor in a finite time.

For the instance of the register in the CNTControlBase frame:

- In a system that supports Secure and Non-secure memory maps the CNTControlBase frame, and therefore this register instance, is implemented only in the Secure memory map.
- If the counter is enabled, the effect of writing to the register is UNKNOWN.

In an implementation that supports 64-bit atomic memory accesses, this register must be accessible using a 64-bit atomic access.

CNTCV can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance	Range
Timer	CNTControlBase	0x008	CNTCV	63:0

Accesses on this interface are **RW**.

Component	Frame	Offset	Instance	Range
Timer	CNTReadBase	0x000	CNTCV	63:0

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTELOACR, Counter-timer EL0 Access Control Register

The CNTELOACR characteristics are:

Purpose

An implementation of CNTELOACR in the frame at CNTBaseN controls whether the [CNTPCT](#), [CNTVCT](#), [CNTFRQ](#), EL1 Physical Timer, and Virtual Timer registers are visible in the frame at CNTELOBaseN.

Configuration

The power domain of CNTELOACR is IMPLEMENTATION DEFINED.

Implementation of this register is OPTIONAL.

For more information, see 'Power and reset domains for the system level implementation of the Generic Timer'.

Attributes

CNTELOACR is a 32-bit register.

Field descriptions

The CNTELOACR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0										ELOPTEN		ELOVTEN		RES0				ELOVCTEN		ELOPCTEN											

Bits [31:10]

Reserved, RES0.

ELOPTEN, bit [9]

Second view read/write access control for the EL1 Physical Timer registers. This bit controls whether the [CNTP_CVAL](#), [CNTP_TVAL](#), and [CNTP_CTL](#) registers in the current CNTBaseN frame are also accessible in the corresponding CNTELOBaseN frame. The possible values of this bit are:

ELOPTEN	Meaning
0b0	No access. Registers are RES0 in the second view.
0b1	Access permitted. If the registers are accessible in the current frame then they are accessible in the second view.

This field resets to an architecturally UNKNOWN value.

ELOVTEN, bit [8]

Second view read/write access control for the Virtual Timer registers. This bit controls whether the [CNTV_CVAL](#), [CNTV_TVAL](#), and [CNTV_CTL](#) registers in the current CNTBaseN frame are also accessible in the corresponding CNTELOBaseN frame. The possible values of this bit are:

ELOVTEN	Meaning
0b0	No access. Registers are RES0 in the second view.
0b1	Access permitted. If the registers are accessible in the current frame then they are accessible in the second view.

The definition of this bit means that, if the Virtual Timer registers are not implemented in the current CNTBaseN frame, then the Virtual Timer register addresses are RES0 in the corresponding CNTEL0BaseN frame, regardless of the value of this bit.

This field resets to an architecturally UNKNOWN value.

Bits [7:2]

Reserved, RES0.

EL0VCTEN, bit [1]

Second view read access control for [CNTVCT](#) and [CNTERQ](#). The possible values of this bit are:

EL0VCTEN	Meaning
0b0	CNTVCT is not visible in the second view. If EL0PCTEN is set to 0, CNTERQ is not visible in the second view.
0b1	Access permitted. If CNTVCT and CNTERQ are visible in the current frame then they are visible in the second view.

This field resets to an architecturally UNKNOWN value.

EL0PCTEN, bit [0]

Second view read access control for [CNTPCT](#) and [CNTERQ](#). The possible values of this bit are:

EL0PCTEN	Meaning
0b0	CNTPCT is not visible in the second view. If EL0VCTEN is set to 0, CNTERQ is not visible in the second view.
0b1	Access permitted. If CNTPCT and CNTERQ are visible in the current frame then they are visible in the second view.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTEL0ACR

CNTEL0ACR can be implemented in any implemented CNTBaseN frame.

'CNTCTLBase status and control fields for the CNTBaseN and CNTEL0BaseN frames' describes the status fields that identify whether a CNTBaseN frame is implemented, and for an implemented frame:

- Whether the CNTBaseN frame has virtual timer capability.
- Whether the corresponding CNTEL0BaseN frame is implemented.
- For an implementation that recognizes two Security states, whether the CNTBaseN frame, and any corresponding CNTEL0BaseN frame, is accessible by Non-secure accesses.

If CNTEL0ACR is not implemented in an implemented CNTBaseN frame:

- The register location in that frame is RAZ/WI.
- If the corresponding CNTEL0BaseN frame is implemented, the registers [CNTERQ](#), [CNTP_CTL](#), [CNTP_CVAL](#), [CNTP_TVAL](#), [CNTPCT](#), [CNTV_CTL](#), [CNTV_CVAL](#), [CNTV_TVAL](#), and [CNTVCT](#) are not visible in that frame.

CNTEL0ACR can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
Timer	CNTBaseN	0x014	CNTEL0ACR

Accesses on this interface are **RW**.

CNTFID0, Counter Frequency ID

The CNTFID0 characteristics are:

Purpose

Indicates the base frequency of the system counter.

Configuration

The power domain of CNTFID0 is IMPLEMENTATION DEFINED.

For more information, see 'Power and reset domains for the system level implementation of the Generic Timer'.

The possible frequencies for the system counter are stored in the Frequency modes table as 32-bit words starting with the base frequency, CNTFID0. For more information, see 'The Frequency modes table'.

The final entry in the Frequency modes table must be followed by a 32-bit word of zero value, to mark the end of the table.

Typically, the Frequency modes table will be in read-only memory. However, a system implementation might use read/write memory for the table, and initialize the table entries as part of its start-up sequence.

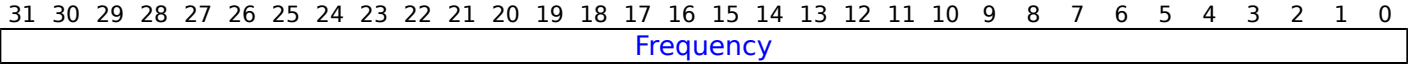
If the Frequency modes table is in read/write memory, Arm strongly recommends that the table is not updated once the system is running.

Attributes

CNTFID0 is a 32-bit register.

Field descriptions

The CNTFID0 bit assignments are:



Frequency, bits [31:0]

The base frequency of the system counter, in Hz.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTFID0

It is IMPLEMENTATION DEFINED whether this register is RO or RW

In a system that supports Secure and Non-secure memory maps the CNTControlBase frame, that includes this register, is implemented only in the Secure memory map.

CNTFID0 can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
Timer	CNTControlBase	0x020	CNTFID0

Accesses on this interface are **RO or RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTFID<n>, Counter Frequency IDs, n > 0, n = 1 - 1003

The CNTFID<n> characteristics are:

Purpose

Indicates alternative system counter update frequencies.

Configuration

The power domain of CNTFID<n> is IMPLEMENTATION DEFINED.

For more information, see 'Power and reset domains for the system level implementation of the Generic Timer'.

The possible frequencies for the system counter are stored in the Frequency modes table as 32-bit words starting with the base frequency, [CNTFID0](#), see 'The Frequency modes table'.

The number of CNTFID<n> registers is IMPLEMENTATION DEFINED, and the only required CNTFID<n> register is [CNTFID0](#).

The final entry in the Frequency modes table must be followed by a 32-bit word of zero value, to mark the end of the table.

The architecture can support up to 1004 entries in the Frequency modes table, including the zero-word end marker, and the number of entries is IMPLEMENTATION DEFINED up to this limit. For an implementation that includes registers in the IMPLEMENTATION DEFINED register space 0x0C0-0x0FC, the maximum number of entries in the Frequency modes table is 40, including the zero-word end marker.

Typically, the Frequency modes table will be in read-only memory. However, a system implementation might use read/write memory for the table, and initialize the table entries as part of its start-up sequence.

If the Frequency modes table is in read/write memory, Arm strongly recommends that the table is not updated once the system is running.

Attributes

CNTFID<n> is a 32-bit register.

Field descriptions

The CNTFID<n> 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
Frequency																															

Frequency, bits [31:0]

A system counter update frequency, in Hz. Must be an exact divisor of the base frequency. Arm strongly recommends that all frequency values in the Frequency modes table are integer power-of-two divisors of the base frequency.

When the system timer is operating at a lower frequency than the base frequency, the increment applied at each counter update is given by:

increment = (base frequency) / (selected frequency)

This field resets to an architecturally UNKNOWN value.

Accessing the CNTFID<n>

It is IMPLEMENTATION DEFINED whether this register is RO or RW

In a system that supports Secure and Non-secure memory maps the CNTControlBase frame, that includes these registers, is implemented only in the Secure memory map.

CNTFID<n> can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
Timer	CNTControlBase	0x020 + (4 * n)	CNTFID<n>

Accesses on this interface are **RO or RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTFRQ, Counter-timer Frequency

The CNTFRQ characteristics are:

Purpose

This register is provided so that software can discover the frequency of the system counter. The instance of the register in the CNTCTLBase frame must be programmed with this value as part of system initialization. The value of the register is not interpreted by hardware.

Configuration

The power domain of CNTFRQ is IMPLEMENTATION DEFINED.

For more information see 'Power and reset domains for the system level implementation of the Generic Timer'.

Attributes

CNTFRQ is a 32-bit register.

Field descriptions

The CNTFRQ 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
																		Clock frequency													

Bits [31:0]

Clock frequency. Indicates the system counter clock frequency, in Hz.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTFRQ

CNTFRQ must be implemented as an RW register in the CNTCTLBase frame.

In a system that recognizes two Security states, the instance of the register in the CNTCTLBase frame is only accessible by Secure accesses.

CNTFRQ can be implemented as a RO register in any implemented CNTBaseN frame, and in the corresponding CNTEL0BaseN frame.

'CNTCTLBase status and control fields for the CNTBaseN and CNTEL0BaseN frames' describes the status fields that identify whether a CNTBaseN frame is implemented, and for an implemented frame:

- Whether the CNTBaseN frame has virtual timer capability.
- Whether the corresponding CNTEL0BaseN frame is implemented.
- For an implementation that recognizes two Security states, whether the CNTBaseN frame, and any corresponding CNTEL0BaseN frame, is accessible by Non-secure accesses.

For an implemented CNTBaseN frame:

- CNTFRQ is accessible in that frame, as a RO register, if the value of [CNTACR<n>.RFRQ](#) is 1.
- Otherwise, the CNTFRQ address in that frame is RAZ/WI.

For an implemented CNTEL0BaseN frame:

- CNTFRQ is accessible as a RO register in that frame if both:
 - CNTFRQ is accessible in the corresponding CNTBaseN frame.

- Either the value of [CNTELOACR.EL0VCTEN](#) is 1 or the value of [CNTELOACR.EL0PCTEN](#) is 1.
- Otherwise, the CNTFRQ address in that frame is RAZ/WI.

CNTFRQ can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
Timer	CNTBaseN	0x010	CNTFRQ

Accesses on this interface are **RO**.

Component	Frame	Offset	Instance
Timer	CNTELOBaseN	0x010	CNTFRQ

Accesses on this interface are **RO**.

Component	Frame	Offset	Instance
Timer	CNTCTLBase	0x000	CNTFRQ

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTID, Counter Identification Register

The CNTID characteristics are:

Purpose

Indicates whether counter scaling is implemented.

Configuration

The power domain of CNTID is IMPLEMENTATION DEFINED.

This register is present only when FEAT_CNTSC is implemented. Otherwise, direct accesses to CNTID are RES0.

Attributes

CNTID is a 32-bit register.

Field descriptions

The CNTID bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																		CNTSC													

Bits [31:4]

Reserved, RES0.

CNTSC, bits [3:0]

Indicates whether Counter Scaling is implemented

CNTSC	Meaning
0b0000	Counter scaling is not implemented.
0b0001	Counter scaling is implemented.

All other values are reserved.

Accessing the CNTID

In a system that supports Secure and Non-secure memory maps, the CNTControlBase frame, that includes this register, is implemented only in the Secure memory map.

CNTID can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
Timer	CNTControlBase	0x1C	CNTID

Accesses on this interface are **RO**.

CNTNSAR, Counter-timer Non-secure Access Register

The CNTNSAR characteristics are:

Purpose

Provides the highest-level control of whether frames CNTBaseN and CNTELOBaseN are accessible by Non-secure accesses.

Configuration

The power domain of CNTNSAR is IMPLEMENTATION DEFINED.

For more information, see 'Power and reset domains for the system level implementation of the Generic Timer'.

Attributes

CNTNSAR is a 32-bit register.

Field descriptions

The CNTNSAR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								NS7	NS6	NS5	NS4	NS3	NS2	NS1	NS0

Bits [31:8]

Reserved, RES0.

NS<n>, bit [n], for n = 0 to 7

Non-secure access to frame n. The possible values of this bit are:

NS<n>	Meaning
0b0	Secure access only. Behaves as RES0 to Non-secure accesses.
0b1	Secure and Non-secure accesses permitted.

This bit also determines whether, in the CNTCTLBase frame, [CNTACR<n>](#) and [CNTVOFF<n>](#) are accessible to Non-secure accesses.

If frame CNTBase<n>:

- Is not implemented, then NS<n> is RES0.
- Is not Configurable access, and is accessible only by Secure accesses, then NS<n> is RES0.
- Is not Configurable access, and is accessible by both Secure and Non-secure accesses, then NS<n> is RES1.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTNSAR

In a system that recognizes two Security states, this register is only accessible by Secure accesses.

CNTNSAR can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
-----------	-------	--------	----------

CNTNSAR, Counter-timer Non-secure Access Register

Timer	CNTCTLBase	0x004	CNTNSAR
-------	------------	-------	---------

Accesses on this interface are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTP_CTL, Counter-timer Physical Timer Control

The CNTP_CTL characteristics are:

Purpose

Control register for the EL1 physical timer.

Configuration

The power domain of CNTP_CTL is IMPLEMENTATION DEFINED.

For more information, see 'Power and reset domains for the system level implementation of the Generic Timer'.

Attributes

CNTP_CTL is a 32-bit register.

Field descriptions

The CNTP_CTL bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																ISTATUS			IMASK		ENABLE										

Bits [31:3]

Reserved, RES0.

ISTATUS, bit [2]

The status of the timer. This bit indicates whether the timer condition is met:

ISTATUS	Meaning
0b0	Timer condition is not met.
0b1	Timer condition is met.

When the value of the ENABLE bit is 1, ISTATUS indicates whether the timer condition is met. ISTATUS takes no account of the value of the IMASK bit. If the value of ISTATUS is 1 and the value of IMASK is 0 then the timer interrupt is asserted.

When the value of the ENABLE bit is 0, the ISTATUS field is UNKNOWN.

This bit is read-only.

IMASK, bit [1]

Timer interrupt mask bit. Permitted values are:

IMASK	Meaning
0b0	Timer interrupt is not masked by the IMASK bit.
0b1	Timer interrupt is masked by the IMASK bit.

For more information, see the description of the ISTATUS bit.

This field resets to an architecturally UNKNOWN value.

ENABLE, bit [0]

Enables the timer. Permitted values are:

ENABLE	Meaning
0b0	Timer disabled.
0b1	Timer enabled.

Setting this bit to 0 disables the timer output signal, but the timer value accessible from [CNTP_TVAL](#) continues to count down.

Note

Disabling the output signal might be a power-saving option.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTP_CTL

CNTP_CTL can be implemented in any implemented CNTBaseN frame, and in the corresponding CNTEL0BaseN frame.

'CNTCTLBase status and control fields for the CNTBaseN and CNTEL0BaseN frames' describes the status fields that identify whether a CNTBaseN frame is implemented, and for an implemented frame:

- Whether the CNTBaseN frame has virtual timer capability.
- Whether the corresponding CNTEL0BaseN frame is implemented.
- For an implementation that recognizes two Security states, whether the CNTBaseN frame, and any corresponding CNTEL0BaseN frame, is accessible by Non-secure accesses.

For an implemented CNTBaseN frame:

- CNTP_CTL is accessible in that frame if the value of [CNTACR<n>.RWPT](#) is 1.
- Otherwise, the CNTP_CTL address in that frame is RAZ/WI.

For an implemented CNTEL0BaseN frame:

- CNTP_CTL is accessible in that frame if both:
 - CNTP_CTL is accessible in the corresponding CNTBaseN frame:
 - The value of [CNTEL0ACR.EL0PTEN](#) is 1.
- Otherwise, the CNTP_CTL address in that frame is RAZ/WI.

CNTP_CTL can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
Timer	CNTBaseN	0x02C	CNTP_CTL

Accesses on this interface are **RW**.

Component	Frame	Offset	Instance
Timer	CNTEL0BaseN	0x02C	CNTP_CTL

Accesses on this interface are **RW**.

CNTP_CVAL, Counter-timer Physical Timer CompareValue

The CNTP_CVAL characteristics are:

Purpose

Holds the 64-bit compare value for the EL1 physical timer.

Configuration

The power domain of CNTP_CVAL is IMPLEMENTATION DEFINED.

For more information, see 'Power and reset domains for the system level implementation of the Generic Timer'.

Attributes

CNTP_CVAL is a 64-bit register.

Field descriptions

The CNTP_CVAL bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																CompareValue															
																CompareValue															
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

CompareValue, bits [63:0]

Holds the EL1 physical timer CompareValue.

When [CNTP_CTL.ENABLE](#) is 1, the timer condition is met when ([CNTPCT](#) - CompareValue) is greater than or equal to zero. This means that CompareValue acts like a 64-bit upcounter timer. When the timer condition is met:

- [CNTP_CTL.ISTATUS](#) is set to 1.
- An interrupt is generated if [CNTP_CTL.IMASK](#) is 0.

When [CNTP_CTL.ENABLE](#) is 0, the timer condition is not met, but [CNTPCT](#) continues to count.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTP_CVAL

CNTP_CVAL can be implemented in any implemented CNTBaseN frame, and in the corresponding CNTEL0BaseN frame.

'CNTCTLBase status and control fields for the CNTBaseN and CNTEL0BaseN frames' describes the status fields that identify whether a CNTBaseN frame is implemented, and for an implemented frame:

- Whether the CNTBaseN frame has virtual timer capability.
- Whether the corresponding CNTEL0BaseN frame is implemented.
- For an implementation that recognizes two Security states, whether the CNTBaseN frame, and any corresponding CNTEL0BaseN frame, is accessible by Non-secure accesses.

For an implemented CNTBaseN frame:

- CNTP_CVAL is accessible in that frame if the value of [CNTACR<n>.RWPT](#) is 1.

- Otherwise, the CNTP_CVAL address in that frame is RAZ/WI.

For an implemented CNTEL0BaseN frame:

- CNTP_CVAL is accessible in that frame if both:
 - CNTP_CVAL is accessible in the corresponding CNTBaseN frame:
 - The value of [CNTEL0ACR.EL0PTEN](#) is 1.
- Otherwise, the CNTP_CVAL address in that frame is RAZ/WI.

If the implementation supports 64-bit atomic accesses, then the CNTP_CVAL register must be accessible as an atomic 64-bit value.

CNTP_CVAL can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance	Range
Timer	CNTBaseN	0x020	CNTP_CVAL	31:0

Accesses on this interface are **RW**.

Component	Frame	Offset	Instance	Range
Timer	CNTBaseN	0x024	CNTP_CVAL	63:32

Accesses on this interface are **RW**.

Component	Frame	Offset	Instance	Range
Timer	CNTEL0BaseN	0x020	CNTP_CVAL	31:0

Accesses on this interface are **RW**.

Component	Frame	Offset	Instance	Range
Timer	CNTEL0BaseN	0x024	CNTP_CVAL	63:32

Accesses on this interface are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTP_TVAL, Counter-timer Physical Timer TimerValue

The CNTP_TVAL characteristics are:

Purpose

Holds the timer value for the EL1 physical timer.

Configuration

The power domain of CNTP_TVAL is IMPLEMENTATION DEFINED.

For more information, see 'Power and reset domains for the system level implementation of the Generic Timer'.

Attributes

CNTP_TVAL is a 32-bit register.

Field descriptions

The CNTP_TVAL 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
TimerValue																															

TimerValue, bits [31:0]

The TimerValue view of the EL1 physical timer.

On a read of this register:

- If [CNTP_CTL.ENABLE](#) is 0, the value returned is UNKNOWN.
- If [CNTP_CTL.ENABLE](#) is 1, the value returned is (CompareValue - [CNTPCT](#)).

On a write of this register, CompareValue is set to ([CNTPCT](#) + TimerValue), where TimerValue is treated as a signed 32-bit integer.

When [CNTP_CTL.ENABLE](#) is 1, the timer condition is met when ([CNTPCT](#) - CompareValue) is greater than or equal to zero. This means that TimerValue acts like a 32-bit downcounter timer. When the timer condition is met:

- [CNTP_CTL.ISTATUS](#) is set to 1.
- If [CNTP_CTL.IMASK](#) is 0, an interrupt is generated.

When [CNTP_CTL.ENABLE](#) is 0, the timer condition is not met, but [CNTPCT](#) continues to count, so the TimerValue view appears to continue to count down.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTP_TVAL

CNTP_TVAL can be implemented in any implemented CNTBaseN frame, and in the corresponding CNTEL0BaseN frame.

'CNTCTLBase status and control fields for the CNTBaseN and CNTEL0BaseN frames' describes the status fields that identify whether a CNTBaseN frame is implemented, and for an implemented frame:

- Whether the CNTBaseN frame has virtual timer capability.
- Whether the corresponding CNTEL0BaseN frame is implemented.
- For an implementation that recognizes two Security states, whether the CNTBaseN frame, and any corresponding CNTEL0BaseN frame, is accessible by Non-secure accesses.

For an implemented CNTBaseN frame:

- CNTP_TVAL is accessible in that frame if the value of [CNTACR<n>.RWPT](#) is 1.
- Otherwise, the CNTP_TVAL address in that frame is RAZ/WI.

For an implemented CNTEL0BaseN frame:

- CNTP_TVAL is accessible in that frame if both:
 - CNTP_TVAL is accessible in the corresponding CNTBaseN frame:
 - The value of [CNTEL0ACR.EL0PTEN](#) is 1.
- Otherwise, the CNTP_TVAL address in that frame is RAZ/WI.

CNTP_TVAL can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
Timer	CNTBaseN	0x028	CNTP_TVAL

Accesses on this interface are **RW**.

Component	Frame	Offset	Instance
Timer	CNTEL0BaseN	0x028	CNTP_TVAL

Accesses on this interface are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTPCT, Counter-timer Physical Count

The CNTPCT characteristics are:

Purpose

Holds the 64-bit physical count value.

Configuration

The power domain of CNTPCT is IMPLEMENTATION DEFINED.

For more information, see 'Power and reset domains for the system level implementation of the Generic Timer'.

Attributes

CNTPCT is a 64-bit register.

Field descriptions

The CNTPCT bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Physical count value																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Physical count value.

Accessing the CNTPCT

CNTPCT can be implemented in any implemented CNTBaseN frame, and in the corresponding CNTEL0BaseN frame, as a RO register.

'CNTCTLBase status and control fields for the CNTBaseN and CNTEL0BaseN frames' describes the status fields that identify whether a CNTBaseN frame is implemented, and for an implemented frame:

- Whether the CNTBaseN frame has virtual timer capability.
- Whether the corresponding CNTEL0BaseN frame is implemented.
- For an implementation that recognizes two Security states, whether the CNTBaseN frame, and any corresponding CNTEL0BaseN frame, is accessible by Non-secure accesses.

For an implemented CNTBaseN frame:

- CNTPCT is accessible in that frame, as a RO register, if the value of [CNTACR<n>.RPCT](#) is 1.
- Otherwise, the CNTPCT address in that frame is RAZ/WI.

For an implemented CNTEL0BaseN frame:

- CNTPCT is accessible in that frame if both:
 - CNTPCT is accessible in the corresponding CNTBaseN frame.
 - The value of [CNTEL0ACR.EL0PCTEN](#) is 1.
- Otherwise, the CNTPCT address in that frame is RAZ/WI.

If the implementation supports 64-bit atomic accesses, then the CNTPCT register must be accessible as an atomic 64-bit value.

CNPCT can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance	Range
Timer	CNTBaseN	0x000	CNTPCT	31:0

Accesses on this interface are **RO**.

Component	Frame	Offset	Instance	Range
Timer	CNTBaseN	0x004	CNTPCT	63:32

Accesses on this interface are **RO**.

Component	Frame	Offset	Instance	Range
Timer	CNTELOBaseN	0x000	CNTPCT	31:0

Accesses on this interface are **RO**.

Component	Frame	Offset	Instance	Range
Timer	CNTELOBaseN	0x004	CNTPCT	63:32

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTSCR, Counter Scale Register

The CNTSCR characteristics are:

Purpose

Enables the counter, controls the counter frequency setting, and controls counter behavior during debug.

Configuration

The power domain of CNTSCR is IMPLEMENTATION DEFINED.

This register is present only when FEAT_CNTSC is implemented. Otherwise, direct accesses to CNTSCR are RES0.

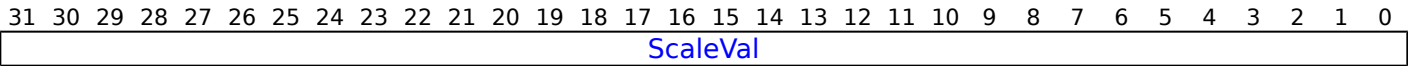
For more information, see 'Power and reset domains for the system level implementation of the Generic Timer'.

Attributes

CNTSCR is a 32-bit register.

Field descriptions

The CNTSCR bit assignments are:



ScaleVal, bits [31:0]

Scale Value

When counter scaling is enabled, ScaleVal is the amount added to the counter value for every counter tick.

Counter tick is defined as one period of the current operating frequency of the Generic counter.

ScaleVal is expressed as an unsigned fixed point number with an 8-bit integer value and a 24-bit fractional value.

CNTSCR.ScaleVal can only be changed when [CNTCR](#).EN == 0. If the value of this field is changed when [CNTCR](#).EN == 1:

- The counter value becomes UNKNOWN.
- The counter value remains UNKNOWN on future ticks of the clock.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTSCR

In a system that supports Secure and Non-secure memory maps the CNTControlBase frame, that includes this register, is implemented only in the Secure memory map.

CNTSCR can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
Timer	CNTControlBase	0x10	CNTSCR

Accesses on this interface are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTSR, Counter Status Register

The CNTSR characteristics are:

Purpose

Provides counter frequency status information.

Configuration

The power domain of CNTSR is IMPLEMENTATION DEFINED.

For more information, see 'Power and reset domains for the system level implementation of the Generic Timer'.

Attributes

CNTSR is a 32-bit register.

Field descriptions

The CNTSR 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
FCACK																RES0				DBGH	RES0										

FCACK, bits [31:8]

Frequency change acknowledge. Indicates the currently selected entry in the Frequency modes table, see 'The Frequency modes table'.

This field resets to 0.

Bits [7:2]

Reserved, RES0.

DBGH, bit [1]

Indicates whether the counter is halted because the Halt-on-debug signal is asserted:

DBGH	Meaning
0b0	Counter is not halted.
0b1	Counter is halted.

This field resets to an architecturally UNKNOWN value.

Bit [0]

Reserved, RES0.

Accessing the CNTSR

In a system that supports Secure and Non-secure memory maps the CNTControlBase frame, that includes this register, is implemented only in the Secure memory map.

CNTSR can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
Timer	CNTControlBase	0x004	CNTSR

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTTIDR, Counter-timer Timer ID Register

The CNTTIDR characteristics are:

Purpose

Indicates the implemented timers in the memory map, and their features. For each value of N from 0 to 7 it indicates whether:

- Frame CNTBaseN is a view of an implemented timer.
- Frame CNTBaseN has a second view, CNTELOBaseN.
- Frame CNTBaseN has a virtual timer capability.

Configuration

The power domain of CNTTIDR is IMPLEMENTATION DEFINED.

For more information, see 'Power and reset domains for the system level implementation of the Generic Timer'.

Attributes

CNTTIDR is a 32-bit register.

Field descriptions

The CNTTIDR 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
Frame7				Frame6				Frame5				Frame4				Frame3				Frame2				Frame1				Frame0			

Frame<n>, bits [4n+3:4n], for n = 0 to 7

A 4-bit field indicating the features of frame CNTBase<n>.

Bit[3] of the field is RES0.

Bit[2], the FEL0 subfield, indicates whether frame CNTBase<n> has a second view, CNTELOBase<n>. The possible values of this bit are:

Bit[2]	Meaning
0b0	Frame<n> does not have a second view. The CNTELOACR register in the first view of the frame is RES0
0b1	Frame<n> has a second view, CNTELOBase<n>.

If bit[0] is 0, bit[2] is RES0.

Bit[1], the FVI subfield, indicates whether both:

- Frame CNTBase<n> implements the virtual timer registers [CNTV_CVAL](#), [CNTV_TVAL](#), and [CNTV_CTL](#).
- This CNTCTLBase frame implements the virtual timer offset register [CNTVOFF<n>](#).

The possible values of bit[1] are:

Bit[1]	Meaning
0b0	Frame<n> does not have virtual capability. The virtual time and offset registers are RES0.
0b1	Frame<n> has virtual capability. The virtual time and offset registers are implemented

If bit[0] is 0, bit[1] is RES0.

Bit[0], the FI subfield, indicates whether frame CNTBase<n> is implemented. The possible values of this bit are:

Bit[0]	Meaning
0b0	Frame<n> is not implemented. All registers associated with the frame are RES0.
0b1	Frame<n> is implemented

Accessing the CNTTIDR

In a system that recognizes two Security states this register is accessible by both Secure and Non-secure accesses.

CNTTIDR can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
Timer	CNTCTLBase	0x008	CNTTIDR

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTV_CTL, Counter-timer Virtual Timer Control

The CNTV_CTL characteristics are:

Purpose

Control register for the virtual timer.

Configuration

The power domain of CNTV_CTL is IMPLEMENTATION DEFINED.

For more information, see 'Power and reset domains for the system level implementation of the Generic Timer'.

Attributes

CNTV_CTL is a 32-bit register.

Field descriptions

The CNTV_CTL bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																ISTATUS		IMASK	ENABLE												

Bits [31:3]

Reserved, RES0.

ISTATUS, bit [2]

The status of the timer. This bit indicates whether the timer condition is met:

ISTATUS	Meaning
0b0	Timer condition is not met.
0b1	Timer condition is met.

When the value of the ENABLE bit is 1, ISTATUS indicates whether the timer condition is met. ISTATUS takes no account of the value of the IMASK bit. If the value of ISTATUS is 1 and the value of IMASK is 0 then the timer interrupt is asserted.

When the value of the ENABLE bit is 0, the ISTATUS field is UNKNOWN.

This bit is read-only.

IMASK, bit [1]

Timer interrupt mask bit. Permitted values are:

IMASK	Meaning
0b0	Timer interrupt is not masked by the IMASK bit.
0b1	Timer interrupt is masked by the IMASK bit.

For more information, see the description of the ISTATUS bit.

This field resets to an architecturally UNKNOWN value.

ENABLE, bit [0]

Enables the timer. Permitted values are:

ENABLE	Meaning
0b0	Timer disabled.
0b1	Timer enabled.

Setting this bit to 0 disables the timer output signal, but the timer value accessible from [CNTV_TVAL](#) continues to count down.

Note

Disabling the output signal might be a power-saving option.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTV_CTL

CNTV_CTL can be implemented in any implemented CNTBaseN frame that has virtual timer capability, and in the corresponding CNTELOBaseN frame.

'CNTCTLBase status and control fields for the CNTBaseN and CNTELOBaseN frames' describes the status fields that identify whether a CNTBaseN frame is implemented, and for an implemented frame:

- Whether the CNTBaseN frame has virtual timer capability.
- Whether the corresponding CNTELOBaseN frame is implemented.
- For an implementation that recognizes two Security states, whether the CNTBaseN frame, and any corresponding CNTELOBaseN frame, is accessible by Non-secure accesses.

For an implemented CNTBaseN frame that has virtual timer capability:

- CNTV_CTL is accessible in that frame if the value of [CNTACR<n>.RWVT](#) is 1.
- Otherwise, the CNTV_CTL address in that frame is RAZ/WI.

For an implemented CNTELOBaseN frame:

- CNTV_CTL is accessible in that frame if both:
 - CNTV_CTL is accessible in the corresponding CNTBaseN frame:
 - The value of [CNTELOACR.EL0VTEN](#) is 1.
- Otherwise, the CNTV_CTL address in that frame is RAZ/WI.

CNTV_CTL can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
Timer	CNTBaseN	0x03C	CNTV_CTL

Accesses on this interface are **RW**.

Component	Frame	Offset	Instance
Timer	CNTELOBaseN	0x03C	CNTV_CTL

Accesses on this interface are **RW**.

CNTV_CVAL, Counter-timer Virtual Timer CompareValue

The CNTV_CVAL characteristics are:

Purpose

Holds the 64-bit compare value for the virtual timer.

Configuration

The power domain of CNTV_CVAL is IMPLEMENTATION DEFINED.

For more information, see 'Power and reset domains for the system level implementation of the Generic Timer'.

Attributes

CNTV_CVAL is a 64-bit register.

Field descriptions

The CNTV_CVAL bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																CompareValue															
																CompareValue															
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

CompareValue, bits [63:0]

Holds the virtual timer CompareValue.

When [CNTV_CTL.ENABLE](#) is 1, the timer condition is met when ([CNTVCT](#) - CompareValue) is greater than or equal to zero. This means that CompareValue acts like a 64-bit upcounter timer. When the timer condition is met:

- [CNTV_CTL.ISTATUS](#) is set to 1.
- An interrupt is generated if [CNTV_CTL.IMASK](#) is 0.

When [CNTV_CTL.ENABLE](#) is 0, the timer condition is not met, but [CNTVCT](#) continues to count.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTV_CVAL

CNTV_CVAL can be implemented in any implemented CNTBaseN frame that has virtual timer capability, and in the corresponding CNTEL0BaseN frame.

'CNTCTLBase status and control fields for the CNTBaseN and CNTEL0BaseN frames' describes the status fields that identify whether a CNTBaseN frame is implemented, and for an implemented frame:

- Whether the CNTBaseN frame has virtual timer capability.
- Whether the corresponding CNTEL0BaseN frame is implemented.
- For an implementation that recognizes two Security states, whether the CNTBaseN frame, and any corresponding CNTEL0BaseN frame, is accessible by Non-secure accesses.

For an implemented CNTBaseN frame that has virtual timer capability:

- CNTV_CVAL is accessible in that frame if the value of [CNTACR<n>.RWVT](#) is 1.

- Otherwise, the CNTV_CVAL address in that frame is RAZ/WI.

For an implemented CNTEL0BaseN frame:

- CNTV_CVAL is accessible in that frame if both:
 - CNTV_CVAL is accessible in the corresponding CNTBaseN frame:
 - The value of [CNTEL0ACR.EL0VTEN](#) is 1.
- Otherwise, the CNTV_CVAL address in that frame is RAZ/WI.

If the implementation supports 64-bit atomic accesses, then the CNTV_CVAL register must be accessible as an atomic 64-bit value.

CNTV_CVAL can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance	Range
Timer	CNTBaseN	0x030	CNTV_CVAL	31:0

Accesses on this interface are **RW**.

Component	Frame	Offset	Instance	Range
Timer	CNTBaseN	0x034	CNTV_CVAL	63:32

Accesses on this interface are **RW**.

Component	Frame	Offset	Instance	Range
Timer	CNTEL0BaseN	0x030	CNTV_CVAL	31:0

Accesses on this interface are **RW**.

Component	Frame	Offset	Instance	Range
Timer	CNTEL0BaseN	0x034	CNTV_CVAL	63:32

Accesses on this interface are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTV_TVAL, Counter-timer Virtual Timer TimerValue

The CNTV_TVAL characteristics are:

Purpose

Holds the timer value for the virtual timer.

Configuration

The power domain of CNTV_TVAL is IMPLEMENTATION DEFINED.

For more information, see 'Power and reset domains for the system level implementation of the Generic Timer'.

Attributes

CNTV_TVAL is a 32-bit register.

Field descriptions

The CNTV_TVAL 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
TimerValue																															

TimerValue, bits [31:0]

The TimerValue view of the virtual timer.

On a read of this register:

- If [CNTV_CTL.ENABLE](#) is 0, the value returned is UNKNOWN.
- If [CNTV_CTL.ENABLE](#) is 1, the value returned is (CompareValue - [CNTVCT](#)).

On a write of this register, CompareValue is set to ([CNTVCT](#) + TimerValue), where TimerValue is treated as a signed 32-bit integer.

When [CNTV_CTL.ENABLE](#) is 1, the timer condition is met when ([CNTVCT](#) - CompareValue) is greater than or equal to zero. This means that TimerValue acts like a 32-bit downcounter timer. When the timer condition is met:

- [CNTV_CTL.ISTATUS](#) is set to 1.
- If [CNTV_CTL.IMASK](#) is 0, an interrupt is generated.

When [CNTV_CTL.ENABLE](#) is 0, the timer condition is not met, but [CNTVCT](#) continues to count, so the TimerValue view appears to continue to count down.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTV_TVAL

CNTV_TVAL can be implemented in any implemented CNTBaseN frame that has virtual timer capability, and in the corresponding CNTEL0BaseN frame.

'CNTCTLBase status and control fields for the CNTBaseN and CNTEL0BaseN frames' describes the status fields that identify whether a CNTBaseN frame is implemented, and for an implemented frame:

- Whether the CNTBaseN frame has virtual timer capability.
- Whether the corresponding CNTEL0BaseN frame is implemented.
- For an implementation that recognizes two Security states, whether the CNTBaseN frame, and any corresponding CNTEL0BaseN frame, is accessible by Non-secure accesses.

For an implemented CNTBaseN frame that has virtual timer capability:

- CNTV_TVAL is accessible in that frame if the value of [CNTACR<n>](#).RWVT is 1.
- Otherwise, the CNTV_TVAL address in that frame is RAZ/WI.

For an implemented CNTEL0BaseN frame:

- CNTV_TVAL is accessible in that frame if both:
 - CNTV_TVAL is accessible in the corresponding CNTBaseN frame:
 - The value of [CNTEL0ACR](#).EL0VTEN is 1.
- Otherwise, the CNTV_TVAL address in that frame is RAZ/WI.

CNTV_TVAL can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
Timer	CNTBaseN	0x038	CNTV_TVAL

Accesses on this interface are **RW**.

Component	Frame	Offset	Instance
Timer	CNTEL0BaseN	0x038	CNTV_TVAL

Accesses on this interface are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTVCT, Counter-timer Virtual Count

The CNTVCT characteristics are:

Purpose

Holds the 64-bit virtual count value.

Configuration

The power domain of CNTVCT is IMPLEMENTATION DEFINED.

For more information, see 'Power and reset domains for the system level implementation of the Generic Timer'.

Attributes

CNTVCT is a 64-bit register.

Field descriptions

The CNTVCT bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Virtual count value																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Virtual count value.

Accessing the CNTVCT

CNTVCT can be implemented in any implemented CNTBaseN frame, and in the corresponding CNTEL0BaseN frame, as a RO register.

'CNTCTLBase status and control fields for the CNTBaseN and CNTEL0BaseN frames' describes the status fields that identify whether a CNTBaseN frame is implemented, and for an implemented frame:

- Whether the CNTBaseN frame has virtual timer capability.
- Whether the corresponding CNTEL0BaseN frame is implemented.
- For an implementation that recognizes two Security states, whether the CNTBaseN frame, and any corresponding CNTEL0BaseN frame, is accessible by Non-secure accesses.

For an implemented CNTBaseN frame:

- CNTVCT is accessible in that frame, as a RO register, if the value of [CNTACR<n>](#).RVCT is 1.
- Otherwise, the CNTVCT address in that frame is RAZ/WI.

For an implemented CNTEL0BaseN frame:

- CNTVCT is accessible in that frame if both:
 - CNTVCT is accessible in the corresponding CNTBaseN frame.
 - The value of [CNTEL0ACR](#).EL0VCTEN is 1.
- Otherwise, the CNTVCT address in that frame is RAZ/WI.

If the implementation supports 64-bit atomic accesses, then the CNTVCT register must be accessible as an atomic 64-bit value.

CNTVCT can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance	Range
Timer	CNTBaseN	0x008	CNTVCT	31:0

Accesses on this interface are **RO**.

Component	Frame	Offset	Instance	Range
Timer	CNTBaseN	0x00C	CNTVCT	63:32

Accesses on this interface are **RO**.

Component	Frame	Offset	Instance	Range
Timer	CNTELOBaseN	0x008	CNTVCT	31:0

Accesses on this interface are **RO**.

Component	Frame	Offset	Instance	Range
Timer	CNTELOBaseN	0x00C	CNTVCT	63:32

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTVOFF, Counter-timer Virtual Offset

The CNTVOFF characteristics are:

Purpose

Holds the 64-bit virtual offset for a CNTBaseN frame that has virtual timer capability. This is the offset between real time and virtual time.

Configuration

The power domain of CNTVOFF is IMPLEMENTATION DEFINED.

For more information, see 'Power and reset domains for the system level implementation of the Generic Timer'.

Attributes

CNTVOFF is a 64-bit register.

Field descriptions

The CNTVOFF bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
														Virtual offset																	
														Virtual offset																	
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Virtual offset.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTVOFF

CNTVOFF is implemented, as a RO register, in any implemented CNTBaseN frame that has virtual timer capability.

'CNTCTLBase status and control fields for the CNTBaseN and CNTEL0BaseN frames' describes the status fields that identify whether a CNTBaseN frame is implemented, and for an implemented frame:

- Whether the CNTBaseN frame has virtual timer capability.
- Whether the corresponding CNTEL0BaseN frame is implemented.
- For an implementation that recognizes two Security states, whether the CNTBaseN frame, and any corresponding CNTEL0BaseN frame, is accessible by Non-secure accesses.

For an implemented CNTBaseN frame that has virtual timer capability:

- CNTVOFF is accessible in that frame, as a RO register, if the value of [CNTACR<n>.RVOFF](#) is 1.
- Otherwise, the CNTVOFF address in that frame is RAZ/WI.

Note

CNTVOFF is never visible in any CNTEL0BaseN frame. This means that the CNTVOFF address in any implemented CNTEL0BaseN frame is RAZ/WI.

In an implementation that supports 64-bit atomic accesses, a CNTVOFF{<n>} register must be accessible as an atomic 64-bit value.

CNTVOFF can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Range
Timer	CNTBaseN	0x018	31:0

Accesses on this interface are **RO**.

Component	Frame	Offset	Range
Timer	CNTBaseN	0x01C	63:32

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CNTVOFF<n>, Counter-timer Virtual Offsets, n = 0 - 7

The CNTVOFF<n> characteristics are:

Purpose

Holds the 64-bit virtual offset for frame CNTBase<n>. This is the offset between real time and virtual time.

Configuration

The power domain of CNTVOFF<n> is IMPLEMENTATION DEFINED.

Implementation of this register is OPTIONAL.

For more information, see 'Power and reset domains for the system level implementation of the Generic Timer'.

Attributes

CNTVOFF<n> is a 64-bit register.

Field descriptions

The CNTVOFF<n> bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																Virtual offset															
																Virtual offset															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Virtual offset.

This field resets to an architecturally UNKNOWN value.

Accessing the CNTVOFF<n>

In the CNTCTLBase frame a CNTVOFF<n> register must be implemented, as a RW register, for each CNTBaseN frame that has virtual timer capability. For more information, see 'CNTCTLBase status and control fields for the CNTBaseN and CNTEL0BaseN frames'.

Note

The value of <n> in an instance of CNTVOFF<n> specifies the value of N for the associated CNTBaseN frame.

In a system that recognizes two Security states, for any CNTVOFF<n> register in the CNTCTLBase frame:

- CNTVOFF<n> is always accessible by Secure accesses.
- [CNTNSAR.NS<n>](#) determines whether CNTVOFF<n> is accessible by Non-secure accesses.

The register location of any unimplemented CNTVOFF<n> register in the CNTCTLBase frame is RAZ/WI.

The CNTVOFF<n> register is accessible in the CNTBaseN frame using [CNTVOFF](#).

In an implementation that supports 64-bit atomic accesses, then the CNTVOFF<n> registers must be accessible as atomic 64-bit values.

CNTVOFF<n> can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Range
Timer	CNTCTLBase	$0x080 + (8 * n)$	31:0

Accesses on this interface are **RW**.

Component	Frame	Offset	Range
Timer	CNTCTLBase	$0x084 + (8 * n)$	63:32

Accesses on this interface are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CounterID<n>, Counter ID registers, n = 0 - 11

The CounterID<n> characteristics are:

Purpose

IMPLEMENTATION DEFINED identification registers 0 to 11 for the memory-mapped Generic Timer.

Configuration

The power domain of CounterID<n> is IMPLEMENTATION DEFINED.

For more information, see 'Power and reset domains for the system level implementation of the Generic Timer'.

These registers are implemented independently in each of the implemented Generic Timer memory-mapped frames.

If the implementation of the Counter ID registers requires an architecture version, the value for this version of the Arm Generic Timer is version 0.

The Counter ID registers can be implemented as a set of CoreSight ID registers, comprising Peripheral ID Registers and Component ID Registers. An implementation of these registers for the Generic Timer must use a Component class value of 0xF.

Attributes

CounterID<n> is a 32-bit register.

Field descriptions

The CounterID<n> 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
IMPLEMENTATION DEFINED																															

IMPLEMENTATION DEFINED, bits [31:0]

IMPLEMENTATION DEFINED.

Accessing the CounterID<n>

These registers must be implemented, as RO registers, in every implemented Generic Timer memory-mapped frame.

For the CNTCTLBase frame, in a system that recognizes two Security states these registers are accessible by both Secure and Non-secure accesses.

For the CNTControlBase frame, in a system that supports Secure and Non-secure memory maps the frame is implemented only in the Secure memory map, meaning these registers are implemented only in the Secure memory map.

For the CNTBaseN frames, 'CNTCTLBase status and control fields for the CNTBaseN and CNTEL0BaseN frames' describes the status fields that identify whether a frame is implemented, and for an implemented frame:

- Whether the CNTBaseN frame has virtual timer capability.
- Whether the corresponding CNTEL0BaseN frame is implemented.
- For an implementation that recognizes two Security states, whether the CNTBaseN frame, and any corresponding CNTEL0BaseN frame, is accessible by Non-secure accesses.

CounterID<n> can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
Timer	CNTControlBase	0xFD0 + (4 * n)	CounterID<n>

Accesses on this interface are **RO**.

Component	Frame	Offset	Instance
Timer	CNTReadBase	0xFD0 + (4 * n)	CounterID<n>

Accesses on this interface are **RO**.

Component	Frame	Offset	Instance
Timer	CNTBaseN	0xFD0 + (4 * n)	CounterID<n>

Accesses on this interface are **RO**.

Component	Frame	Offset	Instance
Timer	CNTELOBaseN	0xFD0 + (4 * n)	CounterID<n>

Accesses on this interface are **RO**.

Component	Frame	Offset	Instance
Timer	CNTCTLBase	0xFD0 + (4 * n)	CounterID<n>

Accesses on this interface are **RO**.

CTIAPPCLEAR, CTI Application Trigger Clear register

The CTIAPPCLEAR characteristics are:

Purpose

Clears bits of the Application Trigger register.

Configuration

CTIAPPCLEAR is in the Debug power domain.

Attributes

CTIAPPCLEAR is a 32-bit register.

Field descriptions

The CTIAPPCLEAR 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
APPCLEAR<x>, bit [x]																															

APPCLEAR<x>, bit [x], for x = 0 to 31

Application trigger <x> disable.

Bits [31:N] are RAZ/WI. N is the number of ECT channels implemented as defined by the [CTIDEVID.NUMCHAN](#) field.

Writing to this bit has the following effect:

APPCLEAR<x>	Meaning
0b0	No effect.
0b1	Clear corresponding bit in CTIAPPTRIG to 0 and clear the corresponding channel event.

If the ECT does not support multicycle channel events, use of CTIAPPCLEAR is deprecated and the debugger must only use [CTIAPPULSE](#).

Accessing the CTIAPPCLEAR

CTIAPPCLEAR can be accessed through the external debug interface:

Component	Offset	Instance
CTI	0x018	CTIAPPCLEAR

This interface is accessible as follows:

- When SoftwareLockStatus() accesses to this register are **WI**.
- When !SoftwareLockStatus() accesses to this register are **WO**.

CTIAPPPULSE, CTI Application Pulse register

The CTIAPPPULSE characteristics are:

Purpose

Causes event pulses to be generated on ECT channels.

Configuration

CTIAPPPULSE is in the Debug power domain.

Attributes

CTIAPPPULSE is a 32-bit register.

Field descriptions

The CTIAPPPULSE 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
APPPULSE<x>, bit [x]																															

APPPULSE<x>, bit [x], for x = 0 to 31

Generate event pulse on ECT channel <x>.

Bits [31:N] are RAZ/WI. N is the number of ECT channels implemented as defined by the [CTIDEVID.NUMCHAN](#) field.

Writing to this bit has the following effect:

APPPULSE<x>	Meaning
0b0	No effect.
0b1	Channel <x> event pulse generated.

Note

- The CTIAPPPULSE operation does not affect the state of the Application Trigger register, CTIAPPTRIG. If the channel is active, either because of an earlier event or from the application trigger, then the value written to CTIAPPPULSE might have no effect.
- Multiple pulse events that occur close together might be merged into a single pulse event.

Accessing the CTIAPPPULSE

It is CONSTRAINED UNPREDICTABLE whether a write to CTIAPPPULSE generates an event on a channel if CTICONTROL.GLBEN is 0.

CTIAPPPULSE can be accessed through the external debug interface:

Component	Offset	Instance
CTI	0x01C	CTIAPPPULSE

This interface is accessible as follows:

- When SoftwareLockStatus() accesses to this register are **WI**.
- When !SoftwareLockStatus() accesses to this register are **WO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CTIAPPSET, CTI Application Trigger Set register

The CTIAPPSET characteristics are:

Purpose

Sets bits of the Application Trigger register.

Configuration

CTIAPPSET is in the Debug power domain.

Attributes

CTIAPPSET is a 32-bit register.

Field descriptions

The CTIAPPSET 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
APPSET<x>, bit [x]																															

APPSET<x>, bit [x], for x = 0 to 31

Application trigger <x> enable.

Bits [31:N] are RAZ/WI. N is the number of ECT channels implemented as defined by the [CTIDEVID](#).NUMCHAN field.

APPSET<x>	Meaning
0b0	Reading this means the application trigger is inactive. Writing this has no effect.
0b1	Reading this means the application trigger is active. Writing this sets the corresponding bit in CTIAPPTRIG to 1 and generates a channel event.

If the ECT does not support multicycle channel events, use of CTIAPPSET is deprecated and the debugger must only use [CTIAPPULSE](#).

On a Cold reset, the value of this field is unchanged.

On an External debug reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

Accessing the CTIAPPSET

CTIAPPSET can be accessed through the external debug interface:

Component	Offset	Instance
CTI	0x014	CTIAPPSET

This interface is accessible as follows:

- When SoftwareLockStatus() accesses to this register are **RO**.
- When !SoftwareLockStatus() accesses to this register are **RW**.

CTIAUTHSTATUS, CTI Authentication Status register

The CTIAUTHSTATUS characteristics are:

Purpose

Provides information about the state of the IMPLEMENTATION DEFINED authentication interface for CTI.

Configuration

CTIAUTHSTATUS is in the Debug power domain.

This register is OPTIONAL, and is required for CoreSight compliance.

Attributes

CTIAUTHSTATUS is a 32-bit register.

Field descriptions

The CTIAUTHSTATUS bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								RAZ		NSNID		NSID			

Bits [31:8]

Reserved, RES0.

Bits [7:4]

Reserved, RAZ.

NSNID, bits [3:2]

If EL3 is implemented, this field holds the same value as [DBGAUTHSTATUS_EL1.NSNID](#).

If EL3 is not implemented and the implemented Security state is Secure state, this field holds the same value as [DBGAUTHSTATUS_EL1.SNID](#).

NSID, bits [1:0]

If EL3 is implemented, this field holds the same value as [DBGAUTHSTATUS_EL1.NSID](#).

If EL3 is not implemented and the implemented Security state is Secure state, this field holds the same value as [DBGAUTHSTATUS_EL1.SID](#).

Accessing the CTIAUTHSTATUS

CTIAUTHSTATUS can be accessed through the external debug interface:

Component	Offset	Instance
CTI	0xFB8	CTIAUTHSTATUS

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CTICHINSTATUS, CTI Channel In Status register

The CTICHINSTATUS characteristics are:

Purpose

Provides the raw status of the ECT channel inputs to the CTI.

Configuration

CTICHINSTATUS is in the Debug power domain.

Attributes

CTICHINSTATUS is a 32-bit register.

Field descriptions

The CTICHINSTATUS 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
																CHIN<n>, bit [n]															

CHIN<n>, bit [n], for n = 0 to 31

Input channel <n> status.

Bits [31:N] are RAZ. N is the number of ECT channels implemented as defined by the [CTIDEVID](#).NUMCHAN field.

CHIN<n>	Meaning
0b0	Input channel <n> is inactive.
0b1	Input channel <n> is active.

If the ECT channels do not support multicycle events then it is IMPLEMENTATION DEFINED whether an input channel can be observed as active.

Accessing the CTICHINSTATUS

CTICHINSTATUS can be accessed through the external debug interface:

Component	Offset	Instance
CTI	0x138	CTICHINSTATUS

Accesses on this interface are **RO**.

CTICHOUTSTATUS, CTI Channel Out Status register

The CTICHOUTSTATUS characteristics are:

Purpose

Provides the status of the ECT channel outputs from the CTI.

Configuration

CTICHOUTSTATUS is in the Debug power domain.

Attributes

CTICHOUTSTATUS is a 32-bit register.

Field descriptions

The CTICHOUTSTATUS 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
																CHOUT<n>, bit [n]															

CHOUT<n>, bit [n], for n = 0 to 31

Output channel <n> status.

Bits [31:N] are RAZ. N is the number of ECT channels implemented as defined by the [CTIDEVID](#).NUMCHAN field.

Possible values of this bit are:

CHOUT<n>	Meaning
0b0	Output channel <n> is inactive.
0b1	Output channel <n> is active.

If the ECT channels do not support multicycle events then it is IMPLEMENTATION DEFINED whether an output channel can be observed as active.

Note

The value in CTICHOUTSTATUS is after gating by the channel gate. For more information, see [CTIGATE](#).

Accessing the CTICHOUTSTATUS

CTICHOUTSTATUS can be accessed through the external debug interface:

Component	Offset	Instance
CTI	0x13C	CTICHOUTSTATUS

Accesses on this interface are **RO**.

CTICIDR0, CTI Component Identification Register 0

The CTICIDR0 characteristics are:

Purpose

Provides information to identify a CTI component.

For more information, see 'About the Component Identification scheme'.

Configuration

CTICIDR0 is in the Debug power domain.

Implementation of this register is OPTIONAL.

This register is required for CoreSight compliance.

Attributes

CTICIDR0 is a 32-bit register.

Field descriptions

The CTICIDR0 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								PRMBL 0							

Bits [31:8]

Reserved, RES0.

PRMBL_0, bits [7:0]

Preamble.

Reads as 0x0D.

Accessing the CTICIDR0

CTICIDR0 can be accessed through the external debug interface:

Component	Offset	Instance
CTI	0xFF0	CTICIDR0

Accesses on this interface are **RO**.

CTICIDR1, CTI Component Identification Register 1

The CTICIDR1 characteristics are:

Purpose

Provides information to identify a CTI component.

For more information, see 'About the Component Identification scheme'.

Configuration

CTICIDR1 is in the Debug power domain.

Implementation of this register is OPTIONAL.

This register is required for CoreSight compliance.

Attributes

CTICIDR1 is a 32-bit register.

Field descriptions

The CTICIDR1 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
											RES0											CLASS				PRMBL 1					

Bits [31:8]

Reserved, RES0.

CLASS, bits [7:4]

Component class.

CLASS	Meaning
0b1001	CoreSight component.

Other values are defined by the CoreSight Architecture.

This field reads as 0x9.

PRMBL_1, bits [3:0]

Preamble. RAZ.

Reads as 0b0000.

Accessing the CTICIDR1

CTICIDR1 can be accessed through the external debug interface:

Component	Offset	Instance
CTI	0xFF4	CTICIDR1

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CTICIDR2, CTI Component Identification Register 2

The CTICIDR2 characteristics are:

Purpose

Provides information to identify a CTI component.

For more information, see 'About the Component Identification scheme'.

Configuration

CTICIDR2 is in the Debug power domain.

Implementation of this register is OPTIONAL.

This register is required for CoreSight compliance.

Attributes

CTICIDR2 is a 32-bit register.

Field descriptions

The CTICIDR2 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								PRMBL 2							

Bits [31:8]

Reserved, RES0.

PRMBL_2, bits [7:0]

Preamble.

Reads as 0x05.

Accessing the CTICIDR2

CTICIDR2 can be accessed through the external debug interface:

Component	Offset	Instance
CTI	0xFF8	CTICIDR2

Accesses on this interface are **RO**.

CTICIDR3, CTI Component Identification Register 3

The CTICIDR3 characteristics are:

Purpose

Provides information to identify a CTI component.

For more information, see 'About the Component Identification scheme'.

Configuration

CTICIDR3 is in the Debug power domain.

Implementation of this register is OPTIONAL.

This register is required for CoreSight compliance.

Attributes

CTICIDR3 is a 32-bit register.

Field descriptions

The CTICIDR3 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
												RES0																PRMBL 3				

Bits [31:8]

Reserved, RES0.

PRMBL_3, bits [7:0]

Preamble.

Reads as 0xB1.

Accessing the CTICIDR3

CTICIDR3 can be accessed through the external debug interface:

Component	Offset	Instance
CTI	0xFFC	CTICIDR3

Accesses on this interface are **RO**.

CTICLAIMCLR, CTI CLAIM Tag Clear register

The CTICLAIMCLR characteristics are:

Purpose

Used by software to read the values of the CLAIM bits, and to clear CLAIM tag bits to 0.

Configuration

CTICLAIMCLR is in the Debug power domain.

Implementation of this register is OPTIONAL.

Attributes

CTICLAIMCLR is a 32-bit register.

Field descriptions

The CTICLAIMCLR 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
																CLAIM<x>, bit [x]															

CLAIM<x>, bit [x], for x = 0 to 31

CLAIM tag clear bit.

For values of x greater than or equal to the IMPLEMENTATION DEFINED number of CLAIM tags, this bit is RAZ/SBZ. Software can rely on these bits reading as zero, and must use a Should-Be-Zero policy on writes. Implementations must ignore writes.

For other values of x, reads return the value of CLAIM[x] and the behavior on writes is:

CLAIM<x>	Meaning
0b0	No action.
0b1	Indirectly clear CLAIM[x] to 0.

A single write to CTICLAIMCLR can clear multiple tags to 0.

An External Debug reset clears the CLAIM tag bits to 0.

Accessing the CTICLAIMCLR

CTICLAIMCLR can be accessed through the external debug interface:

Component	Offset	Instance
CTI	0xFA4	CTICLAIMCLR

This interface is accessible as follows:

- When SoftwareLockStatus() accesses to this register are **RO**.
- When !SoftwareLockStatus() accesses to this register are **RW**.

CTICLAIMSET, CTI CLAIM Tag Set register

The CTICLAIMSET characteristics are:

Purpose

Used by software to set CLAIM bits to 1.

Configuration

CTICLAIMSET is in the Debug power domain.

Implementation of this register is OPTIONAL.

Attributes

CTICLAIMSET is a 32-bit register.

Field descriptions

The CTICLAIMSET 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
																CLAIM<x>, bit [x]															

CLAIM<x>, bit [x], for x = 0 to 31

CLAIM tag set bit.

For values of x greater than or equal to the IMPLEMENTATION DEFINED number of CLAIM tags, this bit is RAZ/SBZ. Software can rely on these bits reading as zero, and must use a Should-Be-Zero policy on writes. Implementations must ignore writes.

For other values of x, the bit is RAO and the behavior on writes is:

CLAIM<x>	Meaning
0b0	No action.
0b1	Indirectly set CLAIM[x] tag to 1.

A single write to CTICLAIMSET can set multiple tags to 1.

An External Debug reset clears the CLAIM tag bits to 0.

Accessing the CTICLAIMSET

CTICLAIMSET can be accessed through the external debug interface:

Component	Offset	Instance
CTI	0xFA0	CTICLAIMSET

This interface is accessible as follows:

- When SoftwareLockStatus() accesses to this register are **RO**.
- When !SoftwareLockStatus() accesses to this register are **RW**.

CTICONTROL, CTI Control register

The CTICONTROL characteristics are:

Purpose

Controls whether the CTI is enabled.

Configuration

CTICONTROL is in the Debug power domain.

Attributes

CTICONTROL is a 32-bit register.

Field descriptions

The CTICONTROL bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																GLBEN															

Bits [31:1]

Reserved, RES0.

GLBEN, bit [0]

Enables or disables the CTI mapping functions. Possible values of this field are:

GLBEN	Meaning
0b0	CTI mapping functions and application trigger disabled.
0b1	CTI mapping functions and application trigger enabled.

When GLBEN is 0, the input channel to output trigger, input trigger to output channel, and application trigger functions are disabled and do not signal new events on either output triggers or output channels. If a previously asserted output trigger has not been acknowledged, it remains asserted after the mapping functions are disabled. All output triggers are disabled by CTI reset.

If the ECT supports multicycle channel events any existing output channel events will be terminated.

On a Cold reset, the value of this field is unchanged.

On an External debug reset, this field resets to 0.

On a Warm reset, the value of this field is unchanged.

Accessing the CTICONTROL

CTICONTROL can be accessed through the external debug interface:

Component	Offset	Instance
CTI	0x000	CTICONTROL

This interface is accessible as follows:

- When SoftwareLockStatus() accesses to this register are **RO**.
- When !SoftwareLockStatus() accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CTIDEVAFF0, CTI Device Affinity register 0

The CTIDEVAFF0 characteristics are:

Purpose

Copy of the low half of the PE [MPIDR_EL1](#) register that allows a debugger to determine which PE in a multiprocessor system the CTI component relates to.

Configuration

CTIDEVAFF0 is in the Debug power domain.

If the CTI is CTIv1, this register is OPTIONAL. If the CTI is CTIv2, this register is mandatory.

Arm recommends that the CTI is CTIv2.

In an Armv8.5 compliant implementation, the CTI must be CTIv2.

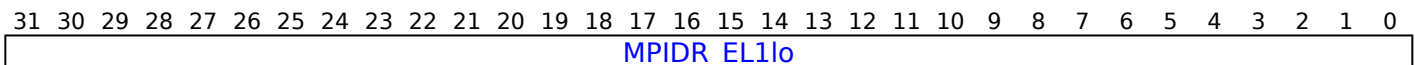
If this register is implemented, then [CTIDEVAFF1](#) must also be implemented. If the CTI of a PE does not implement the CTI Device Affinity registers, the CTI block of the external debug memory map must be located 64KB above the debug registers in the external debug interface.

Attributes

CTIDEVAFF0 is a 32-bit register.

Field descriptions

The CTIDEVAFF0 bit assignments are:



MPIDR_EL1lo, bits [31:0]

MPIDR_EL1 low half. Read-only copy of the low half of **MPIDR_EL1**, as seen from the highest implemented Exception level.

Accessing the CTIDEVAFF0

CTIDEVAFF0 can be accessed through the external debug interface:

Component	Offset	Instance
CTI	0xFA8	CTIDEVAFF0

Accesses on this interface are **RO**.

CTIDEVAFF1, CTI Device Affinity register 1

The CTIDEVAFF1 characteristics are:

Purpose

Copy of the high half of the PE [MPIDR_EL1](#) register that allows a debugger to determine which PE in a multiprocessor system the CTI component relates to.

Configuration

CTIDEVAFF1 is in the Debug power domain.

If the CTI is CTIv1, this register is OPTIONAL. If the CTI is CTIv2, this register is mandatory.

Arm recommends that the CTI is CTIv2.

In an Armv8.5 compliant implementation, the CTI must be CTIv2.

If this register is implemented, then [CTIDEVAFF0](#) must also be implemented. If the CTI of a PE does not implement the CTI Device Affinity registers, the CTI block of the external debug memory map must be located 64KB above the debug registers in the external debug interface.

Attributes

CTIDEVAFF1 is a 32-bit register.

Field descriptions

The CTIDEVAFF1 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
																MPIDR_EL1hi															

MPIDR_EL1hi, bits [31:0]

[MPIDR_EL1](#) high half. Read-only copy of the high half of [MPIDR_EL1](#), as seen from the highest implemented Exception level.

Accessing the CTIDEVAFF1

CTIDEVAFF1 can be accessed through the external debug interface:

Component	Offset	Instance
CTI	0xFAC	CTIDEVAFF1

Accesses on this interface are **RO**.

CTIDEVARCH, CTI Device Architecture register

The CTIDEVARCH characteristics are:

Purpose

Identifies the programmers' model architecture of the CTI component.

Configuration

CTIDEVARCH is in the Debug power domain.

If the CTI is CTIv1, this register is OPTIONAL. If the CTI is CTIv2, this register is mandatory.

Arm recommends that the CTI is CTIv2.

In an Armv8.5 compliant implementation, the CTI must be CTIv2.

If this register is not implemented, [CTIDEVAFF0](#) and [CTIDEVAFF1](#) are also not implemented.

Attributes

CTIDEVARCH is a 32-bit register.

Field descriptions

The CTIDEVARCH 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
ARCHITECT											PRESENT	REVISION				ARCHID															

ARCHITECT, bits [31:21]

Defines the architecture of the component. For CTI, this is Arm Limited.

Bits [31:28] are the JEP106 continuation code, 0x4.

Bits [27:21] are the JEP106 ID code, 0x3B.

PRESENT, bit [20]

When set to 1, indicates that the DEVARCH is present.

This field is 1 in Armv8.

REVISION, bits [19:16]

Revision.

Defines the architecture revision of the component.

REVISION	Meaning	Applies when
0b0000	First revision.	
0b0001	As 0b0000, and also adds support for CTIDEVCTL .	When FEAT_DoPD is implemented

All other values are reserved.

ARCHID, bits [15:0]

Defines this part to be an Armv8 debug component. For architectures defined by Arm this is further subdivided.

For CTI:

- Bits [15:12] are the architecture version, 0x1.
- Bits [11:0] are the architecture part number, 0xA14.

This corresponds to CTI architecture version CTIv2.

Accessing the CTIDEVARCH

CTIDEVARCH can be accessed through the external debug interface:

Component	Offset	Instance
CTI	0xFBC	CTIDEVARCH

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CTIDEVCTL, CTI Device Control register

The CTIDEVCTL characteristics are:

Purpose

Provides target-specific device controls

Configuration

CTIDEVCTL is in the Debug power domain.

This register is present only when FEAT_DoPD is implemented. Otherwise, direct accesses to CTIDEVCTL are RES0.

Attributes

CTIDEVCTL is a 32-bit register.

Field descriptions

The CTIDEVCTL bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																RCE		OSUCE													

Bits [31:2]

Reserved, RES0.

RCE, bit [1]

Reset Catch Enable.

RCE	Meaning
0b0	Reset Catch debug event disabled.
0b1	Reset Catch debug event enabled.

On a Cold reset, the value of this field is unchanged.

On an External debug reset, this field resets to 0.

On a Warm reset, the value of this field is unchanged.

OSUCE, bit [0]

OS Unlock Catch Enable

OSUCE	Meaning
0b0	OS Unlock Catch debug event disabled.
0b1	OS Unlock Catch debug event enabled.

On a Cold reset, the value of this field is unchanged.

On an External debug reset, this field resets to 0.

On a Warm reset, the value of this field is unchanged.

Accessing the CTIDEVCTL

CTIDEVCTL can be accessed through the external debug interface:

Component	Offset	Instance
CTI	0x150	CTIDEVCTL

This interface is accessible as follows:

- When SoftwareLockStatus() accesses to this register are **RO**.
- When !SoftwareLockStatus() accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CTIDEVID, CTI Device ID register 0

The CTIDEVID characteristics are:

Purpose

Describes the CTI component to the debugger.

Configuration

CTIDEVID is in the Debug power domain.

Attributes

CTIDEVID is a 32-bit register.

Field descriptions

The CTIDEVID bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0						INOUT		RES0		NUMCHAN						RES0		NUMTRIG						RES0		EXTMUXNUM					

Bits [31:26]

Reserved, RES0.

INOUT, bits [25:24]

Input/output options. Indicates presence of the input gate. If the CTM is not implemented or CTIv2 is not implemented, this field is RAZ.

INOUT	Meaning
0b00	CTIGATE does not mask propagation of input events from external channels.
0b01	CTIGATE masks propagation of input events from external channels.

All other values are reserved.

Bits [23:22]

Reserved, RES0.

NUMCHAN, bits [21:16]

Number of ECT channels implemented. IMPLEMENTATION DEFINED. For Armv8, valid values are:

NUMCHAN	Meaning
0b000011	3 channels (0..2) implemented.
0b000100	4 channels (0..3) implemented.
0b000101	5 channels (0..4) implemented.
0b000110	6 channels (0..5) implemented.

and so on up to 0b100000, 32 channels (0..31) implemented.

All other values are reserved.

Bits [15:14]

Reserved, RES0.

NUMTRIG, bits [13:8]

Number of triggers implemented. IMPLEMENTATION DEFINED. This is one more than the index of the largest trigger, rather than the actual number of triggers.

For Armv8, valid values are:

NUMTRIG	Meaning
0b000011	Up to 3 triggers (0..2) implemented.
0b001000	Up to 8 triggers (0..7) implemented.
0b001001	Up to 9 triggers (0..8) implemented.
0b001010	Up to 10 triggers (0..9) implemented.

and so on up to 0b100000, 32 triggers (0..31) implemented.

All other values are reserved. If the PE contains a Trace extension, this field must be at least 0b001000. There is no guarantee that any of the implemented triggers, including the highest numbered, are connected to any components.

Bits [7:5]

Reserved, RES0.

EXTMUXNUM, bits [4:0]

Number of multiplexors available on triggers. This value is used in conjunction with External Control register, [ASICCTL](#).

Accessing the CTIDEVID

CTIDEVID can be accessed through the external debug interface:

Component	Offset	Instance
CTI	0xFC8	CTIDEVID

Accesses on this interface are **RO**.

CTIDEVID1, CTI Device ID register 1

The CTIDEVID1 characteristics are:

Purpose

Reserved for future information about the CTI component to the debugger.

Configuration

CTIDEVID1 is in the Debug power domain.

Attributes

CTIDEVID1 is a 32-bit register.

Field descriptions

The CTIDEVID1 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
																RES0															

Bits [31:0]

Reserved, RES0.

Accessing the CTIDEVID1

CTIDEVID1 can be accessed through the external debug interface:

Component	Offset	Instance
CTI	0xFC4	CTIDEVID1

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CTIDEVID2, CTI Device ID register 2

The CTIDEVID2 characteristics are:

Purpose

Reserved for future information about the CTI component to the debugger.

Configuration

CTIDEVID2 is in the Debug power domain.

Attributes

CTIDEVID2 is a 32-bit register.

Field descriptions

The CTIDEVID2 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
																RES0															

Bits [31:0]

Reserved, RES0.

Accessing the CTIDEVID2

CTIDEVID2 can be accessed through the external debug interface:

Component	Offset	Instance
CTI	0xFC0	CTIDEVID2

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CTIDEVTYPE, CTI Device Type register

The CTIDEVTYPE characteristics are:

Purpose

Indicates to a debugger that this component is part of a PEs cross-trigger interface.

Configuration

CTIDEVTYPE is in the Debug power domain.

Implementation of this register is OPTIONAL.

Attributes

CTIDEVTYPE is a 32-bit register.

Field descriptions

The CTIDEVTYPE bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								SUB				MAJOR			

Bits [31:8]

Reserved, RES0.

SUB, bits [7:4]

Subtype. Must read as 0x1 to indicate this is a component within a PE.

MAJOR, bits [3:0]

Major type. Must read as 0x4 to indicate this is a cross-trigger component.

Accessing the CTIDEVTYPE

CTIDEVTYPE can be accessed through the external debug interface:

Component	Offset	Instance
CTI	0xFCC	CTIDEVTYPE

Accesses on this interface are **RO**.

CTIGATE, CTI Channel Gate Enable register

The CTIGATE characteristics are:

Purpose

Determines whether events on channels propagate through the CTM to other ECT components, or from the CTM into the CTI.

Configuration

CTIGATE is in the Debug power domain.

Attributes

CTIGATE is a 32-bit register.

Field descriptions

The CTIGATE 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
GATE<x>, bit [x]																															

GATE<x>, bit [x], for x = 0 to 31

Channel <x> gate enable.

Bits [31:N] are RAZ/WI. N is the number of ECT channels implemented as defined by the [CTIDEVID](#).NUMCHAN field.

GATE<x>	Meaning
0b0	Disable output and, if CTIDEVID .INOUT == 0b01, input channel <x> propagation.
0b1	Enable output and, if CTIDEVID .INOUT == 0b01, input channel <x> propagation.

If GATE[x] is set to 0, no new events will be propagated to the ECT, and if the ECT supports multicycle channel events any existing output channel events will be terminated.

On a Cold reset, the value of this field is unchanged.

On an External debug reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

Accessing the CTIGATE

CTIGATE can be accessed through the external debug interface:

Component	Offset	Instance
CTI	0x140	CTIGATE

This interface is accessible as follows:

- When SoftwareLockStatus() accesses to this register are **RO**.
- When !SoftwareLockStatus() accesses to this register are **RW**.

CTIINEN<n>, CTI Input Trigger to Output Channel Enable registers, n = 0 - 31

The CTIINEN<n> characteristics are:

Purpose

Enables the signaling of an event on output channels when input trigger event n is received by the CTI.

Configuration

CTIINEN<n> is in the Debug power domain.

If input trigger n is not connected, the behavior of CTIINEN<n> is IMPLEMENTATION DEFINED.

Attributes

CTIINEN<n> is a 32-bit register.

Field descriptions

The CTIINEN<n> 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
																INEN<x>, bit [x]															

INEN<x>, bit [x], for x = 0 to 31

Input trigger <n> to output channel <x> enable.

Bits [31:N] are RAZ/WI. N is the number of ECT channels implemented as defined by the [CTIDEVID](#).NUMCHAN field.

INEN<x>	Meaning
0b0	Input trigger <n> will not generate an event on output channel <x>.
0b1	Input trigger <n> will generate an event on output channel <x>.

On a Cold reset, the value of this field is unchanged.

On an External debug reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

Accessing the CTIINEN<n>

CTIINEN<n> can be accessed through the external debug interface:

Component	Offset	Instance
CTI	0x020 + (4 * n)	CTIINEN<n>

This interface is accessible as follows:

- When SoftwareLockStatus() accesses to this register are **RO**.
- When !SoftwareLockStatus() accesses to this register are **RW**.

CTIINTACK, CTI Output Trigger Acknowledge register

The CTIINTACK characteristics are:

Purpose

Can be used to deactivate the output triggers.

Configuration

CTIINTACK is in the Debug power domain.

Attributes

CTIINTACK is a 32-bit register.

Field descriptions

The CTIINTACK 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
																ACK<n>, bit [n]															

ACK<n>, bit [n], for n = 0 to 31

Acknowledge for output trigger <n>.

Bits [31:N] are RAZ/WI. N is the number of CTI triggers implemented as defined by the [CTIDEVID.NUMTRIG](#) field.

If any of the following is true, writes to ACK<n> are ignored:

- $n \geq$ [CTIDEVID.NUMTRIG](#), the number of implemented triggers.
- Output trigger n is not active.
- The channel mapping function output, as controlled by [CTIOUTEN<n>](#), is still active.

Otherwise, if any of the following are true, it is IMPLEMENTATION DEFINED whether writes to ACK<n> are ignored:

- Output trigger n is not implemented.
- Output trigger n is not connected.
- Output trigger n is self-acknowledging and does not require software acknowledge.

Otherwise, the behavior on writes to ACK<n> is as follows:

ACK<n>	Meaning
0b0	No effect
0b1	Deactivate the trigger.

Accessing the CTIINTACK

A debugger must read [CTITRIGOUTSTATUS](#) to confirm that the output trigger has been acknowledged before generating any event that must be ordered after the write to CTIINTACK, such as a write to CTIAPPPULSE to activate another trigger.

CTIINTACK can be accessed through the external debug interface:

Component	Offset	Instance
CTI	0x010	CTIINTACK

This interface is accessible as follows:

- When SoftwareLockStatus() accesses to this register are **WI**.
- When !SoftwareLockStatus() accesses to this register are **WO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CTIITCTRL, CTI Integration mode Control register

The CTIITCTRL characteristics are:

Purpose

Enables the CTI to switch from its default mode into integration mode, where test software can control directly the inputs and outputs of the PE, for integration testing or topology detection.

Configuration

It is IMPLEMENTATION DEFINED whether CTIITCTRL is implemented in the Core power domain or in the Debug power domain.

Implementation of this register is OPTIONAL.

Attributes

CTIITCTRL is a 32-bit register.

Field descriptions

The CTIITCTRL bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																IME															

Bits [31:1]

Reserved, RES0.

IME, bit [0]

Integration mode enable. When IME == 1, the device reverts to an integration mode to enable integration testing or topology detection. The integration mode behavior is IMPLEMENTATION DEFINED.

IME	Meaning
0b0	Normal operation.
0b1	Integration mode enabled.

The following resets apply:

- If the register is implemented in the Core power domain:
 - On a Cold reset, this field resets to 0.
 - On an External debug reset, the value of this field is unchanged.
 - On a Warm reset, the value of this field is unchanged.
- If the register is implemented in the External debug power domain:
 - On a Cold reset, the value of this field is unchanged.
 - On an External debug reset, this field resets to 0.
 - On a Warm reset, the value of this field is unchanged.

Accessing the CTIITCTRL

CTIITCTRL can be accessed through the external debug interface:

Component	Offset	Instance
CTI	0xF00	CTIITCTRL

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus() and SoftwareLockStatus() accesses to this register are **RO**.
- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus() and !SoftwareLockStatus() accesses to this register are **RW**.
- Otherwise accesses to this register are **IMPDEF**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CTILAR, CTI Lock Access Register

The CTILAR characteristics are:

Purpose

Allows or disallows access to the CTI registers through a memory-mapped interface.

The optional Software Lock provides a lock to prevent memory-mapped writes to the Cross-Trigger Interface registers. Use of this lock mechanism reduces the risk of accidental damage to the contents of the Cross-Trigger Interface registers. It does not, and cannot, prevent all accidental or malicious damage.

Configuration

CTILAR is in the Debug power domain.

If FEAT_Debugv8p4 is implemented, the Software Lock is not implemented.

Software uses CTILAR to set or clear the lock, and [CTILSR](#) to check the current status of the lock.

Attributes

CTILAR is a 32-bit register.

Field descriptions

The CTILAR bit assignments are:

When the Software Lock is implemented:

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

KEY, bits [31:0]

Lock Access control. Writing the key value 0xC5ACCE55 to this field unlocks the lock, enabling write accesses to this component's registers through a memory-mapped interface.

Writing any other value to this register locks the lock, disabling write accesses to this component's registers through a memory mapped interface.

Otherwise:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
																RES0															

Otherwise

Bits [31:0]

Reserved, RES0.

Accessing the CTILAR

CTILAR can be accessed through a memory-mapped access to the external debug interface:

Component	Offset	Instance
CTI	0xFB0	CTILAR

Accesses on this interface are **WO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CTILSR, CTI Lock Status Register

The CTILSR characteristics are:

Purpose

Indicates the current status of the Software Lock for CTI registers.

The optional Software Lock provides a lock to prevent memory-mapped writes to the Cross-Trigger Interface registers. Use of this lock mechanism reduces the risk of accidental damage to the contents of the Cross-Trigger Interface registers. It does not, and cannot, prevent all accidental or malicious damage.

Configuration

CTILSR is in the Debug power domain.

If FEAT_Debugv8p4 is implemented, the Software Lock is not implemented.

Software uses [CTILAR](#) to set or clear the lock, and CTILSR to check the current status of the lock.

Attributes

CTILSR is a 32-bit register.

Field descriptions

The CTILSR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																nTT			SLK		SLI										

Bits [31:3]

Reserved, RES0.

nTT, bit [2]

Not thirty-two bit access required. RAZ.

SLK, bit [1]

When the Software Lock is implemented:

Software Lock status for this component. For an access to LSR that is not a memory-mapped access, or when the Software Lock is not implemented, this field is RES0.

For memory-mapped accesses when the Software Lock is implemented, possible values of this field are:

SLK	Meaning
0b0	Lock clear. Writes are permitted to this component's registers.
0b1	Lock set. Writes to this component's registers are ignored, and reads have no side effects.

On a Cold reset, the value of this field is unchanged.

On an External debug reset, this field resets to 1.

On a Warm reset, the value of this field is unchanged.

Otherwise:

Reserved, RAZ.

SLI, bit [0]

Software Lock implemented. For an access to LSR that is not a memory-mapped access, this field is RAZ. For memory-mapped accesses, the value of this field is IMPLEMENTATION DEFINED. Permitted values are:

SLI	Meaning
0b0	Software Lock not implemented or not memory-mapped access.
0b1	Software Lock implemented and memory-mapped access.

Accessing the CTILSR

CTILSR can be accessed through a memory-mapped access to the external debug interface:

Component	Offset	Instance
CTI	0xFB4	CTILSR

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CTIOUTEN<n>, CTI Input Channel to Output Trigger Enable registers, n = 0 - 31

The CTIOUTEN<n> characteristics are:

Purpose

Defines which input channels generate output trigger n.

Configuration

CTIOUTEN<n> is in the Debug power domain.

If output trigger n is not connected, the behavior of CTIOUTEN<n> is IMPLEMENTATION DEFINED.

Attributes

CTIOUTEN<n> is a 32-bit register.

Field descriptions

The CTIOUTEN<n> 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
OUTEN<x>, bit [x]																															

OUTEN<x>, bit [x], for x = 0 to 31

Input channel <x> to output trigger <n> enable.

Bits [31:N] are RAZ/WI. N is the number of ECT channels implemented as defined by the [CTIDEVID](#).NUMCHAN field.

Possible values of this bit are:

OUTEN<x>	Meaning
0b0	An event on input channel <x> will not cause output trigger <n> to be asserted.
0b1	An event on input channel <x> will cause output trigger <n> to be asserted.

On a Cold reset, the value of this field is unchanged.

On an External debug reset, this field resets to an architecturally UNKNOWN value.

On a Warm reset, the value of this field is unchanged.

Accessing the CTIOUTEN<n>

CTIOUTEN<n> can be accessed through the external debug interface:

Component	Offset	Instance
CTI	0x0A0 + (4 * n)	CTIOUTEN<n>

This interface is accessible as follows:

- When SoftwareLockStatus() accesses to this register are **RO**.
- When !SoftwareLockStatus() accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CTIPIDR0, CTI Peripheral Identification Register 0

The CTIPIDR0 characteristics are:

Purpose

Provides information to identify a CTI component.

For more information, see 'About the Peripheral identification scheme'.

Configuration

CTIPIDR0 is in the Debug power domain.

Implementation of this register is OPTIONAL.

This register is required for CoreSight compliance.

Attributes

CTIPIDR0 is a 32-bit register.

Field descriptions

The CTIPIDR0 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								PART_0							

Bits [31:8]

Reserved, RES0.

PART_0, bits [7:0]

Part number, least significant byte.

Accessing the CTIPIDR0

CTIPIDR0 can be accessed through the external debug interface:

Component	Offset	Instance
CTI	0xFE0	CTIPIDR0

Accesses on this interface are **RO**.

CTIPIDR1, CTI Peripheral Identification Register 1

The CTIPIDR1 characteristics are:

Purpose

Provides information to identify a CTI component.

For more information, see 'About the Peripheral identification scheme'.

Configuration

CTIPIDR1 is in the Debug power domain.

Implementation of this register is OPTIONAL.

This register is required for CoreSight compliance.

Attributes

CTIPIDR1 is a 32-bit register.

Field descriptions

The CTIPIDR1 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								DES_0				PART_1			

Bits [31:8]

Reserved, RES0.

DES_0, bits [7:4]

Designer, least significant nibble of JEP106 ID code. For Arm Limited, this field is 0b1011.

PART_1, bits [3:0]

Part number, most significant nibble.

Accessing the CTIPIDR1

CTIPIDR1 can be accessed through the external debug interface:

Component	Offset	Instance
CTI	0xFE4	CTIPIDR1

Accesses on this interface are **RO**.

CTIPIDR2, CTI Peripheral Identification Register 2

The CTIPIDR2 characteristics are:

Purpose

Provides information to identify a CTI component.

For more information, see 'About the Peripheral identification scheme'.

Configuration

CTIPIDR2 is in the Debug power domain.

Implementation of this register is OPTIONAL.

This register is required for CoreSight compliance.

Attributes

CTIPIDR2 is a 32-bit register.

Field descriptions

The CTIPIDR2 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								REVISION				JEDEC		DES_1	

Bits [31:8]

Reserved, RES0.

REVISION, bits [7:4]

Part major revision. Parts can also use this field to extend Part number to 16-bits.

JEDEC, bit [3]

RAO. Indicates a JEP106 identity code is used.

DES_1, bits [2:0]

Designer, most significant bits of JEP106 ID code. For Arm Limited, this field is 0b011.

Accessing the CTIPIDR2

CTIPIDR2 can be accessed through the external debug interface:

Component	Offset	Instance
CTI	0xFE8	CTIPIDR2

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

CTIPIDR3, CTI Peripheral Identification Register 3

The CTIPIDR3 characteristics are:

Purpose

Provides information to identify a CTI component.
For more information, see 'About the Peripheral identification scheme'.

Configuration

CTIPIDR3 is in the Debug power domain.
Implementation of this register is OPTIONAL.
This register is required for CoreSight compliance.

Attributes

CTIPIDR3 is a 32-bit register.

Field descriptions

The CTIPIDR3 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								REVAND				CMOD			

Bits [31:8]

Reserved, RES0.

REVAND, bits [7:4]

Part minor revision. Parts using [CTIPIDR2](#).REVISION as an extension to the Part number must use this field as a major revision number.

CMOD, bits [3:0]

Customer modified. Indicates someone other than the Designer has modified the component.

Accessing the CTIPIDR3

CTIPIDR3 can be accessed through the external debug interface:

Component	Offset	Instance
CTI	0xFEC	CTIPIDR3

Accesses on this interface are **RO**.

CTIPIDR4, CTI Peripheral Identification Register 4

The CTIPIDR4 characteristics are:

Purpose

Provides information to identify a CTI component.
For more information, see 'About the Peripheral identification scheme'.

Configuration

CTIPIDR4 is in the Debug power domain.
Implementation of this register is OPTIONAL.
This register is required for CoreSight compliance.

Attributes

CTIPIDR4 is a 32-bit register.

Field descriptions

The CTIPIDR4 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								SIZE			DES_2				

Bits [31:8]

Reserved, RES0.

SIZE, bits [7:4]

Size of the component. RAZ. Log2 of the number of 4KB pages from the start of the component to the end of the component ID registers.

DES_2, bits [3:0]

Designer, JEP106 continuation code, least significant nibble. For Arm Limited, this field is 0b0100.

Accessing the CTIPIDR4

CTIPIDR4 can be accessed through the external debug interface:

Component	Offset	Instance
CTI	0xFD0	CTIPIDR4

Accesses on this interface are **RO**.

CTITRIGINSTATUS, CTI Trigger In Status register

The CTITRIGINSTATUS characteristics are:

Purpose

Provides the status of the trigger inputs.

Configuration

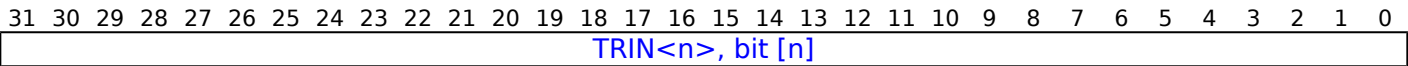
CTITRIGINSTATUS is in the Debug power domain.

Attributes

CTITRIGINSTATUS is a 32-bit register.

Field descriptions

The CTITRIGINSTATUS bit assignments are:



TRIN<n>, bit [n], for n = 0 to 31

Trigger input <n> status.

Bits [31:N] are RAZ. N is the number of CTI triggers implemented as defined by the [CTIDEVID](#).NUMTRIG field.

TRIN<n>	Meaning
0b0	Input trigger n is inactive.
0b1	Input trigger n is active.

Not implemented and not-connected input triggers are always inactive.

It is IMPLEMENTATION DEFINED whether an input trigger that does not support multicycle events can be observed as active.

Accessing the CTITRIGINSTATUS

CTITRIGINSTATUS can be accessed through the external debug interface:

Component	Offset	Instance
CTI	0x130	CTITRIGINSTATUS

Accesses on this interface are **RO**.

CTITRIGOUTSTATUS, CTI Trigger Out Status register

The CTITRIGOUTSTATUS characteristics are:

Purpose

Provides the raw status of the trigger outputs, after processing by any IMPLEMENTATION DEFINED trigger interface logic. For output triggers that are self-acknowledging, this is only meaningful if the CTI implements multicycle channel events.

Configuration

CTITRIGOUTSTATUS is in the Debug power domain.

Attributes

CTITRIGOUTSTATUS is a 32-bit register.

Field descriptions

The CTITRIGOUTSTATUS 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
																TROUT<n>, bit [n]															

TROUT<n>, bit [n], for n = 0 to 31

Trigger output <n> status.

Bits [31:N] are RAZ. N is the value in [CTIDEVID.NUMTRIG](#).

If $n < N$, and output trigger <n> is implemented and connected, and either the trigger is not self-acknowledging or the CTI implements multicycle channel events, then permitted values for TROUT<n> are:

TROUT<n>	Meaning
0b0	Output trigger n is inactive.
0b1	Output trigger n is active.

Otherwise when $n < N$ it is IMPLEMENTATION DEFINED whether TROUT<n> behaves as described here or is RAZ.

Accessing the CTITRIGOUTSTATUS

CTITRIGOUTSTATUS can be accessed through the external debug interface:

Component	Offset	Instance
CTI	0x134	CTITRIGOUTSTATUS

Accesses on this interface are **RO**.

DBGAUTHSTATUS_EL1, Debug Authentication Status register

The DBGAUTHSTATUS_EL1 characteristics are:

Purpose

Provides information about the state of the IMPLEMENTATION DEFINED authentication interface for debug.

Configuration

External register DBGAUTHSTATUS_EL1 bits [31:0] are architecturally mapped to AArch64 System register [DBGAUTHSTATUS_EL1\[31:0\]](#).

External register DBGAUTHSTATUS_EL1 bits [31:0] are architecturally mapped to AArch32 System register [DBGAUTHSTATUS\[31:0\]](#).

If FEAT_DoPD is implemented, this register is in the Core power domain. If FEAT_DoPD is not implemented, this register is in the Debug power domain.

Attributes

DBGAUTHSTATUS_EL1 is a 32-bit register.

Field descriptions

The DBGAUTHSTATUS_EL1 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								SNID		SID		NSNID		NSID	

Bits [31:8]

Reserved, RES0.

SNID, bits [7:6]

When FEAT_Debugv8p4 is implemented:

Secure non-invasive debug.

This field has the same value as DBGAUTHSTATUS_EL1.SID.

Otherwise:

Secure non-invasive debug.

SNID	Meaning
0b00	Not implemented. EL3 is not implemented and the Effective value of SCR_EL3.NS is 1.
0b10	Implemented and disabled. ExternalSecureNoninvasiveDebugEnabled() == FALSE.
0b11	Implemented and enabled. ExternalSecureNoninvasiveDebugEnabled() == TRUE.

All other values are reserved.

SID, bits [5:4]

Secure invasive debug.

SID	Meaning
0b00	Not implemented. EL3 is not implemented and the Effective value of SCR_EL3.NS is 1.
0b10	Implemented and disabled. ExternalSecureInvasiveDebugEnabled() == FALSE.
0b11	Implemented and enabled. ExternalSecureInvasiveDebugEnabled() == TRUE.

All other values are reserved.

NSNID, bits [3:2]

When FEAT_Debugv8p4 is implemented:

Non-secure non-invasive debug.

NSNID	Meaning
0b00	Not implemented. EL3 is not implemented and the Effective value of SCR_EL3.NS is 0.
0b11	Implemented and enabled. ExternalNoninvasiveDebugEnabled() == TRUE.

If the Effective value of [SCR_EL3.NS](#) is 1, or if EL3 is implemented and EL2 is not implemented, this field reads as 0b11.

All other values are reserved.

Otherwise:

Non-secure non-invasive debug.

NSNID	Meaning
0b00	Not implemented. EL3 is not implemented and the Effective value of SCR_EL3.NS is 0.
0b10	Implemented and disabled. ExternalNoninvasiveDebugEnabled() == FALSE.
0b11	Implemented and enabled. ExternalNoninvasiveDebugEnabled() == TRUE.

All other values are reserved.

NSID, bits [1:0]

Non-secure invasive debug.

NSID	Meaning
0b00	Not implemented. EL3 is not implemented and the Effective value of SCR_EL3.NS is 0.
0b10	Implemented and disabled. ExternalInvasiveDebugEnabled() == FALSE.
0b11	Implemented and enabled. ExternalInvasiveDebugEnabled() == TRUE.

All other values are reserved.

Accessing the DBGAUTHSTATUS_EL1

DBGAUTHSTATUS_EL1 can be accessed through the external debug interface:

Component	Offset	Instance
-----------	--------	----------

Debug	0xFB8	DBGAUTHSTATUS_EL1
-------	-------	-------------------

This interface is accessible as follows:

- When FEAT_DoPD is not implemented or IsCorePowered() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGBCR<n>_EL1, Debug Breakpoint Control Registers, n = 0 - 15

The DBGBCR<n>_EL1 characteristics are:

Purpose

Holds control information for a breakpoint. Forms breakpoint n together with value register [DBGBVR<n>_EL1](#).

Configuration

External register DBGBCR<n>_EL1 bits [31:0] are architecturally mapped to AArch64 System register [DBGBCR<n>_EL1\[31:0\]](#).

External register DBGBCR<n>_EL1 bits [31:0] are architecturally mapped to AArch32 System register [DBGBCR<n>\[31:0\]](#).

DBGBCR<n>_EL1 is in the Core power domain.

If breakpoint n is not implemented then accesses to this register are:

- RES0 when IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess().
- A CONSTRAINED UNPREDICTABLE choice of RES0 or ERROR otherwise.

Attributes

DBGBCR<n>_EL1 is a 32-bit register.

Field descriptions

The DBGBCR<n>_EL1 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0								BT				LBN				SSC		HMC	RES0				BAS			RES0	PMC	E			

When the E field is zero, all the other fields in the register are ignored.

Bits [31:24]

Reserved, RES0.

BT, bits [23:20]

Breakpoint Type. Possible values are:

BT	Meaning
0b0000	Unlinked instruction address match. DBGBVR<n>_EL1 is the address of an instruction.
0b0001	As 0b0000 but linked to a Context matching breakpoint.
0b0010	Unlinked Context ID match. When FEAT_VHE is implemented, EL2 is using AArch64, and the Effective value of HCR_EL2.E2H is 1, if either the PE is executing at EL0 with HCR_EL2.TGE set to 1 or the PE is executing at EL2, then DBGBVR<n>_EL1.ContextID must match the CONTEXTIDR_EL2 value. Otherwise, DBGBVR<n>_EL1.ContextID must match the CONTEXTIDR_EL1 value.
0b0011	As 0b0010, with linking enabled.
0b0100	Unlinked instruction address mismatch. DBGBVR<n>_EL1 is the address of an instruction to be stepped.
0b0101	As 0b0100, with linking enabled.
0b0110	Unlinked CONTEXTIDR_EL1 match. DBGBVR<n>_EL1.ContextID is a Context ID compared against CONTEXTIDR_EL1 .
0b0111	As 0b0110, with linking enabled.
0b1000	Unlinked VMID match. DBGBVR<n>_EL1.VMID is a VMID compared against VTTBR_EL2.VMID .
0b1001	As 0b1000, with linking enabled.
0b1010	Unlinked VMID and Context ID match. DBGBVR<n>_EL1.ContextID is a Context ID compared against CONTEXTIDR_EL1 , and DBGBVR<n>_EL1.VMID is a VMID compared against VTTBR_EL2.VMID .
0b1011	As 0b1010, with linking enabled.
0b1100	Unlinked CONTEXTIDR_EL2 match. DBGBVR<n>_EL1.ContextID2 is a Context ID compared against CONTEXTIDR_EL2 .
0b1101	As 0b1100, with linking enabled.
0b1110	Unlinked Full Context ID match. DBGBVR<n>_EL1.ContextID is compared against CONTEXTIDR_EL1 , and DBGBVR<n>_EL1.ContextID2 is compared against CONTEXTIDR_EL2 .
0b1111	As 0b1110, with linking enabled.

Constraints on breakpoint programming mean some values are reserved under certain conditions.

For more information on the operation of the SSC, HMC, and PMC fields, and on the effect of programming this field to a reserved value, see 'Execution conditions for which a breakpoint generates Breakpoint exceptions' and 'Reserved DBGBCR<n>_EL1.BT values'.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

LBN, bits [19:16]

Linked breakpoint number. For Linked address matching breakpoints, this specifies the index of the Context-matching breakpoint linked to.

For all other breakpoint types this field is ignored and reads of the register return an UNKNOWN value.

This field is ignored when the value of DBGBCR<n>_EL1.E is 0.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

SSC, bits [15:14]

Security state control. Determines the Security states under which a Breakpoint debug event for breakpoint n is generated. This field must be interpreted along with the HMC and PMC fields, and there are constraints on the

permitted values of the {HMC, SSC, PMC} fields. For more information, including the effect of programming the fields to a reserved set of values, see 'Reserved DBGBCR<n>_EL1.{SSC, HMC, PMC} values'.

For more information on the operation of the SSC, HMC, and PMC fields, see 'Execution conditions for which a breakpoint generates Breakpoint exceptions'.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

HMC, bit [13]

Higher mode control. Determines the debug perspective for deciding when a Breakpoint debug event for breakpoint n is generated. This field must be interpreted along with the SSC and PMC fields, and there are constraints on the permitted values of the {HMC, SSC, PMC} fields. For more information see [DBGBCR<n>_EL1.SSC](#) description.

For more information on the operation of the SSC, HMC, and PMC fields, see 'Execution conditions for which a breakpoint generates Breakpoint exceptions'.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Bits [12:9]

Reserved, RES0.

BAS, bits [8:5]

When AArch32 is supported at any Exception level:

Byte address select. Defines which half-words an address-matching breakpoint matches, regardless of the instruction set and Execution state.

The permitted values depend on the breakpoint type.

For Address match breakpoints in either AArch32 or AArch64 state, the permitted values are:

BAS	Match instruction at	Constraint for debuggers
0b0011	DBGBVR<n>_EL1	Use for T32 instructions
0b1100	DBGBVR<n>_EL1 + 2	Use for T32 instructions
0b1111	DBGBVR<n>_EL1	Use for A64 and A32 instructions

All other values are reserved.

For more information, see 'Using the BAS field in Address Match breakpoints'.

For Address mismatch breakpoints in an AArch32 stage 1 translation regime, the permitted values are:

BAS	Match instruction at	Constraint for debuggers
0b0000	-	Use for a match anywhere breakpoint
0b0011	DBGBVR<n>_EL1	Use for stepping T32 instructions
0b1100	DBGBVR<n>_EL1 + 2	Use for stepping T32 instructions
0b1111	DBGBVR<n>_EL1	Use for stepping A64 and A32 instructions

For more information, see 'Using the BAS field in Address Match breakpoints'.

For Context matching breakpoints, this field is RES1 and ignored.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Otherwise:

Reserved, RES1.

Bits [4:3]

Reserved, RES0.

PMC, bits [2:1]

Privilege mode control. Determines the Exception level or levels at which a Breakpoint debug event for breakpoint n is generated. This field must be interpreted along with the SSC and HMC fields, and there are constraints on the permitted values of the {HMC, SSC, PMC} fields. For more information see the [DBGBCR<n>_EL1](#).SSC description.

For more information on the operation of the SSC, HMC, and PMC fields, see 'Execution conditions for which a breakpoint generates Breakpoint exceptions'.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

E, bit [0]

Enable breakpoint [DBGBVR<n>_EL1](#). Possible values are:

E	Meaning
0b0	Breakpoint disabled.
0b1	Breakpoint enabled.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Accessing the DBGBCR<n>_EL1

Note

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

DBGBCR<n>_EL1 can be accessed through the external debug interface:

Component	Offset	Instance
Debug	0x408 + (16 * n)	DBGBCR<n>_EL1

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus(), AllowExternalDebugAccess() and SoftwareLockStatus() accesses to this register are **RO**.
- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus(), AllowExternalDebugAccess() and !SoftwareLockStatus() accesses to this register are **RW**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGGBVR<n>_EL1, Debug Breakpoint Value Registers, n = 0 - 15

The DBGGBVR<n>_EL1 characteristics are:

Purpose

Holds a virtual address, or a VMID and/or a context ID, for use in breakpoint matching. Forms breakpoint n together with control register [DBGBCR<n>_EL1](#).

Configuration

External register DBGGBVR<n>_EL1 bits [63:0] are architecturally mapped to AArch64 System register [DBGGBVR<n>_EL1\[63:0\]](#).

External register DBGGBVR<n>_EL1 bits [31:0] are architecturally mapped to AArch32 System register [DBGGBVR<n>\[31:0\]](#).

External register DBGGBVR<n>_EL1 bits [63:32] are architecturally mapped to AArch32 System register [DBGGBXVR<n>\[31:0\]](#).

DBGGBVR<n>_EL1 is in the Core power domain.

If breakpoint n is not implemented then accesses to this register are:

- RES0 when IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess().
- A CONSTRAINED UNPREDICTABLE choice of RES0 or ERROR otherwise.

Attributes

How this register is interpreted depends on the value of [DBGBCR<n>_EL1](#).BT.

- When [DBGBCR<n>_EL1](#).BT is 0b0x0x, this register holds a virtual address.
- When [DBGBCR<n>_EL1](#).BT is 0b001x, 0b011x, or 0b110x, this register holds a Context ID.
- When [DBGBCR<n>_EL1](#).BT is 0b100x, this register holds a VMID.
- When [DBGBCR<n>_EL1](#).BT is 0b101x, this register holds a VMID and a Context ID.
- When [DBGBCR<n>_EL1](#).BT is 0b111x, this register holds two Context ID values.

For other values of [DBGBCR<n>_EL1](#).BT, this register is RES0.

Field descriptions

The DBGGBVR<n>_EL1 bit assignments are:

When DBGBCR<n>_EL1.BT == 0b0x0x:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32					
RESS[14:4]											VA[52:49]				VA[48:2]																					
VA[48:2]																															RES0					
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					

RESS[14:4], bits [63:53]

Reserved, Sign extended. Software must treat this field as RES0 if the most significant bit of VA is 0 or RES0, and as RES1 if the most significant bit of VA is 1.

Hardware always ignores the value of these bits and it is IMPLEMENTATION DEFINED whether:

- The bits are hardwired to a copy of the most significant bit of VA, meaning writes to these bits are ignored, and reads to the bits always return the hardwired value.
- The value in those bits can be written, and reads will return the last value written. The value held in those bits is ignored by hardware.

VA[52:49], bits [52:49]

When FEAT_LVA is implemented:

Extension to VA[48:2]. See VA[48:2] for more details.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Otherwise:

Extension to RESS[14:4]. See RESS[14:4] for more details.

VA[48:2], bits [48:2]

If the address is being matched in an AArch64 stage 1 translation regime:

- This field contains bits[48:2] of the address for comparison.
- When FEAT_LVA is implemented, VA[52:49] forms the upper part of the address value. Otherwise, VA[52:49] are RESS.

If the address is being matched in an AArch32 stage 1 translation regime, the first 20 bits of this field are RES0, and the rest of the field contains bits[31:2] of the address for comparison.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Bits [1:0]

Reserved, RES0.

When DBGBCR<n>_EL1.BT == 0b001x:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
																RES0																
																ContextID																
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	

Bits [63:32]

Reserved, RES0.

ContextID, bits [31:0]

Context ID value for comparison.

The value is compared against [CONTEXTIDR_EL2](#) when FEAT_VHE is implemented, EL2 is using AArch64, [HCR_EL2](#).E2H is 1, and either:

- The PE is executing at EL2.
- [HCR_EL2](#).TGE is 1, the PE is executing at EL0, and EL2 is enabled in the current Security state.

Otherwise, the value is compared against the following:

- [CONTEXTIDR](#) when the PE is executing at AArch32
- [CONTEXTIDR_EL1](#) when the PE is executing at AArch64.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

When DBGBCR<n>_EL1.BT == 0b011x, EL2 is implemented and (FEAT_VHE is implemented or FEAT_Debugv8p2 is implemented):

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																RES0															
																ContextID															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

ContextID, bits [31:0]

Context ID value for comparison against [CONTEXTIDR_EL1](#).

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

When DBGBCR<n>_EL1.BT == 0b100x and EL2 is implemented:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																VMID[15:8]								VMID[7:0]							
																RES0															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:48]

Reserved, RES0.

VMID[15:8], bits [47:40]

When FEAT_VHE is implemented and VTCR_EL2.VS == 1:

Extension to VMID[7:0]. See DBGBCR<n>_EL1.VMID[7:0] for more details.

If EL2 is using AArch32, this field is RES0.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Otherwise:

Reserved, RES0.

VMID[7:0], bits [39:32]

VMID value for comparison.

The VMID is 8 bits when any of the following are true:

- EL2 is using AArch32.
- [VTCR_EL2.VS](#) is 0.
- FEAT_VMID16 is not implemented.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Bits [31:0]

Reserved, RES0.

When DBGBCR<n>_EL1.BT == 0b101x and EL2 is implemented:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																VMID[15:8]								VMID[7:0]							
ContextID																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:48]

Reserved, RES0.

VMID[15:8], bits [47:40]

When FEAT_VMID16 is implemented and VTCR_EL2.VS == 1:

Extension to VMID[7:0]. See DBGBCR<n>_EL1.VMID[7:0] for more details.

If EL2 is using AArch32, or if the implementation has an 8-bit VMID, this field is RES0.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Otherwise:

Reserved, RES0.

VMID[7:0], bits [39:32]

VMID value for comparison.

The VMID is 8 bits when any of the following are true:

- EL2 is using AArch32.
- [VTCR_EL2.VS](#) is 0.
- FEAT_VMID16 is not implemented.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

ContextID, bits [31:0]

Context ID value for comparison against [CONTEXTIDR_EL1](#).

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

When DBGBCR<n>_EL1.BT == 0b110x, EL2 is implemented and (FEAT_VHE is implemented or FEAT_Debugv8p2 is implemented):

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
																ContextID2																
																RES0																
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	

ContextID2, bits [63:32]

Context ID value for comparison against [CONTEXTIDR_EL2](#).

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Bits [31:0]

Reserved, RES0.

When DBGBCR<n>_EL1.BT == 0b111x, EL2 is implemented and (FEAT_VHE is implemented or FEAT_Debugv8p2 is implemented):

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32						
														ContextID2																							
														ContextID																							
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						

ContextID2, bits [63:32]

Context ID value for comparison against [CONTEXTIDR_EL2](#).

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

ContextID, bits [31:0]

Context ID value for comparison against [CONTEXTIDR_EL1](#).

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Accessing the DBGBVR<n>_EL1

Note

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

DBGBVR<n>_EL1 can be accessed through the external debug interface:

Component	Offset	Instance	Range
Debug	0x400 + (16 * n)	DBGBVR<n>_EL1	63:0

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus(), AllowExternalDebugAccess() and SoftwareLockStatus() accesses to this register are **RO**.
- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus(), AllowExternalDebugAccess() and !SoftwareLockStatus() accesses to this register are **RW**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGCLAIMCLR_EL1, Debug CLAIM Tag Clear register

The DBGCLAIMCLR_EL1 characteristics are:

Purpose

Used by software to read the values of the CLAIM tag bits, and to clear CLAIM tag bits to 0.

The architecture does not define any functionality for the CLAIM tag bits.

Note

CLAIM tags are typically used for communication between the debugger and target software.

Used in conjunction with the [DBGCLAIMSET_EL1](#) register.

Configuration

External register DBGCLAIMCLR_EL1 bits [31:0] are architecturally mapped to AArch64 System register [DBGCLAIMCLR_EL1\[31:0\]](#).

External register DBGCLAIMCLR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [DBGCLAIMCLR\[31:0\]](#).

DBGCLAIMCLR_EL1 is in the Core power domain.

An implementation must include eight CLAIM tag bits.

Attributes

DBGCLAIMCLR_EL1 is a 32-bit register.

Field descriptions

The DBGCLAIMCLR_EL1 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
RAZ/SBZ																								CLAIM							

Bits [31:8]

Reserved, RAZ/SBZ. Software can rely on these bits reading as zero, and must use a should-be-zero policy on writes. Implementations must ignore writes.

CLAIM, bits [7:0]

Read or clear CLAIM tag bits. Reading this field returns the current value of the CLAIM tag bits.

Writing a 1 to one of these bits clears the corresponding CLAIM tag bit to 0. This is an indirect write to the CLAIM tag bits. A single write operation can clear multiple CLAIM tag bits to 0.

Writing 0 to one of these bits has no effect.

On a Cold reset, this field resets to 0.

Accessing the DBGCLAIMCLR_EL1

DBGCLAIMCLR_EL1 can be accessed through the external debug interface:

Component	Offset	Instance
Debug	0xFA4	DBGCLAIMCLR_EL1

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus() and SoftwareLockStatus() accesses to this register are **RO**.
- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus() and !SoftwareLockStatus() accesses to this register are **RW**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGCLAIMSET_EL1, Debug CLAIM Tag Set register

The DBGCLAIMSET_EL1 characteristics are:

Purpose

Used by software to set the CLAIM tag bits to 1.

The architecture does not define any functionality for the CLAIM tag bits.

Note

CLAIM tags are typically used for communication between the debugger and target software.

Used in conjunction with the [DBGCLAIMCLR_EL1](#) register.

Configuration

External register DBGCLAIMSET_EL1 bits [31:0] are architecturally mapped to AArch64 System register [DBGCLAIMSET_EL1\[31:0\]](#).

External register DBGCLAIMSET_EL1 bits [31:0] are architecturally mapped to AArch32 System register [DBGCLAIMSET\[31:0\]](#).

DBGCLAIMSET_EL1 is in the Core power domain.

An implementation must include eight CLAIM tag bits.

Attributes

DBGCLAIMSET_EL1 is a 32-bit register.

Field descriptions

The DBGCLAIMSET_EL1 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
RAZ/SBZ																								CLAIM							

Bits [31:8]

Reserved, RAZ/SBZ. Software can rely on these bits reading as zero, and must use a should-be-zero policy on writes. Implementations must ignore writes.

CLAIM, bits [7:0]

Set CLAIM tag bits.

This field is RAO.

Writing a 1 to one of these bits sets the corresponding CLAIM tag bit to 1. This is an indirect write to the CLAIM tag bits. A single write operation can set multiple CLAIM tag bits to 1.

Writing 0 to one of these bits has no effect.

Accessing the DBGCLAIMSET_EL1

DBGCLAIMSET_EL1 can be accessed through the external debug interface:

Component	Offset	Instance
Debug	0xFA0	DBGCLAIMSET_EL1

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus() and SoftwareLockStatus() accesses to this register are **RO**.
- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus() and !SoftwareLockStatus() accesses to this register are **RW**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGDTRRX_EL0, Debug Data Transfer Register, Receive

The DBGDTRRX_EL0 characteristics are:

Purpose

Transfers data from an external debugger to the PE. For example, it is used by a debugger transferring commands and data to a debug target. See [DBGDTR_EL0](#) for additional architectural mappings. It is a component of the Debug Communications Channel.

Configuration

External register DBGDTRRX_EL0 bits [31:0] are architecturally mapped to AArch64 System register [DBGDTRRX_EL0\[31:0\]](#).

External register DBGDTRRX_EL0 bits [31:0] are architecturally mapped to AArch32 System register [DBGDTRRXint\[31:0\]](#).

DBGDTRRX_EL0 is in the Core power domain.

Attributes

DBGDTRRX_EL0 is a 32-bit register.

Field descriptions

The DBGDTRRX_EL0 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
Update DTRRX																															

Bits [31:0]

Update DTRRX.

Writes to this register:

- If RXfull is set to 1, set DTRRX to UNKNOWN.
- If RXfull is set to 0, update the value in DTRRX.

After the write, RXfull is set to 1.

Reads of this register:

- If RXfull is set to 1, return the last value written to DTRRX.
- If RXfull is set to 0, return an UNKNOWN value.

After the read, RXfull remains unchanged.

For the full behavior of the Debug Communications Channel, see 'The Debug Communication Channel and Instruction Transfer Register'.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Accessing the DBGDTRRX_EL0

If [EDSCR](#).ITE == 0 when the PE exits Debug state on receiving a Restart request trigger event, the behavior of any operation issued by a DTR access in memory access mode that has not completed execution is CONstrained UNPREDICTABLE, and must do one of the following:

- It must complete execution in Debug state before the PE executes the restart sequence.
- It must complete execution in Non-debug state before the PE executes the restart sequence.
- It must be abandoned. This means that the instruction does not execute. Any registers or memory accessed by the instruction are left in an UNKNOWN state.

DBGDTRRX_EL0 can be accessed through the external debug interface:

Component	Offset	Instance
Debug	0x080	DBGDTRRX_EL0

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus() and SoftwareLockStatus() accesses to this register are **RO**.
- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus() and !SoftwareLockStatus() accesses to this register are **RW**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGDTRTX_EL0, Debug Data Transfer Register, Transmit

The DBGDTRTX_EL0 characteristics are:

Purpose

Transfers data from the PE to an external debugger. For example, it is used by a debug target to transfer data to the debugger. See [DBGDTR_EL0](#) for additional architectural mappings. It is a component of the Debug Communication Channel.

Configuration

External register DBGDTRTX_EL0 bits [31:0] are architecturally mapped to AArch64 System register [DBGDTRTX_EL0\[31:0\]](#).

External register DBGDTRTX_EL0 bits [31:0] are architecturally mapped to AArch32 System register [DBGDTRTXint\[31:0\]](#).

DBGDTRTX_EL0 is in the Core power domain.

Attributes

DBGDTRTX_EL0 is a 32-bit register.

Field descriptions

The DBGDTRTX_EL0 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
Return DTRTX																															

Bits [31:0]

Return DTRTX.

Reads of this register:

- If TXfull is set to 1, return the last value written to DTRTX.
- If TXfull is set to 0, return an UNKNOWN value.

After the read, TXfull is cleared to 0.

Writes to this register:

- If TXfull is set to 1, set DTRTX to UNKNOWN.
- If TXfull is set to 0, update the value in DTRTX.

After the write, TXfull remains unchanged.

For the full behavior of the Debug Communications Channel, see 'The Debug Communication Channel and Instruction Transfer Register'.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Accessing the DBGDTRTX_EL0

If [EDSCR](#).ITE == 0 when the PE exits Debug state on receiving a Restart request trigger event, the behavior of any operation issued by a DTR access in memory access mode that has not completed execution is CONstrained UNPREDICTABLE, and must do one of the following:

- It must complete execution in Debug state before the PE executes the restart sequence.
- It must complete execution in Non-debug state before the PE executes the restart sequence.
- It must be abandoned. This means that the instruction does not execute. Any registers or memory accessed by the instruction are left in an UNKNOWN state.

DBGDTRTX_EL0 can be accessed through the external debug interface:

Component	Offset	Instance
Debug	0x08C	DBGDTRTX_EL0

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus() and SoftwareLockStatus() accesses to this register are **RO**.
- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus() and !SoftwareLockStatus() accesses to this register are **RW**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGWCR<n>_EL1, Debug Watchpoint Control Registers, n = 0 - 15

The DBGWCR<n>_EL1 characteristics are:

Purpose

Holds control information for a watchpoint. Forms watchpoint n together with value register [DBGWVR<n>_EL1](#).

Configuration

External register DBGWCR<n>_EL1 bits [31:0] are architecturally mapped to AArch64 System register [DBGWCR<n>_EL1\[31:0\]](#).

External register DBGWCR<n>_EL1 bits [31:0] are architecturally mapped to AArch32 System register [DBGWCR<n>\[31:0\]](#).

DBGWCR<n>_EL1 is in the Core power domain.

If watchpoint n is not implemented then accesses to this register are:

- When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess(), RES0.
- Otherwise, a CONSTRAINED UNPREDICTABLE choice of RES0 or ERROR.

Attributes

DBGWCR<n>_EL1 is a 32-bit register.

Field descriptions

The DBGWCR<n>_EL1 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																															

When the E field is zero, all the other fields in the register are ignored.

Bits [31:29]

Reserved, RES0.

MASK, bits [28:24]

Address mask. Only objects up to 2GB can be watched using a single mask.

MASK	Meaning
0b00000	No mask.
0b00001	Reserved.
0b00010	Reserved.

If programmed with a reserved value, a watchpoint must behave as if either:

- MASK has been programmed with a defined value, which might be 0 (no mask), other than for a direct read of DBGWCRn_EL1.
- The watchpoint is disabled.

Software must not rely on this property because the behavior of reserved values might change in a future revision of the architecture.

Other values mask the corresponding number of address bits, from 0b00011 masking 3 address bits (0x00000007 mask for address) to 0b11111 masking 31 address bits (0x7FFFFFFF mask for address).

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Bits [23:21]

Reserved, RES0.

WT, bit [20]

Watchpoint type. Possible values are:

WT	Meaning
0b0	Unlinked data address match.
0b1	Linked data address match.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

LBN, bits [19:16]

Linked breakpoint number. For Linked data address watchpoints, this specifies the index of the Context-matching breakpoint linked to.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

SSC, bits [15:14]

Security state control. Determines the Security states under which a Watchpoint debug event for watchpoint n is generated. This field must be interpreted along with the HMC and PAC fields.

For more information on the operation of the SSC, HMC, and PAC fields, see 'Execution conditions for which a watchpoint generates Watchpoint exceptions'.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

HMC, bit [13]

Higher mode control. Determines the debug perspective for deciding when a Watchpoint debug event for watchpoint n is generated. This field must be interpreted along with the SSC and PAC fields.

For more information on the operation of the SSC, HMC, and PAC fields, see 'Execution conditions for which a watchpoint generates Watchpoint exceptions'.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

BAS, bits [12:5]

Byte address select. Each bit of this field selects whether a byte from within the word or double-word addressed by [DBGWVR<n>_EL1](#) is being watched.

BAS	Description
xxxxxxx1	Match byte at DBGWVR<n>_EL1
xxxxxx1x	Match byte at DBGWVR<n>_EL1 + 1
xxxxx1xx	Match byte at DBGWVR<n>_EL1 + 2
xxxx1xxx	Match byte at DBGWVR<n>_EL1 + 3

In cases where [DBGWVR<n>_EL1](#) addresses a double-word:

BAS	Description, if DBGWVR<n>_EL1[2] == 0
xxx1xxxx	Match byte at DBGWVR<n>_EL1 + 4
xx1xxxxx	Match byte at DBGWVR<n>_EL1 + 5
x1xxxxxx	Match byte at DBGWVR<n>_EL1 + 6
1xxxxxxx	Match byte at DBGWVR<n>_EL1 + 7

If [DBGWVR<n>_EL1\[2\]](#) == 1, only BAS[3:0] is used. Arm deprecates setting [DBGWVR<n>_EL1\[2\]](#) == 1.

The valid values for BAS are non-zero binary number all of whose set bits are contiguous. All other values are reserved and must not be used by software. See 'Reserved DBGWCR<n>.BAS values'.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

LSC, bits [4:3]

Load/store control. This field enables watchpoint matching on the type of access being made. Possible values of this field are:

LSC	Meaning
0b01	Match instructions that load from a watchpointed address.
0b10	Match instructions that store to a watchpointed address.
0b11	Match instructions that load from or store to a watchpointed address.

All other values are reserved, but must behave as if the watchpoint is disabled. Software must not rely on this property as the behavior of reserved values might change in a future revision of the architecture.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

PAC, bits [2:1]

Privilege of access control. Determines the Exception level or levels at which a Watchpoint debug event for watchpoint n is generated. This field must be interpreted along with the SSC and HMC fields.

For more information on the operation of the SSC, HMC, and PAC fields, see 'Execution conditions for which a watchpoint generates Watchpoint exceptions'.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

E, bit [0]

Enable watchpoint n. Possible values are:

E	Meaning
0b0	Watchpoint disabled.
0b1	Watchpoint enabled.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Accessing the DBGWCR<n>_EL1

Note

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

DBGWCR<n>_EL1 can be accessed through the external debug interface:

Component	Offset	Instance
Debug	0x808 + (16 * n)	DBGWCR<n>_EL1

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus(), AllowExternalDebugAccess() and SoftwareLockStatus() accesses to this register are **RO**.
- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus(), AllowExternalDebugAccess() and !SoftwareLockStatus() accesses to this register are **RW**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

DBGWVR<n>_EL1, Debug Watchpoint Value Registers, n = 0 - 15

The DBGWVR<n>_EL1 characteristics are:

Purpose

Holds a data address value for use in watchpoint matching. Forms watchpoint n together with control register [DBGWCR<n>_EL1](#).

Configuration

External register DBGWVR<n>_EL1 bits [63:0] are architecturally mapped to AArch64 System register [DBGWVR<n>_EL1\[63:0\]](#).

External register DBGWVR<n>_EL1 bits [31:0] are architecturally mapped to AArch32 System register [DBGWVR<n>\[31:0\]](#).

DBGWVR<n>_EL1 is in the Core power domain.

If watchpoint n is not implemented then accesses to this register are:

- When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess(), RES0.
- Otherwise, a CONSTRAINED UNPREDICTABLE choice of RES0 or ERROR.

Attributes

DBGWVR<n>_EL1 is a 64-bit register.

Field descriptions

The DBGWVR<n>_EL1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32					
RESS[14:4]											VA[52:49]					VA[48:2]																				
VA[48:2]																															RES0					
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					

RESS[14:4], bits [63:53]

Reserved, Sign extended. Hardware and software must treat this field as RES0 if the most significant bit of VA is 0 or RES0, and as RES1 if the most significant bit of VA is 1.

Hardware always ignores the value of these bits and it is IMPLEMENTATION DEFINED whether:

- The bits are hardwired to a copy of the most significant bit of VA, meaning writes to these bits are ignored, and reads to the bits always return the hardwired value.
- The value in those bits can be written, and reads will return the last value written. The value held in those bits is ignored by hardware.

VA[52:49], bits [52:49]

When FEAT_LVA is implemented:

Extension to VA[48:2]. See VA[48:2] for more details.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Otherwise:

Extension to RESS[14:4]. See RESS[14:4] for more details.

VA[48:2], bits [48:2]

Bits[48:2] of the address value for comparison.

When FEAT_LVA is implemented, VA[52:49] forms the upper part of the address value. Otherwise, VA[52:49] are RESS.

Arm deprecates setting [DBGWVR<n>_EL1\[2\] == 1](#).

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Bits [1:0]

Reserved, RES0.

Accessing the DBGWVR<n>_EL1

Note

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

DBGWVR<n>_EL1 can be accessed through the external debug interface:

Component	Offset	Instance	Range
Debug	0x800 + (16 * n)	DBGWVR<n>_EL1	63:0

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus(), AllowExternalDebugAccess() and SoftwareLockStatus() accesses to this register are **RO**.
- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus(), AllowExternalDebugAccess() and !SoftwareLockStatus() accesses to this register are **RW**.
- Otherwise accesses to this register generate an error response.

EDAA32PFR, External Debug Auxiliary Processor Feature Register

The EDAA32PFR characteristics are:

Purpose

Provides information about implemented PE features.

Note

The register mnemonic, EDAA32PFR, is derived from previous definitions of this register that defined this register only when AArch64 was not supported at any Exception level.

For general information about the interpretation of the ID registers, see 'Principles of the ID scheme for fields in ID registers'.

Configuration

It is IMPLEMENTATION DEFINED whether EDAA32PFR is implemented in the Core power domain or in the Debug power domain.

Attributes

EDAA32PFR is a 64-bit register.

Field descriptions

The EDAA32PFR bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0												MSA_frac				EL3				EL2				PMSA				VMSA			
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:20]

Reserved, RES0.

MSA_frac, bits [19:16]

When EDAA32PFR.PMSA == 0b0000 and EDAA32PFR.VMSA == 0b1111:

Memory System Architecture fractional field. This holds the information on additional Memory System Architectures supported. Defined values are:

MSA_frac	Meaning
0b0001	PMSAv8-64 supported in all translation regimes. VMSAv8-64 not supported.
0b0010	PMSAv8-64 supported in all translation regimes. In addition to PMSAv8-64, stage 1 EL1&0 translation regime also supports VMSAv8-64.

All other values are reserved.

Otherwise:

Reserved, RES0.

EL3, bits [15:12]

When **EDPFR.EL3 == 0b0000**:

AArch32 EL3 Exception level handling. Defined values are:

EL3	Meaning
0b0000	EL3 is not implemented or can be executed in AArch64 state.
0b0001	EL3 can be executed in AArch32 state only.

All other values are reserved.

Note

[EDPFR](#).{EL1, EL0} indicate whether EL1 and EL0 can only be executed in AArch32 state.

Otherwise:

Reserved, RAZ.

EL2, bits [11:8]

When **EDPFR.EL2 == 0b0000**:

AArch32 EL2 Exception level handling. Defined values are:

EL2	Meaning
0b0000	EL2 is not implemented or can be executed in AArch64 state.
0b0001	EL2 can be executed in AArch32 state only.

All other values are reserved.

Note

[EDPFR](#).{EL1, EL0} indicate whether EL1 and EL0 can only be executed in AArch32 state.

Otherwise:

Reserved, RAZ.

PMSA, bits [7:4]

Indicates support for a 32-bit PMSA. Defined values are:

PMSA	Meaning
0b0000	PMSA-32 not supported.
0b0100	PMSAv8-32 supported.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0000.

VMSA, bits [3:0]

When EDAA32PFR.PMSA != 0b0000:

Indicates support for a VMSA in addition to a 32-bit PMSA Defined values are:

VMSA	Meaning
0b0000	VMSA not supported.

All other values are reserved.

When EDAA32PFR.PMSA == 0b0000:

Defined values are:

VMSA	Meaning
0b0000	VMSAv8-64 supported.
0b1111	Memory system architecture described by EDAA32PFR.MSA_frac.

All other values are reserved.

In Armv8-A, the only permitted value is 0b0000.

Otherwise:

Reserved, RAZ.

Accessing the EDAA32PFR

EDAA32PFR can be accessed through the external debug interface:

Component	Offset	Instance
Debug	0xD60	EDAA32PFR

This interface is accessible as follows:

- When IsCorePowered() and !DoubleLockStatus() accesses to this register are **RO**.
- Otherwise accesses to this register are **IMPDEF**.

EDACR, External Debug Auxiliary Control Register

The EDACR characteristics are:

Purpose

Allows implementations to support IMPLEMENTATION DEFINED controls.

Configuration

It is IMPLEMENTATION DEFINED whether EDACR is implemented in the Core power domain or in the Debug power domain.

If FEAT_DoPD is implemented, this register is implemented in the Core power domain.

If FEAT_DoPD is not implemented, the power domain that this register is implemented in is IMPLEMENTATION DEFINED.

Changing this register from its reset value causes IMPLEMENTATION DEFINED behavior, including possible deviation from the architecturally-defined behavior.

If the EDACR contains any control bits that must be preserved over power down, then these bits must be accessible by the external debug interface when the OS Lock is locked, [OSLSR_EL1.OSLK == 1](#), and when the Core is powered off.

Attributes

EDACR is a 32-bit register.

Field descriptions

The EDACR 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
IMPLEMENTATION DEFINED																															

IMPLEMENTATION DEFINED, bits [31:0]

IMPLEMENTATION DEFINED.

The following resets apply:

- If the register is implemented in the Core power domain:
 - On a Cold reset, this field resets to an architecturally UNKNOWN value.
 - On an External debug reset, the value of this field is unchanged.
 - On a Warm reset, the value of this field is unchanged.
- If the register is implemented in the External debug power domain:
 - On a Cold reset, the value of this field is unchanged.
 - On an External debug reset, this field resets to an architecturally UNKNOWN value.
 - On a Warm reset, the value of this field is unchanged.

Accessing the EDACR

EDACR can be accessed through the external debug interface:

Component	Offset	Instance
Debug	0x094	EDACR

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus() and SoftwareLockStatus() accesses to this register are **RO**.
- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus() and !SoftwareLockStatus() accesses to this register are **RW**.
- Otherwise accesses to this register are **IMPDEF**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

EDCIDR0, External Debug Component Identification Register 0

The EDCIDR0 characteristics are:

Purpose

Provides information to identify an external debug component.

For more information, see 'About the Component Identification scheme'.

Configuration

Implementation of this register is OPTIONAL.

If FEAT_DoPD is implemented, this register is in the Core power domain. If FEAT_DoPD is not implemented, this register is in the Debug power domain.

This register is required for CoreSight compliance.

Attributes

EDCIDR0 is a 32-bit register.

Field descriptions

The EDCIDR0 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								PRMBL_0							

Bits [31:8]

Reserved, RES0.

PRMBL_0, bits [7:0]

Preamble.

Reads as 0x0D.

Accessing the EDCIDR0

EDCIDR0 can be accessed through the external debug interface:

Component	Offset	Instance
Debug	0xFF0	EDCIDR0

This interface is accessible as follows:

- When FEAT_DoPD is not implemented or IsCorePowered() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

EDCIDR1, External Debug Component Identification Register 1

The EDCIDR1 characteristics are:

Purpose

Provides information to identify an external debug component.

For more information, see 'About the Component Identification scheme'.

Configuration

Implementation of this register is OPTIONAL.

If FEAT_DoPD is implemented, this register is in the Core power domain. If FEAT_DoPD is not implemented, this register is in the Debug power domain.

This register is required for CoreSight compliance.

Attributes

EDCIDR1 is a 32-bit register.

Field descriptions

The EDCIDR1 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
												RES0												CLASS			PRMBL_1				

Bits [31:8]

Reserved, RES0.

CLASS, bits [7:4]

Component class.

CLASS	Meaning
0b1001	CoreSight component.

Other values are defined by the CoreSight Architecture.

This field reads as 0x9.

PRMBL_1, bits [3:0]

Preamble.

Reads as 0b0000.

Accessing the EDCIDR1

EDCIDR1 can be accessed through the external debug interface:

Component	Offset	Instance
Debug	0xFF4	EDCIDR1

This interface is accessible as follows:

- When FEAT_DoPD is not implemented or IsCorePowered() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

EDCIDR2, External Debug Component Identification Register 2

The EDCIDR2 characteristics are:

Purpose

Provides information to identify an external debug component.

For more information, see 'About the Component Identification scheme'.

Configuration

Implementation of this register is OPTIONAL.

If FEAT_DoPD is implemented, this register is in the Core power domain. If FEAT_DoPD is not implemented, this register is in the Debug power domain.

This register is required for CoreSight compliance.

Attributes

EDCIDR2 is a 32-bit register.

Field descriptions

The EDCIDR2 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								PRMBL_2							

Bits [31:8]

Reserved, RES0.

PRMBL_2, bits [7:0]

Preamble.

Reads as 0x05.

Accessing the EDCIDR2

EDCIDR2 can be accessed through the external debug interface:

Component	Offset	Instance
Debug	0xFF8	EDCIDR2

This interface is accessible as follows:

- When FEAT_DoPD is not implemented or IsCorePowered() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

EDCIDR3, External Debug Component Identification Register 3

The EDCIDR3 characteristics are:

Purpose

Provides information to identify an external debug component.

For more information, see 'About the Component Identification scheme'.

Configuration

Implementation of this register is OPTIONAL.

If FEAT_DoPD is implemented, this register is in the Core power domain. If FEAT_DoPD is not implemented, this register is in the Debug power domain.

This register is required for CoreSight compliance.

Attributes

EDCIDR3 is a 32-bit register.

Field descriptions

The EDCIDR3 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								PRMBL_3							

Bits [31:8]

Reserved, RES0.

PRMBL_3, bits [7:0]

Preamble.

Reads as 0xB1.

Accessing the EDCIDR3

EDCIDR3 can be accessed through the external debug interface:

Component	Offset	Instance
Debug	0xFFC	EDCIDR3

This interface is accessible as follows:

- When FEAT_DoPD is not implemented or IsCorePowered() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

EDCIDSR, External Debug Context ID Sample Register

The EDCIDSR characteristics are:

Purpose

Contains the sampled value of the Context ID, captured on reading [EDPCSR](#)[31:0].

Configuration

EDCIDSR is in the Core power domain.

This register is present only when FEAT_PCSRv8 is implemented and FEAT_PCSRv8p2 is not implemented. Otherwise, direct accesses to EDCIDSR are RES0.

Implemented only if the OPTIONAL PC Sample-based Profiling Extension is implemented in the external debug registers space.

Note

FEAT_PCSRv8p2 implements the PC Sample-based Profiling Extension in the Performance Monitors registers space.

Attributes

EDCIDSR is a 32-bit register.

Field descriptions

The EDCIDSR 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
CONTEXTIDR																															

CONTEXTIDR, bits [31:0]

Context ID. The value of CONTEXTIDR that is associated with the most recent [EDPCSR](#) sample. When the most recent [EDPCSR](#) sample was generated:

- If EL1 is using AArch64, then the Context ID is sampled from [CONTEXTIDR_EL1](#).
- If EL1 is using AArch32, then the Context ID is sampled from [CONTEXTIDR](#).
- If EL3 is implemented and is using AArch32, then [CONTEXTIDR](#) is a banked register, and EDCIDSR samples the current banked copy of [CONTEXTIDR](#) for the Security state that is associated with the most recent [EDPCSR](#) sample.

Because the value written to EDCIDSR is an indirect read of CONTEXTIDR, it is CONSTRAINED UNPREDICTABLE whether EDCIDSR is set to the original or new value if [EDPCSR](#) samples:

- An instruction that writes to CONTEXTIDR.
- The next Context synchronization event.
- Any instruction executed between these two instructions.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Accessing the EDCIDSR

IMPLEMENTATION DEFINED extensions to external debug might make the value of this register UNKNOWN, see 'Permitted behavior that might make the PC Sample-based profiling registers UNKNOWN'.

EDCIDSR can be accessed through the external debug interface:

Component	Offset	Instance
Debug	0x0A4	EDCIDSR

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus() and !OSLockStatus() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

EDDEVAFF0, External Debug Device Affinity register 0

The EDDEVAFF0 characteristics are:

Purpose

Copy of the low half of the PE [MPIDR_EL1](#) register that allows a debugger to determine which PE in a multiprocessor system the external debug component relates to.

Configuration

If FEAT_DoPD is implemented, this register is in the Core power domain. If FEAT_DoPD is not implemented, this register is in the Debug power domain.

Attributes

EDDEVAFF0 is a 32-bit register.

Field descriptions

The EDDEVAFF0 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
																MPIDR_EL1 lo															

MPIDR_EL1lo, bits [31:0]

[MPIDR_EL1](#) low half. Read-only copy of the low half of [MPIDR_EL1](#), as seen from the highest implemented Exception level.

Accessing the EDDEVAFF0

EDDEVAFF0 can be accessed through the external debug interface:

Component	Offset	Instance
Debug	0xFA8	EDDEVAFF0

This interface is accessible as follows:

- When FEAT_DoPD is not implemented or IsCorePowered() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

EDDEVAFF1, External Debug Device Affinity register 1

The EDDEVAFF1 characteristics are:

Purpose

Copy of the high half of the PE [MPIDR_EL1](#) register that allows a debugger to determine which PE in a multiprocessor system the external debug component relates to.

Configuration

If FEAT_DoPD is implemented, this register is in the Core power domain. If FEAT_DoPD is not implemented, this register is in the Debug power domain.

Attributes

EDDEVAFF1 is a 32-bit register.

Field descriptions

The EDDEVAFF1 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
																MPIDR_EL1hi															

MPIDR_EL1hi, bits [31:0]

[MPIDR_EL1](#) high half. Read-only copy of the high half of [MPIDR_EL1](#), as seen from the highest implemented Exception level.

Accessing the EDDEVAFF1

EDDEVAFF1 can be accessed through the external debug interface:

Component	Offset	Instance
Debug	0xFAC	EDDEVAFF1

This interface is accessible as follows:

- When FEAT_DoPD is not implemented or IsCorePowered() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

EDDEVARCH, External Debug Device Architecture register

The EDDEVARCH characteristics are:

Purpose

Identifies the programmers' model architecture of the external debug component.

Configuration

Implementation of this register is OPTIONAL.

If FEAT_DoPD is implemented, this register is in the Core power domain.

If FEAT_DoPD is not implemented, this register is in the Debug power domain.

Attributes

EDDEVARCH is a 32-bit register.

Field descriptions

The EDDEVARCH 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
ARCHITECT											PRESENT	REVISION				ARCHVER				ARCHPART											

ARCHITECT, bits [31:21]

Defines the architecture of the component. For debug, this is Arm Limited.

Bits [31:28] are the JEP106 continuation code, 0x4.

Bits [27:21] are the JEP106 ID code, 0x3B.

PRESENT, bit [20]

When set to 1, indicates that the DEVARCH is present.

This field is 1 in Armv8.

REVISION, bits [19:16]

Defines the architecture revision. For architectures defined by Arm this is the minor revision.

For debug, the revision defined by Armv8-A is 0x0.

All other values are reserved.

ARCHVER, bits [15:12]

Defines the architecture version of the component. This is the same value as [ID_AA64DFR0_EL1](#).DebugVer and [DBGDIDR](#).Version. The defined values of this field are:

ARCHVER	Meaning
0b0110	Armv8.0 Debug architecture.
0b0111	Armv8.0 Debug architecture with Virtualization Host Extensions.
0b1000	Armv8.2 Debug architecture.
0b1001	Armv8.4 Debug architecture.

FEAT_Debugv8p4 adds the functionality indicated by the value 0b1001. FEAT_Debugv8p2 adds the functionality indicated by the value 0b1000. If FEAT_VHE is not implemented, the only permitted value is 0b0110.

The fields ARCHVER and ARCHPART together form the field ARCHID, so that ARCHVER is ARCHID[15:12].

ARCHPART, bits [11:0]

ARCHPART	Meaning
0xA15	The part number of the Armv8-A debug component.

The fields ARCHVER and ARCHPART together form the field ARCHID, so that ARCHPART is ARCHID[11:0].

Accessing the EDDEVARCH

EDDEVARCH can be accessed through the external debug interface:

Component	Offset	Instance
Debug	0xFBC	EDDEVARCH

This interface is accessible as follows:

- When FEAT_DoPD is not implemented or IsCorePowered() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

EDDEVID, External Debug Device ID register 0

The EDDEVID characteristics are:

Purpose

Provides extra information for external debuggers about features of the debug implementation.

Configuration

If FEAT_DoPD is implemented, this register is in the Core power domain.

If FEAT_DoPD is not implemented, this register is in the Debug power domain.

Attributes

EDDEVID is a 32-bit register.

Field descriptions

The EDDEVID bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0				AuxRegs				RES0								DebugPower				PCSample											

Bits [31:28]

Reserved, RES0.

AuxRegs, bits [27:24]

Indicates support for Auxiliary registers. Defined values are:

AuxRegs	Meaning
0b0000	None supported.
0b0001	Support for External Debug Auxiliary Control Register, EDACR .

All other values are reserved.

Bits [23:8]

Reserved, RES0.

DebugPower, bits [7:4]

Indicates support for the FEAT_DoPD feature. Defined values are:

DebugPower	Meaning
0b0000	FEAT_DoPD not implemented. Registers in the external debug interface register map are implemented in a mix of the Debug and Core power domains.
0b0001	FEAT_DoPD implemented. All registers in the external debug interface register map are implemented in the Core power domain.

FEAT_DoPD implements the functionality added by the value 0b0001.

All other values are reserved.

PCSample, bits [3:0]

Indicates the level of PC Sample-based Profiling support using external debug registers. Defined values are:

PCSample	Meaning
0b0000	PC Sample-based Profiling Extension is not implemented in the external debug registers space.
0b0010	Only EDPCSR and EDCIDSR are implemented. This option is only permitted if EL3 and EL2 are not implemented.
0b0011	EDPCSR , EDCIDSR , and EDVIDSR are implemented.

All other values are reserved.

When FEAT_PCSRv8p2 is implemented, the only permitted value is 0b0000.

Note

FEAT_PCSRv8p2 implements the PC Sample-based Profiling Extension in the Performance Monitors register space, as indicated by the value of [PMDEVID.PCSample](#).

Accessing the EDDEVID

EDDEVID can be accessed through the external debug interface:

Component	Offset	Instance
Debug	0xFC8	EDDEVID

This interface is accessible as follows:

- When FEAT_DoPD is not implemented or IsCorePowered() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

EDDEVID1, External Debug Device ID register 1

The EDDEVID1 characteristics are:

Purpose

Provides extra information for external debuggers about features of the debug implementation.

Configuration

If FEAT_DoPD is implemented, this register is in the Core power domain.

If FEAT_DoPD is not implemented, this register is in the Debug power domain.

Attributes

EDDEVID1 is a 32-bit register.

Field descriptions

The EDDEVID1 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																												PCSROffset			

Bits [31:4]

Reserved, RES0.

PCSROffset, bits [3:0]

This field indicates the offset applied to PC samples returned by reads of [EDPCSR](#). Permitted values of this field in Armv8 are:

PCSROffset	Meaning
0b0000	EDPCSR not implemented.
0b0010	EDPCSR implemented, and samples have no offset applied and do not sample the instruction set state in AArch32 state.

When FEAT_PCSRv8p2 is implemented, the only permitted value is 0b0000.

Note
FEAT_PCSRv8p2 implements the PC Sample-based Profiling Extension in the Performance Monitors register space, as indicated by the value of PMDEVID .PCSample.

Accessing the EDDEVID1

EDDEVID1 can be accessed through the external debug interface:

Component	Offset	Instance
Debug	0xFC4	EDDEVID1

This interface is accessible as follows:

- When FEAT_DoPD is not implemented or IsCorePowered() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

EDDEVID2, External Debug Device ID register 2

The EDDEVID2 characteristics are:

Purpose

Reserved for future descriptions of features of the debug implementation.

Configuration

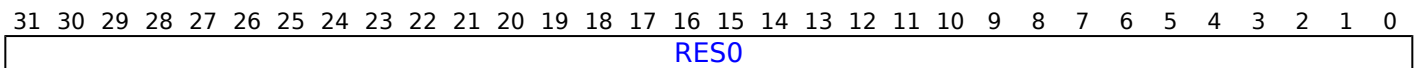
If FEAT_DoPD is implemented, this register is in the Core power domain. If FEAT_DoPD is not implemented, this register is in the Debug power domain.

Attributes

EDDEVID2 is a 32-bit register.

Field descriptions

The EDDEVID2 bit assignments are:

**Bits [31:0]**

Reserved, RES0.

Accessing the EDDEVID2

EDDEVID2 can be accessed through the external debug interface:

Component	Offset	Instance
Debug	0xFC0	EDDEVID2

This interface is accessible as follows:

- When FEAT_DoPD is not implemented or IsCorePowered() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

EDDEVTYPER, External Debug Device Type register

The EDDEVTYPER characteristics are:

Purpose

Indicates to a debugger that this component is part of a PEs debug logic.

Configuration

Implementation of this register is OPTIONAL.

If FEAT_DoPD is implemented, this register is in the Core power domain. If FEAT_DoPD is not implemented, this register is in the Debug power domain.

Attributes

EDDEVTYPER is a 32-bit register.

Field descriptions

The EDDEVTYPER bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								SUB				MAJOR			

Bits [31:8]

Reserved, RES0.

SUB, bits [7:4]

Subtype. Must read as 0x1 to indicate this is a component within a PE.

MAJOR, bits [3:0]

Major type. Must read as 0x5 to indicate this is a debug logic component.

Accessing the EDDEVTYPER

EDDEVTYPER can be accessed through the external debug interface:

Component	Offset	Instance
Debug	0xFCC	EDDEVTYPER

This interface is accessible as follows:

- When FEAT_DoPD is not implemented or IsCorePowered() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

EDDFR, External Debug Feature Register

The EDDFR characteristics are:

Purpose

Provides top level information about the debug system.

Note

Debuggers must use [EDDEVARCH](#) to determine the Debug architecture version.

For general information about the interpretation of the ID registers, see 'Principles of the ID scheme for fields in ID registers'.

Configuration

It is IMPLEMENTATION DEFINED whether EDDFR is implemented in the Core power domain or in the Debug power domain.

Attributes

EDDFR is a 64-bit register.

Field descriptions

The EDDFR bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																				TraceFilt				UNKNOWN							
CTX_CMPs				RES0				WRPs				RES0				BRPs				PMUVer				TraceVer				UNKNOWN			
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:44]

Reserved, RES0.

TraceFilt, bits [43:40]

Armv8.4 Self-hosted Trace Extension version. Defined values are:

TraceFilt	Meaning
0b0000	Armv8.4 Self-hosted Trace Extension is not implemented.
0b0001	Armv8.4 Self-hosted Trace Extension is implemented.

All other values are reserved.

FEAT_TRF implements the functionality added by 0b0001.

From Armv8.4, the permitted values are 0b0000 and 0b0001.

Bits [39:32]

Reserved, UNKNOWN.

CTX_CMPs, bits [31:28]

Number of breakpoints that are context-aware, minus 1. These are the highest numbered breakpoints.

In an Armv8-A implementation that supports AArch64 state in at least one Exception level, this field returns the value of [ID_AA64DFR0_EL1](#).CTX_CMPs.

Bits [27:24]

Reserved, RES0.

WRPs, bits [23:20]

Number of watchpoints, minus 1. The value of 0b0000 is reserved.

In an Armv8-A implementation that supports AArch64 state in at least one Exception level, this field returns the value of [ID_AA64DFR0_EL1](#).WRPs.

Bits [19:16]

Reserved, RES0.

BRPs, bits [15:12]

Number of breakpoints, minus 1. The value of 0b0000 is reserved.

In an Armv8-A implementation that supports AArch64 state in at least one Exception level, this field returns the value of [ID_AA64DFR0_EL1](#).BRPs.

PMUVer, bits [11:8]

Performance Monitors Extension version.

This field does not follow the standard ID scheme, but uses the alternative ID scheme described in 'Alternative ID scheme used for the Performance Monitors Extension version'

Defined values are:

PMUVer	Meaning
0b0000	Performance Monitors Extension not implemented.
0b0001	Performance Monitors Extension, PMUv3 implemented.
0b0100	PMUv3 for Armv8.1. As 0b0001, and also includes support for: <ul style="list-style-type: none"> Extended 16-bit PMEVTYPER<n>_EL0.evtCount field. If EL2 is implemented, the MDCR_EL2.HPMD control bit.
0b0101	PMUv3 for Armv8.4. As 0b0100, and also includes support for the PMMIR_EL1 register.
0b0110	PMUv3 for Armv8.5. As 0b0101, and also includes support for: <ul style="list-style-type: none"> 64-bit event counters. If EL2 is implemented, the MDCR_EL2.HCCD control bit. If EL3 is implemented, the MDCR_EL3.SCCD control bit.
0b1111	IMPLEMENTATION DEFINED form of performance monitors supported, PMUv3 not supported. Arm does not recommend this value for new implementations.

All other values are reserved.

FEAT_PMUv3 implements the functionality identified by the value 0b0001.

FEAT_PMUv3p1 implements the functionality identified by the value 0b0100.

FEAT_PMUv3p4 implements the functionality identified by the value 0b0101.

FEAT_PMuV3p5 implements the functionality identified by the value 0b0110.

From Armv8.1, if FEAT_PMuV3 is implemented, the value 0b0001 is not permitted.

From Armv8.4, if FEAT_PMuV3 is implemented, the value 0b0100 is not permitted.

From Armv8.5, if FEAT_PMuV3 is implemented, the value 0b0101 is not permitted.

TraceVer, bits [7:4]

Trace support. Indicates whether System register interface to a PE trace unit is implemented. Defined values are:

TraceVer	Meaning
0b0000	PE trace unit System registers not implemented.
0b0001	PE trace unit System registers implemented.

All other values are reserved.

A value of 0b0000 only indicates that no System register interface to a PE trace unit is implemented. A PE trace unit might nevertheless be implemented without a System register interface.

In an Armv8-A implementation that supports AArch64 state in at least one Exception level, this field returns the value of [ID_AA64DFR0_EL1.TraceVer](#).

Bits [3:0]

Reserved, UNKNOWN.

Accessing the EDDFR

EDDFR can be accessed through the external debug interface:

Component	Offset	Instance	Range
Debug	0xD28	EDDFR	31:0

This interface is accessible as follows:

- When IsCorePowered() and !DoubleLockStatus() accesses to this register are **RO**.
- Otherwise accesses to this register are **IMPDEF**.

Component	Offset	Instance	Range
Debug	0xD2C	EDDFR	63:32

This interface is accessible as follows:

- When IsCorePowered() and !DoubleLockStatus() accesses to this register are **RO**.
- Otherwise accesses to this register are **IMPDEF**.

EDECCR, External Debug Exception Catch Control Register

The EDECCR characteristics are:

Purpose

Controls Exception Catch debug events.

Configuration

External register EDECCR bits [31:0] are architecturally mapped to AArch64 System register [OSECCR_EL1\[31:0\]](#).

External register EDECCR bits [31:0] are architecturally mapped to AArch32 System register [DBGOSECCR\[31:0\]](#).

EDECCR is in the Core power domain.

Attributes

EDECCR is a 32-bit register.

Field descriptions

The EDECCR bit assignments are:

When FEAT_Debugv8p2 is implemented:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																NSR3	NSR2	NSR1	NSR0	SR3	SR2	SR1	SR0	NSE3	NSE2	NSE1	NSE0	SE3	SE2	SE1	SE0

Bits [31:16]

Reserved, RES0.

NSR<n>, bit [n+12], for n = 0 to 3

Controls Non-secure exception catch on exception return to EL<n> in conjunction with NSE<n>. For information, see 'Summary of Exception Catch debug event control'.

NSR<n>	Meaning
0b0	If the corresponding NSE<n> bit is 0, then Exception Catch debug events are disabled for Non-secure Exception level <n>.
0b1	If the corresponding NSE<n> bit is 1, then Exception Catch debug events are enabled for exception entry, reset entry and exception return to Non-secure Exception level <n>.
	If the corresponding NSE<n> bit is 0, then Exception Catch debug events are enabled for exception returns to Non-secure Exception level <n>.
	If the corresponding NSE<n> bit is 1, then Exception Catch debug events are enabled for exception entry and reset entry to Non-secure Exception level <n>.

If EL3 is not implemented and the PE behaves as if [SCR_EL3.NS](#) is set to 0, this field is reserved, RES0.

Note

It is IMPLEMENTATION DEFINED whether a reset entry to an Exception level is permitted to generate an Exception Catch debug event.

A value of the NSR field that enables an Exception Catch debug event for an Exception level that is not implemented is reserved. If the NSR field is programmed with a reserved value then:

- The PE behaves as if it is programmed with a defined value, other than for a read of EDECCR.
- The value returned for NSR by a read of EDECCR is UNKNOWN.

On a Cold reset, this field resets to 0.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

SR<n>, bit [n+8], for n = 0 to 3

Controls Secure exception catch on exception return to EL<n> in conjunction with SE<n>. For information, see 'Summary of Exception Catch debug event control'.

SR<n>	Meaning
0b0	If the corresponding SE<n> bit is 0, then Exception Catch debug events are disabled for Secure Exception level <n>. If the corresponding SE<n> bit is 1, then Exception Catch debug events are enabled for exception entry, reset entry and exception return to Secure Exception level <n>.
0b1	If the corresponding SE<n> bit is 0, then Exception Catch debug events are enabled for exception returns to Secure Exception level <n>. If the corresponding SE<n> bit is 1, then Exception Catch debug events are enabled for exception entry and reset entry to Secure Exception level <n>.

If EL3 is not implemented and the PE behaves as if [SCR_EL3.NS](#) is set to 1, this field is reserved, RES0.

Note

It is IMPLEMENTATION DEFINED whether a reset entry to an Exception level is permitted to generate an Exception Catch debug event.

A value of the SR field that enables an Exception Catch debug event for an Exception level that is not implemented is reserved. If the SR field is programmed with a reserved value then:

- The PE behaves as if it is programmed with a defined value, other than for a read of EDECCR.
- The value returned for SR by a read of EDECCR is UNKNOWN.

On a Cold reset, this field resets to 0.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

NSE<n>, bit [n+4], for n = 0 to 3

Coarse-grained Non-secure exception catch for EL<n>. This controls whether Exception Catch debug events are enabled for Non-secure EL<n>. This also controls:

- The behavior of exception catch on exception entry to EL<n>.
- The behavior of exception catch on exception return to EL<n> in conjunction with NSR<n>.

NSE<n>	Meaning
0b0	If the corresponding NSR<n> bit is 0, then Exception Catch debug events are disabled for Non-secure Exception level <n>. If the corresponding NSR<n> bit is 1, then Exception Catch debug events are enabled for exception returns to Non-secure Exception level <n>.
0b1	If the corresponding NSR<n> bit is 0, then Exception Catch debug events are enabled for exception entry, reset entry and exception return to Non-secure Exception level <n>. If the corresponding NSR<n> bit is 1, then Exception Catch debug events are enabled for exception entry and reset entry to Non-secure Exception level <n>.

If EL3 is not implemented and the PE behaves as if [SCR_EL3.NS](#) is set to 0, this field is reserved, RES0.

A value of the NSE field that enables an Exception Catch debug event for an Exception level that is not implemented is reserved. If the NSE field is programmed with a reserved value then:

- The PE behaves as if it is programmed with a defined value, other than for a read of EDECCR.
- The value returned for NSE by a read of EDECCR is UNKNOWN.

On a Cold reset, this field resets to 0.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

SE<n>, bit [n], for n = 0 to 3

Coarse-grained Secure exception catch for EL<n>. This field controls whether Exception Catch debug events are enabled for Secure EL<n>.

- The behavior of exception catch on exception entry to EL<n>.
- The behavior of exception catch on exception return to EL<n> in conjunction with SR<n>.

SE<n>	Meaning
0b0	If the corresponding SR<n> bit is 0, then Exception Catch debug events are disabled for Secure Exception level <n>. If the corresponding SR<n> bit is 1, then Exception Catch debug events are enabled for exception returns to Secure Exception level <n>.
0b1	If the corresponding SR<n> bit is 0, then Exception Catch debug events are enabled for exception entry, reset entry and exception return to Secure Exception level <n>. If the corresponding SR<n> bit is 1, then Exception Catch debug events are enabled for exception entry and reset entry to Secure Exception level <n>.

If EL3 is not implemented and the PE behaves as if [SCR_EL3.NS](#) is set to 1, this field is reserved, RES0.

A value of the SE field that enables an Exception Catch debug event for an Exception level that is not implemented is reserved. If the SE field is programmed with a reserved value then:

- The PE behaves as if it is programmed with a defined value, other than for a read of EDECCR.
- The value returned for SE by a read of EDECCR is UNKNOWN.

On a Cold reset, this field resets to 0.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Otherwise:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0														NSE3	NSE2	NSE1	NSE0	SE3	SE2	SE1	SE0										

Bits [31:8]

Reserved, RES0.

NSE<n>, bit [n+4], for n = 0 to 3

Coarse-grained Non-secure exception catch. If EL3 and EL2 are not implemented and the PE behaves as if [SCR_EL3.NS](#) is set to 0, this field is reserved, RES0. Otherwise, possible values for this field are:

NSE<n>	Meaning
0b0	Exception Catch debug events are disabled for Non-secure Exception level <n>.
0b1	Exception Catch debug events are enabled for Non-secure Exception level <n>.

A value of the NSE field that enables an Exception Catch debug event for an Exception level that is not implemented is reserved. If the NSE field is programmed with a reserved value then:

- The PE behaves as if it is programmed with a defined value, other than for a read of EDECCR.
- The value returned for NSE by a read of EDECCR is UNKNOWN.

On a Cold reset, this field resets to 0.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

SE<n>, bit [n], for n = 0 to 3

Coarse-grained Secure exception catch.

SE<n>	Meaning
0b0	Exception Catch debug events are disabled for Secure Exception level <n>.
0b1	Exception Catch debug events are enabled for Secure Exception level <n>.

If EL3 is not implemented and the PE behaves as if [SCR_EL3.NS](#) is set to 1, this field is reserved, RES0.

A value of the SE field that enables an Exception Catch debug event for an Exception level that is not implemented is reserved. If the SE field is programmed with a reserved value then:

- The PE behaves as if it is programmed with a defined value, other than for a read of EDECCR.
- The value returned for SE by a read of EDECCR is UNKNOWN.

On a Cold reset, this field resets to 0.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Accessing the EDECCR

EDECCR can be accessed through the external debug interface:

Component	Offset	Instance
Debug	0x098	EDECCR

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus() and SoftwareLockStatus() accesses to this register are **RO**.
- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus() and !SoftwareLockStatus() accesses to this register are **RW**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

EDECR, External Debug Execution Control Register

The EDECR characteristics are:

Purpose

Controls Halting debug events.

Configuration

If FEAT_DoPD is implemented, this register is in the Core power domain.

If FEAT_DoPD is not implemented, this register is in the Debug power domain.

Attributes

EDECR is a 32-bit register.

Field descriptions

The EDECR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																		SS		RCE		OS		SUCE							

Bits [31:3]

Reserved, RES0.

SS, bit [2]

Halting step enable. Possible values of this field are:

SS	Meaning
0b0	Halting step debug event disabled.
0b1	Halting step debug event enabled.

If the value of EDECR.SS is changed when the PE is in Non-debug state, behavior is CONSTRAINED UNPREDICTABLE as described in 'Changing the value of EDECR.SS when not in Debug state'.

On a Cold reset, when FEAT_DoPD is implemented, this field resets to 0.

On a Cold reset, when FEAT_DoPD is not implemented, the value of this field is unchanged.

On an External debug reset, when FEAT_DoPD is implemented, the value of this field is unchanged.

On an External debug reset, when FEAT_DoPD is not implemented, this field resets to 0.

On a Warm reset, the value of this field is unchanged.

RCE, bit [1]

When FEAT_DoPD is not implemented:

Reset Catch Enable.

RCE	Meaning
0b0	Reset Catch debug event disabled.
0b1	Reset Catch debug event enabled.

On a Cold reset, when FEAT_DoPD is implemented, this field resets to 0.

On a Cold reset, when FEAT_DoPD is not implemented, the value of this field is unchanged.

On an External debug reset, when FEAT_DoPD is implemented, the value of this field is unchanged.

On an External debug reset, when FEAT_DoPD is not implemented, this field resets to 0.

On a Warm reset, the value of this field is unchanged.

Otherwise:

Reserved, RES0.

OSUCE, bit [0]

When FEAT_DoPD is not implemented:

OS Unlock Catch Enable.

OSUCE	Meaning
0b0	OS Unlock Catch debug event disabled.
0b1	OS Unlock Catch debug event enabled.

On a Cold reset, when FEAT_DoPD is implemented, this field resets to 0.

On a Cold reset, when FEAT_DoPD is not implemented, the value of this field is unchanged.

On an External debug reset, when FEAT_DoPD is implemented, the value of this field is unchanged.

On an External debug reset, when FEAT_DoPD is not implemented, this field resets to 0.

On a Warm reset, the value of this field is unchanged.

Otherwise:

Reserved, RES0.

Accessing the EDECR

EDECR can be accessed through the external debug interface:

Component	Offset	Instance
Debug	0x024	EDECR

This interface is accessible as follows:

- When (FEAT_DoPD is not implemented or IsCorePowered()) and SoftwareLockStatus() accesses to this register are **RO**.
- When (FEAT_DoPD is not implemented or IsCorePowered()) and !SoftwareLockStatus() accesses to this register are **RW**.
- Otherwise accesses to this register generate an error response.

EDES, External Debug Event Status Register

The EDES characteristics are:

Purpose

Indicates the status of internally pending Halting debug events.

Configuration

EDES is in the Core power domain.

Attributes

EDES is a 32-bit register.

Field descriptions

The EDES bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																													SS	RC	OSUC

Bits [31:3]

Reserved, RES0.

SS, bit [2]

When FEAT_DoPD is implemented:

Halting step debug event pending. Possible values of this field are:

SS	Meaning
0b0	Reading this means that a Halting step debug event is not pending. Writing this means no action.
0b1	Reading this means that a Halting step debug event is pending. Writing this clears the pending Halting step debug event.

On a Cold reset, this field resets to 0.

Otherwise:

Halting step debug event pending. Possible values of this field are:

SS	Meaning
0b0	Reading this means that a Halting step debug event is not pending. Writing this means no action.
0b1	Reading this means that a Halting step debug event is pending. Writing this clears the pending Halting step debug event.

On a Warm reset, this field resets to the value in EDECR.SS.

RC, bit [1]

Reset Catch debug event pending. Possible values of this field are:

RC	Meaning
0b0	Reading this means that a Reset Catch debug event is not pending. Writing this means no action.
0b1	Reading this means that a Reset Catch debug event is pending. Writing this clears the pending Reset Catch debug event.

On a Warm reset, when FEAT_DoPD is implemented, this field resets to the value in [CTIDEVCTL](#).RCE.

On a Warm reset, when FEAT_DoPD is not implemented, this field resets to the value in [EDECR](#).RCE.

OSUC, bit [0]

OS Unlock Catch debug event pending. Possible values of this field are:

OSUC	Meaning
0b0	Reading this means that an OS Unlock Catch debug event is not pending. Writing this means no action.
0b1	Reading this means that an OS Unlock Catch debug event is pending. Writing this clears the pending OS Unlock Catch debug event.

On a Warm reset, this field resets to 0.

Accessing the EDES

If a request to clear a pending Halting debug event is received at or about the time when halting becomes allowed, it is **CONSTRAINED UNPREDICTABLE** whether the event is taken.

If Core power is removed while a Halting debug event is pending, it is lost. However, it might become pending again when the Core is powered back on and Cold reset.

EDES can be accessed through the external debug interface:

Component	Offset	Instance
Debug	0x020	EDES

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus() and SoftwareLockStatus() accesses to this register are **RO**.
- When IsCorePowered(), !DoubleLockStatus() and !SoftwareLockStatus() accesses to this register are **RW**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

EDITCTRL, External Debug Integration mode Control register

The EDITCTRL characteristics are:

Purpose

Enables the external debug to switch from its default mode into integration mode, where test software can control directly the inputs and outputs of the PE, for integration testing or topology detection.

Configuration

It is IMPLEMENTATION DEFINED whether EDITCTRL is implemented in the Core power domain or in the Debug power domain.

Implementation of this register is OPTIONAL.

Attributes

EDITCTRL is a 32-bit register.

Field descriptions

The EDITCTRL bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																IME															

Bits [31:1]

Reserved, RES0.

IME, bit [0]

Integration mode enable. When IME == 1, the device reverts to an integration mode to enable integration testing or topology detection. The integration mode behavior is IMPLEMENTATION DEFINED.

IME	Meaning
0b0	Normal operation.
0b1	Integration mode enabled.

The following resets apply:

- Whichever power domain the register is implemented in, this field resets to 0.
- Otherwise, the value of this field is unchanged.

Accessing the EDITCTRL

EDITCTRL can be accessed through the external debug interface:

Component	Offset	Instance
Debug	0xF00	EDITCTRL

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus() and SoftwareLockStatus() accesses to this register are **RO**.
- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus() and !SoftwareLockStatus() accesses to this register are **RW**.
- Otherwise accesses to this register are **IMPDEF**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

EDITR, External Debug Instruction Transfer Register

The EDITR characteristics are:

Purpose

Used in Debug state for passing instructions to the PE for execution.

Configuration

EDITR is in the Core power domain.

Attributes

EDITR is a 32-bit register.

Field descriptions

The EDITR bit assignments are:

When AArch32 is supported at any Exception level and in AArch32 state:

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
T32Second																T32First															

T32Second, bits [31:16]

Second halfword of the T32 instruction to be executed on the PE. When EDITR contains a 16-bit T32 instruction, this field is ignored. For more information, see 'Behavior in Debug state'.

T32First, bits [15:0]

First halfword of the T32 instruction to be executed on the PE.

When AArch64 is supported at any Exception level and in AArch64 state:

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
A64 instruction to be executed on the PE																															

Bits [31:0]

A64 instruction to be executed on the PE.

Accessing the EDITR

If [EDSCR.ITE](#) == 0 when the PE exits Debug state on receiving a Restart request trigger event, the behavior of any instruction issued through the ITR in Normal access mode that has not completed execution is CONSTRAINED UNPREDICTABLE, and must do one of the following:

- It must complete execution in Debug state before the PE executes the restart sequence.
- It must complete execution in Non-debug state before the PE executes the restart sequence.
- It must be abandoned. This means that the instruction does not execute. Any registers or memory accessed by the instruction are left in an UNKNOWN state.

EDITR ignores writes if the PE is in Non-debug state.

EDITR can be accessed through the external debug interface:

Component	Offset	Instance
Debug	0x084	EDITR

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus() and SoftwareLockStatus() accesses to this register are **WI**.
- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus() and !SoftwareLockStatus() accesses to this register are **WO**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

EDLAR, External Debug Lock Access Register

The EDLAR characteristics are:

Purpose

Allows or disallows access to the external debug registers through a memory-mapped interface.

The optional Software Lock provides a lock to prevent memory-mapped writes to the debug registers. Use of this lock mechanism reduces the risk of accidental damage to the contents of the debug registers. It does not, and cannot, prevent all accidental or malicious damage.

Configuration

If FEAT_DoPD is implemented, Software Lock is not implemented by the architecturally-defined debug components of the PE in the Core power domain.

If FEAT_DoPD is not implemented, this register is in the Debug power domain.

Software uses EDLAR to set or clear the lock, and [EDLSR](#) to check the current status of the lock.

Attributes

EDLAR is a 32-bit register.

Field descriptions

The EDLAR bit assignments are:

When Software Lock is implemented:

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

KEY, bits [31:0]

Lock Access control. Writing the key value 0xC5ACCE55 to this field unlocks the lock, enabling write accesses to this component's registers through a memory-mapped interface.

Writing any other value to this register locks the lock, disabling write accesses to this component's registers through a memory mapped interface.

Otherwise:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
																RES0															

Otherwise

Bits [31:0]

Reserved, RES0.

Accessing the EDLAR

EDLAR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
Debug	0xFB0	EDLAR

This interface is accessible as follows:

- When FEAT_DoPD is not implemented or IsCorePowered() accesses to this register are **WO**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

EDLSR, External Debug Lock Status Register

The EDLSR characteristics are:

Purpose

Indicates the current status of the software lock for external debug registers.

The optional Software Lock provides a lock to prevent memory-mapped writes to the debug registers. Use of this lock mechanism reduces the risk of accidental damage to the contents of the debug registers. It does not, and cannot, prevent all accidental or malicious damage.

Configuration

If FEAT_DoPD is implemented, Software Lock is not implemented by the architecturally-defined debug components of the PE in the Core power domain.

If FEAT_DoPD is not implemented, this register is in the Debug power domain.

Software uses [EDLAR](#) to set or clear the lock, and EDLSR to check the current status of the lock.

Attributes

EDLSR is a 32-bit register.

Field descriptions

The EDLSR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																													nTT	SLK	SLI

Bits [31:3]

Reserved, RES0.

nTT, bit [2]

Not thirty-two bit access required. RAZ.

SLK, bit [1]

When Software Lock is implemented:

Software Lock status for this component. For an access to LSR that is not a memory-mapped access, or when Software Lock is not implemented, this field is RES0.

For memory-mapped accesses when Software Lock is implemented, possible values of this field are:

SLK	Meaning
0b0	Lock clear. Writes are permitted to this component's registers.
0b1	Lock set. Writes to this component's registers are ignored, and reads have no side effects.

On a Cold reset, when FEAT_DoPD is implemented, this field resets to 1.

On a Cold reset, when FEAT_DoPD is not implemented, the value of this field is unchanged.

On an External debug reset, when FEAT_DoPD is implemented, the value of this field is unchanged.

On an External debug reset, when FEAT_DoPD is not implemented, this field resets to 1.

On a Warm reset, the value of this field is unchanged.

Otherwise:

Reserved, RAZ.

SLI, bit [0]

Software Lock implemented. For an access to LSR that is not a memory-mapped access, this field is RAZ. For memory-mapped accesses, the value of this field is IMPLEMENTATION DEFINED. Permitted values are:

SLI	Meaning
0b0	Software Lock not implemented or not memory-mapped access.
0b1	Software Lock implemented and memory-mapped access.

Accessing the EDLSR

EDLSR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
Debug	0xFB4	EDLSR

This interface is accessible as follows:

- When FEAT_DoPD is not implemented or IsCorePowered() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

EDPCSR, External Debug Program Counter Sample Register

The EDPCSR characteristics are:

Purpose

Holds a sampled instruction address value.

Configuration

EDPCSR is in the Core power domain.

This register is present only when FEAT_PCSRv8 is implemented and FEAT_PCSRv8p2 is not implemented. Otherwise, direct accesses to EDPCSR are RES0.

Implemented only if the OPTIONAL PC Sample-based Profiling Extension is implemented in the external debug registers space.

Note

FEAT_PCSRv8p2 implements the PC Sample-based Profiling Extension in the Performance Monitors registers space.

Attributes

EDPCSR is a pair of 32-bit registers.

If FEAT_VHE is implemented, the format of this register differs depending on the value of [EDSCR.SC2](#).

Field descriptions

The EDPCSR bit assignments are:

When FEAT_VHE is not implemented or EDSCR.SC2 == 0:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
PC Sample high word, EDPCSRhi																															
PC Sample low word																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

PC Sample high word, EDPCSRhi. If [EDVIDSR.HV](#) == 0 then this field is RAZ, otherwise bits [63:32] of the sampled instruction address value. The translation regime that EDPCSR samples can be determined from [EDVIDSR.{NS,E2,E3}](#).

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Bits [31:0]

PC Sample low word. EDPCSRlo, bits[31:0] of the sampled instruction address value.

EDPCSRlo reads as 0xFFFFFFFF when any of the following are true:

- The PE is in Debug state.
- PC Sample-based profiling is prohibited.

If an instruction has retired since the PE left Reset state, then the first read of EDPCSR[31:0] is permitted but not required to return 0xFFFFFFFF.

EDPCSRlo reads as an UNKNOWN value when any of the following are true:

- The PE is in Reset state.
- No instruction has retired since the PE left Reset state, Debug state, or a state where PC Sample-based Profiling is prohibited.
- No instruction has retired since the last read of EDPCSR[31:0].

For the cases where a read of EDPCSR[31:0] returns 0xFFFFFFFF or an UNKNOWN value, the read has the side-effect of setting EDPCSRhi, [EDCIDS](#)R, and [EDVIDS](#)R to UNKNOWN values.

Otherwise, a read of EDPCSR[31:0] returns bits [31:0] of the sampled instruction address value and has the side-effect of indirectly writing to EDPCSRhi, [EDCIDS](#)R, and [EDVIDS](#)R. The translation regime that EDPCSR samples can be determined from [EDVIDS](#)R.{NS,E2,E3}.

For a read of EDPCSR[31:0] from the memory-mapped interface, if EDLSR.SLK == 1, meaning the OPTIONAL Software Lock is locked, then the side-effect of the access does not occur and EDPCSRhi, [EDCIDS](#)R, and [EDVIDS](#)R are unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

When FEAT_VHE is implemented and EDSCR.SC2 == 1:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
NS	EL	RES0						PC Sample high word, EDPCSRhi																								
PC Sample low word																																
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	

NS, bit [63]

Non-secure state sample. Indicates the Security state that is associated with the most recent EDPCSR sample or, when it is read as a single atomic 64-bit read, the current EDPCSR sample. The translation regime that EDPCSR samples can be determined from EDPCSR.{NS,EL}.

If EL3 is not implemented, this bit indicates the Effective value of SCR.NS.

NS	Meaning
0b0	Sample is from Secure state.
0b1	Sample is from Non-secure state.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

EL, bits [62:61]

Exception level status sample. Indicates the Exception level that is associated with the most recent EDPCSR sample or, when it is read as a single atomic 64-bit read, the current EDPCSR sample. The translation regime that EDPCSR samples can be determined from EDPCSR.{NS,EL}.

EL	Meaning
0b00	Sample is from EL0.
0b01	Sample is from EL1.
0b10	Sample is from EL2.
0b11	Sample is from EL3.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Bits [60:56]

Reserved, RES0.

Bits [55:32]

PC Sample high word, EDPCSRhi. Bits [55:32] of the sampled instruction address value. The translation regime that EDPCSR samples can be determined from EDPCSR.{NS,EL}.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Bits [31:0]

PC Sample low word. EDPCSRlo, bits[31:0] of the sampled instruction address value.

EDPCSRlo reads as 0xFFFFFFFF when any of the following are true:

- The PE is in Debug state.
- PC Sample-based profiling is prohibited.

If an instruction has retired since the PE left Reset state, then the first read of EDPCSR[31:0] is permitted but not required to return 0xFFFFFFFF.

EDPCSRlo reads as an UNKNOWN value when any of the following are true:

- The PE is in Reset state.
- No instruction has retired since the PE left Reset state, Debug state, or a state where PC Sample-based Profiling is prohibited.
- No instruction has retired since the last read of EDPCSR[31:0].

For the cases where a read of EDPCSR[31:0] returns 0xFFFFFFFF or an UNKNOWN value, the read has the side-effect of setting EDPCSRhi, [EDCIDSR](#), and [EDVIDSR](#) to UNKNOWN values.

Otherwise, a read of EDPCSR[31:0] returns bits [31:0] of the sampled instruction address value and has the side-effect of indirectly writing to EDPCSRhi, [EDCIDSR](#), and [EDVIDSR](#). The translation regime that EDPCSR samples can be determined from EDPCSR.{NS,EL}.

For a read of EDPCSR[31:0] from the memory-mapped interface, if EDLSR.SLK == 1, meaning the OPTIONAL Software Lock is locked, then the side-effect of the access does not occur and EDPCSRhi, [EDCIDSR](#), and [EDVIDSR](#) are unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Accessing the EDPCSR

IMPLEMENTATION DEFINED extensions to external debug might make the value of this register UNKNOWN, see 'Permitted behavior that might make the PC Sample-based profiling registers UNKNOWN'

EDPCSR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance	Range
-----------	--------	----------	-------

Debug	0x0A0	EDPCSR	31:0
-------	-------	--------	------

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus() and !OSLockStatus() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

Component	Offset	Instance	Range
Debug	0x0AC	EDPCSR	63:32

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus() and !OSLockStatus() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

EDPFR, External Debug Processor Feature Register

The EDPFR characteristics are:

Purpose

Provides information about implemented PE features.

For general information about the interpretation of the ID registers, see 'Principles of the ID scheme for fields in ID registers'.

Configuration

It is IMPLEMENTATION DEFINED whether EDPFR is implemented in the Core power domain or in the Debug power domain.

Attributes

EDPFR is a 64-bit register.

Field descriptions

The EDPFR bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN
UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN	UNKNOWN
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:60]

From Armv8.5:

Reserved, UNKNOWN.

Otherwise:

Reserved, RES0.

Bits [59:56]

From Armv8.5:

Reserved, UNKNOWN.

Otherwise:

Reserved, RES0.

Bits [55:52]

Reserved, RES0.

Bits [51:48]**From Armv8.4:**

Reserved, UNKNOWN.

Otherwise:

Reserved, RES0.

AMU, bits [47:44]

Indicates support for Activity Monitors Extension. Defined values are:

AMU	Meaning
0b0000	Activity Monitors Extension is not implemented.
0b0001	FEAT_AMUv1 is implemented.
0b0010	FEAT_AMUv1p1 is implemented. As 0b0001 and adds support for virtualization of the activity monitor event counters.

All other values are reserved.

FEAT_AMUv1 implements the functionality identified by the value 0b0001.

FEAT_AMUv1p1 implements the functionality identified by the value 0b0010.

In Armv8.0, the only permitted value is 0b0000.

In Armv8.4, the permitted values are 0b0000 and 0b0001.

From Armv8.6, the permitted values are 0b0000, 0b0001, and 0b0010.

Bits [43:40]**From Armv8.2:**

Reserved, UNKNOWN.

Otherwise:

Reserved, RES0.

SEL2, bits [39:36]

Secure EL2. Defined values are:

SEL2	Meaning
0b0000	Secure EL2 is not implemented.
0b0001	Secure EL2 is implemented.

All other values are reserved.

SVE, bits [35:32]

Scalable Vector Extension. Defined values are:

SVE	Meaning
0b0000	SVE is not implemented.
0b0001	SVE is implemented.

All other values are reserved.

Bits [31:28]

From Armv8.2:

Reserved, UNKNOWN.

Otherwise:

Reserved, RES0.

GIC, bits [27:24]

System register GIC interface support. Defined values are:

GIC	Meaning
0b0000	GIC CPU interface system registers not implemented.
0b0001	System register interface to versions 3.0 and 4.0 of the GIC CPU interface is supported.
0b0011	System register interface to version 4.1 of the GIC CPU interface is supported.

All other values are reserved.

In an Armv8-A implementation that supports AArch64 state in at least one Exception level, this field returns the value of [ID_AA64PFR0_EL1](#).GIC.

AdvSIMD, bits [23:20]

Advanced SIMD. Defined values are:

AdvSIMD	Meaning
0b0000	Advanced SIMD is implemented, including support for the following Sisd and SIMD operations: <ul style="list-style-type: none"> Integer byte, halfword, word and doubleword element operations. Single-precision and double-precision floating-point arithmetic. Conversions between single-precision and half-precision data types, and double-precision and half-precision data types.
0b0001	As for 0b0000, and also includes support for half-precision floating-point arithmetic.
0b1111	Advanced SIMD is not implemented.

All other values are reserved.

This field must have the same value as the FP field.

The permitted values are:

- 0b0000 in an implementation with Advanced SIMD support, that does not include the FEAT_FP16 extension.
- 0b0001 in an implementation with Advanced SIMD support, that includes the FEAT_FP16 extension.
- 0b1111 in an implementation without Advanced SIMD support.

In an Armv8-A implementation that supports AArch64 state in at least one Exception level, this field returns the value of [ID_AA64PFR0_EL1](#).AdvSIMD.

FP, bits [19:16]

Floating-point. Defined values are:

FP	Meaning
0b0000	Floating-point is implemented, and includes support for: <ul style="list-style-type: none"> Single-precision and double-precision floating-point types. Conversions between single-precision and half-precision data types, and double-precision and half-precision data types.
0b0001	As for 0b0000, and also includes support for half-precision floating-point arithmetic.
0b1111	Floating-point is not implemented.

All other values are reserved.

This field must have the same value as the AdvSIMD field.

The permitted values are:

- 0b0000 in an implementation with floating-point support, that does not include the FEAT_FP16 extension.
- 0b0001 in an implementation with floating-point support, that includes the FEAT_FP16 extension.
- 0b1111 in an implementation without floating-point support.

In an Armv8-A implementation that supports AArch64 state in at least one Exception level, this field returns the value of [ID_AA64PFR0_EL1.FP](#).

EL3, bits [15:12]

AArch64 EL3 Exception level handling. Defined values are:

EL3	Meaning
0b0000	EL3 is not implemented or cannot be executed in AArch64 state.
0b0001	EL3 can be executed in AArch64 state only.
0b0010	EL3 can be executed in both Execution states.

When the value of [EDAA32PFR.EL3](#) is non-zero, this field must be 0b0000.

All other values are reserved.

In an Armv8-A implementation that supports AArch64 state in at least one Exception level, this field returns the value of [ID_AA64PFR0_EL1.EL3](#).

EL2, bits [11:8]

AArch64 EL2 Exception level handling. Defined values are:

EL2	Meaning
0b0000	EL2 is not implemented or cannot be executed in AArch64 state.
0b0001	EL2 can be executed in AArch64 state only.
0b0010	EL2 can be executed in both Execution states.

When the value of [EDAA32PFR.EL2](#) is non-zero, this field must be 0b0000.

All other values are reserved.

In an Armv8-A implementation that supports AArch64 state in at least one Exception level, this field returns the value of [ID_AA64PFR0_EL1.EL2](#).

EL1, bits [7:4]

AArch64 EL1 Exception level handling. Defined values are:

EL1	Meaning
0b0000	EL1 cannot be executed in AArch64 state.
0b0001	EL1 can be executed in AArch32 state only.
0b0010	EL1 can be executed in AArch64 state only.
0b0011	EL1 can be executed in both Execution states.

All other values are reserved.

In an Armv8-A implementation that supports AArch64 state in at least one Exception level, this field returns the value of [ID_AA64PFR0_EL1](#).EL1.

EL0, bits [3:0]

AArch64 EL0 Exception level handling. Defined values are:

EL0	Meaning
0b0000	EL0 cannot be executed in AArch64 state. EL0 can be executed in AArch32 state only.
0b0001	EL0 can be executed in AArch64 state only.
0b0010	EL0 can be executed in both Execution states.

All other values are reserved.

In an Armv8-A implementation that supports AArch64 state in at least one Exception level, this field returns the value of [ID_AA64PFR0_EL1](#).EL0.

Accessing the EDPFR

EDPFR can be accessed through the external debug interface:

Component	Offset	Instance	Range
Debug	0xD20	EDPFR	31:0

This interface is accessible as follows:

- When IsCorePowered() and !DoubleLockStatus() accesses to this register are **RO**.
- Otherwise accesses to this register are **IMPDEF**.

Component	Offset	Instance	Range
Debug	0xD24	EDPFR	63:32

This interface is accessible as follows:

- When IsCorePowered() and !DoubleLockStatus() accesses to this register are **RO**.
- Otherwise accesses to this register are **IMPDEF**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

EDPIDR0, External Debug Peripheral Identification Register 0

The EDPIDR0 characteristics are:

Purpose

Provides information to identify an external debug component.

For more information, see 'About the Peripheral identification scheme'.

Configuration

Implementation of this register is OPTIONAL.

If FEAT_DoPD is implemented, this register is in the Core power domain. If FEAT_DoPD is not implemented, this register is in the Debug power domain.

This register is required for CoreSight compliance.

Attributes

EDPIDR0 is a 32-bit register.

Field descriptions

The EDPIDR0 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								PART_0							

Bits [31:8]

Reserved, RES0.

PART_0, bits [7:0]

Part number, least significant byte.

Accessing the EDPIDR0

EDPIDR0 can be accessed through the external debug interface:

Component	Offset	Instance
Debug	0xFE0	EDPIDR0

This interface is accessible as follows:

- When FEAT_DoPD is not implemented or IsCorePowered() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

EDPIDR1, External Debug Peripheral Identification Register 1

The EDPIDR1 characteristics are:

Purpose

Provides information to identify an external debug component.

For more information, see 'About the Peripheral identification scheme'.

Configuration

Implementation of this register is OPTIONAL.

If FEAT_DoPD is implemented, this register is in the Core power domain. If FEAT_DoPD is not implemented, this register is in the Debug power domain.

This register is required for CoreSight compliance.

Attributes

EDPIDR1 is a 32-bit register.

Field descriptions

The EDPIDR1 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
												RES0												DES_0				PART_1			

Bits [31:8]

Reserved, RES0.

DES_0, bits [7:4]

Designer, least significant nibble of JEP106 ID code. For Arm Limited, this field is 0b1011.

PART_1, bits [3:0]

Part number, most significant nibble.

Accessing the EDPIDR1

EDPIDR1 can be accessed through the external debug interface:

Component	Offset	Instance
Debug	0xFE4	EDPIDR1

This interface is accessible as follows:

- When FEAT_DoPD is not implemented or IsCorePowered() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

EDPIDR2, External Debug Peripheral Identification Register 2

The EDPIDR2 characteristics are:

Purpose

Provides information to identify an external debug component.

For more information, see 'About the Peripheral identification scheme'.

Configuration

Implementation of this register is OPTIONAL.

If FEAT_DoPD is implemented, this register is in the Core power domain. If FEAT_DoPD is not implemented, this register is in the Debug power domain.

This register is required for CoreSight compliance.

Attributes

EDPIDR2 is a 32-bit register.

Field descriptions

The EDPIDR2 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																REVISION				JEDEC		DES_1									

Bits [31:8]

Reserved, RES0.

REVISION, bits [7:4]

Part major revision. Parts can also use this field to extend Part number to 16-bits.

JEDEC, bit [3]

RAO. Indicates a JEP106 identity code is used.

DES_1, bits [2:0]

Designer, most significant bits of JEP106 ID code. For Arm Limited, this field is 0b011.

Accessing the EDPIDR2

EDPIDR2 can be accessed through the external debug interface:

Component	Offset	Instance
Debug	0xFE8	EDPIDR2

This interface is accessible as follows:

- When FEAT_DoPD is not implemented or IsCorePowered() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

EDPIDR3, External Debug Peripheral Identification Register 3

The EDPIDR3 characteristics are:

Purpose

Provides information to identify an external debug component.

For more information, see 'About the Peripheral identification scheme'.

Configuration

Implementation of this register is OPTIONAL.

If FEAT_DoPD is implemented, this register is in the Core power domain. If FEAT_DoPD is not implemented, this register is in the Debug power domain.

This register is required for CoreSight compliance.

Attributes

EDPIDR3 is a 32-bit register.

Field descriptions

The EDPIDR3 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
												RES0												REVAND				CMOD			

Bits [31:8]

Reserved, RES0.

REVAND, bits [7:4]

Part minor revision. Parts using [EDPIDR2](#).REVISION as an extension to the Part number must use this field as a major revision number.

CMOD, bits [3:0]

Customer modified. Indicates someone other than the Designer has modified the component.

Accessing the EDPIDR3

EDPIDR3 can be accessed through the external debug interface:

Component	Offset	Instance
Debug	0xFEC	EDPIDR3

This interface is accessible as follows:

- When FEAT_DoPD is not implemented or IsCorePowered() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

EDPIDR4, External Debug Peripheral Identification Register 4

The EDPIDR4 characteristics are:

Purpose

Provides information to identify an external debug component.

For more information, see 'About the Peripheral identification scheme'.

Configuration

Implementation of this register is OPTIONAL.

If FEAT_DoPD is implemented, this register is in the Core power domain. If FEAT_DoPD is not implemented, this register is in the Debug power domain.

This register is required for CoreSight compliance.

Attributes

EDPIDR4 is a 32-bit register.

Field descriptions

The EDPIDR4 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
												RES0												SIZE			DES_2				

Bits [31:8]

Reserved, RES0.

SIZE, bits [7:4]

Size of the component. RAZ. Log2 of the number of 4KB pages from the start of the component to the end of the component ID registers.

DES_2, bits [3:0]

Designer, JEP106 continuation code, least significant nibble. For Arm Limited, this field is 0b0100.

Accessing the EDPIDR4

EDPIDR4 can be accessed through the external debug interface:

Component	Offset	Instance
Debug	0xFD0	EDPIDR4

This interface is accessible as follows:

- When FEAT_DoPD is not implemented or IsCorePowered() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

EDPRCR, External Debug Power/Reset Control Register

The EDPRCR characteristics are:

Purpose

Controls the PE functionality related to powerup, reset, and powerdown.

Configuration

EDPRCR contains fields that are in the Core power domain and fields that are in the Debug power domain.

If FEAT_DoPD is implemented then all fields in this register are in the Core power domain.

CORENPDRQ is the only field that is mapped between the EDPRCR and DBGPRCR and DBGPRCR_EL1.

Attributes

EDPRCR is a 32-bit register.

Field descriptions

The EDPRCR bit assignments are:

When FEAT_DoPD is implemented:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																CWRR		CORENPDRQ													

Bits [31:2]

Reserved, RES0.

CWRR, bit [1]

Warm reset request. Write-only bit that reads as zero.

The extent of the reset is IMPLEMENTATION DEFINED, but must be one of:

- The request is ignored.
- Only this PE is Warm reset.
- This PE and other components of the system, possibly including other PEs, are Warm reset.

Arm deprecates use of this bit, and recommends that implementations ignore the request.

CWRR	Meaning
0b0	No action.
0b1	Request Warm reset.

This field is in the Core power domain

The PE ignores writes to this bit if any of the following are true:

- ExternalInvasiveDebugEnabled() == FALSE, EL3 is not implemented, and the implemented Security state is Non-secure state.
- ExternalSecureInvasiveDebugEnabled() == FALSE, EL3 is not implemented, and the implemented Security state is Secure state.

- ExternalSecureInvasiveDebugEnabled() == FALSE and EL3 is implemented.

In an implementation that includes the recommended external debug interface, this bit drives the DBGRSTREQ signal.

On a Warm reset, this field resets to 0.

Accessing this field has the following behavior:

- When OSLockStatus() or SoftwareLockStatus(), access to this field is **WI**.
- Otherwise, access to this field is **WO**.

CORENPDRQ, bit [0]

Core no powerdown request. Requests emulation of powerdown.

This request is typically passed to an external power controller. This means that whether a request causes power up is dependent on the IMPLEMENTATION DEFINED nature of the system. The power controller must not allow the Core power domain to switch off while this bit is 1.

CORENPDRQ	Meaning
0b0	If the system responds to a powerdown request, it powers down Core power domain.
0b1	If the system responds to a powerdown request, it does not powerdown the Core power domain, but instead emulates a powerdown of that domain.

When this bit reads as UNKNOWN, the PE ignores writes to this bit.

This field is in the Core power domain, and permitted accesses to this field map to the [DBGPRCR.CORENPDRQ](#) and [DBGPRCR_EL1.CORENPDRQ](#) fields.

In an implementation that includes the recommended external debug interface, this bit drives the DBGNOPWRDWN signal.

It is IMPLEMENTATION DEFINED whether this bit is reset to the Cold reset value on exit from an IMPLEMENTATION DEFINED software-visible retention state. For more information about retention states, see 'Core power domain power states'.

Note

Writes to this bit are not prohibited by the IMPLEMENTATION DEFINED authentication interface. This means that a debugger can request emulation of powerdown regardless of whether invasive debug is permitted.

On a Cold reset, if the powerup request is implemented and the powerup request has been asserted, this field is an IMPLEMENTATION DEFINED choice of 0 or 1. If the powerup request is not asserted, this field is set to 0.

On a Warm reset, the value of this field is unchanged.

Accessing this field has the following behavior:

- When OSLockStatus(), access to this field is **UNKNOWN**.
- When SoftwareLockStatus(), access to this field is **RO**.
- Otherwise, access to this field is **RW**.

Otherwise:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																COREPURQ		RES0	CWRR	CORENPDRQ											

Bits [31:4]

Reserved, RES0.

COREPURQ, bit [3]

Core powerup request. Allows a debugger to request that the power controller power up the core, enabling access to the debug register in the Core power domain, and that the power controller emulates powerdown.

This request is typically passed to an external power controller. This means that whether a request causes power up is dependent on the IMPLEMENTATION DEFINED nature of the system. The power controller must not allow the Core power domain to switch off while this bit is 1.

COREPURQ	Meaning
0b0	Do not request power up of the Core power domain.
0b1	Request power up of the Core power domain, and emulation of powerdown.

In an implementation that includes the recommended external debug interface, this bit drives the DBGPWRUPREQ signal.

This field is in the Debug power domain and can be read and written when the Core power domain is powered off.

Note

Writes to this bit are not prohibited by the IMPLEMENTATION DEFINED authentication interface. This means that a debugger can request emulation of powerdown regardless of whether invasive debug is permitted.

On an External debug reset, this field resets to 0.

Accessing this field has the following behavior:

- When SoftwareLockStatus(), access to this field is **RO**.
- Otherwise, access to this field is **RW**.

Bit [2]

Reserved, RES0.

CWRR, bit [1]

Warm reset request. Write-only bit that reads as zero.

The extent of the reset is IMPLEMENTATION DEFINED, but must be one of:

- The request is ignored.
- Only this PE is Warm reset.
- This PE and other components of the system, possibly including other PEs, are Warm reset.

Arm deprecates use of this bit, and recommends that implementations ignore the request.

CWRR	Meaning
0b0	No action.
0b1	Request Warm reset.

This field is in the Core power domain

The PE ignores writes to this bit if any of the following are true:

- ExternalInvasiveDebugEnabled() == FALSE, EL3 is not implemented, and the implemented Security state is Non-secure state.
- ExternalSecureInvasiveDebugEnabled() == FALSE, EL3 is not implemented, and the implemented Security state is Secure state.
- ExternalSecureInvasiveDebugEnabled() == FALSE and EL3 is implemented.

In an implementation that includes the recommended external debug interface, this bit drives the DBGRSTREQ signal.

On a Warm reset, this field resets to 0.

Accessing this field has the following behavior:

- When !IsCorePowered(), or DoubleLockStatus(), or OSLockStatus() or SoftwareLockStatus(), access to this field is **WI**.
- Otherwise, access to this field is **WO**.

CORENPDRQ, bit [0]

Core no powerdown request. Requests emulation of powerdown.

This request is typically passed to an external power controller. This means that whether a request causes power up is dependent on the IMPLEMENTATION DEFINED nature of the system. The power controller must not allow the Core power domain to switch off while this bit is 1.

CORENPDRQ	Meaning
0b0	If the system responds to a powerdown request, it powers down Core power domain.
0b1	If the system responds to a powerdown request, it does not powerdown the Core power domain, but instead emulates a powerdown of that domain.

When this bit reads as UNKNOWN, the PE ignores writes to this bit.

This field is in the Core power domain, and permitted accesses to this field map to the [DBGPRCR](#).CORENPDRQ and [DBGPRCR_EL1](#).CORENPDRQ fields.

In an implementation that includes the recommended external debug interface, this bit drives the DBGNOPWRDWN signal.

It is IMPLEMENTATION DEFINED whether this bit is reset to the value of [EDPRCR](#).COREPURQ on exit from an IMPLEMENTATION DEFINED software-visible retention state. For more information about retention states, see 'Core power domain power states'.

Note

Writes to this bit are not prohibited by the IMPLEMENTATION DEFINED authentication interface. This means that a debugger can request emulation of powerdown regardless of whether invasive debug is permitted.

On a Cold reset, this field resets to the value in [EDPRCR](#).COREPURQ.

On a Warm reset, the value of this field is unchanged.

Accessing this field has the following behavior:

- When !IsCorePowered(), or DoubleLockStatus() or OSLockStatus(), access to this field is **UNKNOWN**.
- When SoftwareLockStatus(), access to this field is **RO**.
- Otherwise, access to this field is **RW**.

Accessing the EDPRCR

On permitted accesses to the register, other access controls affect the behavior of some fields. See the field descriptions for more information.

EDPRCR can be accessed through the external debug interface:

Component	Offset	Instance
Debug	0x310	EDPRCR

This interface is accessible as follows:

- When (FEAT_DoPD is not implemented or IsCorePowered()) and SoftwareLockStatus() accesses to this register are **RO**.
- When (FEAT_DoPD is not implemented or IsCorePowered()) and !SoftwareLockStatus() accesses to this register are **RW**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

EDPRSR, External Debug Processor Status Register

The EDPRSR characteristics are:

Purpose

Holds information about the reset and powerdown state of the PE.

Configuration

EDPRSR contains fields that are in the Core power domain and fields that are in the Debug power domain.

If FEAT_DoPD is implemented then all fields in this register are in the Core power domain.

Attributes

EDPRSR is a 32-bit register.

Field descriptions

The EDPRSR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0														
RES0												SDR	SP	MA	DE	P	MA	D	S	D	A	E	D	A	D	DL	K	O	S	L	K	H	A	L	T	E	D	S	R	R	S	P	D	P	U

Bits [31:12]

Reserved, RES0.

SDR, bit [11]

Sticky Debug Restart. Set to 1 when the PE exits Debug state.

Permitted values are:

SDR	Meaning
0b0	The PE has not restarted since EDPRSR was last read.
0b1	The PE has restarted since EDPRSR was last read.

Note

If a reset occurs when the PE is in Debug state, the PE exits Debug state. SDR is UNKNOWN on Warm reset, meaning a debugger must also use the SR bit to determine whether the PE has left Debug state.

If The Core power domain is powered up, then following a read of EDPRSR:

- If FEAT_DoubleLock is not implemented or DoubleLockStatus() == FALSE this bit clears to 0.
- If FEAT_DoubleLock is implemented and DoubleLockStatus() == TRUE, it is CONSTRAINED UNPREDICTABLE whether this bit clears to 0 or is unchanged.

This field is in the Core power domain and the Warm reset domain.

This field resets to an architecturally UNKNOWN value.

Accessing this field has the following behavior:

- When (FEAT_DoPD is not implemented and !IsCorePowered()), or DoubleLockStatus() or EDPRSR.R == 1, access to this field is **UNKNOWN**.

- When SoftwareLockStatus(), access to this field is **RO**.
- Otherwise, access to this field is **RC**.

SPMAD, bit [10]

When FEAT_Debugv8p4 is implemented:

Sticky EPMAD error. Set to 1 if an external debug interface access to a Performance Monitors register returns an error because AllowExternalPMUAccess() == FALSE.

Permitted values are:

SPMAD	Meaning
0b0	No Non-secure external debug interface accesses to the external Performance Monitors registers have failed because AllowExternalPMUAccess() == FALSE for the access since EDPRSR was last read.
0b1	At least one Non-secure external debug interface access to the external Performance Monitors register has failed and returned an error because AllowExternalPMUAccess() == FALSE for the access since EDPRSR was last read.

If the Core power domain is powered up, then, following a read of EDPRSR:

- If FEAT_DoubleLock is not implemented or DoubleLockStatus() == FALSE, this bit clears to 0.
- If FEAT_DoubleLock is implemented, and DoubleLockStatus() == TRUE, it is CONSTRAINED UNPREDICTABLE whether this bit clears to 0 or is unchanged.

This field is in the Core power domain.

On a Cold reset, this field resets to 0.

Accessing this field has the following behavior:

- When (FEAT_DoPD is not implemented and !IsCorePowered()), or DoubleLockStatus() or EDPRSR.R == 1, access to this field is **UNKNOWN**.
- When SoftwareLockStatus(), access to this field is **RO**.
- Otherwise, access to this field is **RC**.

Otherwise:

Sticky EPMAD error.

SPMAD	Meaning
0b0	No external debug interface accesses to the Performance Monitors registers have failed because AllowExternalPMUAccess() == FALSE since EDPRSR was last read.
0b1	At least one external debug interface access to the Performance Monitors registers has failed and returned an error because AllowExternalPMUAccess() == FALSE since EDPRSR was last read.

If the Core power domain is powered up, then, following a read of EDPRSR:

- If FEAT_DoubleLock is not implemented or DoubleLockStatus() == FALSE, this bit clears to 0.
- If FEAT_DoubleLock is implemented, and DoubleLockStatus() == TRUE, it is CONSTRAINED UNPREDICTABLE whether this bit clears to 0 or is unchanged.

This field is in the Core power domain.

On a Cold reset, this field resets to 0.

Accessing this field has the following behavior:

- When (FEAT_DoPD is not implemented and !IsCorePowered()), or OSLockStatus(), or DoubleLockStatus() or EDPRSR.R == 1, access to this field is **UNKNOWN**.
- When SoftwareLockStatus(), access to this field is **RO**.

- Otherwise, access to this field is **RC**.

EPMAD, bit [9]

When **FEAT_Debugv8p4** is implemented:

External Performance Monitors Access Disable status.

EPMAD	Meaning
0b0	External Non-secure Performance Monitors access enabled. AllowExternalPMUAccess() == TRUE for a Non-secure access.
0b1	External Non-secure Performance Monitors access disabled. AllowExternalPMUAccess() == FALSE for a Non-secure access.

This field is in the Core power domain.

Accessing this field has the following behavior:

- When (FEAT_DoPD is not implemented and !IsCorePowered()), or DoubleLockStatus() or EDPRSR.R == 1, access to this field is **UNKNOWN**.
- Otherwise, access to this field is **RO**.

Otherwise:

External Performance Monitors access disable status.

EPMAD	Meaning
0b0	External Performance Monitors access enabled. AllowExternalPMUAccess() == TRUE.
0b1	External Performance Monitors access disabled. AllowExternalPMUAccess() == FALSE.

This field is in the Core power domain.

Accessing this field has the following behavior:

- When (FEAT_DoPD is not implemented and !IsCorePowered()), or OSLockStatus(), or DoubleLockStatus() or EDPRSR.R == 1, access to this field is **UNKNOWN**.
- Otherwise, access to this field is **RO**.

SDAD, bit [8]

When **FEAT_Debugv8p4** is implemented:

Sticky EDAD error. Set to 1 if an external debug interface access to a debug register returns an error because AllowExternalDebugAccess() == FALSE.

SDAD	Meaning
0b0	No Non-secure external debug interface accesses to the debug registers have failed because AllowExternalDebugAccess() == FALSE for the access since EDPRSR was last read.
0b1	At least one Non-secure external debug interface access to the debug registers has failed and returned an error because AllowExternalDebugAccess() == FALSE for the access since EDPRSR was last read.

If the Core power domain is powered up, then, following a read of EDPRSR:

- If FEAT_DoubleLock is not implemented or DoubleLockStatus() == FALSE this bit clears to 0.
- If FEAT_DoubleLock is implemented and DoubleLockStatus() == TRUE, it is CONSTRAINED UNPREDICTABLE whether this bit clears to 0 or is unchanged.

This field is in the Core power domain.

On a Cold reset, this field resets to 0.

Accessing this field has the following behavior:

- When (FEAT_DoPD is not implemented and !IsCorePowered()), or DoubleLockStatus() or EDPRSR.R == 1, access to this field is **UNKNOWN**.
- Otherwise, access to this field is **RO**.

Otherwise:

Sticky EDAD error. Set to 1 if an external debug interface access to a debug register returns an error because AllowExternalDebugAccess() == FALSE.

SDAD	Meaning
0b0	No external debug interface accesses to the debug registers have failed because AllowExternalDebugAccess() == FALSE since EDPRSR was last read.
0b1	At least one external debug interface access to the debug registers has failed and returned an error because AllowExternalDebugAccess() == FALSE since EDPRSR was last read.

If the Core power domain is powered up, then, following a read of EDPRSR:

- If FEAT_DoubleLock is not implemented or DoubleLockStatus() == FALSE this bit clears to 0.
- If FEAT_DoubleLock is implemented and DoubleLockStatus() == TRUE, it is CONSTRAINED UNPREDICTABLE whether this bit clears to 0 or is unchanged.

This bit is UNKNOWN on reads if OSLockStatus() == TRUE and external debug writes to [OSLAR_EL1](#) do not return an error when AllowExternalDebugAccess() == FALSE.

This field is in the Core power domain.

On a Cold reset, this field resets to 0.

Accessing this field has the following behavior:

- When (FEAT_DoPD is not implemented and !IsCorePowered()), or DoubleLockStatus() or EDPRSR.R == 1, access to this field is **UNKNOWN**.
- Otherwise, access to this field is **RO**.

EDAD, bit [7]

When FEAT_Debugv8p4 is implemented:

External Debug Access Disable status.

EDAD	Meaning
0b0	External Non-secure access to breakpoint registers, watchpoint registers, and OSLAR_EL1 enabled. AllowExternalDebugAccess() == TRUE for a Non-secure access.
0b1	External Non-secure access to breakpoint registers, watchpoint registers, and OSLAR_EL1 disabled. AllowExternalDebugAccess() == FALSE for a Non-secure access.

This field is in the Core power domain.

Accessing this field has the following behavior:

- When (FEAT_DoPD is not implemented and !IsCorePowered()), or DoubleLockStatus() or EDPRSR.R == 1, access to this field is **UNKNOWN**.
- Otherwise, access to this field is **RO**.

When FEAT_Debugv8p2 is implemented:

External Debug Access Disable status.

EDAD	Meaning
0b0	External access to breakpoint registers, watchpoint registers, and OSLAR_EL1 enabled. AllowExternalDebugAccess() == TRUE.
0b1	External access to breakpoint registers, watchpoint registers, and OSLAR_EL1 disabled. AllowExternalDebugAccess() == FALSE.

This bit is not valid and reads UNKNOWN if OSLockStatus() == TRUE and external debug writes to [OSLAR_EL1](#) do not return an error when AllowExternalDebugAccess() == FALSE.

This field is in the Core power domain.

Accessing this field has the following behavior:

- When (FEAT_DoPD is not implemented and !IsCorePowered()), or DoubleLockStatus() or EDPRSR.R == 1, access to this field is **UNKNOWN**.
- Otherwise, access to this field is **RO**.

Otherwise:

External Debug Access Disable status.

EDAD	Meaning
0b0	External access to breakpoint registers, watchpoint registers, and OSLAR_EL1 enabled. AllowExternalDebugAccess() == TRUE.
0b1	External access to breakpoint registers, watchpoint registers disabled. It is IMPLEMENTATION DEFINED whether accesses to OSLAR_EL1 are enabled or disabled. AllowExternalDebugAccess() == FALSE.

This field is in the Core power domain.

Accessing this field has the following behavior:

- When (FEAT_DoPD is not implemented and !IsCorePowered()), or DoubleLockStatus() or EDPRSR.R == 1, access to this field is **UNKNOWN**.
- Otherwise, access to this field is **RO**.

DLK, bit [6]

When FEAT_Debugv8p4 is implemented:

This field is RES0.

When FEAT_Debugv8p2 is implemented and FEAT_DoubleLock is implemented:

Double Lock.

From Armv8.2, this field is deprecated.

This field is in the Core power domain.

Accessing this field has the following behavior:

- When IsCorePowered() and !DoubleLockStatus(), access to this field is **RAZ**.
- Otherwise, access to this field is **UNKNOWN**.

When FEAT_DoubleLock is implemented:

Double Lock.

This field returns the result of the pseudocode function DoubleLockStatus().

If the Core power domain is powered up and DoubleLockStatus() == TRUE, it is IMPLEMENTATION DEFINED whether:

- EDPRSR.PU reads as 1, EDPRSR.DLK reads as 1, and EDPRSR.SPD is UNKNOWN.
- EDPRSR.PU reads as 0, EDPRSR.DLK is UNKNOWN, and EDPRSR.SPD reads as 0.

This field is in the Core power domain.

DLK	Meaning
0b0	DoubleLockStatus() returns FALSE.
0b1	DoubleLockStatus() returns TRUE and the Core power domain is powered up.

Accessing this field has the following behavior:

- When FEAT_DoPD is not implemented and !IsCorePowered(), access to this field is **UNKNOWN**.
- Otherwise, access to this field is **RO**.

Otherwise:

Reserved, RES0.

OSLK, bit [5]

OS Lock status bit.

A read of this bit returns the value of [OSLSR_EL1.OSLK](#).

This field is in the Core power domain.

Accessing this field has the following behavior:

- When (FEAT_DoPD is not implemented and !IsCorePowered()), DoubleLockStatus() and EDPRSR.R == 1, access to this field is **UNKNOWN**.
- Otherwise, access to this field is **RO**.

HALTED, bit [4]

Halted status bit.

HALTED	Meaning
0b0	PE is in Non-debug state.
0b1	PE is in Debug state.

This field is in the Core power domain.

Accessing this field has the following behavior:

- When FEAT_DoPD is not implemented and !IsCorePowered(), access to this field is **UNKNOWN**.
- Otherwise, access to this field is **RO**.

SR, bit [3]

Sticky core Reset status bit.

Permitted values are:

SR	Meaning
0b0	The non-debug logic of the PE is not in reset state and has not been reset since the last time EDPRSR was read.
0b1	The non-debug logic of the PE is in reset state or has been reset since the last time EDPRSR was read.

If EDPRSR.PU reads as 1 and EDPRSR.R reads as 0, which means that the Core power domain is in a powerup state and that the non-debug logic of the PE is not in reset state, then following a read of EDPRSR:

- If FEAT_DoubleLock is not implemented or DoubleLockStatus() == FALSE this bit clears to 0.

- If FEAT_DoubleLock is implemented and DoubleLockStatus() == TRUE, it is UNPREDICTABLE whether this bit clears to 0 or is unchanged.

This field is in the Core power domain and the Warm reset domain.

This field resets to 1.

Accessing this field has the following behavior:

- When (FEAT_DoPD is not implemented and !IsCorePowered()) or DoubleLockStatus(), access to this field is **UNKNOWN**.
- When SoftwareLockStatus(), access to this field is **RO**.
- Otherwise, access to this field is **RC**.

R, bit [2]

PE Reset status bit.

Permitted values are:

R	Meaning
0b0	The non-debug logic of the PE is not in reset state.
0b1	The non-debug logic of the PE is in reset state.

If FEAT_DoubleLock is implemented, the PE is in reset state, and the PE entered reset state with the OS Double Lock locked this bit has a CONSTRAINED UNPREDICTABLE value. For more information, see 'EDPRSR.{DLK, R} and reset state'.

This field is in the Core power domain.

Accessing this field has the following behavior:

- When (FEAT_DoPD is not implemented and !IsCorePowered()) or DoubleLockStatus(), access to this field is **UNKNOWN**.
- Otherwise, access to this field is **RO**.

SPD, bit [1]

Sticky core Powerdown status bit.

If FEAT_DoubleLock is implemented and DoubleLockStatus() == TRUE, then:

- If FEAT_Debugv8p2 is implemented, this bit reads as 0.
- If FEAT_Debugv8p2 is not implemented, this bit might read as 0 or 1.

For more information, see 'EDPRSR.{DLK, SPD, PU} and the Core power domain'.

SPD	Meaning
0b0	If EDPRSR.PU is 0, it is not known whether the state of the debug registers in the Core power domain is lost. If EDPRSR.PU is 1, the state of the debug registers in the Core power domain has not been lost.
0b1	The state of the debug registers in the Core power domain has been lost.

If the Core power domain is powered up, then, following a read of EDPRSR:

- If FEAT_DoubleLock is not implemented or DoubleLockStatus() == FALSE this bit clears to 0.
- If FEAT_DoubleLock is implemented and DoubleLockStatus() == TRUE, it is CONSTRAINED UNPREDICTABLE whether this bit clears to 0 or is unchanged.

When FEAT_DoPD is not implemented and the Core power domain is in either retention or powerdown state, the value of EDPRSR.SPD is IMPLEMENTATION DEFINED. For more information, see 'EDPRSR.SPD when the Core domain is in either retention or powerdown state'.

EDPRSR.{DLK, SPD, PU} describe whether registers in the Core power domain can be accessed, and whether their state has been lost since the last time the register was read. For more information, see 'EDPRSR.{DLK, SPD, PU} and the Core power domain'.

This field is in the Core power domain and the Cold reset domain.

On a Cold reset, this field resets to 1.

Accessing this field has the following behavior:

- When FEAT_DoPD is not implemented and !IsCorePowered(), access to this field is **RAZ**.
- When IsCorePowered() and DoubleLockStatus(), access to this field is **UNKNOWN**.
- Otherwise, access to this field is **RO**.

PU, bit [0]

When FEAT_DoPD is implemented:

Core powerup status bit.

Access to this field is **RAO**.

When FEAT_Debugv8p2 is implemented:

Core Powerup status bit. Indicates whether the debug registers in the Core power domain can be accessed.

PU	Meaning
0b0	Either the Core power domain is in a low-power or powerdown state, or FEAT_DoubleLock is implemented and DoubleLockStatus() == TRUE, meaning the debug registers in the Core power domain cannot be accessed.
0b1	The Core power domain is in a powerup state, and either FEAT_DoubleLock is not implemented or DoubleLockStatus() == FALSE, meaning the debug registers in the Core power domain can be accessed.

If FEAT_DoubleLock is implemented, the PE is in reset state, and the PE entered reset state with the OS Double Lock locked this bit has a CONSTRAINED UNPREDICTABLE value. For more information, see 'EDPRSR.{DLK, R} and reset state'

EDPRSR.{DLK, SPD, PU} describe whether registers in the Core power domain can be accessed, and whether their state has been lost since the last time the register was read. For more information, see 'EDPRSR.{DLK, SPD, PU} and the Core power domain'

Access to this field is **RO**.

Otherwise:

Core Powerup status bit. Indicates whether the debug registers in the Core power domain can be accessed.

When the Core power domain is powered-up and DoubleLockStatus() == TRUE, then the value of EDPRSR.PU is IMPLEMENTATION DEFINED. See the description of the DLK bit for more information.

Otherwise, permitted values are:

PU	Meaning
0b0	Core power domain is in a low-power or powerdown state where the debug registers in the Core power domain cannot be accessed.
0b1	Core power domain is in a powerup state where the debug registers in the Core power domain can be accessed.

If FEAT_DoubleLock is implemented, the Core power domain is powered up, and DoubleLockStatus() == TRUE, it is IMPLEMENTATION DEFINED whether this bit reads as 0 or 1.

If FEAT_DoubleLock is implemented, the PE is in reset state, and the PE entered reset state with the OS Double Lock locked this bit has a CONSTRAINED UNPREDICTABLE value. For more information see 'EDPRSR.{DLK, R} and reset state'

EDPRSR.{DLK, SPD, PU} describe whether registers in the Core power domain can be accessed, and whether their state has been lost since the last time the register was read. For more information, see 'EDPRSR.{DLK, SPD, PU} and the Core power domain'.

Access to this field is **RO**.

Accessing the EDPRSR

On permitted accesses to the register, other access controls affect the behavior of some fields. See the field descriptions for more information.

If the Core power domain is powered up (EDPRSR.PU == 1), then following a read of EDPRSR:

- If FEAT_DoubleLock is not implemented or DoubleLockStatus() == FALSE, then:
 - EDPRSR.{SDR, SPMAD, SDAD, SPD} are cleared to 0.
 - EDPRSR.SR is cleared to 0 if the non-debug logic of the PE is not in reset state (EDPRSR.R == 0).
- Otherwise it is CONSTRAINED UNPREDICTABLE whether or not this clearing occurs.

If FEAT_DoPD is not implemented and the Core power domain is powered down (EDPRSR.PU == 0), then:

- EDPRSR.{SDR, SPMAD, SDAD, SR} are all UNKNOWN, and are either reset or restored on being powered up.
- EDPRSR.SPD is not cleared following a read of EDPRSR. See the SPD bit description for more information.

The clearing of bits is an indirect write to EDPRSR.

EDPRSR can be accessed through the external debug interface:

Component	Offset	Instance
Debug	0x314	EDPRSR

This interface is accessible as follows:

- When FEAT_DoPD is not implemented or IsCorePowered() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

EDRCR, External Debug Reserve Control Register

The EDRCR characteristics are:

Purpose

This register is used to allow imprecise entry to Debug state and clear sticky bits in [EDSCR](#).

Configuration

EDRCR is in the Core power domain.

Attributes

EDRCR is a 32-bit register.

Field descriptions

The EDRCR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																			CBRRQ		CSPA		CSE		RES0						

Bits [31:5]

Reserved, RES0.

CBRRQ, bit [4]

Allow imprecise entry to Debug state. The actions on writing to this bit are:

CBRRQ	Meaning
0b0	No action.
0b1	Allow imprecise entry to Debug state, for example by canceling pending bus accesses.

Setting this bit to 1 allows a debugger to request imprecise entry to Debug state. An External Debug Request debug event must be pending before the debugger sets this bit to 1.

This feature is optional. If this feature is not implemented, writes to this bit are ignored.

CSPA, bit [3]

Clear Sticky Pipeline Advance. This bit is used to clear the [EDSCR](#).PipeAdv bit to 0. The actions on writing to this bit are:

CSPA	Meaning
0b0	No action.
0b1	Clear the EDSCR .PipeAdv bit to 0.

CSE, bit [2]

Clear Sticky Error. Used to clear the [EDSCR](#) cumulative error bits to 0. The actions on writing to this bit are:

CSE	Meaning
0b0	No action.
0b1	Clear the EDSCR .{TXU, RXO, ERR} bits, and, if the PE is in Debug state, the EDSCR .ITO bit, to 0.

Bits [1:0]

Reserved, RES0.

Accessing the EDRCR

EDRCR can be accessed through the external debug interface:

Component	Offset	Instance
Debug	0x090	EDRCR

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus() and SoftwareLockStatus() accesses to this register are **WI**.
- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus() and !SoftwareLockStatus() accesses to this register are **WO**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

EDSCR, External Debug Status and Control Register

The EDSCR characteristics are:

Purpose

Main control register for the debug implementation.

Configuration

External register EDSCR bits [30:29] are architecturally mapped to AArch64 System register [MDCCSR_EL0\[30:29\]](#).

EDSCR is in the Core power domain.

Attributes

EDSCR is a 32-bit register.

Field descriptions

The EDSCR 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
TFO	RXfull	TXfull	TORXO	TXU	PipeAdv	ITE	INTdis	TDAMA	SC2NS	RES0	SDDRES0	HDE	RW	ELA	ERR	STATUS															

TFO, bit [31]

When FEAT_TRF is implemented:

Trace Filter Override. Overrides the Trace Filter controls allowing the external debugger to trace any visible Exception level.

TFO	Meaning
0b0	Trace Filter controls are not affected.
0b1	Trace Filter controls in TRFCR_EL1 , TRFCR_EL2 are ignored. Trace Filter controls TRFCR and HTRFCR are ignored.

When [OSLSR_EL1](#).OSLK == 1, this bit can be indirectly read and written through the [MDSCR_EL1](#) and [DBGDSCRext](#) System registers.

This bit is ignored by the PE when ExternalSecureNoninvasiveDebugEnabled() == FALSE and the Effective value of [MDCR_EL3](#).STE == 1.

On a Cold reset, this field resets to 0.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Otherwise:

Reserved, RES0.

RXfull, bit [30]

DTRRX full.

On a Cold reset, this field resets to 0.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Access to this field is **RO**.

TXfull, bit [29]

DTRTX full.

On a Cold reset, this field resets to 0.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Access to this field is **RO**.

ITO, bit [28]

ITR overrun.

If the PE is in Non-debug state, this bit is UNKNOWN. ITO is set to 0 on entry to Debug state.

Access to this field is **RO**.

R XO, bit [27]

DTRRX overrun.

On a Cold reset, this field resets to 0.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Access to this field is **RO**.

TXU, bit [26]

DTRTX underrun.

On a Cold reset, this field resets to 0.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Access to this field is **RO**.

PipeAdv, bit [25]

Pipeline advance. Set to 1 every time the PE pipeline retires one or more instructions. Cleared to 0 by a write to [EDRCR.CSPA](#).

The architecture does not define precisely when this bit is set to 1. It requires only that this happen periodically in Non-debug state to indicate that software execution is progressing.

Access to this field is **RO**.

ITE, bit [24]

ITR empty.

If the PE is in Non-debug state, this bit is UNKNOWN. It is always valid in Debug state.

Access to this field is **RO**.

INTdis, bits [23:22]

When **FEAT_Debugv8p4** is implemented:

Interrupt disable. Disables taking interrupts in Non-Debug state.

INTdis	Meaning
0b0	Masking of interrupts is controlled by PSTATE and interrupt routing controls.
0b1	If ExternalSecureDebugEnabled() == TRUE, then all interrupts, including virtual and SError interrupts, are masked. If ExternalSecureDebugEnabled() == FALSE, then all interrupts targetting Non-secure state are masked.

When [OSLSR_EL1.OSLK](#) == 1, this field can be indirectly read and written through the [MDSCR_EL1](#) and [DBGDSCRext](#) System registers.

This field is ignored by the PE and treated as zero when ExternalDebugEnabled() == FALSE.

On a Cold reset, this field resets to 0.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Otherwise:

Interrupt disable.

When [OSLSR_EL1.OSLK](#) == 1, this field can be indirectly read and written through the [MDSCR_EL1](#) and [DBGDSCRext](#) System registers.

INTdis	Meaning
0b00	Do not disable interrupts.
0b01	Disable interrupts taken to Non-secure EL1.
0b10	Disable interrupts taken only to Non-secure EL1 and Non-secure EL2. If ExternalSecureInvasiveDebugEnabled() == TRUE, also disable interrupts taken to Secure EL1.
0b11	Disable interrupts taken only to Non-secure EL1 and Non-secure EL2. If ExternalSecureInvasiveDebugEnabled() == TRUE, also disable all other interrupts.

On a Cold reset, this field resets to 0.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

TDA, bit [21]

Traps accesses to the following debug System registers:

- AArch64: [DBGBCR<n>_EL1](#), [DBGBVR<n>_EL1](#), [DBGWCR<n>_EL1](#), [DBGWVR<n>_EL1](#).
- AArch32: [DBGBCR<n>](#), [DBGBVR<n>](#), [DBGBXVR<n>](#), [DBGWCR<n>](#), [DBGWVR<n>](#).

The possible values of this field are:

TDA	Meaning
0b0	Accesses to debug System registers do not generate a Software Access Debug event.
0b1	Accesses to debug System registers generate a Software Access Debug event, if OSLSR_EL1.OSLK is 0 and if halting is allowed.

On a Cold reset, this field resets to 0.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

MA, bit [20]

Memory access mode. Controls the use of memory-access mode for accessing ITR and the DCC. This bit is ignored if in Non-debug state and set to zero on entry to Debug state.

Possible values of this field are:

MA	Meaning
0b0	Normal access mode.
0b1	Memory access mode.

On a Cold reset, this field resets to 0.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

SC2, bit [19]

When FEAT_PCSRv8 is implemented, (FEAT_VHE is implemented or FEAT_Debugv8p2 is implemented) and FEAT_PCSRv8p2 is not implemented:

Sample [CONTEXTIDR_EL2](#). Controls whether the PC Sample-based Profiling Extension samples [CONTEXTIDR_EL2](#) or [VTTBR_EL2](#).VMID.

SC2	Meaning
0b0	Sample VTTBR_EL2 .VMID.
0b1	Sample CONTEXTIDR_EL2 .

On a Cold reset, this field resets to 0.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Otherwise:

Reserved, RES0.

NS, bit [18]

Non-secure status. When in Debug state, gives the current Security state:

NS	Meaning
0b0	Secure state, IsSecure() == TRUE.
0b1	Non-secure state, IsSecure() == FALSE.

In Non-debug state, this bit is UNKNOWN.

Access to this field is **RO**.

Bit [17]

Reserved, RES0.

SDD, bit [16]

Secure debug disabled.

On entry to Debug state:

- If entering in Secure state, SDD is set to 0.
- If entering in Non-secure state, SDD is set to the inverse of ExternalSecureInvasiveDebugEnabled().

In Debug state, the value of the SDD bit does not change, even if ExternalSecureInvasiveDebugEnabled() changes.

In Non-debug state:

- SDD returns the inverse of ExternalSecureInvasiveDebugEnabled(). If the authentication signals that control ExternalSecureInvasiveDebugEnabled() change, a context synchronization event is required to guarantee their effect.
- This bit is unaffected by the Security state of the PE.

If EL3 is not implemented and the implementation is Non-secure, this bit is RES1.

Access to this field is **RO**.

Bit [15]

Reserved, RES0.

HDE, bit [14]

Halting debug enable. The possible values of this field are:

HDE	Meaning
0b0	Halting disabled for Breakpoint, Watchpoint and Halt Instruction debug events.
0b1	Halting enabled for Breakpoint, Watchpoint and Halt Instruction debug events.

On a Cold reset, this field resets to 0.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

RW, bits [13:10]

Exception level Execution state status. In Debug state, each bit gives the current Execution state of each Exception level.

RW	Meaning	Applies when
0b1111	All Exception levels are using AArch64 or the PE is in Non-debug state.	
0b1110	The PE is in Debug state. EL0 is using AArch32. All other Exception levels are using AArch64. Only permitted if the PE is executing at EL0.	When AArch32 is supported at any Exception level
0b110x	The PE is in Debug state. EL0 and EL1 are using AArch32. EL2 and EL3 are using AArch64. Only permitted if EL2 is implemented and enabled in the current Security state.	When AArch32 is supported at any Exception level
0b10xx	The PE is in Debug state. EL0, EL1, and, if implemented in the current Security state, EL2 are using AArch32. EL3 is using AArch64.	When AArch32 is supported at any Exception level, EL3 is implemented, EL3 is using AArch64 and EL2 is implemented
0b0xxx	The PE is in Debug state. All Exception levels are using AArch32.	When AArch32 is supported at any Exception level

In Non-debug state, this field is RAO.

Access to this field is **RO**.

EL, bits [9:8]

Exception level. In Debug state, this gives the current Exception level of the PE.

In Non-debug state, this field is RAZ.

Access to this field is **RO**.

A, bit [7]

SError interrupt pending. In Debug state, indicates whether an SError interrupt is pending:

- If [HCR_EL2](#).{AMO, TGE} = {1, 0}, EL2 is enabled in the current Security state, and the PE is executing at EL0 or EL1, a virtual SError interrupt.
- Otherwise, a physical SError interrupt.

A	Meaning
0b0	No SError interrupt pending.
0b1	SError interrupt pending.

A debugger can read EDSCR to check whether an SError interrupt is pending without having to execute further instructions. A pending SError might indicate data from target memory is corrupted.

UNKNOWN in Non-debug state.

Access to this field is **RO**.

ERR, bit [6]

Cumulative error flag. This bit is set to 1 following exceptions in Debug state and on any signaled overrun or underrun on the DTR or EDITR.

On a Cold reset, this field resets to 0.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Access to this field is **RO**.

STATUS, bits [5:0]

Debug status flags.

STATUS	Meaning
0b000001	PE is restarting, exiting Debug state.
0b000010	PE is in Non-debug state.
0b000111	Breakpoint.
0b010011	External debug request.
0b011011	Halting step, normal.
0b011111	Halting step, exclusive.
0b100011	OS Unlock Catch.
0b100111	Reset Catch.
0b101011	Watchpoint.
0b101111	HLT instruction.
0b110011	Software access to debug register.
0b110111	Exception Catch.
0b111011	Halting step, no syndrome.

All other values of STATUS are reserved.

Access to this field is **RO**.

Accessing the EDSCR

EDSCR can be accessed through the external debug interface:

Component	Offset	Instance
Debug	0x088	EDSCR

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus() and SoftwareLockStatus() accesses to this register are **RO**.
- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus() and !SoftwareLockStatus() accesses to this register are **RW**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

EDVIDSR, External Debug Virtual Context Sample Register

The EDVIDSR characteristics are:

Purpose

Contains sampled values captured on reading [EDPCSR](#)[31:0].

Configuration

EDVIDSR is in the Core power domain.

This register is present only when FEAT_PCSRv8 is implemented and FEAT_PCSRv8p2 is not implemented. Otherwise, direct accesses to EDVIDSR are RES0.

Implemented only if the OPTIONAL PC Sample-based Profiling Extension is implemented in the external debug registers space.

When the PC Sample-based Profiling Extension is implemented in the external debug registers space, if EL2 is not implemented and EL3 is not implemented, it is IMPLEMENTATION DEFINED whether EDVIDSR is implemented.

Note

FEAT_PCSRv8p2 implements the PC Sample-based Profiling Extension in the Performance Monitors registers space.

Attributes

If FEAT_VHE is implemented, the format of this register differs depending on the value of [EDSCR](#).SC2.

Field descriptions

The EDVIDSR bit assignments are:

When FEAT_VHE is not implemented or EDSCR.SC2 == 0:

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
NS	E2	E3	HV	RES0												VMID[15:8]						VMID									

This format applies in all Armv8.0 implementations.

NS, bit [31]

Non-secure state sample. Indicates the Security state associated with the most recent [EDPCSR](#) sample.

If EL3 is not implemented, this bit indicates the Effective value of SCR.NS.

NS	Meaning
0b0	Sample is from Secure state.
0b1	Sample is from Non-secure state.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

E2, bit [30]**When EL2 is implemented:**

Exception level 2 status sample. Indicates whether the most recent [EDPCSR](#) sample was associated with EL2.

E2	Meaning
0b0	Sample is not from EL2.
0b1	Sample is from EL2.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Otherwise:

Reserved, RES0.

E3, bit [29]**When EL3 is implemented and the highest implemented Exception level is using AArch64 state:**

Exception level 3 status sample. Indicates whether the most recent [EDPCSR](#) sample was associated with EL3 using AArch64.

E3	Meaning
0b0	Sample is not from EL3 using AArch64.
0b1	Sample is from EL3 using AArch64.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Otherwise:

Reserved, RES0.

HV, bit [28]

EDPCSRhi ([EDPCSR](#)[63:32]) valid. Indicates whether bits [63:32] of the most recent [EDPCSR](#) sample might be nonzero:

HV	Meaning
0b0	Bits[63:32] of the most recent EDPCSR sample are zero.
0b1	Bits[63:32] of the most recent EDPCSR sample might be nonzero.

An EDVIDSR.HV value of 1 does not mean that the value of EDPCSRhi is nonzero. An EDVIDSR.HV value of 0 is a hint that EDPCSRhi ([EDPCSR](#)[63:32]) does not need to be read.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Bits [27:16]

Reserved, RES0.

VMID[15:8], bits [15:8]

When FEAT_VMID16 is implemented and EL2 is implemented:

Extension to VMID[7:0]. See VMID[7:0] for more details.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Otherwise:

Reserved, RES0.

VMID, bits [7:0]**When EL2 is implemented:**

VMID sample. The VMID associated with the most recent EDPCSRlo ([EDPCSR](#)[31:0]) sample. When the most recent [EDPCSR](#) sample was generated:

- This field is RES0 if any of the following apply:
 - The PE is executing in Secure state.
 - The PE is executing at EL2.
- Otherwise:
 - If EL2 is using AArch64 and either FEAT_VMID16 is not implemented or [VTCR_EL2](#).VS is 1, this field is set to [VTTBR_EL2](#).VMID.
 - If EL2 is using AArch64, FEAT_VMID16 is implemented, and [VTCR_EL2](#).VS is 0, PMVIDSR.VMID[7:0] is set to [VTTBR_EL2](#).VMID[7:0] and PMVIDSR.VMID[15:8] is RES0.
 - If EL2 is using AArch32, this field is set to [VTTBR](#).VMID.

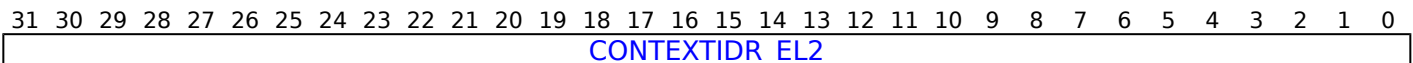
On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Otherwise:

Reserved, RES0.

When (FEAT_VHE is implemented or FEAT_Debugv8p2 is implemented) and EDSCR.SC2 == 1:**CONTEXTIDR_EL2, bits [31:0]**

Context ID. The value of [CONTEXTIDR_EL2](#) that is associated with the most recent [EDPCSR](#) sample. When the most recent [EDPCSR](#) sample was generated:

- If EL2 was using AArch64 and the PE was executing in Non-secure state, then this field is set to the Context ID sampled from [CONTEXTIDR_EL2](#).
- If EL2 was using AArch32 or the PE was executing in Secure state, then this field is set to an UNKNOWN value.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Accessing the EDVIDSR

IMPLEMENTATION DEFINED extensions to external debug might make the value of this register UNKNOWN, see 'Permitted behavior that might make the PC Sample-based profiling registers UNKNOWN'.

EDVIDSR can be accessed through the external debug interface:

Component	Offset	Instance
Debug	0x0A8	EDVIDSR

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus() and !OSLockStatus() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

EDWAR, External Debug Watchpoint Address Register

The EDWAR characteristics are:

Purpose

Returns the virtual data address being accessed when a Watchpoint Debug Event was triggered.

Configuration

EDWAR is in the Core power domain.

Attributes

EDWAR is a 64-bit register.

Field descriptions

The EDWAR bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Watchpoint address																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Watchpoint address. The data virtual address being accessed when a Watchpoint Debug Event was triggered and caused entry to Debug state. This address must be within a naturally-aligned block of memory of power-of-two size no larger than the [DC ZVA](#) block size.

The value of this register is UNKNOWN if the PE is in Non-debug state, or if Debug state was entered other than for a Watchpoint debug event.

The value of EDWAR[63:32] is UNKNOWN if Debug state was entered for a Watchpoint debug event taken from AArch32 state.

The EDWAR is subject to the same alignment rules as the reporting of a watchpointed address in the FAR. See 'Determining the memory location that caused a Watchpoint exception'.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Accessing the EDWAR

EDWAR can be accessed through the external debug interface:

Component	Offset	Instance	Range
Debug	0x030	EDWAR	31:0

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus() and !OSLockStatus() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

EDWAR, External Debug Watchpoint Address Register

Component	Offset	Instance	Range
Debug	0x034	EDWAR	63:32

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus() and !OSLockStatus() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERRCIDR0, Component Identification Register 0

The ERRCIDR0 characteristics are:

Purpose

Provides discovery information about the component.
For more information, see 'About the Peripheral identification scheme'.

Configuration

Implementation of this register is OPTIONAL.
ERRCIDR0 is implemented only as part of a memory-mapped group of error records.

Attributes

ERRCIDR0 is a 32-bit register.

Field descriptions

The ERRCIDR0 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								PRMBL_0							

Bits [31:8]

Reserved, RES0.

PRMBL_0, bits [7:0]

Component identification preamble, segment 0.
Reads as 0x0D.

Accessing the ERRCIDR0

ERRCIDR0 can be accessed through the memory-mapped interfaces:

Component	Offset
RAS	0xFF0

Accesses on this interface are **RO**.

ERRCIDR1, Component Identification Register 1

The ERRCIDR1 characteristics are:

Purpose

Provides discovery information about the component.

For more information, see 'About the Peripheral identification scheme'.

Configuration

Implementation of this register is OPTIONAL.

ERRCIDR1 is implemented only as part of a memory-mapped group of error records.

Attributes

ERRCIDR1 is a 32-bit register.

Field descriptions

The ERRCIDR1 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								CLASS				PRMBL_1			

Bits [31:8]

Reserved, RES0.

CLASS, bits [7:4]

Component class.

CLASS	Meaning
0b1111	Generic peripheral with IMPLEMENTATION DEFINED register layout.

Other values are defined by the CoreSight Architecture.

This field reads as 0xF.

PRMBL_1, bits [3:0]

Component identification preamble, segment 1.

Reads as 0b0000.

Accessing the ERRCIDR1

ERRCIDR1 can be accessed through the memory-mapped interfaces:

Component	Offset
RAS	0xFF4

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERRCIDR2, Component Identification Register 2

The ERRCIDR2 characteristics are:

Purpose

Provides discovery information about the component.
For more information, see 'About the Peripheral identification scheme'.

Configuration

Implementation of this register is OPTIONAL.
ERRCIDR2 is implemented only as part of a memory-mapped group of error records.

Attributes

ERRCIDR2 is a 32-bit register.

Field descriptions

The ERRCIDR2 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								PRMBL_2							

Bits [31:8]

Reserved, RES0.

PRMBL_2, bits [7:0]

Component identification preamble, segment 2.
Reads as 0x05.

Accessing the ERRCIDR2

ERRCIDR2 can be accessed through the memory-mapped interfaces:

Component	Offset
RAS	0xFF8

Accesses on this interface are **RO**.

ERRCIDR3, Component Identification Register 3

The ERRCIDR3 characteristics are:

Purpose

Provides discovery information about the component.
For more information, see 'About the Peripheral identification scheme'.

Configuration

Implementation of this register is OPTIONAL.
ERRCIDR3 is implemented only as part of a memory-mapped group of error records.

Attributes

ERRCIDR3 is a 32-bit register.

Field descriptions

The ERRCIDR3 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								PRMBL_3							

Bits [31:8]

Reserved, RES0.

PRMBL_3, bits [7:0]

Component identification preamble, segment 3.
Reads as 0xB1.

Accessing the ERRCIDR3

ERRCIDR3 can be accessed through the memory-mapped interfaces:

Component	Offset
RAS	0xFFC

Accesses on this interface are **RO**.

ERRCRICR0, Critical Error Interrupt Configuration Register 0

The ERRCRICR0 characteristics are:

Purpose

Critical Error Interrupt configuration register.

Configuration

This register is present only when (the Critical Error Interrupt is implemented or the implementation does not use the recommended layout for the ERRIRQCR<n> registers) and interrupt configuration registers are implemented. Otherwise, direct accesses to ERRCRICR0 are RES0.

ERRCRICR0 is implemented only as part of a memory-mapped group of error records.

Attributes

ERRCRICR0 is a 64-bit register.

Field descriptions

The ERRCRICR0 bit assignments are:

When the Critical Error Interrupt is implemented and the implementation uses the recommended layout for the ERRIRQCR<n> registers:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0								ADDR																							
ADDR																															RES0
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:56]

Reserved, RES0.

ADDR, bits [55:2]

Message Signaled Interrupt address. (ERRCRICR0.ADDR << 2) is the address that the component writes to when signaling the Critical Error Interrupt. Bits [1:0] of the address are always zero.

The physical address size supported by the component is IMPLEMENTATION DEFINED. Unimplemented high-order physical address bits are RES0.

On an Error recovery reset, this field resets to an architecturally UNKNOWN value.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

Bits [1:0]

Reserved, RES0.

When the implementation does not use the recommended layout for the ERRIRQCR<n> registers:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
IMPLEMENTATION DEFINED																															
IMPLEMENTATION DEFINED																															
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

IMPLEMENTATION DEFINED, bits [63:0]

IMPLEMENTATION DEFINED.

Accessing the ERRCRICR0

ERRCRICR0 can be accessed through the memory-mapped interfaces:

Component	Offset
RAS	0xEA0

Accesses on this interface are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERRCRICR1, Critical Error Interrupt Configuration Register 1

The ERRCRICR1 characteristics are:

Purpose

Critical Error Interrupt configuration register.

Configuration

This register is present only when (the Critical Error Interrupt is implemented or the implementation does not use the recommended layout for the ERRIRQCR<n> registers) and interrupt configuration registers are implemented. Otherwise, direct accesses to ERRCRICR1 are RES0.

ERRCRICR1 is implemented only as part of a memory-mapped group of error records.

Attributes

ERRCRICR1 is a 32-bit register.

Field descriptions

The ERRCRICR1 bit assignments are:

When the Critical Error Interrupt is implemented and the implementation uses the recommended layout for the ERRIRQCR<n> registers:

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
DATA																															

DATA, bits [31:0]

Payload for the message signaled interrupt.

On an Error recovery reset, this field resets to an architecturally UNKNOWN value.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

When the implementation does not use the recommended layout for the ERRIRQCR<n> registers:

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
IMPLEMENTATION DEFINED																															

IMPLEMENTATION DEFINED, bits [31:0]

IMPLEMENTATION DEFINED.

Accessing the ERRCRICR1

ERRCRICR1 can be accessed through the memory-mapped interfaces:

Component	Offset
RAS	0xEA8

Accesses on this interface are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERRCRICR2, Critical Error Interrupt Configuration Register 2

The ERRCRICR2 characteristics are:

Purpose

Critical Error Interrupt control and configuration register.

Configuration

This register is present only when (the Critical Error Interrupt is implemented or the implementation does not use the recommended layout for the ERRIRQCR<n> registers) and interrupt configuration registers are implemented. Otherwise, direct accesses to ERRCRICR2 are RES0.

ERRCRICR2 is implemented only as part of a memory-mapped group of error records.

Attributes

ERRCRICR2 is a 32-bit register.

Field descriptions

The ERRCRICR2 bit assignments are:

When the Critical Error Interrupt is implemented and the implementation uses the recommended layout for the ERRIRQCR<n> registers:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
												RES0												RES0	RES0	RES0	RES0				

Bits [31:8]

Reserved, RES0.

Bit [7]

When the component does not support disabling message signaled interrupts:

Reserved, RES0.

Message signaled interrupt enable.

Message signaled interrupts are always enabled.

Otherwise:

Message signaled interrupt enable. Enables generation of message signaled interrupts.

IRQEN	Meaning
0b0	Disabled.
0b1	Enabled.

On an Error recovery reset, this field resets to 0.

On a Cold reset, this field resets to 0.

Bit [6]**When the component allows Non-secure writes to ERRCRICR2:**

Reserved, RES0.

Security attribute. Defines the physical address space for message signaled interrupts.

The Security attribute used for message signaled interrupts is Non-secure.

When the component does not support configuring the Security attribute for message signaled interrupts:

Reserved, RES0.

Security attribute. Defines the physical address space for message signaled interrupts.

The Security attribute for message signaled interrupts is IMPLEMENTATION DEFINED.

Otherwise:

Security attribute. Defines the physical address space for message signaled interrupts.

NSMSI	Meaning
0b0	Secure.
0b1	Non-secure.

On an Error recovery reset, this field resets to an IMPLEMENTATION DEFINED value.

On a Cold reset, this field resets to an IMPLEMENTATION DEFINED value.

Bits [5:4]**When the component does not support configuring the Shareability domain:**

Reserved, RES0.

Shareability.

The Shareability domain for message signaled interrupts is IMPLEMENTATION DEFINED.

Otherwise:

Shareability. Defines the Shareability domain for message signaled interrupts.

SH	Meaning
0b00	Not shared.
0b10	Outer Shareable.
0b11	Inner Shareable.

All other values are reserved.

This field is ignored when ERRCRICR2.MemAttr specifies any of the following memory types:

- Any Device memory type.
- Normal memory, Inner Non-cacheable, Outer Non-cacheable.

All Device and Normal Inner Non-cacheable Outer Non-cacheable memory regions are always treated as Outer Shareable.

On an Error recovery reset, this field resets to an architecturally UNKNOWN value.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

Bits [3:0]

When the component does not support configuring the memory type:

Reserved, RES0.

Memory type.

The component does not support configuring the memory type, meaning the memory type used for message signaled interrupts is IMPLEMENTATION DEFINED.

Otherwise:

Memory type. Defines the memory type and attributes for message signaled interrupts.

MemAttr	Meaning
0b0000	Device-nGnRnE memory.
0b0001	Device-nGnRE memory.
0b0010	Device-nGRE memory.
0b0011	Device-GRE memory.
0b0101	Normal memory, Inner Non-cacheable, Outer Non-cacheable.
0b0110	Normal memory, Inner Write-Through, Outer Non-cacheable.
0b0111	Normal memory, Inner Write-Back, Outer Non-cacheable.
0b1001	Normal memory, Inner Non-cacheable, Outer Write-Through.
0b1010	Normal memory, Inner Write-Through, Outer Write-Through.
0b1011	Normal memory, Inner Write-Back, Outer Write-Through.
0b1101	Normal memory, Inner Non-cacheable, Outer Write-Back.
0b1110	Normal memory, Inner Write-Through, Outer Write-Back.
0b1111	Normal memory, Inner Write-Back, Outer Write-Back.

All other values are reserved.

Note

This is the same format as the VMSAv8-64 stage 2 memory region attributes.

On an Error recovery reset, this field resets to an architecturally UNKNOWN value.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

When the implementation does not use the recommended layout for the ERRIRQCR<n> registers:

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
IMPLEMENTATION DEFINED																															

IMPLEMENTATION DEFINED, bits [31:0]

IMPLEMENTATION DEFINED.

Accessing the ERRCRICR2**ERRCRICR2 can be accessed through the memory-mapped interfaces:**

Component	Offset
RAS	0xEAC

Accesses on this interface are **RW**.

ERRDEVAFF, Device Affinity Register

The ERRDEVAFF characteristics are:

Purpose

For a group of error records that has affinity with a single PE or a group of PEs, ERRDEVAFF is a copy of [MPIDR_EL1](#) or part of [MPIDR_EL1](#):

- If the group of error records has affinity with a single PE, the affinity level is 0, ERRDEVAFF reads the same value as [MPIDR_EL1](#), and ERRDEVAFF.FOV reads-as-one to indicate affinity level 0.
- If the group of error records has affinity with a group of PEs, the affinity level is 1, 2, or 3, parts of ERRDEVAFF reads the same value as parts of [MPIDR_EL1](#), and the rest of ERRDEVAFF indicates the level.

For example, if the group of PEs is a subset of the PEs at affinity level 1 then all of the following are true:

- All the PEs in the group have the same values in [MPIDR_EL1](#).{Aff3,Aff2}, and these values are equal to ERRDEVAFF.{Aff3,Aff2}.
- ERRDEVAFF.Aff1 is nonzero and not 0x80, and ERRDEVAFF.{Aff0,F0V} read-as-zero, to indicate at least affinity level 1. The subset of PEs at level 1 that the group of error records has affinity with is indicated by the least-significant set bit in ERRDEVAFF.Aff1. In this example, if ERRDEVAFF.Aff1[2:0] is 0b100, then the group of error records has affinity with the up-to 8 PEs that have [MPIDR_EL1](#).Aff1[7:3] == ERRDEVAFF.Aff1[7:3].

If RAS System Architecture v1.1 is not implemented, ERRDEVAFF can only describe a group of error records that is affine with a single PE or all the PEs at an affinity level.

Configuration

This register is present only when the group of error records has affinity with a PE or cluster of PEs. Otherwise, direct accesses to ERRDEVAFF are RES0.

ERRDEVAFF is implemented only as part of a memory-mapped group of error records.

Attributes

ERRDEVAFF is a 64-bit register.

Field descriptions

The ERRDEVAFF bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32							
RES0																								Aff3														
FOV		U	RES0								MT		Aff2										Aff1								Aff0							
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0							

Bits [63:40]

Reserved, RES0.

Aff3, bits [39:32]

PE affinity level 3. The [MPIDR_EL1](#).Aff3 field, viewed from the highest Exception level of the associated PE or PEs.

F0V, bit [31]

Indicates that the ERRDEVAFF.Aff0 field is valid.

FOV	Meaning
0b0	ERRDEVAFF.Aff0 is not valid, and the PE affinity is above level 0 or a subset of level 0.
0b1	ERRDEVAFF.Aff0 is valid, and the PE affinity is at level 0.

U, bit [30]**When ERRDEVAFF.FOV == 1:**

Uniprocessor. The [MPIDR_EL1](#).U bit, viewed from the highest Exception level of the associated PE.

Otherwise:

Reserved, UNKNOWN.

Bits [29:25]

Reserved, RES0.

MT, bit [24]**When ERRDEVAFF.FOV == 1:**

Multithreaded. The [MPIDR_EL1](#).MT bit, viewed from the highest Exception level of the associated PE.

Otherwise:

Reserved, UNKNOWN.

Aff2, bits [23:16]**When affine with a PE or PEs at affinity level 2 or below:**

PE affinity level 2. The [MPIDR_EL1](#).Aff2 field, viewed from the highest Exception level of the associated PE or PEs.

When affine with a sub-set of PEs at affinity level 2:

PE affinity level 2. Defines part of the [MPIDR_EL1](#).Aff2 field, viewed from the highest Exception level of the associated PEs.

Aff2	Meaning
0bxxxxxxx1	ERRDEVAFF.Aff2[7:1] is the value of MPIDR_EL1 .Aff2[7:1], viewed from the highest Exception level of the associated PEs.
0bxxxxxx10	ERRDEVAFF.Aff2[7:2] is the value of MPIDR_EL1 .Aff2[7:2], viewed from the highest Exception level of the associated PEs.
0bxxxxx100	ERRDEVAFF.Aff2[7:3] is the value of MPIDR_EL1 .Aff2[7:3], viewed from the highest Exception level of the associated PEs.
0bxxxx1000	ERRDEVAFF.Aff2[7:4] is the value of MPIDR_EL1 .Aff2[7:4], viewed from the highest Exception level of the associated PEs.
0bxxx10000	ERRDEVAFF.Aff2[7:5] is the value of MPIDR_EL1 .Aff2[7:5], viewed from the highest Exception level of the associated PEs.
0bxx100000	ERRDEVAFF.Aff2[7:6] is the value of MPIDR_EL1 .Aff2[7:6], viewed from the highest Exception level of the associated PEs.
0bx1000000	ERRDEVAFF.Aff2[7] is the value of MPIDR_EL1 .Aff2[7], viewed from the highest Exception level of the associated PEs.

Otherwise:

PE affinity level 2. Indicates whether the PE affinity is at level 3.

Aff2	Meaning
0x80	PE affinity is at level 3.

All other values are reserved.

Aff1, bits [15:8]**When affine with a PE or PEs at affinity level 1 or below:**

PE affinity level 1. The [MPIDR_EL1](#).Aff1 field, viewed from the highest Exception level of the associated PE or PEs.

When affine with a sub-set of PEs at affinity level 1:

PE affinity level 1. Defines part of the [MPIDR_EL1](#).Aff1 field, viewed from the highest Exception level of the associated PEs.

Aff1	Meaning
0bxxxxxxx1	ERRDEVAFF.Aff1[7:1] is the value of MPIDR_EL1 .Aff1[7:1], viewed from the highest Exception level of the associated PEs.
0bxxxxxx10	ERRDEVAFF.Aff1[7:2] is the value of MPIDR_EL1 .Aff1[7:2], viewed from the highest Exception level of the associated PEs.
0bxxxxx100	ERRDEVAFF.Aff1[7:3] is the value of MPIDR_EL1 .Aff1[7:3], viewed from the highest Exception level of the associated PEs.
0bxxxx1000	ERRDEVAFF.Aff1[7:4] is the value of MPIDR_EL1 .Aff1[7:4], viewed from the highest Exception level of the associated PEs.
0bxxx10000	ERRDEVAFF.Aff1[7:5] is the value of MPIDR_EL1 .Aff1[7:5], viewed from the highest Exception level of the associated PEs.
0bxx100000	ERRDEVAFF.Aff1[7:6] is the value of MPIDR_EL1 .Aff1[7:6], viewed from the highest Exception level of the associated PEs.
0bx1000000	ERRDEVAFF.Aff1[7] is the value of MPIDR_EL1 .Aff1[7], viewed from the highest Exception level of the associated PEs.

Otherwise:

PE affinity level 1. Indicates whether the PE affinity is at level 2.

Aff1	Meaning
0x00	PE affinity is above level 2 or a subset of level 2.
0x80	PE affinity is at level 2.

Aff0, bits [7:0]**When affine with a PE at affinity level 0:**

PE affinity level 0. The [MPIDR_EL1](#).Aff0 field, viewed from the highest Exception level of the associated PE.

When affine with a sub-set of PEs at affinity level 0:

PE affinity level 0. Defines part of the [MPIDR_EL1](#).Aff0 field, viewed from the highest Exception level of the associated PEs.

Aff0	Meaning
0bxxxxxxx1	ERRDEVAFF.Aff0[7:1] is the value of MPIDR_EL1.Aff0[7:1] , viewed from the highest Exception level of the associated PEs.
0bxxxxxx10	ERRDEVAFF.Aff0[7:2] is the value of MPIDR_EL1.Aff0[7:2] , viewed from the highest Exception level of the associated PEs.
0bxxxxx100	ERRDEVAFF.Aff0[7:3] is the value of MPIDR_EL1.Aff0[7:3] , viewed from the highest Exception level of the associated PEs.
0bxxxx1000	ERRDEVAFF.Aff0[7:4] is the value of MPIDR_EL1.Aff0[7:4] , viewed from the highest Exception level of the associated PEs.
0bxxx10000	ERRDEVAFF.Aff0[7:5] is the value of MPIDR_EL1.Aff0[7:5] , viewed from the highest Exception level of the associated PEs.
0bxx100000	ERRDEVAFF.Aff0[7:6] is the value of MPIDR_EL1.Aff0[7:6] , viewed from the highest Exception level of the associated PEs.
0bx1000000	ERRDEVAFF.Aff0[7] is the value of MPIDR_EL1.Aff0[7] , viewed from the highest Exception level of the associated PEs.

Otherwise:

PE affinity level 0. Indicates whether the PE affinity is at level 1.

Aff0	Meaning
0x00	PE affinity is above level 1 or a subset of level 1.
0x80	PE affinity is at level 1.

Accessing the ERRDEVAFF

ERRDEVAFF can be accessed through the memory-mapped interfaces:

Component	Offset
RAS	0xFA8

Accesses on this interface are **RO**.

ERRDEVARCH, Device Architecture Register

The ERRDEVARCH characteristics are:

Purpose

Provides discovery information for the component.

Configuration

ERRDEVARCH is implemented only as part of a memory-mapped group of error records.

Attributes

ERRDEVARCH is a 32-bit register.

Field descriptions

The ERRDEVARCH 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
ARCHITECT											PRESENT	REVISION				ARCHVER				ARCHPART											

ARCHITECT, bits [31:21]

Architect. Defines the architect of the component. Bits [31:28] are the JEP106 continuation code (JEP106 bank ID, minus 1) and bits [27:21] are the JEP106 ID code.

ARCHITECT	Meaning
0b01000111011	JEP106 continuation code 0x4, ID code 0x3B. Arm Limited.

Other values are defined by the JEDEC JEP106 standard.

This field reads as 0x23B.

PRESENT, bit [20]

DEVARCH Present. Defines that the DEVARCH register is present.

PRESENT	Meaning
0b0	Device Architecture information not present.
0b1	Device Architecture information present.

This bit reads as 0b1.

REVISION, bits [19:16]

Revision. Defines the architecture revision of the component.

REVISION	Meaning
0b0000	RAS System Architecture v1.0.
0b0001	RAS System Architecture v1.1. As 0b0000 and also: <ul style="list-style-type: none"> • Simplifies ERR<n>STATUS. • Adds support for additional ERR<n>MISC<m> registers. • Adds support for the optional RAS Timestamp Extension. • Adds support for the optional RAS Common Fault Injection Model Extension.

All other values are reserved.

ARCHVER, bits [15:12]

Architecture Version. Defines the architecture version of the component.

ARCHVER	Meaning
0b0000	RAS System Architecture v1.

All other values are reserved.

ARCHVER and ARCHPART are also defined as a single field, ARCHID, so that ARCHVER is ARCHID[15:12].

This field reads as 0b0000.

ARCHPART, bits [11:0]

Architecture Part. Defines the architecture of the component.

ARCHPART	Meaning
0xA00	RAS System Architecture.

ARCHVER and ARCHPART are also defined as a single field, ARCHID, so that ARCHPART is ARCHID[11:0].

This field reads as 0xA00.

Accessing the ERRDEVARCH

ERRDEVARCH can be accessed through the memory-mapped interfaces:

Component	Offset
RAS	0xFBC

Accesses on this interface are **RO**.

ERRDEVID, Device Configuration Register

The ERRDEVID characteristics are:

Purpose

Provides discovery information for the component.

Configuration

ERRDEVID is implemented only as part of a memory-mapped group of error records.

Attributes

ERRDEVID is a 32-bit register.

Field descriptions

The ERRDEVID bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																NUM															

Bits [31:16]

Reserved, RES0.

NUM, bits [15:0]

Highest numbered index of the error records in this group, plus one. Each implemented record is owned by a node. A node might own multiple records.

This manual describes a group of error records accessed via a standard 4KB memory-mapped peripheral. For a 4KB peripheral, up to 24 error records can be accessed if the Common Fault Injection Model is implemented, and up to 56 otherwise.

This field reads as an IMPLEMENTATION DEFINED value.

Accessing the ERRDEVID

ERRDEVID can be accessed through the memory-mapped interfaces:

Component	Offset
RAS	0xFC8

Accesses on this interface are **RO**.

ERRERICR0, Error Recovery Interrupt Configuration Register 0

The ERRERICR0 characteristics are:

Purpose

Error Recovery Interrupt configuration register.

Configuration

This register is present only when (the Error Recovery Interrupt is implemented or the implementation does not use the recommended layout for the ERRIRQCR<n> registers) and interrupt configuration registers are implemented. Otherwise, direct accesses to ERRERICR0 are RES0.

ERRERICR0 is implemented only as part of a memory-mapped group of error records.

Attributes

ERRERICR0 is a 64-bit register.

Field descriptions

The ERRERICR0 bit assignments are:

When the Error Recovery Interrupt is implemented and the implementation uses the recommended layout for the ERRIRQCR<n> registers:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
RES0								ADDR																								
ADDR																																RES0
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
RES0																																

Bits [63:56]

Reserved, RES0.

ADDR, bits [55:2]

Message Signaled Interrupt address. (ERRERICR0.ADDR << 2) is the address that the component writes to when signaling the Error Recovery Interrupt. Bits [1:0] of the address are always zero.

The physical address size supported by the component is IMPLEMENTATION DEFINED. Unimplemented high-order physical address bits are RES0.

On an Error recovery reset, this field resets to an architecturally UNKNOWN value.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

Bits [1:0]

Reserved, RES0.

When the implementation does not use the recommended layout for the ERRIRQCR<n> registers:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
IMPLEMENTATION DEFINED																															
IMPLEMENTATION DEFINED																															
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

IMPLEMENTATION DEFINED, bits [63:0]

IMPLEMENTATION DEFINED.

Accessing the ERRERICR0

ERRERICR0 can be accessed through the memory-mapped interfaces:

Component	Offset
RAS	0xE90

Accesses on this interface are **RW**.

ERRERICR1, Error Recovery Interrupt Configuration Register 1

The ERRERICR1 characteristics are:

Purpose

Error Recovery Interrupt configuration register.

Configuration

This register is present only when (the Error Recovery Interrupt is implemented or the implementation does not use the recommended layout for the ERRIRQCR<n> registers) and interrupt configuration registers are implemented. Otherwise, direct accesses to ERRERICR1 are RES0.

ERRERICR1 is implemented only as part of a memory-mapped group of error records.

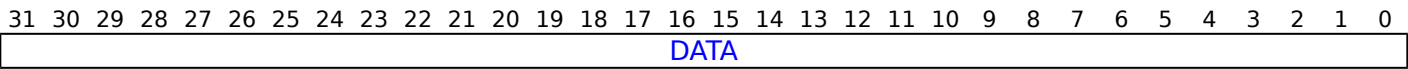
Attributes

ERRERICR1 is a 32-bit register.

Field descriptions

The ERRERICR1 bit assignments are:

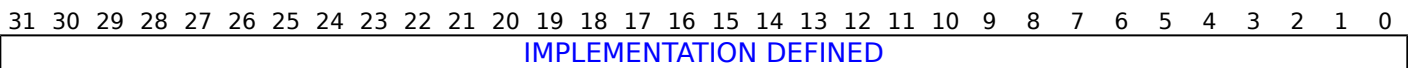
When the Error Recovery Interrupt is implemented and the implementation uses the recommended layout for the ERRIRQCR<n> registers:



DATA, bits [31:0]

- Payload for the message signaled interrupt.
- On an Error recovery reset, this field resets to an architecturally UNKNOWN value.
- On a Cold reset, this field resets to an architecturally UNKNOWN value.

When the implementation does not use the recommended layout for the ERRIRQCR<n> registers:



IMPLEMENTATION DEFINED, bits [31:0]

- IMPLEMENTATION DEFINED.

Accessing the ERRERICR1

ERRERICR1 can be accessed through the memory-mapped interfaces:

Component	Offset
RAS	0xE98

Accesses on this interface are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERRERICR2, Error Recovery Interrupt Configuration Register 2

The ERRERICR2 characteristics are:

Purpose

Error Recovery Interrupt control and configuration register.

Configuration

This register is present only when (the Error Recovery Interrupt is implemented or the implementation does not use the recommended layout for the ERRIRQCR<n> registers) and interrupt configuration registers are implemented. Otherwise, direct accesses to ERRERICR2 are RES0.

ERRERICR2 is implemented only as part of a memory-mapped group of error records.

Attributes

ERRERICR2 is a 32-bit register.

Field descriptions

The ERRERICR2 bit assignments are:

When the Error Recovery Interrupt is implemented and the implementation uses the recommended layout for the ERRIRQCR<n> registers:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								RES0	RES0	RES0	RES0				

Bits [31:8]

Reserved, RES0.

Bit [7]

When the component does not support disabling message signaled interrupts:

Reserved, RES0.

Message signaled interrupt enable.

Message signaled interrupts are always enabled.

Otherwise:

Message signaled interrupt enable. Enables generation of message signaled interrupts.

IRQEN	Meaning
0b0	Disabled.
0b1	Enabled.

On an Error recovery reset, this field resets to 0.

On a Cold reset, this field resets to 0.

Bit [6]**When the component allows Non-secure writes to ERRERICR2:**

Reserved, RES0.

Security attribute. Defines the physical address space for message signaled interrupts.

The Security attribute used for message signaled interrupts is Non-secure.

When the component does not support configuring the Security attribute for message signaled interrupts:

Reserved, RES0.

Security attribute. Defines the physical address space for message signaled interrupts.

The Security attribute for message signaled interrupts is IMPLEMENTATION DEFINED.

Otherwise:

Security attribute. Defines the physical address space for message signaled interrupts.

NSMSI	Meaning
0b0	Secure.
0b1	Non-secure.

On an Error recovery reset, this field resets to an IMPLEMENTATION DEFINED value.

On a Cold reset, this field resets to an IMPLEMENTATION DEFINED value.

Bits [5:4]**When the component does not support configuring the Shareability domain:**

Reserved, RES0.

Shareability.

The Shareability domain for message signaled interrupts is IMPLEMENTATION DEFINED.

Otherwise:

Shareability. Defines the Shareability domain for message signaled interrupts.

SH	Meaning
0b00	Not shared.
0b10	Outer Shareable.
0b11	Inner Shareable.

All other values are reserved.

This field is ignored when ERRERICR2.MemAttr specifies any of the following memory types:

- Any Device memory type.
- Normal memory, Inner Non-cacheable, Outer Non-cacheable.

All Device and Normal Inner Non-cacheable Outer Non-cacheable memory regions are always treated as Outer Shareable.

On an Error recovery reset, this field resets to an architecturally UNKNOWN value.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

Bits [3:0]

When the component does not support configuring the memory type:

Reserved, RES0.
Memory type.

The component does not support configuring the memory type, meaning the memory type used for message signaled interrupts is IMPLEMENTATION DEFINED.

Otherwise:

Memory type. Defines the memory type and attributes for message signaled interrupts.

MemAttr	Meaning
0b0000	Device-nGnRnE memory.
0b0001	Device-nGnRE memory.
0b0010	Device-nGRE memory.
0b0011	Device-GRE memory.
0b0101	Normal memory, Inner Non-cacheable, Outer Non-cacheable.
0b0110	Normal memory, Inner Write-Through, Outer Non-cacheable.
0b0111	Normal memory, Inner Write-Back, Outer Non-cacheable.
0b1001	Normal memory, Inner Non-cacheable, Outer Write-Through.
0b1010	Normal memory, Inner Write-Through, Outer Write-Through.
0b1011	Normal memory, Inner Write-Back, Outer Write-Through.
0b1101	Normal memory, Inner Non-cacheable, Outer Write-Back.
0b1110	Normal memory, Inner Write-Through, Outer Write-Back.
0b1111	Normal memory, Inner Write-Back, Outer Write-Back.

All other values are reserved.

Note

This is the same format as the VMSAv8-64 stage 2 memory region attributes.

On an Error recovery reset, this field resets to an architecturally UNKNOWN value.
On a Cold reset, this field resets to an architecturally UNKNOWN value.

When the implementation does not use the recommended layout for the ERRIRQCR<n> registers:

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
IMPLEMENTATION DEFINED																															

IMPLEMENTATION DEFINED, bits [31:0]

IMPLEMENTATION DEFINED.

Accessing the ERRERICR2

ERRERICR2 can be accessed through the memory-mapped interfaces:

Component	Offset
RAS	0xE9C

Accesses on this interface are **RW**.

ERRFHICR0, Fault Handling Interrupt Configuration Register 0

The ERRFHICR0 characteristics are:

Purpose

Fault Handling Interrupt configuration register.

Configuration

This register is present only when (the Fault Handling Interrupt is implemented or the implementation does not use the recommended layout for the ERRIRQCR<n> registers) and interrupt configuration registers are implemented. Otherwise, direct accesses to ERRFHICR0 are RES0.

ERRFHICR0 is implemented only as part of a memory-mapped group of error records.

Attributes

ERRFHICR0 is a 64-bit register.

Field descriptions

The ERRFHICR0 bit assignments are:

When the Fault Handling Interrupt is implemented and the implementation uses the recommended layout for the ERRIRQCR<n> registers:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
RES0								ADDR																								
ADDR																																RES0
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	

Bits [63:56]

Reserved, RES0.

ADDR, bits [55:2]

Message Signaled Interrupt address. (ERRFHICR0.ADDR << 2) is the address that the component writes to when signaling the Fault Handling Interrupt. Bits [1:0] of the address are always zero.

The physical address size supported by the component is IMPLEMENTATION DEFINED. Unimplemented high-order physical address bits are RES0.

On an Error recovery reset, this field resets to an architecturally UNKNOWN value.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

Bits [1:0]

Reserved, RES0.

When the implementation does not use the recommended layout for the ERRIRQCR<n> registers:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
IMPLEMENTATION DEFINED																															
IMPLEMENTATION DEFINED																															
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

IMPLEMENTATION DEFINED, bits [63:0]

IMPLEMENTATION DEFINED.

Accessing the ERRFHICR0

ERRFHICR0 can be accessed through the memory-mapped interfaces:

Component	Offset
RAS	0xE80

Accesses on this interface are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERRFHICR1, Fault Handling Interrupt Configuration Register 1

The ERRFHICR1 characteristics are:

Purpose

Fault Handling Interrupt configuration register.

Configuration

This register is present only when (the Fault Handling Interrupt is implemented or the implementation does not use the recommended layout for the ERRIRQCR<n> registers) and interrupt configuration registers are implemented. Otherwise, direct accesses to ERRFHICR1 are RES0.

ERRFHICR1 is implemented only as part of a memory-mapped group of error records.

Attributes

ERRFHICR1 is a 32-bit register.

Field descriptions

The ERRFHICR1 bit assignments are:

When the Fault Handling Interrupt is implemented and the implementation uses the recommended layout for the ERRIRQCR<n> registers:

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
DATA																															

DATA, bits [31:0]

Payload for the message signaled interrupt.

On an Error recovery reset, this field resets to an architecturally UNKNOWN value.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

When the implementation does not use the recommended layout for the ERRIRQCR<n> registers:

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
IMPLEMENTATION DEFINED																															

IMPLEMENTATION DEFINED, bits [31:0]

IMPLEMENTATION DEFINED.

Accessing the ERRFHICR1

ERRFHICR1 can be accessed through the memory-mapped interfaces:

Component	Offset
RAS	0xE88

Accesses on this interface are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERRFHICR2, Fault Handling Interrupt Configuration Register 2

The ERRFHICR2 characteristics are:

Purpose

Fault Handling Interrupt control and configuration register.

Configuration

This register is present only when (the Fault Handling Interrupt is implemented or the implementation does not use the recommended layout for the ERRIRQCR<n> registers) and interrupt configuration registers are implemented. Otherwise, direct accesses to ERRFHICR2 are RES0.

ERRFHICR2 is implemented only as part of a memory-mapped group of error records.

Attributes

ERRFHICR2 is a 32-bit register.

Field descriptions

The ERRFHICR2 bit assignments are:

When the Fault Handling Interrupt is implemented and the implementation uses the recommended layout for the ERRIRQCR<n> registers:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								RES0	RES0	RES0	RES0				

Bits [31:8]

Reserved, RES0.

Bit [7]

When the component does not support disabling message signaled interrupts:

Reserved, RES0.

Message signaled interrupt enable.

Message signaled interrupts are always enabled.

Otherwise:

Message signaled interrupt enable. Enables generation of message signaled interrupts.

IRQEN	Meaning
0b0	Disabled.
0b1	Enabled.

On an Error recovery reset, this field resets to 0.

On a Cold reset, this field resets to 0.

Bit [6]**When the component allows Non-secure writes to ERRFHICR2:**

Reserved, RES0.

Security attribute. Defines the physical address space for message signaled interrupts.

The Security attribute used for message signaled interrupts is Non-secure.

When the component does not support configuring the Security attribute for message signaled interrupts:

Reserved, RES0.

Security attribute. Defines the physical address space for message signaled interrupts.

The Security attribute for message signaled interrupts is IMPLEMENTATION DEFINED.

Otherwise:

Security attribute. Defines the physical address space for message signaled interrupts.

NSMSI	Meaning
0b0	Secure.
0b1	Non-secure.

On an Error recovery reset, this field resets to an IMPLEMENTATION DEFINED value.

On a Cold reset, this field resets to an IMPLEMENTATION DEFINED value.

Bits [5:4]**When the component does not support configuring the Shareability domain:**

Reserved, RES0.

Shareability.

The Shareability domain for message signaled interrupts is IMPLEMENTATION DEFINED.

Otherwise:

Shareability. Defines the Shareability domain for message signaled interrupts.

SH	Meaning
0b00	Not shared.
0b10	Outer Shareable.
0b11	Inner Shareable.

All other values are reserved.

This field is ignored when ERRFHICR2.MemAttr specifies any of the following memory types:

- Any Device memory type.
- Normal memory, Inner Non-cacheable, Outer Non-cacheable.

All Device and Normal Inner Non-cacheable Outer Non-cacheable memory regions are always treated as Outer Shareable.

On an Error recovery reset, this field resets to an architecturally UNKNOWN value.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

Bits [3:0]

When the component does not support configuring the memory type:

Reserved, RES0.

Memory type.

The component does not support configuring the memory type, meaning the memory type used for message signaled interrupts is IMPLEMENTATION DEFINED.

Otherwise:

Memory type. Defines the memory type and attributes for message signaled interrupts.

MemAttr	Meaning
0b0000	Device-nGnRnE memory.
0b0001	Device-nGnRE memory.
0b0010	Device-nGRE memory.
0b0011	Device-GRE memory.
0b0101	Normal memory, Inner Non-cacheable, Outer Non-cacheable.
0b0110	Normal memory, Inner Write-Through, Outer Non-cacheable.
0b0111	Normal memory, Inner Write-Back, Outer Non-cacheable.
0b1001	Normal memory, Inner Non-cacheable, Outer Write-Through.
0b1010	Normal memory, Inner Write-Through, Outer Write-Through.
0b1011	Normal memory, Inner Write-Back, Outer Write-Through.
0b1101	Normal memory, Inner Non-cacheable, Outer Write-Back.
0b1110	Normal memory, Inner Write-Through, Outer Write-Back.
0b1111	Normal memory, Inner Write-Back, Outer Write-Back.

All other values are reserved.

Note

This is the same format as the VMSAv8-64 stage 2 memory region attributes.

On an Error recovery reset, this field resets to an architecturally UNKNOWN value.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

When the implementation does not use the recommended layout for the ERRIRQCR<n> registers:

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
IMPLEMENTATION DEFINED																															

IMPLEMENTATION DEFINED, bits [31:0]

IMPLEMENTATION DEFINED.

Accessing the ERRFHICR2**ERRFHICR2 can be accessed through the memory-mapped interfaces:**

Component	Offset
RAS	0xE8C

Accesses on this interface are **RW**.

ERRGSR, Error Group Status Register

The ERRGSR characteristics are:

Purpose

Shows the status for the records in the group.

Configuration

ERRGSR is implemented only as part of a memory-mapped group of error records.

This manual describes a group of error records accessed via a standard 4KB memory-mapped peripheral. For a 4KB peripheral, up to 24 error records can be accessed if the Common Fault Injection Model is implemented, and up to 56 otherwise.

Attributes

ERRGSR is a 64-bit register.

Field descriptions

The ERRGSR bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0								S<m>, bit [m]																							
S<m>, bit [m]																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:56]

Reserved, RES0.

S<m>, bit [m], for m = 0 to 55

When error record <m> is implemented and error record <m> supports this type of reporting:

The status for error record <m>. A read-only copy of [ERR<m>STATUS.V](#).

S<m>	Meaning
0b0	No error.
0b1	One or more errors.

If the Common Fault Injection Model is implemented, up-to 24 records can be implemented meaning bits [55:24] are RES0.

Otherwise:

Reserved, RES0.

Accessing the ERRGSR

ERRGSR can be accessed through the memory-mapped interfaces:

Component	Offset
-----------	--------

RAS	0xE00
-----	-------

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERRIIDR, Implementation Identification Register

The ERRIIDR characteristics are:

Purpose

Defines the implementer of the component.

Configuration

Implementation of this register is OPTIONAL.

This register is present only when RAS System Architecture v1.1 is implemented.

Attributes

ERRIIDR is a 32-bit register.

Field descriptions

The ERRIIDR 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
ProductID												Variant			Revision				Implementer												

ProductID, bits [31:20]

Part number, bits [11:0]. The part number is selected by the designer of the component.

If [ERRPIDR0](#) and [ERRPIDR1](#) are implemented, [ERRPIDR0](#).PART_0 matches bits [7:0] of ERRIIDR.ProductID and [ERRPIDR1](#).PART_1 matches bits [11:8] of ERRIIDR.ProductID.

Variant, bits [19:16]

Component major revision.

This field distinguishes product variants or major revisions of the product.

If [ERRPIDR2](#) is implemented, [ERRPIDR2](#).REVISION matches ERRIIDR.Variant.

Revision, bits [15:12]

Component minor revision.

This field distinguishes minor revisions of the product.

If [ERRPIDR3](#) is implemented, [ERRPIDR3](#).REVAND matches ERRIIDR.Revision.

Implementer, bits [11:0]

Contains the JEP106 code of the company that implemented the RAS component. For an Arm implementation, this field has the value 0x43B.

Bits [11:8] contain the JEP106 continuation code of the implementer, and bits [6:0] contain the JEP106 identity code of the implementer. Bit 7 is RES0.

If [ERRPIDR4](#) is implemented, [ERRPIDR2](#) is implemented, and [ERRPIDR1](#) is implemented, [ERRPIDR4](#).DES_2 matches bits [11:8] of ERRIIDR.Implementer, [ERRPIDR2](#).DES_1 matches bits [6:4] of ERRIIDR.Implementer, and [ERRPIDR1](#).DES_0 matches bits [3:0] of ERRIIDR.Implementer.

Accessing the ERRIIDR

ERRIIDR can be accessed through the memory-mapped interfaces:

Component	Offset
RAS	0xE10

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERRIMPDEF<n>, IMPLEMENTATION DEFINED Register <n>, n = 0 - 191

The ERRIMPDEF<n> characteristics are:

Purpose

IMPLEMENTATION DEFINED RAS extensions.

Configuration

This register is present only when the RAS Common Fault Injection Model Extension is not implemented, ERRDEVID.NUM <= 32 and an implementation implements ERRIMPDEF<n>. Otherwise, direct accesses to ERRIMPDEF<n> are RES0.

Attributes

ERRIMPDEF<n> is a 64-bit register.

Field descriptions

The ERRIMPDEF<n> bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
IMPLEMENTATION DEFINED																															
IMPLEMENTATION DEFINED																															
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

IMPLEMENTATION DEFINED, bits [63:0]

IMPLEMENTATION DEFINED.

Accessing the ERRIMPDEF<n>

ERRIMPDEF<n> can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
RAS	0x800 + (8 * n)	ERRIMPDEF<n>

Accesses on this interface are **RW**.

ERRIRQCR<n>, Generic Error Interrupt Configuration Register, n = 0 - 15

The ERRIRQCR<n> characteristics are:

Purpose

The ERRIRQCR<n> registers are reserved for IMPLEMENTATION DEFINED interrupt configuration registers.

The architecture provides a recommended layout for the ERRIRQCR<n> registers. These registers are named:

- [ERRFHICR0](#), [ERRFHICR1](#), and [ERRFHICR2](#) for the fault handling interrupt controls.
- [ERRERICR0](#), [ERRERICR1](#), and [ERRERICR2](#) for the error recovery interrupt controls.
- [ERRCRICR0](#), [ERRCRICR1](#), and [ERRCRICR2](#) for the critical error interrupt controls.
- [ERRIRQSR](#) for the status register.

This section describes the generic, IMPLEMENTATION DEFINED, format.

Configuration

This register is present only when the interrupt configuration registers are implemented. Otherwise, direct accesses to ERRIRQCR<n> are RES0.

ERRIRQCR<n> is implemented only as part of a memory-mapped group of error records.

Attributes

ERRIRQCR<n> is a 64-bit register.

Field descriptions

The ERRIRQCR<n> bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
IMPLEMENTATION DEFINED																															
IMPLEMENTATION DEFINED																															
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

IMPLEMENTATION DEFINED, bits [63:0]

IMPLEMENTATION DEFINED controls. The content of these registers is IMPLEMENTATION DEFINED.

Accessing the ERRIRQCR<n>

ERRIRQCR<n> can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
RAS	0xE80 + (8 * n)	ERRIRQCR<n>

Accesses on this interface are **RW**.

ERRIRQSR, Error Interrupt Status Register

The ERRIRQSR characteristics are:

Purpose

Interrupt status register.

Configuration

This register is present only when interrupt configuration registers are implemented. Otherwise, direct accesses to ERRIRQSR are RES0.

ERRIRQSR is implemented only as part of a memory-mapped group of error records.

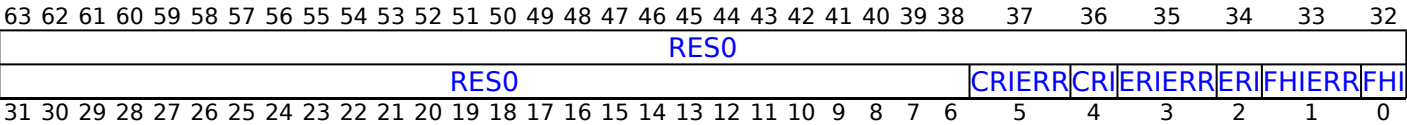
Attributes

ERRIRQSR is a 64-bit register.

Field descriptions

The ERRIRQSR bit assignments are:

When the implementation uses the recommended layout for the ERRIRQCR<n> registers:



Bits [63:6]

Reserved, RES0.

CRIERR, bit [5]

When the Critical Error Interrupt is implemented:

Critical Error Interrupt error.

CRIERR	Meaning
0b0	Critical Error Interrupt write has not returned an error since this bit was last cleared to zero.
0b1	Critical Error Interrupt write has returned an error since this bit was last cleared to zero.

This bit is read/write-one-to-clear.

On an Error recovery reset, this field resets to an architecturally UNKNOWN value.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

CRI, bit [4]**When the Critical Error Interrupt is implemented:**

Critical Error Interrupt write in progress.

CRI	Meaning
0b0	Critical Error Interrupt write not in progress.
0b1	Critical Error Interrupt write in progress.

Software must not disable an interrupt whilst the write is in progress.

Note

This bit does not indicate whether an interrupt is active, but rather whether a write triggered by the interrupt is in progress.

To determine whether an interrupt is active, software must examine the individual [ERR<n>STATUS](#) registers.

Access to this field is **RO**.

Otherwise:

Reserved, RES0.

ERIERR, bit [3]**When the Error Recovery Interrupt is implemented:**

Error Recovery Interrupt error.

ERIERR	Meaning
0b0	Error Recovery Interrupt write has not returned an error since this bit was last cleared to zero.
0b1	Error Recovery Interrupt write has returned an error since this bit was last cleared to zero.

This bit is read/write-one-to-clear.

On an Error recovery reset, this field resets to an architecturally UNKNOWN value.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

ERI, bit [2]**When the Error Recovery Interrupt is implemented:**

Error Recovery Interrupt write in progress.

ERI	Meaning
0b0	Error Recovery Interrupt write not in progress.
0b1	Error Recovery Interrupt write in progress.

Software must not disable an interrupt whilst the write is in progress.

Note

This bit does not indicate whether an interrupt is active, but rather whether a write triggered by the interrupt is in progress.

To determine whether an interrupt is active, software must examine the individual [ERR<n>STATUS](#) registers.

Access to this field is **RO**.

Otherwise:

Reserved, RES0.

FHIERR, bit [1]

When the Fault Handling Interrupt is implemented:

Fault Handling Interrupt error.

FHIERR	Meaning
0b0	Fault Handling Interrupt write has not returned an error since this bit was last cleared to zero.
0b1	Fault Handling Interrupt write has returned an error since this bit was last cleared to zero.

This bit is read/write-one-to-clear.

On an Error recovery reset, this field resets to an architecturally UNKNOWN value.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

FHI, bit [0]

When the Fault Handling Interrupt is implemented:

Fault Handling Interrupt write in progress.

FHI	Meaning
0b0	Fault Handling Interrupt write not in progress.
0b1	Fault Handling Interrupt write in progress.

Software must not disable an interrupt whilst the write is in progress.

Note

This bit does not indicate whether an interrupt is active, but rather whether a write triggered by the interrupt is in progress.

To determine whether an interrupt is active, software must examine the individual [ERR<n>STATUS](#) registers.

Access to this field is **RO**.

Otherwise:

Reserved, RES0.

When the implementation does not use the recommended layout for the ERRIRQCR<n> registers:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
IMPLEMENTATION DEFINED																															
IMPLEMENTATION DEFINED																															
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

IMPLEMENTATION DEFINED, bits [63:0]

IMPLEMENTATION DEFINED.

Accessing the ERRIRQSR

ERRIRQSR can be accessed through the memory-mapped interfaces:

Component	Offset
RAS	0xEF8

Accesses on this interface are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERR<n>ADDR, Error Record Address Register, n = 0 - 65534

The ERR<n>ADDR characteristics are:

Purpose

If an address is associated with a detected error, then it is written to ERR<n>ADDR when the error is recorded. It is IMPLEMENTATION DEFINED how the recorded address maps to the software-visible physical address. Software might have to reconstruct the actual physical addresses using the identity of the node and knowledge of the system.

Configuration

This register is present only when error record <n> is implemented and error record <n> includes an address associated with an error. Otherwise, direct accesses to ERR<n>ADDR are RES0.

[ERR<q>FR](#) describes the features implemented by the node that owns error record <n>. <q> is the index of the first error record owned by the same node as error record <n>. If the node owns a single record, then q = n.

Attributes

ERR<n>ADDR is a 64-bit register.

Field descriptions

The ERR<n>ADDR bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
NS	SI	AI	VA	RES0				PADDR																							
PADDR																															
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

NS, bit [63]

Non-secure attribute.

NS	Meaning
0b0	The address is Secure.
0b1	The address is Non-secure.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

SI, bit [62]

Secure Incorrect. Indicates whether the NS bit is valid.

SI	Meaning
0b0	The NS bit is correct. That is, it matches the programmers' view of the Non-secure attribute for this recorded location.
0b1	The NS bit might not be correct, and might not match the programmers' view of the Non-secure attribute for the recorded location.

It is IMPLEMENTATION DEFINED whether this bit is read-only or read/write.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

AI, bit [61]

Address Incorrect. Indicates whether the PADDR field is a valid physical address that is known to match the programmers' view of the physical address for the recorded location.

AI	Meaning
0b0	The PADDR field is a valid physical address. That is, it matches the programmers' view of the physical address for the recorded location.
0b1	The PADDR field might not be a valid physical address, and might not match the programmers' view of the physical address for the recorded location.

It is IMPLEMENTATION DEFINED whether this bit is read-only or read/write.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

VA, bit [60]

Virtual Address. Indicates whether the PADDR field is a virtual address.

VA	Meaning
0b0	The PADDR field is not a virtual address.
0b1	The PADDR field is a virtual address.

No context information is provided for the virtual address. When $ERR\langle n \rangle ADDR.VA == 0b1$, $ERR\langle n \rangle ADDR.\{NS,SI,AI\}$ read as $\{0,1,1\}$.

Support for this bit is optional. If this bit is not implemented and $ERR\langle n \rangle ADDR.PADDR$ field is a virtual address, then $ERR\langle n \rangle ADDR.\{NS,SI,AI\}$ read as $\{0,1,1\}$.

It is IMPLEMENTATION DEFINED whether this bit is read-only or read/write.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

Bits [59:56]

Reserved, RES0.

PADDR, bits [55:0]

Physical Address. Address of the recorded location. If the physical address size implemented by this component is smaller than the size of this field, then high-order bits are unimplemented and either RES0 or have a fixed read-only IMPLEMENTATION DEFINED value. Low-order address bits might also be unimplemented and RES0, for example, if the physical address is always aligned to the size of a protection granule.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

Accessing the ERR<n>ADDR

ERR<n>ADDR ignores writes if all of the following are true:

- Any of the following are true:
 - The RAS Common Fault Injection Model Extension is implemented by the node that owns this error record and $ERR\langle q \rangle PFGE.AV == 0b0$.
 - The RAS Common Fault Injection Model Extension is not implemented by the node that owns this error record.

- [ERR<n>STATUS](#).AV == 0b1.

ERR<n>ADDR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
RAS	0x018 + (64 * n)	ERR<n>ADDR

Accesses on this interface are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERR<n>CTLR, Error Record Control Register, n = 0 - 65534

The ERR<n>CTLR characteristics are:

Purpose

The error control register contains enable bits for the node that writes to this record:

- Enabling error detection and correction.
- Enabling the critical error, error recovery, and fault handling interrupts.
- Enabling in-band error response for Uncorrected errors.

For each bit, if the selected node does not support the feature, then the bit is RES0. The definition of each record is IMPLEMENTATION DEFINED.

Configuration

This register is present only when error record <n> is implemented and error record <n> is the first error record owned by a node. Otherwise, direct accesses to ERR<n>CTLR are RES0.

[ERR<n>FR](#) describes the features implemented by the node.

Attributes

ERR<n>CTLR is a 64-bit register.

Field descriptions

The ERR<n>CTLR bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32							
IMPLEMENTATION DEFINED																																						
RES0																			CI	RES0	WDUI	DUI	WC	FI	WUE	WFI	WUI	UE	FI	UI	IMPLEMENTATION DEFINED							ED
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							

IMPLEMENTATION DEFINED, bits [63:32]

Reserved for IMPLEMENTATION DEFINED controls. Must permit SBZP write policy for software.

Bits [31:14]

Reserved, RES0.

CI, bit [13]

When ERR<n>FR.CI == 0b10:

Critical error interrupt enable. When enabled, the critical error interrupt is generated for a critical error condition.

CI	Meaning
0b0	Critical error interrupt not generated for critical errors. Critical errors are treated as Uncontained errors.
0b1	Critical error interrupt generated for critical errors.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bit [12]

Reserved, RES0.

WDUI, bit [11]

When ERR<n>FR.DUI == 0b11:

Error recovery interrupt for deferred errors on writes enable.

When enabled, the error recovery interrupt is generated for detected Deferred errors on writes.

WDUI	Meaning
0b0	Error recovery interrupt not generated for deferred errors on writes.
0b1	Error recovery interrupt generated for deferred errors on writes.

The interrupt is generated even if the error syndrome is discarded because the error record already records a higher priority error.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

DUI, bit [10]

When ERR<n>FR.DUI == 0b10:

Error recovery interrupt for deferred errors enable.

When [ERR<n>FR.DUI == 0b10](#), this control applies to errors arising from both reads and writes.

When enabled, the error recovery interrupt is generated for all detected Deferred errors.

DUI	Meaning
0b0	Error recovery interrupt not generated for deferred errors.
0b1	Error recovery interrupt generated for deferred errors.

The interrupt is generated even if the error syndrome is discarded because the error record already records a higher priority error.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

When ERR<n>FR.DUI == 0b11:

Error recovery interrupt for deferred errors on reads enable.

When [ERR<n>FR.DUI == 0b11](#), this bit is named RDUI.

When enabled, the error recovery interrupt is generated for detected Deferred errors on reads.

RDUI	Meaning
0b0	Error recovery interrupt not generated for deferred errors on reads.
0b1	Error recovery interrupt generated for deferred errors on reads.

The interrupt is generated even if the error syndrome is discarded because the error record already records a higher priority error.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

WCFI, bit [9]

When ERR<n>FR.CFI == 0b11:

Fault handling interrupt for Corrected errors on writes enable.

When enabled:

- If the node implements Corrected error counters for writes, then the fault handling interrupt is generated when a counter overflows and the overflow bit for the counter is set to 0b1. For more information, see [ERR<n>MISC0](#).
- Otherwise, the fault handling interrupt is also generated for detected Corrected errors onwrites.

WCFI	Meaning
0b0	Fault handling interrupt not generated for Corrected errors on writes.
0b1	Fault handling interrupt generated for Corrected errors on writes.

The interrupt is generated even if the error syndrome is discarded because the error record already records a higher priority error.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

CFI, bit [8]

When ERR<n>FR.CFI == 0b10:

Fault handling interrupt for Corrected errors enable.

When [ERR<n>FR.CFI](#) == 0b10, this control applies to errors arising from both reads and writes.

When enabled:

- If the node implements Corrected error counters, then the fault handling interrupt is generated when a counter overflows and the overflow bit for the counter is set to 0b1. For more information, see [ERR<n>MISC0](#).
- Otherwise, the fault handling interrupt is also generated for all detected Corrected errors.

CFI	Meaning
0b0	Fault handling interrupt not generated for Corrected errors.
0b1	Fault handling interrupt generated for Corrected errors.

The interrupt is generated even if the error syndrome is discarded because the error record already records a higher priority error.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

When ERR<n>FR.CFI == 0b11:

Fault handling interrupt for Corrected errors on reads enable.

When [ERR<n>FR.CFI](#) == 0b11, this bit is named RCFI.

When enabled:

- If the node implements Corrected error counters for reads, then the fault handling interrupt is generated when a counter overflows and the overflow bit for the counter is set to 0b1. For more information, see [ERR<n>MISC0](#).
- Otherwise, the fault handling interrupt is also generated for detected Corrected errors onreads.

RCFI	Meaning
0b0	Fault handling interrupt not generated for Corrected errors on reads.
0b1	Fault handling interrupt generated for Corrected errors on reads.

The interrupt is generated even if the error syndrome is discarded because the error record already records a higher priority error.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

WUE, bit [7]

When ERR<n>FR.UE == 0b11:

In-band Uncorrected error reporting on writes enable.

When enabled, responses to writes that detect an Uncorrected error that cannot be deferred are signaled in-band as a detected Uncorrected error (External Abort).

WUE	Meaning
0b0	External Abort response for Uncorrected errors on writes disabled.
0b1	External Abort response for Uncorrected errors on writes enabled.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

WFI, bit [6]

When ERR<n>FR.FI == 0b11:

Fault handling interrupt on writes enable.

When enabled:

- The fault handling interrupt is generated for detected Deferred errors and Uncorrected errors.
- If the corresponding fault handling interrupt for Corrected errors control is not implemented:
 - If the node implements Corrected error counters for writes, then the fault handling interrupt is also generated when a counter overflows and the overflow bit for the counter is set to 0b1.
 - Otherwise, the fault handling interrupt is also generated for detected Corrected errors on writes.

WFI	Meaning
0b0	Fault handling interrupt on writes disabled.
0b1	Fault handling interrupt on writes enabled.

The interrupt is generated even if the error syndrome is discarded because the error record already records a higher priority error.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

WUI, bit [5]

When **ERR<n>FR.UI == 0b11**:

Uncorrected error recovery interrupt on writes enable.

When enabled, the error recovery interrupt is generated for detected Uncorrected errors on writes that are not deferred.

WUI	Meaning
0b0	Error recovery interrupt on writes disabled.
0b1	Error recovery interrupt on writes enabled.

The interrupt is generated even if the error syndrome is discarded because the error record already records a higher priority error.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

UE, bit [4]

When **ERR<n>FR.UE == 0b10**:

In-band Uncorrected error reporting enable.

When [ERR<n>FR.UE == 0b10](#), this control applies to errors arising from both reads and writes.

When enabled, responses to transactions that detect an Uncorrected error that cannot be deferred are signaled in-band as a detected Uncorrected error (External Abort).

UE	Meaning
0b0	External Abort response for Uncorrected errors disabled.
0b1	External Abort response for Uncorrected errors enabled.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

When ERR<n>FR.UE == 0b11:

In-band Uncorrected error reporting on reads enable.

When [ERR<n>FR.UE](#) == 0b11, this bit is named RUE.

When enabled, responses to reads that detect an Uncorrected error that cannot be deferred are signaled in-band as a detected Uncorrected error (External Abort).

RUE	Meaning
0b0	External Abort response for Uncorrected errors on reads disabled.
0b1	External Abort response for Uncorrected errors on reads enabled.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

FI, bit [3]**When ERR<n>FR.FI == 0b10:**

Fault handling interrupt enable.

When [ERR<n>FR.FI](#) == 0b10, this control applies to errors arising from both reads and writes.

When enabled:

- The fault handling interrupt is generated for all detected Deferred errors and Uncorrected errors.
- If the fault handling interrupt for Corrected errors control is not implemented:
 - If the node implements Corrected error counters, then the fault handling interrupt is also generated when a counter overflows and the overflow bit for the counter is set to 0b1.
 - Otherwise, the fault handling interrupt is also generated for all detected Corrected errors.

FI	Meaning
0b0	Fault handling interrupt disabled.
0b1	Fault handling interrupt enabled.

The interrupt is generated even if the error syndrome is discarded because the error record already records a higher priority error.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

When ERR<n>FR.FI == 0b11:

Fault handling interrupt on reads enable.

When [ERR<n>FR.FI](#) == 0b11, this bit is named RFI.

When enabled:

- The fault handling interrupt is generated for detected Deferred errors and Uncorrected errors.
- If the corresponding fault handling interrupt for Corrected errors control is not implemented:
 - If the node implements Corrected error counters for reads, then the fault handling interrupt is also generated when a counter overflows and the overflow bit for the counter is set to 0b1.
 - Otherwise, the fault handling interrupt is also generated for detected Corrected errors on reads.

RFI	Meaning
0b0	Fault handling interrupt on reads disabled.
0b1	Fault handling interrupt on reads enabled.

The interrupt is generated even if the error syndrome is discarded because the error record already records a higher priority error.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

UI, bit [2]

When ERR<n>FR.UI == 0b10:

Uncorrected error recovery interrupt enable.

When [ERR<n>FR.UI == 0b10](#), this control applies to errors arising from both reads and writes.

When enabled, the error recovery interrupt is generated for all detected Uncorrected errors that are not deferred.

UI	Meaning
0b0	Error recovery interrupt disabled.
0b1	Error recovery interrupt enabled.

The interrupt is generated even if the error syndrome is discarded because the error record already records a higher priority error.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

When ERR<n>FR.UI == 0b11:

Uncorrected error recovery interrupt on reads enable.

When [ERR<n>FR.UI == 0b11](#), this bit is named RUI.

When enabled, the error recovery interrupt is generated for detected Uncorrected errors on reads that are not deferred.

RUI	Meaning
0b0	Error recovery interrupt on reads disabled.
0b1	Error recovery interrupt on reads enabled.

The interrupt is generated even if the error syndrome is discarded because the error record already records a higher priority error.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

IMPLEMENTATION DEFINED, bit [1]

Reserved for IMPLEMENTATION DEFINED controls. Must permit SBZP write policy for software.

ED, bit [0]**When ERR<n>FR.ED == 0b10:**

Error reporting and logging enable. When disabled, the node behaves as if error detection and correction are disabled, and no errors are recorded or signaled by the node. Arm recommends that, when disabled, correct error detection and correction codes are written for writes, unless disabled by an IMPLEMENTATION DEFINED control for error injection.

ED	Meaning
0b0	Error reporting disabled.
0b1	Error reporting enabled.

It is IMPLEMENTATION DEFINED whether the node fully disables error detection and correction when reporting is disabled. That is, even with error reporting disabled, the node might continue to silently correct errors. Uncorrectable errors might result in corrupt data being silently propagated by the node.

Note

If this node requires initialization after Cold reset to prevent signaling false errors, then Arm recommends this bit is set to 0b0 on Cold reset, meaning errors are not reported from Cold reset. This allows boot software to initialize a node without signaling errors. Software can enable error reporting after the node is initialized. Otherwise, the Cold reset value is IMPLEMENTATION DEFINED. If the Cold reset value is 0b1, the reset values of other controls in this register are also IMPLEMENTATION DEFINED and should not be UNKNOWN.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an IMPLEMENTATION DEFINED value.

Otherwise:

Reserved, RES0.

Accessing the ERR<n>CTLR

ERR<n>CTLR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
RAS	0x008 + (64 * n)	ERR<n>CTLR

Accesses on this interface are **RW**.

ERR<n>FR, Error Record Feature Register, n = 0 - 65534

The ERR<n>FR characteristics are:

Purpose

Defines whether <n> is the first record owned by a node:

- If <n> is the first error record owned by a node, then ERR<n>FR.ED != 0b00.
- If <n> is not the first error record owned by a node, then ERR<n>FR.ED == 0b00.

If <n> is the first record owned by the node, defines which of the common architecturally-defined features are implemented by the node and, of the implemented features, which are software programmable.

Configuration

This register is present only when error record <n> is implemented. Otherwise, direct accesses to ERR<n>FR are RES0.

Attributes

ERR<n>FR is a 64-bit register.

Field descriptions

The ERR<n>FR bit assignments are:

When ERR<n>FR.ED != 0b00:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
IMPLEMENTATION DEFINED									CE	DE	UE	OE	UE	UE	UC	IMPLEMENTATION DEFINED															
FRX	RES0					TS	CI	INJ	CEO			DUI	RP	CEC	CFI	UE	FI	UI	IMPLEMENTATION DEFINED					ED							
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

IMPLEMENTATION DEFINED, bits [63:55]

When ERR<n>FR.FRX != 1:

Reserved for identifying IMPLEMENTATION DEFINED controls.

Otherwise:

Reserved, RES0.

CE, bits [54:53]

When ERR<n>FR.FRX == 1:

Corrected Error recording. Describes the types of Corrected Error the node can record.

CE	Meaning
0b00	The node does not record any type of Corrected Error.
0b01	The node can record transient or persistent Corrected Errors (Corrected Errors that are recorded as ERR<n>STATUS.CE == 0b01 and 0b11).
0b10	The node can record of a non-specific Corrected Error (a Corrected Error that is recorded as ERR<n>STATUS.CE == 0b10).
0b11	The node can record any type of Corrected Error.

Otherwise:

Reserved for identifying IMPLEMENTATION DEFINED controls.

DE, bit [52]

When **ERR<n>FR.FRX == 1:**

Deferred Error recording. Describes whether the node can record this type of error.

DE	Meaning
0b0	The node does not record this type of error.
0b1	The node can record this type of error.

Otherwise:

Reserved for identifying IMPLEMENTATION DEFINED controls.

UEO, bit [51]

When **ERR<n>FR.FRX == 1:**

Latent or Restartable Error recording. Describes whether the node can record this type of error.

UEO	Meaning
0b0	The node does not record this type of error.
0b1	The node can record this type of error.

Otherwise:

Reserved for identifying IMPLEMENTATION DEFINED controls.

UER, bit [50]

When **ERR<n>FR.FRX == 1:**

Signaled or Recoverable Error recording. Describes whether the node can record this type of error.

UER	Meaning
0b0	The node does not record this type of error.
0b1	The node can record this type of error.

Otherwise:

Reserved for identifying IMPLEMENTATION DEFINED controls.

UEU, bit [49]**When ERR<n>FR.FRX == 1:**

Unrecoverable Error recording. Describes whether the node can record this type of error.

UEU	Meaning
0b0	The node does not record this type of error.
0b1	The node can record this type of error.

Otherwise:

Reserved for identifying IMPLEMENTATION DEFINED controls.

UC, bit [48]**When ERR<n>FR.FRX == 1:**

Uncontainable Error recording. Describes whether the node can record this type of error.

UC	Meaning
0b0	The node does not record this type of error.
0b1	The node can record this type of error.

Otherwise:

Reserved for identifying IMPLEMENTATION DEFINED controls.

IMPLEMENTATION DEFINED, bits [47:32]

Reserved for identifying IMPLEMENTATION DEFINED controls.

FRX, bit [31]**When RAS System Architecture v1.1 is implemented:**

Feature Register extension. Defines whether ERR<n>FR[63:48] are architecturally defined.

FRX	Meaning
0b0	ERR<n>FR[63:48] are IMPLEMENTATION DEFINED.
0b1	ERR<n>FR[63:48] are defined by the architecture.

Otherwise:

Reserved, RES0.

Bits [30:26]

Reserved, RES0.

TS, bits [25:24]Timestamp Extension. Indicates whether, for each error record <m> owned by this node, [ERR<m>MISC3](#) is used as the timestamp register, and, if it is, the timebase used by the timestamp.

TS	Meaning
0b00	The node does not support a timestamp register.
0b01	The node implements a timestamp register. The timestamp uses the same timebase as the system Generic Timer.
Note For an error record which has an affinity to a PE, this is the same timer that is visible through CNTPCT_ELO at the highest Exception level on that PE.	
0b10	The node implements a timestamp register. The timebase for the timestamp is IMPLEMENTATION DEFINED.

All other values are reserved.

CI, bits [23:22]

Critical error interrupt. Indicates whether the critical error interrupt and associated controls are implemented.

CI	Meaning
0b00	Does not support the critical error interrupt. ERR<n>CTLR.CI is RES0.
0b01	Critical error interrupt is supported and always enabled. ERR<n>CTLR.CI is RES0.
0b10	Critical error interrupt is supported and controllable using ERR<n>CTLR.CI .

All other values are reserved.

INJ, bits [21:20]

Fault Injection Extension. Indicates whether the RAS Common Fault Injection Model Extension is implemented.

INJ	Meaning
0b00	The node does not support the RAS Common Fault Injection Model Extension.
0b01	The node implements the RAS Common Fault Injection Model Extension. See ERR<n>PFGE for more information.

All other values are reserved.

CEO, bits [19:18]

When [ERR<n>FR.CEC](#) != 0b000:

Corrected Error overwrite. Indicates the behavior when a second Corrected error is detected after a first Corrected error has been recorded by an error record <m> owned by the node.

CEO	Meaning
0b00	Counts Corrected errors if a counter is implemented. Keeps the previous error syndrome. If the counter overflows, or no counter is implemented, then ERR<m>STATUS.OF is set to 0b1.
0b01	Counts Corrected errors. If ERR<m>STATUS.OF == 0b1 before the Corrected error is counted, then keeps the previous syndrome. Otherwise the previous syndrome is overwritten. If the counter overflows, then ERR<m>STATUS.OF is set to 0b1.

All other values are reserved.

Otherwise:

Reserved, RES0.

DUI, bits [17:16]

When ERR<n>FR.UI != 0b00:

Error recovery interrupt for deferred errors control. Indicates whether the control for enabling error recovery interrupts on deferred errors are implemented.

DUI	Meaning
0b00	Does not support the control for enabling error recovery interrupts on deferred errors. ERR<n>CTLR.DUI is RES0.
0b10	Control for enabling error recovery interrupts on deferred errors is supported and controllable using ERR<n>CTLR.DUI .
0b11	Control for enabling error recovery interrupts on deferred errors is supported and controllable using ERR<n>CTLR.WDUI for writes and ERR<n>CTLR.RDUI for reads.

All other values are reserved.

Otherwise:

Reserved, RES0.

RP, bit [15]**When ERR<n>FR.CEC != 0b000:**

Repeat counter. Indicates whether the node implements the repeat Corrected error counter in [ERR<m>MISC0](#) for each error record <m> owned by the node that implements the standard Corrected error counter.

RP	Meaning
0b0	A single CE counter is implemented.
0b1	A first (repeat) counter and a second (other) counter are implemented. The repeat counter is the same size as the primary error counter.

Otherwise:

Reserved, RES0.

CEC, bits [14:12]

Corrected Error Counter. Indicates whether the node implements the standard Corrected error counter (CE counter) mechanisms in [ERR<m>MISC0](#) for each error record <m> owned by the node that can record countable errors.

CEC	Meaning
0b000	Does not implement the standard Corrected error counter model.
0b010	Implements an 8-bit Corrected error counter in ERR<m>MISC0[39:32] .
0b100	Implements a 16-bit Corrected error counter in ERR<m>MISC0[47:32] .

All other values are reserved.

Note

Implementations might include other error counter models, or might include the standard model and not indicate this in ERR<n>FR.

CFI, bits [11:10]**When ERR<n>FR.FI != 0b00:**

Fault handling interrupt for corrected errors. Indicates whether the control for enabling fault handling interrupts on corrected errors are implemented.

CFI	Meaning
0b00	Does not support the control for enabling fault handling interrupts on corrected errors. ERR<n>CTLR.CFI is RES0.
0b10	Control for enabling fault handling interrupts on corrected errors is supported and controllable using ERR<n>CTLR.CFI .
0b11	Control for enabling fault handling interrupts on corrected errors is supported and controllable using ERR<n>CTLR.WCFI for writes and ERR<n>CTLR.RCFI for reads.

All other values are reserved.

Otherwise:

Reserved, RES0.

UE, bits [9:8]

In-band uncorrected error reporting. Indicates whether the in-band uncorrected error reporting (External Aborts) and associated controls are implemented.

UE	Meaning
0b00	Does not support the in-band uncorrected error reporting (External Aborts). ERR<n>CTLR.UE is RES0.
0b01	In-band uncorrected error reporting (External Aborts) is supported and always enabled. ERR<n>CTLR.UE is RES0.
0b10	In-band uncorrected error reporting (External Aborts) is supported and controllable using ERR<n>CTLR.UE .
0b11	In-band uncorrected error reporting (External Aborts) is supported and controllable using ERR<n>CTLR.WUE for writes and ERR<n>CTLR.RUE for reads.

FI, bits [7:6]

Fault handling interrupt. Indicates whether the fault handling interrupt and associated controls are implemented.

FI	Meaning
0b00	Does not support the fault handling interrupt. ERR<n>CTLR.FI is RES0.
0b01	Fault handling interrupt is supported and always enabled. ERR<n>CTLR.FI is RES0.
0b10	Fault handling interrupt is supported and controllable using ERR<n>CTLR.FI .
0b11	Fault handling interrupt is supported and controllable using ERR<n>CTLR.WFI for writes and ERR<n>CTLR.RFI for reads.

UI, bits [5:4]

Error recovery interrupt for uncorrected errors. Indicates whether the error handling interrupt and associated controls are implemented.

UI	Meaning
0b00	Does not support the error handling interrupt. ERR<n>CTLR.UI is RES0.
0b01	Error handling interrupt is supported and always enabled. ERR<n>CTLR.UI is RES0.
0b10	Error handling interrupt is supported and controllable using ERR<n>CTLR.UI .
0b11	Error handling interrupt is supported and controllable using ERR<n>CTLR.WUI for writes and ERR<n>CTLR.RUI for reads.

IMPLEMENTATION DEFINED, bits [3:2]

IMPLEMENTATION DEFINED.

ED, bits [1:0]

Error reporting and logging. Indicates whether error record <n> is the first record owned the node, and, if so, whether it implements the controls for enabling and disabling error reporting and logging.

ED	Meaning
0b01	Error reporting and logging always enabled. ERR<n>CTLR.ED is RES0.
0b10	Error reporting and logging is controllable using ERR<n>CTLR.ED .

All other values are reserved.

When ERR<n>FR.ED == 0b00:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0																														ED	
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:2]

Reserved, RES0.

ED, bits [1:0]

Error reporting and logging. Indicates error record <n> is not the first record owned the node.

ED	Meaning
0b00	Error record <n> is not the first record owned by the node.

This field reads as 0b00.

Accessing the ERR<n>FR**ERR<n>FR can be accessed through the memory-mapped interfaces:**

Component	Offset	Instance
RAS	0x000 + (64 * n)	ERR<n>FR

Accesses on this interface are **RO**.

ERR<n>MISC0, Error Record Miscellaneous Register 0, n = 0 - 65534

The ERR<n>MISC0 characteristics are:

Purpose

IMPLEMENTATION DEFINED error syndrome register. The miscellaneous syndrome registers might contain:

- Information to identify the FRU in which the error was detected, and might contain enough information to locate the error within that FRU.
- A Corrected error counter or counters.
- Other state information not present in the corresponding status and address registers.

If the node that owns error record <n> implements architecturally-defined error counters ([ERR<q>FR.CEC](#) != 0b000), and error record <n> can record countable errors, then ERR<n>MISC0 implements the architecturally-defined error counter or counters.

Configuration

This register is present only when error record <n> is implemented. Otherwise, direct accesses to ERR<n>MISC0 are RES0.

[ERR<q>FR](#) describes the features implemented by the node that owns error record <n>. <q> is the index of the first error record owned by the same node as error record <n>. If the node owns a single record, then q = n.

For IMPLEMENTATION DEFINED fields in ERR<n>MISC0, writing zero returns the error record to an initial quiescent state.

In particular, if any IMPLEMENTATION DEFINED syndrome fields might generate a Fault Handling or Error Recovery Interrupt request, writing zero is sufficient to deactivate the Interrupt request.

Fields that are read-only, non-zero, and ignore writes are compliant with this requirement.

Note

Arm recommends that any IMPLEMENTATION DEFINED syndrome field that can generate a Fault Handling, Error Recovery, Critical, or IMPLEMENTATION DEFINED, interrupt request is disabled at Cold reset and is enabled by software writing an IMPLEMENTATION DEFINED nonzero value to an IMPLEMENTATION DEFINED field in [ERR<q>CTLR](#).

Attributes

ERR<n>MISC0 is a 64-bit register.

Field descriptions

The ERR<n>MISC0 bit assignments are:

When ERR<q>FR.CEC == 0b000:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
IMPLEMENTATION DEFINED																															
IMPLEMENTATION DEFINED																															
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

IMPLEMENTATION DEFINED, bits [63:0]

IMPLEMENTATION DEFINED syndrome.

When ERR<q>FR.CEC == 0b100 and ERR<q>FR.RP == 0:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
IMPLEMENTATION DEFINED																OF	CEC															
IMPLEMENTATION DEFINED																																
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	

IMPLEMENTATION DEFINED, bits [63:48]

IMPLEMENTATION DEFINED syndrome.

OF, bit [47]

Sticky overflow bit. Set to 1 when ERR<n>MISC0.CEC is incremented and wraps through zero.

OF	Meaning
0b0	Counter has not overflowed.
0b1	Counter has overflowed.

A direct write that modifies this bit might indirectly set [ERR<n>STATUS.OF](#) to an UNKNOWN value and a direct write to [ERR<n>STATUS.OF](#) that clears it to zero might indirectly set this bit to an UNKNOWN value.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

CEC, bits [46:32]

Corrected error count. Incremented for each Corrected error. It is IMPLEMENTATION DEFINED and might be UNPREDICTABLE whether Deferred and Uncorrected errors are counted.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

IMPLEMENTATION DEFINED, bits [31:0]

IMPLEMENTATION DEFINED syndrome.

When ERR<q>FR.CEC == 0b010 and ERR<q>FR.RP == 0:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32		
IMPLEMENTATION DEFINED																							OF	CEC									
IMPLEMENTATION DEFINED																																	
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		

IMPLEMENTATION DEFINED, bits [63:40]

IMPLEMENTATION DEFINED syndrome.

OF, bit [39]

Sticky overflow bit. Set to 1 when ERR<n>MISC0.CEC is incremented and wraps through zero.

OF	Meaning
0b0	Counter has not overflowed.
0b1	Counter has overflowed.

A direct write that modifies this bit might indirectly set [ERR<n>STATUS.OF](#) to an UNKNOWN value and a direct write to [ERR<n>STATUS.OF](#) that clears it to zero might indirectly set this bit to an UNKNOWN value.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

CEC, bits [38:32]

Corrected error count. Incremented for each Corrected error. It is IMPLEMENTATION DEFINED and might be UNPREDICTABLE whether Deferred and Uncorrected errors are counted.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

IMPLEMENTATION DEFINED, bits [31:0]

IMPLEMENTATION DEFINED syndrome.

When ERR<q>FR.CEC == 0b100 and ERR<q>FR.RP == 1:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
OFO	CECO															OFR	CECR														
IMPLEMENTATION DEFINED																															
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

OFO, bit [63]

Sticky overflow bit, other. Set to 1 when ERR<n>MISC0.CECO is incremented and wraps through zero.

OFO	Meaning
0b0	Other counter has not overflowed.
0b1	Other counter has overflowed.

A direct write that modifies this bit might indirectly set [ERR<n>STATUS.OF](#) to an UNKNOWN value and a direct write to [ERR<n>STATUS.OF](#) that clears it to zero might indirectly set this bit to an UNKNOWN value.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

CECO, bits [62:48]

Corrected error count, other. Incremented for each countable error that is not accounted for by incrementing ERR<n>MISC0.CECR.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

OFR, bit [47]

Sticky overflow bit, repeat. Set to 1 when ERR<n>MISC0.CECR is incremented and wraps through zero.

OFR	Meaning
0b0	Repeat counter has not overflowed.
0b1	Repeat counter has overflowed.

A direct write that modifies this bit might indirectly set [ERR<n>STATUS.OF](#) to an UNKNOWN value and a direct write to [ERR<n>STATUS.OF](#) that clears it to zero might indirectly set this bit to an UNKNOWN value.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

CECR, bits [46:32]

Corrected error count, repeat. Incremented for the first countable error, which also records other syndrome for the error, and subsequently for each countable error that matches the recorded other syndrome. Corrected errors are countable errors. It is IMPLEMENTATION DEFINED and might be UNPREDICTABLE whether Deferred and Uncorrected errors are countable errors.

Note

For example, the other syndrome might include the set and way information for an error detected in a cache. This might be recorded in the IMPLEMENTATION DEFINED ERR<n>MISC<m> fields on a first Corrected error. ERR<n>MISC0.CECR is then incremented for each subsequent Corrected Error in the same set and way.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

IMPLEMENTATION DEFINED, bits [31:0]

IMPLEMENTATION DEFINED syndrome.

When ERR<q>FR.CEC == 0b010 and ERR<q>FR.RP == 1:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
IMPLEMENTATION DEFINED																OFO	CECO							OFR	CECR							
IMPLEMENTATION DEFINED																																
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	

IMPLEMENTATION DEFINED, bits [63:48]

IMPLEMENTATION DEFINED syndrome.

OFO, bit [47]

Sticky overflow bit, other. Set to 1 when ERR<n>MISC0.CECO is incremented and wraps through zero.

OFO	Meaning
0b0	Other counter has not overflowed.
0b1	Other counter has overflowed.

A direct write that modifies this bit might indirectly set ERR<n>STATUS.OF to an UNKNOWN value and a direct write to ERR<n>STATUS.OF that clears it to zero might indirectly set this bit to an UNKNOWN value.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

CECO, bits [46:40]

Corrected error count, other. Incremented for each countable error that is not accounted for by incrementing ERR<n>MISC0.CECR.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

OFR, bit [39]

Sticky overflow bit, repeat. Set to 1 when ERR<n>MISC0.CECR is incremented and wraps through zero.

OFR	Meaning
0b0	Repeat counter has not overflowed.
0b1	Repeat counter has overflowed.

A direct write that modifies this bit might indirectly set [ERR<n>STATUS.OF](#) to an UNKNOWN value and a direct write to [ERR<n>STATUS.OF](#) that clears it to zero might indirectly set this bit to an UNKNOWN value.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

CECR, bits [38:32]

Corrected error count, repeat. Incremented for the first countable error, which also records other syndrome for the error, and subsequently for each countable error that matches the recorded other syndrome. Corrected errors are countable errors. It is IMPLEMENTATION DEFINED and might be UNPREDICTABLE whether Deferred and Uncorrected errors are countable errors.

Note

For example, the other syndrome might include the set and way information for an error detected in a cache. This might be recorded in the IMPLEMENTATION DEFINED ERR<n>MISC<m> fields on a first Corrected error. ERR<n>MISC0.CECR is then incremented for each subsequent Corrected Error in the same set and way.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

IMPLEMENTATION DEFINED, bits [31:0]

IMPLEMENTATION DEFINED syndrome.

Accessing the ERR<n>MISC0

Reads from ERR<n>MISC0 return an IMPLEMENTATION DEFINED value and writes have IMPLEMENTATION DEFINED behavior.

If the Common Fault Injection Mechanism is implemented by the node that owns this error record, and [ERR<q>PFGF.MV](#) is 0b1, then some parts of this register are read/write when [ERR<n>STATUS.MV](#) == 0b1. See [ERR<n>PFGF.MV](#) for more information.

For other parts of this register, or if the Common Fault Injection Mechanism is not implemented, then Arm recommends that:

- Miscellaneous syndrome for multiple errors, such as a corrected error counter, is read/write.
- When [ERR<n>STATUS.MV](#) == 0b1, the miscellaneous syndrome specific to the most recently recorded error ignores writes.

Note

These recommendations allow a counter to be reset in the presence of a persistent error, while preventing specific information, such as that identifying a FRU, from being lost if an error is detected while the previous error is being logged.

ERR<n>MISC0 can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
RAS	0x020 + (64 * n)	ERR<n>MISC0

Accesses on this interface are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERR<n>MISC1, Error Record Miscellaneous Register 1, n = 0 - 65534

The ERR<n>MISC1 characteristics are:

Purpose

IMPLEMENTATION DEFINED error syndrome register. The miscellaneous syndrome registers might contain:

- Information to identify the FRU in which the error was detected, and might contain enough information to locate the error within that FRU.
- A Corrected error counter or counters.
- Other state information not present in the corresponding status and address registers.

Configuration

This register is present only when error record <n> is implemented. Otherwise, direct accesses to ERR<n>MISC1 are RES0.

[ERR<q>FR](#) describes the features implemented by the node that owns error record <n>. <q> is the index of the first error record owned by the same node as error record <n>. If the node owns a single record, then q = n.

For IMPLEMENTATION DEFINED fields in ERR<n>MISC1, writing zero returns the error record to an initial quiescent state.

In particular, if any IMPLEMENTATION DEFINED syndrome fields might generate a Fault Handling or Error Recovery Interrupt request, writing zero is sufficient to deactivate the Interrupt request.

Fields that are read-only, non-zero, and ignore writes are compliant with this requirement.

Note

Arm recommends that any IMPLEMENTATION DEFINED syndrome field that can generate a Fault Handling, Error Recovery, Critical, or IMPLEMENTATION DEFINED, interrupt request is disabled at Cold reset and is enabled by software writing an IMPLEMENTATION DEFINED nonzero value to an IMPLEMENTATION DEFINED field in [ERR<q>CTLR](#).

Attributes

ERR<n>MISC1 is a 64-bit register.

Field descriptions

The ERR<n>MISC1 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
IMPLEMENTATION DEFINED																															
IMPLEMENTATION DEFINED																															
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

IMPLEMENTATION DEFINED, bits [63:0]

IMPLEMENTATION DEFINED syndrome.

Accessing the ERR<n>MISC1

Reads from ERR<n>MISC1 return an IMPLEMENTATION DEFINED value and writes have IMPLEMENTATION DEFINED behavior.

If the Common Fault Injection Mechanism is implemented by the node that owns this error record, and [ERR<q>PFGF](#).MV is 0b1, then some parts of this register are read/write when [ERR<n>STATUS](#).MV == 0b1. See [ERR<n>PFGF](#).MV for more information.

For other parts of this register, or if the Common Fault Injection Mechanism is not implemented, then Arm recommends that:

- Miscellaneous syndrome for multiple errors, such as a corrected error counter, is read/write.
- When [ERR<n>STATUS](#).MV == 0b1, the miscellaneous syndrome specific to the most recently recorded error ignores writes.

Note

These recommendations allow a counter to be reset in the presence of a persistent error, while preventing specific information, such as that identifying a FRU, from being lost if an error is detected while the previous error is being logged.

ERR<n>MISC1 can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
RAS	0x028 + (64 * n)	ERR<n>MISC1

Accesses on this interface are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERR<n>MISC2, Error Record Miscellaneous Register 2, n = 0 - 65534

The ERR<n>MISC2 characteristics are:

Purpose

IMPLEMENTATION DEFINED error syndrome register. The miscellaneous syndrome registers might contain:

- Information to identify the FRU in which the error was detected, and might contain enough information to locate the error within that FRU.
- A Corrected error counter or counters.
- Other state information not present in the corresponding status and address registers.

Configuration

This register is present only when (an implementation implements ERR<n>MISC2 or RAS System Architecture v1.1 is implemented) and error record <n> is implemented. Otherwise, direct accesses to ERR<n>MISC2 are RES0.

[ERR<q>FR](#) describes the features implemented by the node that owns error record <n>. <q> is the index of the first error record owned by the same node as error record <n>. If the node owns a single record, then q = n.

For IMPLEMENTATION DEFINED fields in ERR<n>MISC2, writing zero returns the error record to an initial quiescent state.

In particular, if any IMPLEMENTATION DEFINED syndrome fields might generate a Fault Handling or Error Recovery Interrupt request, writing zero is sufficient to deactivate the Interrupt request.

Fields that are read-only, non-zero, and ignore writes are compliant with this requirement.

If RAS System Architecture v1.1 is not implemented, Arm recommends that ERR<n>MISC2 does not require zeroing to return the record to a quiescent state.

Note

Arm recommends that any IMPLEMENTATION DEFINED syndrome field that can generate a Fault Handling, Error Recovery, Critical, or IMPLEMENTATION DEFINED, interrupt request is disabled at Cold reset and is enabled by software writing an IMPLEMENTATION DEFINED nonzero value to an IMPLEMENTATION DEFINED field in [ERR<q>CTLR](#).

Attributes

ERR<n>MISC2 is a 64-bit register.

Field descriptions

The ERR<n>MISC2 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
IMPLEMENTATION DEFINED																															
IMPLEMENTATION DEFINED																															
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

IMPLEMENTATION DEFINED, bits [63:0]

IMPLEMENTATION DEFINED syndrome.

Accessing the ERR<n>MISC2

Reads from ERR<n>MISC2 return an IMPLEMENTATION DEFINED value and writes have IMPLEMENTATION DEFINED behavior.

If the Common Fault Injection Mechanism is implemented by the node that owns this error record, and [ERR<q>PFGF](#).MV is 0b1, then some parts of this register are read/write when [ERR<n>STATUS](#).MV == 0b1. See [ERR<n>PFGF](#).MV for more information.

For other parts of this register, or if the Common Fault Injection Mechanism is not implemented, then Arm recommends that:

- Miscellaneous syndrome for multiple errors, such as a corrected error counter, is read/write.
- When [ERR<n>STATUS](#).MV == 0b1, the miscellaneous syndrome specific to the most recently recorded error ignores writes.

Note

These recommendations allow a counter to be reset in the presence of a persistent error, while preventing specific information, such as that identifying a FRU, from being lost if an error is detected while the previous error is being logged.

ERR<n>MISC2 can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
RAS	0x030 + (64 * n)	ERR<n>MISC2

Accesses on this interface are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERR<n>MISC3, Error Record Miscellaneous Register 3, n = 0 - 65534

The ERR<n>MISC3 characteristics are:

Purpose

IMPLEMENTATION DEFINED error syndrome register. The miscellaneous syndrome registers might contain:

- Information to identify the FRU in which the error was detected, and might contain enough information to locate the error within that FRU.
- A Corrected error counter or counters.
- Other state information not present in the corresponding status and address registers.

If the node that owns error record n supports the RAS Timestamp Extension ([ERR<q>FR.TS](#) != 0b00), then ERR<n>MISC3 contains the timestamp value for error record n when the error was detected. Otherwise the contents of ERR<n>MISC3 are IMPLEMENTATION DEFINED.

Configuration

This register is present only when (an implementation implements ERR<n>MISC3 or RAS System Architecture v1.1 is implemented) and error record <n> is implemented. Otherwise, direct accesses to ERR<n>MISC3 are RES0.

[ERR<q>FR](#) describes the features implemented by the node that owns error record <n>. <q> is the index of the first error record owned by the same node as error record <n>. If the node owns a single record, then q = n.

For IMPLEMENTATION DEFINED fields in ERR<n>MISC3, writing zero returns the error record to an initial quiescent state.

In particular, if any IMPLEMENTATION DEFINED syndrome fields might generate a Fault Handling or Error Recovery Interrupt request, writing zero is sufficient to deactivate the Interrupt request.

Fields that are read-only, non-zero, and ignore writes are compliant with this requirement.

If RAS System Architecture v1.1 is not implemented, Arm recommends that ERR<n>MISC3 does not require zeroing to return the record to a quiescent state.

Note

Arm recommends that any IMPLEMENTATION DEFINED syndrome field that can generate a Fault Handling, Error Recovery, Critical, or IMPLEMENTATION DEFINED, interrupt request is disabled at Cold reset and is enabled by software writing an IMPLEMENTATION DEFINED nonzero value to an IMPLEMENTATION DEFINED field in [ERR<q>CTLR](#).

Attributes

ERR<n>MISC3 is a 64-bit register.

Field descriptions

The ERR<n>MISC3 bit assignments are:

When ERR<q>FR.TS != 0b00:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																TS															
																TS															
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

TS, bits [63:0]

Timestamp. Timestamp value recorded when the error was detected. Valid only if [ERR<n>STATUS.V](#) == 0b1.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

Access to this field is **RO or RW**.

When ERR<q>FR.TS == 0b00:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																IMPLEMENTATION DEFINED															
																IMPLEMENTATION DEFINED															
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

IMPLEMENTATION DEFINED, bits [63:0]

IMPLEMENTATION DEFINED syndrome.

Accessing the ERR<n>MISC3

Reads from ERR<n>MISC3 return an IMPLEMENTATION DEFINED value and writes have IMPLEMENTATION DEFINED behavior.

If the Common Fault Injection Mechanism is implemented by the node that owns this error record, and [ERR<q>PFGF.MV](#) is 0b1, then some parts of this register are read/write when [ERR<n>STATUS.MV](#) == 0b1. See [ERR<n>PFGF.MV](#) for more information.

For other parts of this register, or if the Common Fault Injection Mechanism is not implemented, then Arm recommends that:

- Miscellaneous syndrome for multiple errors, such as a corrected error counter, is read/write.
- When [ERR<n>STATUS.MV](#) == 0b1, the miscellaneous syndrome specific to the most recently recorded error ignores writes.

Note

These recommendations allow a counter to be reset in the presence of a persistent error, while preventing specific information, such as that identifying a FRU, from being lost if an error is detected while the previous error is being logged.

ERR<n>MISC3 can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
RAS	0x038 + (64 * n)	ERR<n>MISC3

Accesses on this interface are **RW**.

ERR<n>PFGCDN, Pseudo-fault Generation Countdown Register, n = 0 - 65534

The ERR<n>PFGCDN characteristics are:

Purpose

Generates one of the errors enabled in the corresponding [ERR<n>PFGCTL](#) register.

Configuration

This register is present only when error record <n> is implemented, the node implements the RAS Common Fault Injection Model Extension (ERR<n>FR.INJ != 0b00) and error record <n> is the first error record owned by a node. Otherwise, direct accesses to ERR<n>PFGCDN are RES0.

[ERR<n>FR](#) describes the features implemented by the node.

Attributes

ERR<n>PFGCDN is a 64-bit register.

Field descriptions

The ERR<n>PFGCDN bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																RES0															
																CDN															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

CDN, bits [31:0]

Countdown value.

This field is copied to Error Generation Counter when either:

- Software writes [ERR<n>PFGCTL](#).CDNEN with 1.
- The Error Generation Counter decrements to zero and [ERR<n>PFGCTL](#).R == 0b1.

While [ERR<n>PFGCTL](#).CDNEN == 0b1 and the Error Generation Counter is nonzero, the counter decrements by 1 for each cycle at an IMPLEMENTATION DEFINED clock rate. When the counter reaches 0, one of the errors enabled in the [ERR<n>PFGCTL](#) register is generated.

Note

The current Error Generation Counter value is not visible to software.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

Accessing the ERR<n>PFGCDN

ERR<n>PFGCDN can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
RAS	$0x810 + (64 * n)$	ERR<n>PFGCDN

Accesses on this interface are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERR<n>PFGCTL, Pseudo-fault Generation Control Register, n = 0 - 65534

The ERR<n>PFGCTL characteristics are:

Purpose

Enables controlled fault generation.

Configuration

This register is present only when error record <n> is implemented, the node implements the RAS Common Fault Injection Model Extension (ERR<n>FR.INJ != 0b00) and error record <n> is the first error record owned by a node. Otherwise, direct accesses to ERR<n>PFGCTL are RES0.

[ERR<n>FR](#) describes the features implemented by the node.

Attributes

ERR<n>PFGCTL is a 64-bit register.

Field descriptions

The ERR<n>PFGCTL bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32															
																RES0																														
CDNEN		R	RES0														MV		AV		PN		ER		CI		CE		DE		UE		OU		ER		UE		U		C		O		F	
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0															

Bits [63:32]

Reserved, RES0.

CDNEN, bit [31]

Countdown Enable. Controls transfers from the value that is held in the [ERR<n>PFGCDN](#) into the Error Generation Counter and enables this counter.

CDNEN	Meaning
0b0	The Error Generation Counter is disabled.
0b1	The Error Generation Counter is enabled. On a write of 0b1 to this bit, the Error Generation Counter is set to ERR<n>PFGCDN .CDN.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to 0.

R, bit [30]

Restart. Controls whether, upon reaching zero, the Error Generation Counter restarts from the [ERR<n>PFGCDN](#) value or stops.

R	Meaning
0b0	On reaching 0, the Error Generation Counter will stop.
0b1	On reaching 0, the Error Generation Counter is set to ERR<n>PFGCDN .CDN.

This bit is RES0 if the node does not support this control.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

Bits [29:13]

Reserved, RES0.

MV, bit [12]

Miscellaneous syndrome. The value that is written to [ERR<n>STATUS](#).MV when an injected error is recorded.

MV	Meaning
0b0	ERR<n>STATUS .MV is set to 0b0 when an injected error is recorded.
0b1	ERR<n>STATUS .MV is set to 0b1 when an injected error is recorded.

This bit reads-as-one if the node always records some syndrome in ERR<n>MISC<m>, setting [ERR<n>STATUS](#).MV to 1, when an injected error is recorded. This bit is RES0 if the node does not support this control.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

AV, bit [11]

Address syndrome. The value that is written to [ERR<n>STATUS](#).AV when an injected error is recorded.

AV	Meaning
0b0	ERR<n>STATUS .AV is set to 0b0 when an injected error is recorded.
0b1	ERR<n>STATUS .AV is set to 0b1 when an injected error is recorded.

This bit reads-as-one if the node always sets [ERR<n>STATUS](#).AV to 0b1 when an injected error is recorded. This bit is RES0 if the node does not support this control.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

PN, bit [10]

Poison flag. The value that is written to [ERR<n>STATUS](#).PN when an injected error is recorded.

PN	Meaning
0b0	ERR<n>STATUS .PN is set to 0b0 when an injected error is recorded.
0b1	ERR<n>STATUS .PN is set to 0b1 when an injected error is recorded.

This bit is RES0 if the node does not support this control.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

ER, bit [9]

Error Reported flag. The value that is written to [ERR<n>STATUS.ER](#) when an injected error is recorded.

ER	Meaning
0b0	ERR<n>STATUS.ER is set to 0b0 when an injected error is recorded.
0b1	ERR<n>STATUS.ER is set to 0b1 when an injected error is recorded.

This bit is RES0 if the node does not support this control.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

CI, bit [8]

Critical Error flag. The value that is written to [ERR<n>STATUS.CI](#) when an injected error is recorded.

CI	Meaning
0b0	ERR<n>STATUS.CI is set to 0b0 when an injected error is recorded.
0b1	ERR<n>STATUS.CI is set to 0b1 when an injected error is recorded.

This bit is RES0 if the node does not support this control.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

CE, bits [7:6]

Corrected Error generation enable. Controls the type of Corrected Error condition that might be generated.

CE	Meaning
0b00	No error of this type will be generated.
0b01	A non-specific Corrected Error, that is, a Corrected Error that is recorded as ERR<n>STATUS.CE == 0b10 , might be generated when the Error Generation Counter decrements to zero.
0b10	A transient Corrected Error, that is, a Corrected Error that is recorded as ERR<n>STATUS.CE == 0b01 , might be generated when the Error Generation Counter decrements to zero.
0b11	A persistent Corrected Error, that is, a Corrected Error that is recorded as ERR<n>STATUS.CE == 0b11 , might be generated when the Error Generation Counter decrements to zero.

The set of permitted values for this field is defined by [ERR<n>PFGF.CE](#).

This field is RES0 if the node does not support this control.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

DE, bit [5]

Deferred Error generation enable. Controls whether this type of error condition might be generated. It is IMPLEMENTATION DEFINED whether the error is generated if the data is not consumed.

DE	Meaning
0b0	No error of this type will be generated.
0b1	An error of this type might be generated when the Error Generation Counter decrements to zero.

This bit is RES0 if the node does not support this control.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

UEO, bit [4]

Latent or Restartable Error generation enable. Controls whether this type of error condition might be generated. It is IMPLEMENTATION DEFINED whether the error is generated if the data is not consumed.

UEO	Meaning
0b0	No error of this type will be generated.
0b1	An error of this type might be generated when the Error Generation Counter decrements to zero.

This bit is RES0 if the node does not support this control.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

UER, bit [3]

Signaled or Recoverable Error generation enable. Controls whether this type of error condition might be generated. It is IMPLEMENTATION DEFINED whether the error is generated if the data is not consumed.

UER	Meaning
0b0	No error of this type will be generated.
0b1	An error of this type might be generated when the Error Generation Counter decrements to zero.

This bit is RES0 if the node does not support this control.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

UEU, bit [2]

Unrecoverable Error generation enable. Controls whether this type of error condition might be generated. It is IMPLEMENTATION DEFINED whether the error is generated if the data is not consumed.

UEU	Meaning
0b0	No error of this type will be generated.
0b1	An error of this type might be generated when the Error Generation Counter decrements to zero.

This bit is RES0 if the node does not support this control.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

UC, bit [1]

Uncontainable Error generation enable. Controls whether this type of error condition might be generated. It is IMPLEMENTATION DEFINED whether the error is generated if the data is not consumed.

UC	Meaning
0b0	No error of this type will be generated.
0b1	An error of this type might be generated when the Error Generation Counter decrements to zero.

This bit is RES0 if the node does not support this control.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

OF, bit [0]

Overflow flag. The value that is written to [ERR<n>STATUS.OF](#) when an injected error is recorded.

OF	Meaning
0b0	ERR<n>STATUS.OF is set to 0b0 when an injected error is recorded.
0b1	ERR<n>STATUS.OF is set to 0b1 when an injected error is recorded.

This bit is RES0 if the node does not support this control.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

Accessing the ERR<n>PFGCTL

ERR<n>PFGCTL can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
RAS	0x808 + (64 * n)	ERR<n>PFGCTL

Accesses on this interface are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERR<n>PFGF, Pseudo-fault Generation Feature Register, n = 0 - 65534

The ERR<n>PFGF characteristics are:

Purpose

Defines which common architecturally-defined fault generation features are implemented.

Configuration

This register is present only when error record <n> is implemented, the node implements the RAS Common Fault Injection Model Extension (ERR<n>FR.INJ != 0b00) and error record <n> is the first error record owned by a node. Otherwise, direct accesses to ERR<n>PFGF are RES0.

[ERR<n>FR](#) describes the features implemented by the node.

Attributes

ERR<n>PFGF is a 64-bit register.

Field descriptions

The ERR<n>PFGF bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0	R	SYN	RES0														MV	AV	PN	ER	CI	CE	DE	UE	O	UE	R	UE	U	UC	OF
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:31]

Reserved, RES0.

R, bit [30]

Restartable. Support for Error Generation Counter restart mode.

R	Meaning
0b0	The node does not support this feature.
0b1	Feature controllable.

SYN, bit [29]

Syndrome. Fault syndrome injection.

SYN	Meaning
0b0	When an injected error is recorded, the node sets ERR<n>STATUS .{IERR, SERR} to IMPLEMENTATION DEFINED values. ERR<n>STATUS .{IERR, SERR} are UNKNOWN when ERR<n>STATUS.V == 0b0 .
0b1	When an injected error is recorded, the node does not update the ERR<n>STATUS .{IERR, SERR} fields. ERR<n>STATUS .{IERR, SERR} are writable when ERR<n>STATUS.V == 0b0 .

Note

If ERR<n>PFGF.SYN == 0b1, software can write specific values into the [ERR<n>STATUS](#).{IERR, SERR} fields when setting up a fault injection event. The sets of values that can be written to these fields is IMPLEMENTATION DEFINED.

Bits [28:13]

Reserved, RES0.

MV, bit [12]

Miscellaneous syndrome.

Additional syndrome injection. Defines whether software can control all or part of the syndrome recorded in the ERR<n>MISC<m> registers when an injected error is recorded.

It is IMPLEMENTATION DEFINED which syndrome fields in ERR<n>MISC<m> this refers to, as some fields might always be recorded by an error. For example, a Corrected Error counter.

MV	Meaning
0b0	When an injected error is recorded, the node might record IMPLEMENTATION DEFINED additional syndrome in ERR<n>MISC<m>. If any syndrome is recorded in ERR<n>MISC<m>, then ERR<n>STATUS .MV is set to 0b1.
0b1	When an injected error is recorded, the node does not update all the syndrome fields in the ERR<n>MISC<m> and does one of: <ul style="list-style-type: none"> The node does not update any fields in ERR<n>MISC<m> and sets ERR<n>STATUS.MV to ERR<n>PFGCTL.MV. The node records some syndrome in ERR<n>MISC<m> and sets ERR<n>STATUS.MV to 0b1. ERR<n>PFGCTL.MV is RAO. <p>The syndrome fields that the node does not update are unchanged and are writable when ERR<n>STATUS.MV == 0b0.</p>

Note

If ERR<n>PFGF.MV == 0b1, software can write specific values into the ERR<n>MISC<m> registers when setting up a fault injection event. The values that can be written to these registers are IMPLEMENTATION DEFINED.

AV, bit [11]

Address syndrome. Address syndrome injection.

AV	Meaning
0b0	When an injected error is recorded, the node either sets ERR<n>ADDR and ERR<n>STATUS .AV for the access, or leaves these unchanged.
0b1	When an injected error is recorded, the node does not update ERR<n>ADDR and does one of: <ul style="list-style-type: none"> Sets ERR<n>STATUS.AV to ERR<n>PFGCTL.AV. Sets ERR<n>STATUS.AV to 0b1. ERR<n>PFGCTL.AV is RAO. <p>ERR<n>ADDR is writable when ERR<n>STATUS.AV == 0b0.</p>

Note

If ERR<n>PFGF.AV == 0b1, software can write a specific value into [ERR<n>ADDR](#) when setting up a fault injection event.

PN, bit [10]

Poison flag. Describes how the fault generation feature of the node sets the [ERR<n>STATUS](#).PN status flag.

PN	Meaning
0b0	When an injected error is recorded, it is IMPLEMENTATION DEFINED whether the node sets ERR<n>STATUS.PN to 0b1.
0b1	When an injected error is recorded, ERR<n>STATUS.PN is set to ERR<n>PFGCTL.PN .

This behavior replaces the architecture-defined rules for setting the PN bit.

This bit reads-as-zero if the node does not support this flag.

ER, bit [9]

Error Reported flag. Describes how the fault generation feature of the node sets the [ERR<n>STATUS.ER](#) status flag.

ER	Meaning
0b0	When an injected error is recorded, the node sets ERR<n>STATUS.ER according to the architecture-defined rules for setting the ER bit.
0b1	When an injected error is recorded, ERR<n>STATUS.ER is set to ERR<n>PFGCTL.ER . This behavior replaces the architecture-defined rules for setting the ER bit.

This bit reads-as-zero if the node does not support this flag.

CI, bit [8]

Critical Error flag. Describes how the fault generation feature of the node sets the [ERR<n>STATUS.CI](#) status flag.

CI	Meaning
0b0	When an injected error is recorded, it is IMPLEMENTATION DEFINED whether the node sets ERR<n>STATUS.CI to 0b1.
0b1	When an injected error is recorded, ERR<n>STATUS.CI is set to ERR<n>PFGCTL.CI .

This behavior replaces the architecture-defined rules for setting the CI bit.

This bit reads-as-zero if the node does not support this flag.

CE, bits [7:6]

Corrected Error generation. Describes the types of Corrected Error that the fault generation feature of the node can generate.

CE	Meaning
0b00	The fault generation feature of the node cannot generate this type of error.
0b01	The fault generation feature of the node allows generation of a non-specific Corrected Error, that is, a Corrected Error that is recorded as ERR<n>STATUS.CE == 0b10.
0b11	The fault generation feature of the node allows generation of transient or persistent Corrected Errors, that is, Corrected Errors that are recorded as ERR<n>STATUS.CE == 0b01 and 0b11.

All other values are reserved.

If [ERR<n>FR.FRX](#) is 0b1 then [ERR<n>FR.CE](#) indicates whether the node supports this type of error.

This field reads-as-zeros if the node does not support this type of error.

DE, bit [5]

Deferred Error generation. Describes whether the fault generation feature of the node can generate this type of error.

DE	Meaning
0b0	The fault generation feature of the node cannot generate this type of error.
0b1	The fault generation feature of the node allows generation of this type of error.

If [ERR<n>FR.FRX](#) is 0b1 then [ERR<n>FR.DE](#) indicates whether the node supports this type of error.

This bit reads-as-zero if the node does not support this type of error.

UEO, bit [4]

Latent or Restartable Error generation. Describes whether the fault generation feature of the node can generate this type of error.

UEO	Meaning
0b0	The fault generation feature of the node cannot generate this type of error.
0b1	The fault generation feature of the node allows generation of this type of error.

If [ERR<n>FR.FRX](#) is 0b1 then [ERR<n>FR.UEO](#) indicates whether the node supports this type of error.

This bit reads-as-zero if the node does not support this type of error.

UER, bit [3]

Signaled or Recoverable Error generation. Describes whether the fault generation feature of the node can generate this type of error.

UER	Meaning
0b0	The fault generation feature of the node cannot generate this type of error.
0b1	The fault generation feature of the node allows generation of this type of error.

If [ERR<n>FR.FRX](#) is 0b1 then [ERR<n>FR.UER](#) indicates whether the node supports this type of error.

This bit reads-as-zero if the node does not support this type of error.

UEU, bit [2]

Unrecoverable Error generation. Describes whether the fault generation feature of the node can generate this type of error.

UEU	Meaning
0b0	The fault generation feature of the node cannot generate this type of error.
0b1	The fault generation feature of the node allows generation of this type of error.

If [ERR<n>FR.FRX](#) is 0b1 then [ERR<n>FR.UEU](#) indicates whether the node supports this type of error.

This bit reads-as-zero if the node does not support this type of error.

UC, bit [1]

Uncontainable Error generation. Describes whether the fault generation feature of the node can generate this type of error.

UC	Meaning
0b0	The fault generation feature of the node cannot generate this type of error.
0b1	The fault generation feature of the node allows generation of this type of error.

If [ERR<n>FR.FRX](#) is 0b1 then [ERR<n>FR.UC](#) indicates whether the node supports this type of error.

This bit reads-as-zero if the node does not support this type of error.

OF, bit [0]

Overflow flag. Describes how the fault generation feature of the node sets the [ERR<n>STATUS.OF](#) status flag.

OF	Meaning
0b0	When an injected error is recorded, the node sets ERR<n>STATUS.OF according to the architecture-defined rules for setting the OF bit.
0b1	When an injected error is recorded, ERR<n>STATUS.OF is set to ERR<n>PFGCTL.OF . This behavior replaces the architecture-defined rules for setting the OF bit.

This bit reads-as-zero if the node does not support this flag.

Accessing the ERR<n>PFGF

ERR<n>PFGF can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
RAS	0x800 + (64 * n)	ERR<n>PFGF

Accesses on this interface are **RO**.

ERR<n>STATUS, Error Record Primary Status Register, n = 0 - 65534

The ERR<n>STATUS characteristics are:

Purpose

Contains status information for error record <n>, including:

- Whether any error has been detected (valid).
- Whether any detected error was not corrected, and returned to a Requester.
- Whether any detected error was not corrected and deferred.
- Whether an error record has been discarded because additional errors have been detected before the first error was handled by software (overflow).
- Whether any error has been reported.
- Whether the other error record registers contain valid information.
- Whether the error was reported because poison data was detected or because a corrupt value was detected by an error detection code.
- A primary error code.
- An IMPLEMENTATION DEFINED extended error code.

Within this register:

- The {AV, V, MV} bits are valid bits that define whether error record <n> registers are valid.
- The {UE, OF, CE, DE, UET} bits encode the types of error or errors recorded.
- The {CI, ER, PN, IERR, SERR} fields are syndrome fields.

Configuration

This register is present only when error record <n> is implemented. Otherwise, direct accesses to ERR<n>STATUS are RES0.

[ERR<q>FR](#) describes the features implemented by the node that owns error record <n>. <q> is the index of the first error record owned by the same node as error record <n>. If the node owns a single record, then q = n.

For IMPLEMENTATION DEFINED fields in ERR<n>STATUS, writing zero returns the error record to an initial quiescent state.

In particular, if any IMPLEMENTATION DEFINED syndrome fields might generate a Fault Handling or Error Recovery Interrupt request, writing zero is sufficient to deactivate the Interrupt request.

Fields that are read-only, non-zero, and ignore writes are compliant with this requirement.

Note

Arm recommends that any IMPLEMENTATION DEFINED syndrome field that can generate a Fault Handling, Error Recovery, Critical, or IMPLEMENTATION DEFINED, interrupt request is disabled at Cold reset and is enabled by software writing an IMPLEMENTATION DEFINED nonzero value to an IMPLEMENTATION DEFINED field in [ERR<q>CTLR](#).

Attributes

ERR<n>STATUS is a 64-bit register.

Field descriptions

The ERR<n>STATUS bit assignments are:

When RAS System Architecture v1.1 is implemented:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
AV	V	UE	ER	OF	MV	CE	DE	PN	UET	CI	RES0	IERR										SERR									
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

AV, bit [31]

When error record <n> includes an address associated with an error:

Address Valid.

AV	Meaning
0b0	ERR<n>ADDR not valid.
0b1	ERR<n>ADDR contains an address associated with the highest priority error recorded by this record.

This bit is read/write-one-to-clear.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to 0.

Otherwise:

Reserved, RES0.

V, bit [30]

Status Register Valid.

V	Meaning
0b0	ERR<n>STATUS not valid.
0b1	ERR<n>STATUS valid. At least one error has been recorded.

This bit is read/write-one-to-clear.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to 0.

UE, bit [29]

Uncorrected Error.

UE	Meaning
0b0	No errors have been detected, or all detected errors have been either corrected or deferred.
0b1	At least one detected error was not corrected and not deferred.

When clearing ERR<n>STATUS.V to 0b0, if this bit is nonzero, then Arm recommends that software write 0b1 to this bit to clear this bit to zero.

This bit is not valid and reads UNKNOWN if ERR<n>STATUS.V == 0b0.

This bit is read/write-one-to-clear.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

ER, bit [28]

Error Reported.

ER	Meaning
0b0	No in-band error (External Abort) reported.
0b1	An External Abort was signaled by the node to the Requester making the access or other transaction. This can be because any of the following are true: <ul style="list-style-type: none"> The applicable one of the ERR<q>CTLR.{WUE,RUE,UE} bits is implemented and was set to 0b1 when an Uncorrected error was detected. The applicable one of the ERR<q>CTLR.{WUE,RUE,UE} bits is not implemented and the node always reports errors.

It is IMPLEMENTATION DEFINED whether this bit can be set to 0b1 by a Deferred error.

When clearing ERR<n>STATUS.V to 0b0, if this bit is nonzero, then Arm recommends that software write 0b1 to this bit to clear this bit to zero.

This bit is not valid and reads UNKNOWN if any of the following are true:

- ERR<n>STATUS.V == 0b0.
- ERR<n>STATUS.UE == 0b0 and this bit is never set to 0b1 by a Deferred error.
- ERR<n>STATUS.{UE,DE} == {0,0} and this bit can be set to 0b1 by a Deferred error.

This bit is read/write-one-to-clear.

Note

An External Abort signaled by the node might be masked and not generate any exception.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

OF, bit [27]

Overflow.

Indicates that multiple errors have been detected. This bit is set to 0b1 when one of the following occurs:

- A Corrected error counter is implemented, an error is counted, and the counter overflows.
- ERR<n>STATUS.V was previously set to 0b1, a Corrected error counter is not implemented, and a Corrected error is recorded.
- ERR<n>STATUS.V was previously set to 0b1, and a type of error other than a Corrected error is recorded.

Otherwise, this bit is unchanged when an error is recorded.

If a Corrected error counter is implemented:

- A direct write that modifies the counter overflow flag indirectly might set this bit to an UNKNOWN value.
- A direct write to this bit that clears this bit to zero might indirectly set the counter overflow flag to an UNKNOWN value.

OF	Meaning
0b0	Since this bit was last cleared to zero, no error syndrome has been discarded and, if a Corrected error counter is implemented, it has not overflowed.
0b1	Since this bit was last cleared to zero, at least one error syndrome has been discarded or, if a Corrected error counter is implemented, it might have overflowed.

When clearing ERR<n>STATUS.V to 0b0, if this bit is nonzero, then Arm recommends that software write 0b1 to this bit to clear this bit to zero.

This bit is not valid and reads UNKNOWN if ERR<n>STATUS.V == 0b0.

This bit is read/write-one-to-clear.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

MV, bit [26]

When error record <n> includes an additional information for an error:

Miscellaneous Registers Valid.

MV	Meaning
0b0	ERR<n>MISC<m> not valid.
0b1	The IMPLEMENTATION DEFINED contents of the ERR<n>MISC<m> registers contains additional information for an error recorded by this record.

This bit is read/write-one-to-clear.

Note

If the ERR<n>MISC<m> registers can contain additional information for a previously recorded error, then the contents must be self-describing to software or a user. For example, certain fields might relate only to Corrected errors, and other fields only to the most recent error that was not discarded.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to 0.

Otherwise:

Reserved, RES0.

CE, bits [25:24]

Corrected Error.

CE	Meaning
0b00	No errors were corrected.
0b01	At least one transient error was corrected.
0b10	At least one error was corrected.
0b11	At least one persistent error was corrected.

The mechanism by which a node detects whether a correctable error is transient or persistent is IMPLEMENTATION DEFINED. If no such mechanism is implemented, then the node sets this field to 0b10 when an error is corrected.

When clearing ERR<n>STATUS.V to 0b0, if this field is nonzero, then Arm recommends that software write ones to this field to clear this field to zero.

This field is not valid and reads UNKNOWN if ERR<n>STATUS.V == 0b0.

This field is read/write-ones-to-clear. Writing a value other than all-zeros or all-ones sets this field to an UNKNOWN value.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

DE, bit [23]

Deferred Error.

DE	Meaning
0b0	No errors were deferred.
0b1	At least one error was not corrected and deferred.

Support for deferring errors is IMPLEMENTATION DEFINED.

When clearing ERR<n>STATUS.V to 0b0, if this bit is nonzero, then Arm recommends that software write 0b1 to this bit to clear this bit to zero.

This bit is not valid and reads UNKNOWN if ERR<n>STATUS.V == 0b0.

This bit is read/write-one-to-clear.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

PN, bit [22]

Poison.

PN	Meaning
0b0	Uncorrected error or Deferred error recorded because a corrupt value was detected, for example, by an error detection code (EDC), or Corrected error recorded.
0b1	Uncorrected error or Deferred error recorded because a poison value was detected.

When clearing ERR<n>STATUS.V to 0b0, if this bit is nonzero, then Arm recommends that software write 0b1 to this bit to clear this bit to zero.

This bit is not valid and reads UNKNOWN if any of the following are true:

- ERR<n>STATUS.V == 0b0.
- ERR<n>STATUS.{DE,UE} == {0,0}.

This bit is read/write-one-to-clear.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

UET, bits [21:20]

Uncorrected Error Type. Describes the state of the component after detecting or consuming an Uncorrected error.

UET	Meaning
0b00	Uncorrected error, Uncontainable error (UC).
0b01	Uncorrected error, Unrecoverable error (UEU).
0b10	Uncorrected error, Latent or Restartable error (UEO).
0b11	Uncorrected error, Signaled or Recoverable error (UER).

When clearing ERR<n>STATUS.V to 0b0, if this field is nonzero, then Arm recommends that software write ones to this field to clear this field to zero.

This field is not valid and reads UNKNOWN if any of the following are true:

- ERR<n>STATUS.V == 0b0.
- ERR<n>STATUS.UE == 0b0.

This field is read/write-ones-to-clear. Writing a value other than all-zeros or all-ones sets this field to an UNKNOWN value.

Note

Software might use the information in the error record registers to determine what recovery is necessary.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

CI, bit [19]

Critical Error. Indicates whether a critical error condition has been recorded.

CI	Meaning
0b0	No critical error condition.
0b1	Critical error condition.

When clearing ERR<n>STATUS.V to 0b0, if this bit is nonzero, then Arm recommends that software write 0b1 to this bit to clear this bit to zero.

This bit is not valid and reads UNKNOWN if ERR<n>STATUS.V == 0b0.

This bit is read/write-one-to-clear.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

Bits [18:16]

Reserved, RES0.

IERR, bits [15:8]

IMPLEMENTATION DEFINED error code. Used with any primary error code ERR<n>STATUS.SERR value. Further IMPLEMENTATION DEFINED information can be placed in the ERR<n>MISC<m> registers.

The implemented set of valid values that this field can take is IMPLEMENTATION DEFINED. If any value not in this set is written to this register, then the value read back from this field is UNKNOWN.

Note

This means that one or more bits of this field might be implemented as fixed read-as-zero or read-as-one values.

This field is not valid and reads UNKNOWN if all of the following are true:

- Any of the following are true:
 - The RAS Common Fault Injection Model Extension is implemented by the node that owns this error record and [ERR<q>PFGF.SYN](#) == 0b0.
 - The RAS Common Fault Injection Model Extension is not implemented by the node that owns this error record.
- ERR<n>STATUS.V == 0b0.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

SERR, bits [7:0]

Architecturally-defined primary error code. The primary error code might be used by a fault handling agent to triage an error without requiring device-specific code. For example, to count and threshold corrected errors in software, or generate a short log entry.

SERR	Meaning
0x00	No error.
0x01	IMPLEMENTATION DEFINED error.
0x02	Data value from (non-associative) internal memory. For example, ECC from on-chip SRAM or buffer.
0x03	IMPLEMENTATION DEFINED pin. For example, nSEI pin.
0x04	Assertion failure. For example, consistency failure.
0x05	Error detected on internal data path. For example, parity on ALU result.
0x06	Data value from associative memory. For example, ECC error on cache data.
0x07	Address/control value from associative memory. For example, ECC error on cache tag.
0x08	Data value from a TLB. For example, ECC error on TLB data.
0x09	Address/control value from a TLB. For example, ECC error on TLB tag.
0x0A	Data value from producer. For example, parity error on write data bus.
0x0B	Address/control value from producer. For example, parity error on address bus.
0x0C	Data value from (non-associative) external memory. For example, ECC error in SDRAM.
0x0D	Illegal address (software fault). For example, access to unpopulated memory.
0x0E	Illegal access (software fault). For example, byte write to word register.
0x0F	Illegal state (software fault). For example, device not ready.
0x10	Internal data register. For example, parity on a SIMD&FP register. For a PE, all general-purpose, stack pointer, SIMD&FP, and SVE registers are data registers.
0x11	Internal control register. For example, Parity on a System register. For a PE, all registers other than general-purpose, stack pointer, SIMD&FP, and SVE registers are control registers.
0x12	Error response from Completer of access. For example, error response from cache write-back.
0x13	External timeout. For example, timeout on interaction with another node.
0x14	Internal timeout. For example, timeout on interface within the node.
0x15	Deferred error from Completer not supported at Requester. For example, poisoned data received from the Completer of an access by a Requester that cannot defer the error further.
0x16	Deferred error from Requester not supported at Completer. For example, poisoned data received from the Requester of an access by a Completer that cannot defer the error further.
0x17	Deferred error from Completer passed through. For example, poisoned data received from the Completer of an access and returned to the Requester.
0x18	Deferred error from Requester passed through. For example, poisoned data received from the Requester of an access and deferred to the Completer.
0x19	Error recorded by PCIe error logs. Indicates that the node has recorded an error in a PCIe error log. This might be the PCIe device status register, AER, DVSEC, or other mechanisms defined by PCIe.

All other values are reserved.

The implemented set of valid values that this field can take is IMPLEMENTATION DEFINED. If any value not in this set is written to this register, then the value read back from this field is UNKNOWN.

Note

This means that one or more bits of this field might be implemented as fixed read-as-zero or read-as-one values.

This field is not valid and reads UNKNOWN if all of the following are true:

- Any of the following are true:
 - The RAS Common Fault Injection Model Extension is implemented by the node that owns this error record and `ERR<q>PFGF.SYN == 0b0`.
 - The RAS Common Fault Injection Model Extension is not implemented by the node that owns this error record.
- `ERR<n>STATUS.V == 0b0`.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

When RAS System Architecture v1.0 is implemented:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
AV	V	UE	ER	OF	MV	CE	DE	PN	UET	RES0						IERR						SERR									
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

AV, bit [31]

When error record <n> includes an address associated with an error:

Address Valid.

AV	Meaning
0b0	<code>ERR<n>ADDR</code> not valid.
0b1	<code>ERR<n>ADDR</code> contains an address associated with the highest priority error recorded by this record.

This bit ignores writes if `ERR<n>STATUS.{CE,DE,UE} != {0b00,0,0}`, and the highest priority of these is not being cleared to zero in the same write.

This bit is read/write-one-to-clear.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to 0.

Otherwise:

Reserved, RES0.

V, bit [30]

Status Register Valid.

V	Meaning
0b0	<code>ERR<n>STATUS</code> not valid.
0b1	<code>ERR<n>STATUS</code> valid. At least one error has been recorded.

This bit ignores writes if `ERR<n>STATUS.{CE,DE,UE} != {0b00,0,0}`, and is not being cleared to 0b0 in the same write.

This bit is read/write-one-to-clear.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to 0.

UE, bit [29]

Uncorrected Error.

UE	Meaning
0b0	No errors have been detected, or all detected errors have been either corrected or deferred.
0b1	At least one detected error was not corrected and not deferred.

When clearing ERR<n>STATUS.V to 0b0, if this bit is nonzero, then Arm recommends that software write 0b1 to this bit to clear this bit to zero.

This bit is not valid and reads UNKNOWN if ERR<n>STATUS.V == 0b0. This bit ignores writes if ERR<n>STATUS.OF == 0b1 and is not being cleared to 0b0 in the same write.

This bit is read/write-one-to-clear.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

ER, bit [28]

Error Reported.

ER	Meaning
0b0	No in-band error (External Abort) reported.
0b1	An External Abort was signaled by the node to the Requester making the access or other transaction. This can be because any of the following are true: <ul style="list-style-type: none"> The applicable one of the ERR<q>CTLR.{WUE,RUE,UE} bits is implemented and was set to 0b1 when an Uncorrected error was detected. The applicable one of the ERR<q>CTLR.{WUE,RUE,UE} bits is not implemented and the node always reports errors.

It is IMPLEMENTATION DEFINED whether this bit can be set to 0b1 by a Deferred error.

If this bit is nonzero, then Arm recommends that software write 0b1 to this bit to clear this bit to zero, when any of:

- Clearing ERR<n>STATUS.V to 0b0.
- Clearing ERR<n>STATUS.UE to 0b0, if this bit is never set to 0b1 by a Deferred error.
- Clearing ERR<n>STATUS.{UE,DE} to {0,0}, if this bit can be set to 0b1 by a Deferred error.

This bit is not valid and reads UNKNOWN if any of the following are true:

- ERR<n>STATUS.V == 0b0.
- ERR<n>STATUS.UE == 0b0 and this bit is never set to 0b1 by a Deferred error.
- ERR<n>STATUS.{UE,DE} == {0,0} and this bit can be set to 0b1 by a Deferred error.

This bit ignores writes if ERR<n>STATUS.{CE,DE,UE} != {0b00,0,0}, and the highest priority of these is not being cleared to zero in the same write.

This bit is read/write-one-to-clear.

Note

An External Abort signaled by the node might be masked and not generate any exception.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

OF, bit [27]

Overflow.

Indicates that multiple errors have been detected. This bit is set to 0b1 when one of the following occurs:

- An Uncorrected error is detected and ERR<n>STATUS.UE == 0b1.
- A Deferred error is detected, ERR<n>STATUS.UE == 0b0 and ERR<n>STATUS.DE == 0b1.
- A Corrected error is detected, no Corrected error counter is implemented, ERR<n>STATUS.UE == 0b0, ERR<n>STATUS.DE == 0b0, and ERR<n>STATUS.CE != 0b00. ERR<n>STATUS.CE might be updated for the new Corrected error.
- A Corrected error counter is implemented, ERR<n>STATUS.UE == 0b0, ERR<n>STATUS.DE == 0b0, and the counter overflows.

It is IMPLEMENTATION DEFINED whether this bit is set to 0b1 when one of the following occurs:

- A Deferred error is detected and ERR<n>STATUS.UE == 0b1.
- A Corrected error is detected, no Corrected error counter is implemented, and either or both the ERR<n>STATUS.UE or ERR<n>STATUS.DE bits are set to 0b1.
- A Corrected error counter is implemented, either or both the ERR<n>STATUS.UE or ERR<n>STATUS.DE bits are set to 0b1, and the counter overflows.

It is IMPLEMENTATION DEFINED whether this bit is cleared to 0b0 when one of the following occurs:

- An Uncorrected error is detected and ERR<n>STATUS.UE == 0b0.
- A Deferred error is detected, ERR<n>STATUS.UE == 0b0 and ERR<n>STATUS.DE == 0b0.
- A Corrected error is detected, ERR<n>STATUS.UE == 0b0, ERR<n>STATUS.DE == 0b0 and ERR<n>STATUS.CE == 0b00.

The IMPLEMENTATION DEFINED clearing of this bit might also depend on the value of the other error status bits.

If a Corrected error counter is implemented:

- A direct write that modifies the counter overflow flag indirectly might set this bit to an UNKNOWN value.
- A direct write to this bit that clears this bit to 0b0 might indirectly set the counter overflow flag to an UNKNOWN value.

OF	Meaning
0b0	<p>If ERR<n>STATUS.UE == 0b1, then no error syndrome for an Uncorrected error has been discarded.</p> <p>If ERR<n>STATUS.UE == 0b0 and ERR<n>STATUS.DE == 0b1, then no error syndrome for a Deferred error has been discarded.</p> <p>If ERR<n>STATUS.UE == 0b0, ERR<n>STATUS.DE == 0b0, and a Corrected error counter is implemented, then the counter has not overflowed.</p> <p>If ERR<n>STATUS.UE == 0b0, ERR<n>STATUS.DE == 0b0, ERR<n>STATUS.CE != 0b00, and no Corrected error counter is implemented, then no error syndrome for a Corrected error has been discarded.</p>
<p>Note</p> <p>This bit might have been set to 0b1 when an error syndrome was discarded and later cleared to 0b0 when a higher priority syndrome was recorded.</p>	
0b1	At least one error syndrome has been discarded or, if a Corrected error counter is implemented, it might have overflowed.

When clearing ERR<n>STATUS.V to 0b0, if this bit is nonzero, then Arm recommends that software write 0b1 to this bit to clear this bit to zero.

This bit is not valid and reads UNKNOWN if ERR<n>STATUS.V == 0b0.

This bit is read/write-one-to-clear.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

MV, bit [26]

When error record <n> includes an additional information for an error:

Miscellaneous Registers Valid.

MV	Meaning
0b0	ERR<n>MISC<m> not valid.
0b1	The IMPLEMENTATION DEFINED contents of the ERR<n>MISC<m> registers contains additional information for an error recorded by this record.

This bit ignores writes if ERR<n>STATUS.{CE,DE,UE} != {0b00,0,0}, and the highest priority of these is not being cleared to zero in the same write.

This bit is read/write-one-to-clear.

Note

If the ERR<n>MISC<m> registers can contain additional information for a previously recorded error, then the contents must be self-describing to software or a user. For example, certain fields might relate only to Corrected errors, and other fields only to the most recent error that was not discarded.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to 0.

Otherwise:

Reserved, RES0.

CE, bits [25:24]

Corrected Error.

CE	Meaning
0b00	No errors were corrected.
0b01	At least one transient error was corrected.
0b10	At least one error was corrected.
0b11	At least one persistent error was corrected.

The mechanism by which a node detects whether a correctable error is transient or persistent is IMPLEMENTATION DEFINED. If no such mechanism is implemented, then the node sets this field to 0b10 when an error is corrected.

When clearing ERR<n>STATUS.V to 0b0, if this field is nonzero, then Arm recommends that software write ones to this field to clear this field to zero.

This field is not valid and reads UNKNOWN if ERR<n>STATUS.V == 0b0. This field ignores writes if ERR<n>STATUS.OF == 0b1 and is not being cleared to 0b0 in the same write.

This field is read/write-ones-to-clear. Writing a value other than all-zeros or all-ones sets this field to an UNKNOWN value.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

DE, bit [23]

Deferred Error.

DE	Meaning
0b0	No errors were deferred.
0b1	At least one error was not corrected and deferred.

Support for deferring errors is IMPLEMENTATION DEFINED.

When clearing ERR<n>STATUS.V to 0b0, if this bit is nonzero, then Arm recommends that software write 0b1 to this bit to clear this bit to zero.

This bit is not valid and reads UNKNOWN if ERR<n>STATUS.V == 0b0. This bit ignores writes if ERR<n>STATUS.OF == 0b1 and is not being cleared to 0b0 in the same write.

This bit is read/write-one-to-clear.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

PN, bit [22]

Poison.

PN	Meaning
0b0	Uncorrected error or Deferred error recorded because a corrupt value was detected, for example, by an error detection code (EDC), or Corrected error recorded.
0b1	Uncorrected error or Deferred error recorded because a poison value was detected.

If this bit is nonzero, then Arm recommends that software write 0b1 to this bit to clear this bit to zero, when any of:

- Clearing ERR<n>STATUS.V to 0b0.
- Clearing both ERR<n>STATUS.{DE, UE} to 0b0.

This bit is not valid and reads UNKNOWN if any of the following are true:

- ERR<n>STATUS.V == 0b0.
- ERR<n>STATUS.{DE,UE} == {0,0}.

This bit ignores writes if ERR<n>STATUS.{CE,DE,UE} != {0b00,0,0}, and the highest priority of these is not being cleared to zero in the same write.

This bit is read/write-one-to-clear.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

UET, bits [21:20]

Uncorrected Error Type. Describes the state of the component after detecting or consuming an Uncorrected error.

UET	Meaning
0b00	Uncorrected error, Uncontainable error (UC).
0b01	Uncorrected error, Unrecoverable error (UEU).
0b10	Uncorrected error, Latent or Restartable error (UEO).
0b11	Uncorrected error, Signaled or Recoverable error (UER).

If this field is nonzero, then Arm recommends that software write ones to this field to clear this field to zero, when any of:

- Clearing ERR<n>STATUS.V to 0b0.
- Clearing ERR<n>STATUS.UE to 0b0.

This field is not valid and reads UNKNOWN if any of the following are true:

- ERR<n>STATUS.V == 0b0.
- ERR<n>STATUS.UE == 0b0.

This field ignores writes if ERR<n>STATUS.{CE,DE,UE} != {0b00,0,0}, and the highest priority of these is not being cleared to zero in the same write.

This field is read/write-ones-to-clear. Writing a value other than all-zeros or all-ones sets this field to an UNKNOWN value.

Note

Software might use the information in the error record registers to determine what recovery is necessary.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

Bits [19:16]

Reserved, RES0.

IERR, bits [15:8]

IMPLEMENTATION DEFINED error code. Used with any primary error code ERR<n>STATUS.SERR value. Further IMPLEMENTATION DEFINED information can be placed in the ERR<n>MISC<m> registers.

The implemented set of valid values that this field can take is IMPLEMENTATION DEFINED. If any value not in this set is written to this register, then the value read back from this field is UNKNOWN.

Note

This means that one or more bits of this field might be implemented as fixed read-as-zero or read-as-one values.

This field is not valid and reads UNKNOWN if all of the following are true:

- Any of the following are true:
 - The RAS Common Fault Injection Model Extension is implemented by the node that owns this error record and [ERR<q>PFGF.SYN](#) == 0b0.
 - The RAS Common Fault Injection Model Extension is not implemented by the node that owns this error record.
- ERR<n>STATUS.V == 0b0.

This field ignores writes if ERR<n>STATUS.{CE,DE,UE} != {0b00,0,0}, and the highest priority of these is not being cleared to zero in the same write.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

SERR, bits [7:0]

Architecturally-defined primary error code. The primary error code might be used by a fault handling agent to triage an error without requiring device-specific code. For example, to count and threshold corrected errors in software, or generate a short log entry.

SERR	Meaning
0x00	No error.
0x01	IMPLEMENTATION DEFINED error.
0x02	Data value from (non-associative) internal memory. For example, ECC from on-chip SRAM or buffer.
0x03	IMPLEMENTATION DEFINED pin. For example, nSEI pin.
0x04	Assertion failure. For example, consistency failure.
0x05	Error detected on internal data path. For example, parity on ALU result.
0x06	Data value from associative memory. For example, ECC error on cache data.
0x07	Address/control value from associative memory. For example, ECC error on cache tag.
0x08	Data value from a TLB. For example, ECC error on TLB data.
0x09	Address/control value from a TLB. For example, ECC error on TLB tag.
0x0A	Data value from producer. For example, parity error on write data bus.
0x0B	Address/control value from producer. For example, parity error on address bus.
0x0C	Data value from (non-associative) external memory. For example, ECC error in SDRAM.
0x0D	Illegal address (software fault). For example, access to unpopulated memory.
0x0E	Illegal access (software fault). For example, byte write to word register.
0x0F	Illegal state (software fault). For example, device not ready.
0x10	Internal data register. For example, parity on a SIMD&FP register. For a PE, all general-purpose, stack pointer, SIMD&FP, and SVE registers are data registers.
0x11	Internal control register. For example, Parity on a System register. For a PE, all registers other than general-purpose, stack pointer, SIMD&FP, and SVE registers are control registers.
0x12	Error response from Completer of access. For example, error response from cache write-back.
0x13	External timeout. For example, timeout on interaction with another node.
0x14	Internal timeout. For example, timeout on interface within the node.
0x15	Deferred error from Completer not supported at Requester. For example, poisoned data received from the Completer of an access by a Requester that cannot defer the error further.
0x16	Deferred error from Requester not supported at Completer. For example, poisoned data received from the Requester of an access by a Completer that cannot defer the error further.
0x17	Deferred error from Completer passed through. For example, poisoned data received from the Completer of an access and returned to the Requester.
0x18	Deferred error from Requester passed through. For example, poisoned data received from the Requester of an access and deferred to the Completer.
0x19	Error recorded by PCIe error logs. Indicates that the node has recorded an error in a PCIe error log. This might be the PCIe device status register, AER, DVSEC, or other mechanisms defined by PCIe.

All other values are reserved.

The implemented set of valid values that this field can take is IMPLEMENTATION DEFINED. If any value not in this set is written to this register, then the value read back from this field is UNKNOWN.

Note

This means that one or more bits of this field might be implemented as fixed read-as-zero or read-as-one values.

This field is not valid and reads UNKNOWN if all of the following are true:

- Any of the following are true:
 - The RAS Common Fault Injection Model Extension is implemented by the node that owns this error record and [ERR<q>PFGF.SYN](#) == 0b0.
 - The RAS Common Fault Injection Model Extension is not implemented by the node that owns this error record.
- ERR<n>STATUS.V == 0b0.

This field ignores writes if ERR<n>STATUS.{CE,DE,UE} != {0b00,0,0}, and the highest priority of these is not being cleared to zero in the same write.

On an Error recovery reset, the value of this field is unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

Accessing the ERR<n>STATUS

The {AV, V, UE, ER, OF, MV, CE, DE, PN, UET, CI} fields are write-one-to-clear, meaning writes of zero are ignored, and a write of one or all-ones to the field clears the field to zero. The {IERR, SERR} fields are read/write fields, although the set of implemented valid values is IMPLEMENTATION DEFINED. See also [ERR<n>PFGF.SYN](#).

After reading ERR<n>STATUS, software must clear the valid bits in the register to allow new errors to be recorded. However, between reading the register and clearing the valid bits, a new error might have overwritten the register. To prevent this error being lost by software, the register prevents updates to fields that might have been updated by a new error.

When RAS System Architecture v1.0 is implemented:

- Writes to the {UE, DE, CE} fields are ignored if the OF bit is set and is not being cleared.
- Writes to the V bit are ignored if any of the {UE, DE, CE} fields are nonzero and are not being cleared.
- Writes to the {AV, MV} bits and {ER, PN, UET, IERR, SERR} syndrome fields are ignored if the highest priority error status field is nonzero and not being cleared. The error status fields in priority order from highest to lowest, are UE, DE, and CE.

When RAS System Architecture v1.1 is implemented, a write to the register is ignored if all of:

- Any of {V, UE, OF, CE, DE} fields are nonzero before the write.
- The write does not clear the nonzero {V, UE, OF, CE, DE} fields to zero by writing ones to the applicable field or fields.

Some of the fields in ERR<n>STATUS are also defined as UNKNOWN where certain combinations of the {V, DE, UE} status fields are zero. The rules for writes to ERR<n>STATUS allow a node to implement such a field as a fixed read-only value.

For example, when RAS System Architecture v1.1 is implemented, a write to ERR<n>STATUS when ERR<n>STATUS.V is 1 results in either ERR<n>STATUS.V field being cleared to zero, or ERR<n>STATUS.V not changing. Since all fields in ERR<n>STATUS, other than {AV, V, MV}, usually read as UNKNOWN values when ERR<n>STATUS.V is zero, this means those fields can be implemented as read-only if applicable.

To ensure correct and portable operation, when software is clearing the valid bits in the register to allow new errors to be recorded, Arm recommends that software:

- Determine which fields to clear to zero by reading ERR<n>STATUS.
- Write ones to all the write-one-to-clear fields that are nonzero.
- Write zero to all the read/write fields.
- Write zero to all the write-one-to-clear fields that are zero.

Otherwise, these fields might not have the correct value when a new fault is recorded.

An exception is when the node supports writing to these fields as part of fault injection. See also [ERR<n>PFGF.SYN](#).

ERR<n>STATUS can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
RAS	0x010 + (64 * n)	ERR<n>STATUS

Accesses on this interface are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERRPIDR0, Peripheral Identification Register 0

The ERRPIDR0 characteristics are:

Purpose

Provides discovery information about the component.

For more information, see 'About the Peripheral identification scheme'.

Configuration

Implementation of this register is OPTIONAL.

ERRPIDR0 is implemented only as part of a memory-mapped group of error records.

Attributes

ERRPIDR0 is a 32-bit register.

Field descriptions

The ERRPIDR0 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								PART_0							

Bits [31:8]

Reserved, RES0.

PART_0, bits [7:0]

Part number, bits [7:0].

The part number is selected by the designer of the component. The designer chooses whether to use a 12-bit or a 16-bit part number:

- If a 12-bit part number is used, it is stored in [ERRPIDR1.PART_1](#) and ERRPIDR0.PART_0. There are 8 bits, [ERRPIDR2.REVISION](#) and [ERRPIDR3.REVAND](#), available to define the revision of the component.
- If a 16-bit part number is used, it is stored in [ERRPIDR2.PART_2](#), [ERRPIDR1.PART_1](#) and ERRPIDR0.PART_0. There are 4 bits, [ERRPIDR3.REVISION](#), available to define the revision of the component.

This field reads as an IMPLEMENTATION DEFINED value.

Accessing the ERRPIDR0

ERRPIDR0 can be accessed through the memory-mapped interfaces:

Component	Offset
RAS	0xFE0

Accesses on this interface are **RO**.

ERRPIDR1, Peripheral Identification Register 1

The ERRPIDR1 characteristics are:

Purpose

Provides discovery information about the component.

For more information, see 'About the Peripheral identification scheme'.

Configuration

Implementation of this register is OPTIONAL.

ERRPIDR1 is implemented only as part of a memory-mapped group of error records.

Attributes

ERRPIDR1 is a 32-bit register.

Field descriptions

The ERRPIDR1 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								DES_0				PART_1			

Bits [31:8]

Reserved, RES0.

DES_0, bits [7:4]

Designer, JEP106 identification code, bits [3:0]. ERRPIDR1.DES_0 and [ERRPIDR2.DES_1](#) together form the JEDEC-assigned JEP106 identification code for the designer of the component. The parity bit in the JEP106 identification code is not included. The code identifies the designer of the component, which might not be the same as the implementer of the device containing the component. To obtain a number, or to see the assignment of these codes, contact JEDEC <http://www.jedec.org>.

This field reads as an IMPLEMENTATION DEFINED value.

Note

For a component designed by Arm Limited, the JEP106 identification code is 0x3B.

PART_1, bits [3:0]

Part number, bits [11:8].

The part number is selected by the designer of the component. The designer chooses whether to use a 12-bit or a 16-bit part number:

- If a 12-bit part number is used, it is stored in ERRPIDR1.PART_1 and [ERRPIDR0.PART_0](#). There are 8 bits, [ERRPIDR2.REVISION](#) and [ERRPIDR3.REVAND](#), available to define the revision of the component.
- If a 16-bit part number is used, it is stored in [ERRPIDR2.PART_2](#), ERRPIDR1.PART_1 and [ERRPIDR0.PART_0](#). There are 4 bits, [ERRPIDR3.REVISION](#), available to define the revision of the component.

This field reads as an IMPLEMENTATION DEFINED value.

Accessing the ERRPIDR1

ERRPIDR1 can be accessed through the memory-mapped interfaces:

Component	Offset
RAS	0xFE4

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERRPIDR2, Peripheral Identification Register 2

The ERRPIDR2 characteristics are:

Purpose

Provides discovery information about the component.

For more information, see 'About the Peripheral identification scheme'.

Configuration

Implementation of this register is OPTIONAL.

ERRPIDR2 is implemented only as part of a memory-mapped group of error records.

Attributes

ERRPIDR2 is a 32-bit register.

Field descriptions

The ERRPIDR2 bit assignments are:

When the component uses a 12-bit part number:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								REVISION				JEDEC		DES 1	

Bits [31:8]

Reserved, RES0.

REVISION, bits [7:4]

Component major revision. ERRPIDR2.REVISION and [ERRPIDR3.REVAND](#) together form the revision number of the component, with ERRPIDR2.REVISION being the most significant part and [ERRPIDR3.REVAND](#) the least significant part. When a component is changed, ERRPIDR2.REVISION or [ERRPIDR3.REVAND](#) are increased to ensure that software can differentiate the different revisions of the component. If ERRPIDR2.REVISION is increased then [ERRPIDR3.REVAND](#) should be set to 0b0000.

This field reads as an IMPLEMENTATION DEFINED value.

JEDEC, bit [3]

JEDEC-assigned JEP106 implementer code is used.

Reads as 0b1.

DES_1, bits [2:0]

Designer, JEP106 identification code, bits [6:4]. [ERRPIDR1.DES_0](#) and ERRPIDR2.DES_1 together form the JEDEC-assigned JEP106 identification code for the designer of the component. The parity bit in the JEP106 identification code is not included. The code identifies the designer of the component, which might not be the same as the implementer of the device containing the component. To obtain a number, or to see the assignment of these codes, contact JEDEC <http://www.jedec.org>.

This field reads as an IMPLEMENTATION DEFINED value.

Note

For a component designed by Arm Limited, the JEP106 identification code is 0x3B.

When the component uses a 16-bit part number:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																PART_2				JEDEC		DES_1									

Bits [31:8]

Reserved, RES0.

PART_2, bits [7:4]

Part number, bits [15:12].

The part number is selected by the designer of the component. The designer chooses whether to use a 12-bit or a 16-bit part number:

- If a 12-bit part number is used, it is stored in [ERRPIDR1](#).PART_1 and [ERRPIDR0](#).PART_0. There are 8 bits, [ERRPIDR2](#).REVISION and [ERRPIDR3](#).REVAND, available to define the revision of the component.
- If a 16-bit part number is used, it is stored in [ERRPIDR2](#).PART_2, [ERRPIDR1](#).PART_1 and [ERRPIDR0](#).PART_0. There are 4 bits, [ERRPIDR3](#).REVISION, available to define the revision of the component.

This field reads as an IMPLEMENTATION DEFINED value.

JEDEC, bit [3]

JEDEC-assigned JEP106 implementer code is used.

Reads as 0b1.

DES_1, bits [2:0]

Designer, JEP106 identification code, bits [6:4]. [ERRPIDR1](#).DES_0 and [ERRPIDR2](#).DES_1 together form the JEDEC-assigned JEP106 identification code for the designer of the component. The parity bit in the JEP106 identification code is not included. The code identifies the designer of the component, which might not be the same as the implementer of the device containing the component. To obtain a number, or to see the assignment of these codes, contact JEDEC <http://www.jedec.org>.

This field reads as an IMPLEMENTATION DEFINED value.

Note

For a component designed by Arm Limited, the JEP106 identification code is 0x3B.

Accessing the ERRPIDR2

ERRPIDR2 can be accessed through the memory-mapped interfaces:

Component	Offset
RAS	0xFE8

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

ERRPIDR3, Peripheral Identification Register 3

The ERRPIDR3 characteristics are:

Purpose

Provides discovery information about the component.

For more information, see 'About the Peripheral identification scheme'.

Configuration

Implementation of this register is OPTIONAL.

ERRPIDR3 is implemented only as part of a memory-mapped group of error records.

Attributes

ERRPIDR3 is a 32-bit register.

Field descriptions

The ERRPIDR3 bit assignments are:

When the component uses a 12-bit part number:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
												RES0												REVAND				CMOD			

Bits [31:8]

Reserved, RES0.

REVAND, bits [7:4]

Component minor revision. [ERRPIDR2.REVISION](#) and ERRPIDR3.REVAND together form the revision number of the component, with [ERRPIDR2.REVISION](#) being the most significant part and ERRPIDR3.REVAND the least significant part. When a component is changed, [ERRPIDR2.REVISION](#) or ERRPIDR3.REVAND are increased to ensure that software can differentiate the different revisions of the component. If [ERRPIDR2.REVISION](#) is increased then ERRPIDR3.REVAND should be set to 0b0000.

This field reads as an IMPLEMENTATION DEFINED value.

CMOD, bits [3:0]

Customer Modified.

Indicates the component has been modified.

A value of 0b0000 means the component is not modified from the original design.

Any other value means the component has been modified in an IMPLEMENTATION DEFINED way.

For any two components with the same Unique Component Identifier:

- If the value of the CMOD fields of both components equals zero, the components are identical.
- If the CMOD fields of both components have the same non-zero value, it does not necessarily mean that they have the same modifications.

- If the value of the CMOD field of either of the two components is non-zero, they might not be identical, even though they have the same Unique Component Identifier.

This field reads as an IMPLEMENTATION DEFINED value.

When the component uses a 16-bit part number:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																REVISION				CMOD											

Bits [31:8]

Reserved, RES0.

REVISION, bits [7:4]

Component revision. When a component is changed, ERRPIDR3.REVISION is increased to ensure that software can differentiate the different revisions of the component.

This field reads as an IMPLEMENTATION DEFINED value.

CMOD, bits [3:0]

Customer Modified.

Indicates the component has been modified.

A value of 0b0000 means the component is not modified from the original design.

Any other value means the component has been modified in an IMPLEMENTATION DEFINED way.

For any two components with the same Unique Component Identifier:

- If the value of the CMOD fields of both components equals zero, the components are identical.
- If the CMOD fields of both components have the same non-zero value, it does not necessarily mean that they have the same modifications.
- If the value of the CMOD field of either of the two components is non-zero, they might not be identical, even though they have the same Unique Component Identifier.

This field reads as an IMPLEMENTATION DEFINED value.

Accessing the ERRPIDR3

ERRPIDR3 can be accessed through the memory-mapped interfaces:

Component	Offset
RAS	0xFEC

Accesses on this interface are **RO**.

ERRPIDR4, Peripheral Identification Register 4

The ERRPIDR4 characteristics are:

Purpose

Provides discovery information about the component.

For more information, see 'About the Peripheral identification scheme'.

Configuration

Implementation of this register is OPTIONAL.

ERRPIDR4 is implemented only as part of a memory-mapped group of error records.

Attributes

ERRPIDR4 is a 32-bit register.

Field descriptions

The ERRPIDR4 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																SIZE				DES 2											

Bits [31:8]

Reserved, RES0.

SIZE, bits [7:4]

Size of the component.

The distance from the start of the address space used by this component to the end of the component identification registers.

A value of 0b0000 means one of the following is true:

- The component uses a single 4KB block.
- The component uses an IMPLEMENTATION DEFINED number of 4KB blocks.

Any other value means the component occupies $2^{\text{ERRPIDR4.SIZE}}$ 4KB blocks.

Using this field to indicate the size of the component is deprecated. This field might not correctly indicate the size of the component. Arm recommends that software determine the size of the component from the Unique Component Identifier fields, and other IMPLEMENTATION DEFINED registers in the component.

This field reads as an IMPLEMENTATION DEFINED value.

DES_2, bits [3:0]

Designer, JEP106 continuation code. This is the JEDEC-assigned JEP106 bank identifier for the designer of the component, minus 1. The code identifies the designer of the component, which might not be the same as the implementer of the device containing the component. To obtain a number, or to see the assignment of these codes, contact JEDEC <http://www.jedec.org>.

This field reads as an IMPLEMENTATION DEFINED value.

Note

For a component designed by Arm Limited, the JEP106 bank is 5, meaning this field has the value 0x4.

Accessing the ERRPIDR4

ERRPIDR4 can be accessed through the memory-mapped interfaces:

Component	Offset
RAS	0xFD0

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICC_ABPR, CPU Interface Aliased Binary Point Register

The GICC_ABPR characteristics are:

Purpose

Defines the point at which the priority value fields split into two parts, the group priority field and the subpriority field. The group priority field determines Group 1 interrupt preemption.

Configuration

In systems that support two Security states:

- This register is an alias of the Non-secure copy of [GICC_BPR](#).
- Non-secure accesses to this register return a shifted value of the binary point.
- If [ICC_CTLR_EL3](#).CBPR_EL1NS == 1, Secure accesses to this register access [ICC_BPR0_EL1](#).

Attributes

The reset value of this register is defined as (minimum [GICC_BPR](#).Binary_Point + 1), resulting in a permitted range of 0x1-0x4.

Field descriptions

The GICC_ABPR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																		Binary Point													

Bits [31:3]

Reserved, RES0.

Binary_Point, bits [2:0]

Controls how the 8-bit interrupt priority field is split into a group priority field, that determines interrupt preemption, and a subpriority field. The following list describes how this field determines the interrupt priority bits assigned to the group priority field:

- 'Secure ICC_BPR1_EL1 Binary Point when CBPR == 0' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069), for the processing of Group 1 interrupts in a GIC implementation that supports interrupt grouping, when [GICC_CTLR](#).CBPR == 0.
- 'Non-secure ICC_BPR1_EL1 Binary Point when CBPR == 0' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069), for all other cases.

This field resets to an architecturally UNKNOWN value.

Accessing the GICC_ABPR

This register is used only when System register access is not enabled. When System register access is enabled, the System registers [ICC_BPR0_EL1](#) and [ICC_BPR1_EL1](#) provide equivalent functionality.

GICC_ABPR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
-----------	--------	----------

GIC CPU interface	0x001C	GICC_ABPR
----------------------	--------	-----------

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICC_AEOIR, CPU Interface Aliased End Of Interrupt Register

The GICC_AEOIR characteristics are:

Purpose

A write to this register performs priority drop for the specified Group 1 interrupt and, if the appropriate [GICC_CTLR.EOImodeS](#) or [GICC_CTLR.EOImodeNS](#) field == 0, also deactivates the interrupt.

Configuration

When [GICD_CTLR.DS](#)==0, this register is an alias of the Non-secure view of [GICC_EOIR](#). A Secure access to this register is identical to a Non-secure access to [GICC_EOIR](#).

Attributes

GICC_AEOIR is a 32-bit register.

Field descriptions

The GICC_AEOIR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0								INTID																							

Bits [31:24]

Reserved, RES0.

INTID, bits [23:0]

The INTID of the signaled interrupt.

Note

INTIDs 1020-1023 are reserved and convey additional information such as spurious interrupts.

When affinity routing is not enabled:

- Bits [23:13] are RES0.
- For SGIs, bits [12:10] identify the CPU interface corresponding to the source PE. For all other interrupts these bits are RES0.

Accessing the GICC_AEOIR

A write to this register must correspond to the most recently acknowledged Group 1 interrupt. If a value other than the last value read from [GICC_AIAR](#) is written to this register, the effect is UNPREDICTABLE.

This register is used only when System register access is not enabled. When System register access is enabled:

- For AArch32 implementations, [ICC_EOIR1](#) provides equivalent functionality.
- For AArch64 implementations, [ICC_EOIR1_EL1](#) provides equivalent functionality.

When affinity routing is enabled for a Security state, it is a programming error to use memory-mapped registers to access the GIC.

GICC_AEOIR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC CPU interface	0x0024	GICC_AEOIR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **WO**.
- When an access is Secure accesses to this register are **WO**.
- When an access is Non-secure accesses to this register are **WO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICC_AHPPIR, CPU Interface Aliased Highest Priority Pending Interrupt Register

The GICC_AHPPIR characteristics are:

Purpose

If the highest priority pending interrupt is in Group 1, this register provides the INTID of the highest priority pending interrupt on the CPU interface.

Configuration

If [GICD_CTLR.DS](#)=0, this register is an alias of the Non-secure view of [GICC_HPPIR](#). A Secure access to this register is identical to a Non-secure access to [GICC_HPPIR](#).

Attributes

GICC_AHPPIR is a 32-bit register.

Field descriptions

The GICC_AHPPIR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0								INTID																							

Bits [31:24]

Reserved, RES0.

INTID, bits [23:0]

The INTID of the signaled interrupt.

Note

INTIDs 1020-1023 are reserved and convey additional information such as spurious interrupts.

When affinity routing is not enabled:

- Bits [23:13] are RES0.
- For SGIs, bits [12:10] identify the CPU interface corresponding to the source PE. For all other interrupts these bits are RES0.

Accessing the GICC_AHPPIR

This register is used only when System register access is not enabled. When System register access is enabled:

- For AArch32 implementations, [ICC_HPPIR1](#) provides equivalent functionality.
- For AArch64 implementations, [ICC_HPPIR1_EL1](#) provides equivalent functionality.

If the highest priority pending interrupt is in Group 0, a read of this register returns the special INTID 1023.

Interrupt identifiers corresponding to an interrupt group that is not enabled are ignored.

If the highest priority pending interrupt is a direct interrupt that is both individually enabled in the Distributor and part of an interrupt group that is enabled in the Distributor, and the interrupt group is disabled in the CPU interface for this PE, this register returns the special INTID 1023.

For more information about pending interrupts that are not considered when determining the highest priority pending interrupt, see 'Preemption' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

When affinity routing is enabled for a Security state, it is a programming error to use memory-mapped registers to access the GIC.

GICC_AHPPIR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC CPU interface	0x0028	GICC_AHPPIR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RO**.
- When an access is Secure accesses to this register are **RO**.
- When an access is Non-secure accesses to this register are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICC_AIAR, CPU Interface Aliased Interrupt Acknowledge Register

The GICC_AIAR characteristics are:

Purpose

Provides the INTID of the signaled Group 1 interrupt. A read of this register by the PE acts as an acknowledge for the interrupt.

Configuration

When [GICD_CTLR.DS](#)=0, this register is an alias of the Non-secure view of [GICC_IAR](#). A Secure access to this register is identical to a Non-secure access to [GICC_IAR](#).

Attributes

GICC_AIAR is a 32-bit register.

Field descriptions

The GICC_AIAR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0								INTID																							

Bits [31:24]

Reserved, RES0.

INTID, bits [23:0]

The INTID of the signaled interrupt.

Note

INTIDs 1020-1023 are reserved and convey additional information such as spurious interrupts.

When affinity routing is not enabled:

- Bits [23:13] are RES0.
- For SGIs, bits [12:10] identify the CPU interface corresponding to the source PE. For all other interrupts these bits are RES0.

Accessing the GICC_AIAR

When affinity routing is enabled for a Security state, it is a programming error to use memory-mapped registers to access the GIC.

GICC_AIAR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
-----------	--------	----------

GIC CPU interface	0x0020	GICC_AIAR
----------------------	--------	-----------

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RO**.
- When an access is Secure accesses to this register are **RO**.
- When an access is Non-secure accesses to this register are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICC_APR<n>, CPU Interface Active Priorities Registers, n = 0 - 3

The GICC_APR<n> characteristics are:

Purpose

Provides information about interrupt active priorities.

Configuration

The contents of these registers are IMPLEMENTATION DEFINED with the one architectural requirement that the value 0x00000000 is consistent with no interrupts being active.

When [GICD_CTLR.DS](#) == 0, these registers are Banked, and Non-secure accesses do not affect Secure operation. The Secure copies of these registers hold active priorities for Group 0 interrupts, and the Non-secure copies provide a Non-secure view of the active priorities for Group 1 interrupts.

GICC_APR1 is only implemented in implementations that support 6 or more bits of priority. GICC_APR2 and GICC_APR3 are only implemented in implementations that support 7 bits of priority.

When [GICD_CTLR.DS](#)==1, these registers hold the active priorities for Group 0 interrupts, and the active priorities for Group 1 interrupts are held by the [GICC_NSAPR<n>](#) registers.

Attributes

GICC_APR<n> is a 32-bit register.

Field descriptions

The GICC_APR<n> 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
IMPLEMENTATION DEFINED																															

IMPLEMENTATION DEFINED, bits [31:0]

IMPLEMENTATION DEFINED.

This field resets to 0.

Accessing the GICC_APR<n>

These registers are used only when System register access is not enabled. When System register access is enabled the following registers provide equivalent functionality:

- In AArch64:
 - For Group 0, [ICC_AP0R<n>_EL1](#).
 - For Group 1, [ICC_AP1R<n>_EL1](#).
- In AArch32:
 - For Group 0, [ICC_AP0R<n>](#).
 - For Group 1, [ICC_AP1R<n>](#).

GICC_APR<n> can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
-----------	--------	----------

GIC CPU interface	0x00D0 + (4 * n)	GICC_APR<n>
----------------------	------------------	-------------

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICC_BPR, CPU Interface Binary Point Register

The GICC_BPR characteristics are:

Purpose

Defines the point at which the priority value fields split into two parts, the group priority field and the subpriority field.

Configuration

In systems that support two Security states:

- This register is Banked.
- The Secure instance of this register determines Group 0 interrupt preemption.
- The Non-secure instance of this register determines Group 1 interrupt preemption.

In systems that support only one Security state, when [GICC_CTLR](#).CBPR == 0, this register determines only Group 0 interrupt preemption.

When [GICC_CTLR](#).CBPR == 1, this register determines interrupt preemption for both Group 0 and Group 1 interrupts.

Attributes

GICC_BPR is a 32-bit register.

Field descriptions

The GICC_BPR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																		Binary_Point													

Bits [31:3]

Reserved, RES0.

Binary_Point, bits [2:0]

Controls how the 8-bit interrupt priority field is split into a group priority field, that determines interrupt preemption, and a subpriority field. The following list describes how this field determines the interrupt priority bits assigned to the group priority field:

- 'Secure ICC_BPR1_EL1 Binary Point when CBPR == 0' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069), for the processing of Group 1 interrupts in a GIC implementation that supports interrupt grouping, when [GICC_CTLR](#).CBPR == 0.
- 'Non-secure ICC_BPR1_EL1 Binary Point when CBPR == 0' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069), for all other cases.

This field resets to an architecturally UNKNOWN value.

Note

Aliasing the Non-secure GICC_BPR as [GICC_ABPR](#) in a multiprocessor system permits a PE that can make only Secure accesses to configure the preemption setting for Group 1 interrupts by accessing [GICC_ABPR](#).

Accessing the GICC_BPR

This register is used only when System register access is not enabled. When System register access is enabled this register is RAZ/WI, and the System registers [ICC_BPR0_EL1](#) and [ICC_BPR1_EL1](#) provide equivalent functionality.

GICC_BPR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC CPU interface	0x0008	GICC_BPR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICC_CTLR, CPU Interface Control Register

The GICC_CTLR characteristics are:

Purpose

Controls the CPU interface, including enabling of interrupt groups, interrupt signal bypass, binary point registers used, and separation of priority drop and interrupt deactivation.

Note

If the GIC implementation supports two Security states, independent EOI controls are provided for accesses from each Security state. Secure accesses handle both Group 0 and Group 1 interrupts, and Non-secure accesses handle Group 1 interrupts only.

Configuration

In a GIC implementation that supports two Security states:

- This register is Banked.
- The register bit assignments are different in the Secure and Non-secure copies.

Attributes

GICC_CTLR is a 32-bit register.

Field descriptions

The GICC_CTLR bit assignments are:

When GICD_CTLR.DS==0, Non-secure access:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0										EOImodeNS		RES0	IRQBypDisGrp1		FIQBypDisGrp1		RES0	EnableGrp1													

Bits [31:10]

Reserved, RES0.

EOImodeNS, bit [9]

Controls the behavior of Non-secure accesses to [GICC_EOIR](#), [GICC_AEOIR](#), and [GICC_DIR](#).

EOImodeNS	Meaning
0b0	GICC_EOIR and GICC_AEOIR provide both priority drop and interrupt deactivation functionality. Accesses to GICC_DIR are UNPREDICTABLE.
0b1	GICC_EOIR and GICC_AEOIR provide priority drop functionality only. GICC_DIR provides interrupt deactivation functionality.

Note

An implementation is permitted to make this bit RAO/WI.

This field resets to 0.

Bits [8:7]

Reserved, RES0.

IRQBypDisGrp1, bit [6]

When the signaling of IRQs by the CPU interface is disabled, this field partly controls whether the bypass IRQ signal is signaled to the PE for Group 1:

IRQBypDisGrp1	Meaning
0b0	The bypass IRQ signal is signaled to the PE.
0b1	The bypass IRQ signal is not signaled to the PE.

If System register access is enabled for EL3 and [ICC_SRE_EL3.DIB == 1](#), this field is RAO/WI.

If System register access is enabled for EL1, this field is ignored.

If an implementation does not support legacy interrupts, this bit is permitted to be RAO/WI.

For more information, see 'Interrupt bypass support' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

This field resets to 0.

FIQBypDisGrp1, bit [5]

When the signaling of FIQs by the CPU interface is disabled, this field partly controls whether the bypass FIQ signal is signaled to the PE for Group 1:

FIQBypDisGrp1	Meaning
0b0	The bypass FIQ signal is signaled to the PE.
0b1	The bypass FIQ signal is not signaled to the PE.

If System register access is enabled for EL3 and [ICC_SRE_EL3.DFB == 1](#), this field is RAO/WI.

If System register access is enabled for EL1, this field is ignored.

If an implementation does not support legacy interrupts, this bit is permitted to be RAO/WI.

For more information, see 'Interrupt bypass support' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

This field resets to 0.

Bits [4:1]

Reserved, RES0.

EnableGrp1, bit [0]

This Non-secure field enables the signaling of Group 1 interrupts by the CPU interface to a target PE:

EnableGrp1	Meaning
0b0	Group 1 interrupt signaling is disabled.
0b1	Group 1 interrupt signaling is enabled.

This field resets to 0.

When GICD_CTLR.DS==0, Secure access:

313029282726252423222120191817161514131211	10	9	8	7	6
RES0	EOImodeNS	EOImodeS	IRQBypDisGrp1	FIQBypDisGrp1	IRQBypDisGrp0

Bits [31:11]

Reserved, RES0.

EOImodeNS, bit [10]

Controls the behavior of Non-secure accesses to [GICC_EOIR](#), [GICC_AEOIR](#), and [GICC_DIR](#).

EOImodeNS	Meaning
0b0	GICC_EOIR and GICC_AEOIR provide both priority drop and interrupt deactivation functionality. Accesses to GICC_DIR are UNPREDICTABLE.
0b1	GICC_EOIR and GICC_AEOIR provide priority drop functionality only. GICC_DIR provides interrupt deactivation functionality.

Note

An implementation is permitted to make this bit RAO/WI.

This field resets to 0.

EOImodeS, bit [9]

Controls the behavior of Secure accesses to [GICC_EOIR](#), [GICC_AEOIR](#), and [GICC_DIR](#).

EOImodeS	Meaning
0b0	GICC_EOIR and GICC_AEOIR provide both priority drop and interrupt deactivation functionality. Accesses to GICC_DIR are UNPREDICTABLE.
0b1	GICC_EOIR and GICC_AEOIR provide priority drop functionality only. GICC_DIR provides interrupt deactivation functionality.

Note

An implementation is permitted to make this bit RAO/WI.

This field shares state with [GICC_CTLR](#).EOImode.

This field resets to 0.

IRQBypDisGrp1, bit [8]

When the signaling of IRQs by the CPU interface is disabled, this field partly controls whether the bypass IRQ signal is signaled to the PE for Group 1:

IRQBypDisGrp1	Meaning
0b0	The bypass IRQ signal is signaled to the PE.
0b1	The bypass IRQ signal is not signaled to the PE.

If System register access is enabled for EL3 and [ICC_SRE_EL3](#).DIB == 1, this field is RAO/WI.

If System register access is enabled for EL1, this field is ignored.

If an implementation does not support legacy interrupts, this bit is permitted to be RAO/WI.

For more information, see 'Interrupt bypass support' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

This field resets to 0.

FIQBypDisGrp1, bit [7]

When the signaling of FIQs by the CPU interface is disabled, this field partly controls whether the bypass FIQ signal is signaled to the PE for Group 1:

FIQBypDisGrp1	Meaning
0b0	The bypass FIQ signal is signaled to the PE.
0b1	The bypass FIQ signal is not signaled to the PE.

If System register access is enabled for EL3 and [ICC_SRE_EL3](#).DFB == 1, this field is RAO/WI.

If System register access is enabled for EL1, this field is ignored.

If an implementation does not support legacy interrupts, this bit is permitted to be RAO/WI.

For more information, see 'Interrupt bypass support' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

This field resets to 0.

IRQBypDisGrp0, bit [6]

When the signaling of IRQs by the CPU interface is disabled, this field partly controls whether the bypass IRQ signal is signaled to the PE for Group 0:

IRQBypDisGrp0	Meaning
0b0	The bypass IRQ signal is signaled to the PE.
0b1	The bypass IRQ signal is not signaled to the PE.

If System register access is enabled for EL3 and [ICC_SRE_EL3](#).DIB == 1, this field is RAO/WI.

If System register access is enabled for EL1, this field is ignored.

If an implementation does not support legacy interrupts, this bit is permitted to be RAO/WI.

For more information, see 'Interrupt bypass support' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

This field resets to 0.

FIQBypDisGrp0, bit [5]

When the signaling of FIQs by the CPU interface is disabled, this field partly controls whether the bypass FIQ signal is signaled to the PE for Group 0:

FIQBypDisGrp0	Meaning
0b0	The bypass FIQ signal is signaled to the PE.
0b1	The bypass FIQ signal is not signaled to the PE.

If System register access is enabled for EL3 and [ICC_SRE_EL3](#).DIB == 1, this field is RAO/WI.

If System register access is enabled for EL1, this field is ignored.

If an implementation does not support legacy interrupts, this bit is permitted to be RAO/WI.

For more information, see 'Interrupt bypass support' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

This field resets to 0.

CBPR, bit [4]

Controls whether [GICC_BPR](#) provides common control of preemption to Group 0 and Group 1 interrupts:

CBPR	Meaning
0b0	GICC_BPR determines preemption for Group 0 interrupts only. GICC_ABPR determines preemption for Group 1 interrupts.
0b1	GICC_BPR determines preemption for both Group 0 and Group 1 interrupts.

This field is an alias of [ICC_CTLR_EL3.CBPR_EL1NS](#).

In a GIC that supports two Security states, when CBPR == 1:

- A Non-secure read of [GICC_BPR](#) returns the value of Secure [GICC_BPR](#).Binary_Point, incremented by 1, and saturated to 0b111.
- Non-secure writes of [GICC_BPR](#) are ignored.

This field resets to 0.

FIQEn, bit [3]

Controls whether the CPU interface signals Group 0 interrupts to a target PE using the FIQ or IRQ signal:

FIQEn	Meaning
0b0	Group 0 interrupts are signaled using the IRQ signal.
0b1	Group 0 interrupts are signaled using the FIQ signal.

Group 1 interrupts are signaled using the IRQ signal only.

If an implementation supports two Security states, this bit is permitted to be RAO/WI.

This field resets to 0.

Bit [2]

Reserved, RES0.

EnableGrp1, bit [1]

This Non-secure field enables the signaling of Group 1 interrupts by the CPU interface to a target PE:

EnableGrp1	Meaning
0b0	Group 1 interrupt signaling is disabled.
0b1	Group 1 interrupt signaling is enabled.

This field resets to 0.

EnableGrp0, bit [0]

Enables the signaling of Group 0 interrupts by the CPU interface to a target PE:

EnableGrp0	Meaning
0b0	Group 0 interrupt signaling is disabled.
0b1	Group 0 interrupt signaling is enabled.

This field resets to 0.

When GICD_CTLR.DS == 1:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
RES0										EOImode		RQByypDisGrp1		FIQByypDisGrp1		RQByypDisGrp0		FIQByypDisGrp0								

Bits [31:10]

Reserved, RES0.

EOImode, bit [9]

Controls the behavior of accesses to [GICC_EOIR](#), [GICC_AEOIR](#), and [GICC_DIR](#).

EOImode	Meaning
0b0	GICC_EOIR and GICC_AEOIR provide both priority drop and interrupt deactivation functionality. Accesses to GICC_DIR are UNPREDICTABLE.
0b1	GICC_EOIR and GICC_AEOIR provide priority drop functionality only. GICC_DIR provides interrupt deactivation functionality.

Note

An implementation is permitted to make this bit RAO/WI.

This field shares state with [GICC_CTLR.EOImodeS](#).

This field resets to 0.

IRQBypDisGrp1, bit [8]

When the signaling of IRQs by the CPU interface is disabled, this field partly controls whether the bypass IRQ signal is signaled to the PE for Group 1:

IRQBypDisGrp1	Meaning
0b0	The bypass IRQ signal is signaled to the PE.
0b1	The bypass IRQ signal is not signaled to the PE.

If System register access is enabled for EL3 and [ICC_SRE_EL3.DIB](#) == 1, this field is RAO/WI.

If System register access is enabled for EL1, this field is ignored.

If an implementation does not support legacy interrupts, this bit is permitted to be RAO/WI.

For more information, see 'Interrupt bypass support' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

This field resets to 0.

FIQBypDisGrp1, bit [7]

When the signaling of FIQs by the CPU interface is disabled, this field partly controls whether the bypass FIQ signal is signaled to the PE for Group 1:

FIQBypDisGrp1	Meaning
0b0	The bypass FIQ signal is signaled to the PE.
0b1	The bypass FIQ signal is not signaled to the PE.

If System register access is enabled for EL3 and [ICC_SRE_EL3.DFB](#) == 1, this field is RAO/WI.

If System register access is enabled for EL1, this field is ignored.

If an implementation does not support legacy interrupts, this bit is permitted to be RAO/WI.

For more information, see 'Interrupt bypass support' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

This field resets to 0.

IRQBypDisGrp0, bit [6]

When the signaling of IRQs by the CPU interface is disabled, this field partly controls whether the bypass IRQ signal is signaled to the PE for Group 0:

IRQBypDisGrp0	Meaning
0b0	The bypass IRQ signal is signaled to the PE.
0b1	The bypass IRQ signal is not signaled to the PE.

If System register access is enabled for EL3 and [ICC_SRE_EL3.DIB](#) == 1, this field is RAO/WI.

If System register access is enabled for EL1, this field is ignored.

If an implementation does not support legacy interrupts, this bit is permitted to be RAO/WI.

For more information, see 'Interrupt bypass support' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

This field resets to 0.

FIQBypDisGrp0, bit [5]

When the signaling of FIQs by the CPU interface is disabled, this field partly controls whether the bypass FIQ signal is signaled to the PE for Group 0:

FIQBypDisGrp0	Meaning
0b0	The bypass FIQ signal is signaled to the PE.
0b1	The bypass FIQ signal is not signaled to the PE.

If System register access is enabled for EL3 and [ICC_SRE_EL3.DIB](#) == 1, this field is RAO/WI.

If System register access is enabled for EL1, this field is ignored.

If an implementation does not support legacy interrupts, this bit is permitted to be RAO/WI.

For more information, see 'Interrupt bypass support' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

This field resets to 0.

CBPR, bit [4]

Controls whether [GICC_BPR](#) provides common control of preemption to Group 0 and Group 1 interrupts:

CBPR	Meaning
0b0	GICC_BPR determines preemption for Group 0 interrupts only.
	GICC_ABPR determines preemption for Group 1 interrupts.
0b1	GICC_BPR determines preemption for both Group 0 and Group 1 interrupts.

This field is an alias of [ICC_CTLR_EL3.CBPR_EL1NS](#).

In a GIC that supports two Security states, when CBPR == 1:

- A Non-secure read of [GICC_BPR](#) returns the value of Secure [GICC_BPR](#).Binary_Point, incremented by 1, and saturated to 0b111.
- Non-secure writes of [GICC_BPR](#) are ignored.

This field resets to 0.

FIQEn, bit [3]

Controls whether the CPU interface signals Group 0 interrupts to a target PE using the FIQ or IRQ signal:

FIQEn	Meaning
0b0	Group 0 interrupts are signaled using the IRQ signal.
0b1	Group 0 interrupts are signaled using the FIQ signal.

Group 1 interrupts are signaled using the IRQ signal only.

If an implementation supports two Security states, this bit is permitted to be RAO/WI.

This field resets to 0.

Bit [2]

Reserved, RES0.

EnableGrp1, bit [1]

This Non-secure field enables the signaling of Group 1 interrupts by the CPU interface to a target PE:

EnableGrp1	Meaning
0b0	Group 1 interrupt signaling is disabled.
0b1	Group 1 interrupt signaling is enabled.

This field resets to 0.

EnableGrp0, bit [0]

Enables the signaling of Group 0 interrupts by the CPU interface to a target PE:

EnableGrp0	Meaning
0b0	Group 0 interrupt signaling is disabled.
0b1	Group 0 interrupt signaling is enabled.

This field resets to 0.

Accessing the GICC_CTLR

This register is used only when System register access is not enabled. When System register access is enabled:

- For AArch32 implementations, [ICC_CTLR](#) and [ICC_MCTLR](#) provide equivalent functionality.
- For AArch64 implementations, [ICC_CTLR_EL1](#) and [ICC_CTLR_EL3](#) provide equivalent functionality.

GICC_CTLR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC CPU interface	0x0000	GICC_CTLR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICC_DIR, CPU Interface Deactivate Interrupt Register

The GICC_DIR characteristics are:

Purpose

When interrupt priority drop is separated from interrupt deactivation, a write to this register deactivates the specified interrupt.

Configuration

Attributes

GICC_DIR is a 32-bit register.

Field descriptions

The GICC_DIR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0								INTID																							

Bits [31:24]

Reserved, RES0.

INTID, bits [23:0]

The INTID of the signaled interrupt.

Note

INTIDs 1020-1023 are reserved and convey additional information such as spurious interrupts.

When affinity routing is not enabled:

- Bits [23:13] are RES0.
- For SGIs, bits [12:10] identify the CPU interface corresponding to the source PE. For all other interrupts these bits are RES0.

Accessing the GICC_DIR

This register is used only when System register access is not enabled. When System register access is enabled:

- For AArch32 implementations, [ICC_DIR](#) provides equivalent functionality.
- For AArch64 implementations, [ICC_DIR_EL1](#) provides equivalent functionality.

Writes to this register have an effect only in the following cases:

- When [GICD_CTLR](#).DS == 1, if [GICC_CTLR](#).EOImode == 1.
- In GIC implementations that support two Security states:
 - If the access is Secure and [GICC_CTLR](#).EOImodeS == 1.
 - If the access is Non-secure and [GICC_CTLR](#).EOImodeNS == 1.

The following writes must be ignored:

- Writes to this register when the corresponding EOImode field in [GICC_CTLR](#) == 0. In systems that support system error generation, an implementation might generate a system error.
- Writes to this register when the corresponding EOImode field in [GICC_CTLR](#) == 0 and the corresponding interrupt is not active. In systems that support system error generation, an implementation might generate a system error. In implementations using the GIC Stream Protocol Interface, these writes correspond to a Deactivate packet for an interrupt that is not active. For more information, see 'Deactivate (ICC)' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

If the corresponding EOImode field in [GICC_CTLR](#) is 1 and this register is written to without a corresponding write to [GICC_EOIR](#) or [GICC_AEOIR](#), the interrupt is deactivated but the bit corresponding to it in the active priorities registers remains set.

When affinity routing is enabled for a Security state, it is a programming error to use memory-mapped registers to access the GIC.

GICC_DIR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC CPU interface	0x1000	GICC_DIR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **WO**.
- When an access is Secure accesses to this register are **WO**.
- When an access is Non-secure accesses to this register are **WO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICC_EOIR, CPU Interface End Of Interrupt Register

The GICC_EOIR characteristics are:

Purpose

A write to this register performs priority drop for the specified interrupt and, if the appropriate [GICC_CTLR](#).EOImodeS or [GICC_CTLR](#).EOImodeNS field == 0, also deactivates the interrupt.

Configuration

If [GICD_CTLR](#).DS==0:

- This register is Common.
- [GICC_AEOIR](#) is an alias of the Non-secure view of this register.

For Secure writes when [GICD_CTLR](#).DS==0, or for Secure and Non-secure writes when [GICD_CTLR](#).DS==1, the register provides functionality for Group 0 interrupts.

For Non-secure writes when [GICD_CTLR](#).DS==1, the register provides functionality for Group 1 interrupts.

Attributes

GICC_EOIR is a 32-bit register.

Field descriptions

The GICC_EOIR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0								INTID																							

Bits [31:24]

Reserved, RES0.

INTID, bits [23:0]

The INTID of the signaled interrupt.

Note

INTIDs 1020-1023 are reserved and convey additional information such as spurious interrupts.

When affinity routing is not enabled:

- Bits [23:13] are RES0.
- For SGIs, bits [12:10] identify the CPU interface corresponding to the source PE. For all other interrupts these bits are RES0.

For every read of a valid INTID from [GICC_IAR](#), the connected PE must perform a matching write to GICC_EOIR. The value written to GICC_EOIR must be the INTID from [GICC_IAR](#). Reads of INTIDs 1020-1023 do not require matching writes.

Note

Arm recommends that software preserves the entire register value read from [GICC_IAR](#), and writes that value back to GICC_EOIR on completion of interrupt processing.

For nested interrupts, the order of writes to this register must be the reverse of the order of interrupt acknowledgement. Behavior is UNPREDICTABLE if:

- This ordering constraint is not maintained.
- The value written to this register does not match an active interrupt, or the ID of a spurious interrupt.
- The value written to this register does not match the last valid interrupt value read from [GICC_IAR](#).

For general information about the effect of writes to end of interrupt registers, and about the possible separation of the priority drop and interrupt deactivate operations, see 'Interrupt lifecycle' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

If [GICD_CTLR.DS](#)==0:

- [GICC_CTLR.EOImodeS](#) controls the behavior of Secure accesses to GICC_EOIR and [GICC_AEOIR](#).
- [GICC_CTLR.EOImodeNS](#) controls the behavior of Non-secure accesses to GICC_EOIR and [GICC_AEOIR](#).

Accessing the GICC_EOIR

The following writes must be ignored:

- Writes of INTIDs 1020-1023.
- Secure writes corresponding to Group 1 interrupts. In systems that support system error generation, an implementation might generate a system error. In this case, GIC behavior is predictable, and the highest Secure active priority (in the Secure copy of [GICC_APR<n>](#)) will be reset if the highest active priority is Secure. System behavior is UNPREDICTABLE.
- Non-secure writes corresponding to Group 0 interrupts when [GICC_CTLR.EOImodeS](#) == 1. In systems that support system error generation, an implementation might generate a system error. In this case, GIC behavior is predictable, and the highest Non-secure active priority (in the Non-secure copy of [GICC_APR<n>](#)) will be reset if the highest active priority is Non-secure. System behavior is UNPREDICTABLE.

This register is used only when System register access is not enabled. When System register access is enabled:

- For AArch32 implementations, [ICC_EOIR0](#) and [ICC_EOIR1](#) provide equivalent functionality.
- For AArch64 implementations, [ICC_EOIR0_EL1](#) and [ICC_EOIR1_EL1](#) provide equivalent functionality.

When affinity routing is enabled for a Security state, it is a programming error to use memory-mapped registers to access the GIC.

GICC_EOIR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC CPU interface	0x0010	GICC_EOIR

This interface is accessible as follows:

- When [GICD_CTLR.DS](#) == 0 accesses to this register are **WO**.
- When an access is Secure accesses to this register are **WO**.
- When an access is Non-secure accesses to this register are **WO**.

GICC_HPPIR, CPU Interface Highest Priority Pending Interrupt Register

The GICC_HPPIR characteristics are:

Purpose

Provides the INTID of the highest priority pending interrupt on the CPU interface.

Configuration

If [GICD_CTLR.DS](#)==0:

- This register is Common.
- [GICC_AHPPIR](#) is an alias of the Non-secure view of this register.

Attributes

GICC_HPPIR is a 32-bit register.

Field descriptions

The GICC_HPPIR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0								INTID																							

Bits [31:24]

Reserved, RES0.

INTID, bits [23:0]

The INTID of the signaled interrupt.

Note

INTIDs 1020-1023 are reserved and convey additional information such as spurious interrupts.

When affinity routing is not enabled:

- Bits [23:13] are RES0.
- For SGIs, bits [12:10] identify the CPU interface corresponding to the source PE. For all other interrupts these bits are RES0.

Accessing the GICC_HPPIR

This register is used only when System register access is not enabled. When System register access is enabled:

- For AArch32 implementations, [ICC_HPPIR0](#) and [ICC_HPPIR1](#) provide equivalent functionality.
- For AArch64 implementations, [ICC_HPPIR0_EL1](#) and [ICC_HPPIR1_EL1](#) provide equivalent functionality.

If the highest priority pending interrupt is in Group 0, a Non-secure read of this register returns the special INTID 1023.

For Secure reads when [GICD_CTLR.DS](#)==0, or for Secure and Non-secure reads when [GICD_CTLR.DS](#)==1, returns the special INTID 1022 if the highest priority pending interrupt is in Group 1.

If no interrupts are in the pending state, a read of this register returns the special INTID 1023.

Interrupt identifiers corresponding to an interrupt group that is not enabled are ignored.

If the highest priority pending interrupt is a direct interrupt that is both individually enabled in the Distributor and part of an interrupt group that is enabled in the Distributor, and the interrupt group is disabled in the CPU interface for this PE, this register returns the special INTID 1023.

For more information about pending interrupts that are not considered when determining the highest priority pending interrupt, see 'Preemption' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

When affinity routing is enabled for a Security state, it is a programming error to use memory-mapped registers to access the GIC.

GICC_HPPIR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC CPU interface	0x0018	GICC_HPPIR

This interface is accessible as follows:

- When [GICD_CTLR.DS](#) == 0 accesses to this register are **RO**.
- When an access is Secure accesses to this register are **RO**.
- When an access is Non-secure accesses to this register are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICC_IAR, CPU Interface Interrupt Acknowledge Register

The GICC_IAR characteristics are:

Purpose

Provides the INTID of the signaled interrupt. A read of this register by the PE acts as an acknowledge for the interrupt.

Configuration

This register is available in all configurations of the GIC. If [GICD_CTLR.DS](#)=0:

- This register is Common.
- [GICC_AIAR](#) is an alias of the Non-secure view of this register.

The format of the INTID is governed by whether affinity routing is enabled for a Security state.

Attributes

GICC_IAR is a 32-bit register.

Field descriptions

The GICC_IAR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0								INTID																							

Bits [31:24]

Reserved, RES0.

INTID, bits [23:0]

The INTID of the signaled interrupt.

Note

INTIDs 1020-1023 are reserved and convey additional information such as spurious interrupts.

When affinity routing is not enabled:

- Bits [23:13] are RES0.
- For SGIs, bits [12:10] identify the CPU interface corresponding to the source PE. For all other interrupts these bits are RES0.

A read of this register returns the INTID of the highest priority pending interrupt for the CPU interface. The read returns a spurious INTID of 1023 if any of the following apply:

- Forwarding of interrupts by the Distributor to the CPU interface is disabled.
- Signaling of interrupts by the CPU interface to the connected PE is disabled.
- There are no pending interrupts on the CPU interface with sufficient priority for the interface to signal it to the PE.

When the GIC returns a valid INTID to a read of this register it treats the read as an acknowledge of that interrupt. In addition, it changes the interrupt status from pending to active, or to active and pending if the pending state of the interrupt persists. Normally, the pending state of an interrupt persists only if the interrupt is level-sensitive and remains asserted.

For every read of a valid INTID from GICC_IAR, the connected PE must perform a matching write to [GICC_EOIR](#).

Note

- Arm recommends that software preserves the entire register value read from this register, and writes that value back to [GICC_EOIR](#) on completion of interrupt processing.
 - For SPIs, although multiple target PEs might attempt to read this register at any time, only one PE can obtain a valid INTID. For more information, see 'Activation' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).
-

Accessing the GICC_IAR

When [GICD_CTLR.DS](#)==1, if the highest priority pending interrupt is in Group 1, the special INTID 1022 is returned.

In GIC implementations that support two Security states, if the highest priority pending interrupt is in Group 0, Non-secure reads return the special INTID 1023.

In GIC implementations that support two Security states, if the highest priority pending interrupt is in Group 1, Secure reads return the special INTID 1022.

This register is used only when System register access is not enabled. When System register access is enabled:

- For AArch32 implementations, [ICC_IAR0](#) and [ICC_IAR1](#) provide equivalent functionality.
- For AArch64 implementations, [ICC_IAR0_EL1](#) and [ICC_IAR1_EL1](#) provide equivalent functionality.

When affinity routing is enabled for a Security state, it is a programming error to use memory-mapped registers to access the GIC.

GICC_IAR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC CPU interface	0x000C	GICC_IAR

This interface is accessible as follows:

- When [GICD_CTLR.DS](#) == 0 accesses to this register are **RO**.
- When an access is Secure accesses to this register are **RO**.
- When an access is Non-secure accesses to this register are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICC_IIDR, CPU Interface Identification Register

The GICC_IIDR characteristics are:

Purpose

Provides information about the implementer and revision of the CPU interface.

Configuration

Attributes

GICC_IIDR is a 32-bit register.

Field descriptions

The GICC_IIDR 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
ProductID												Architecture_version				Revision				Implementer											

ProductID, bits [31:20]

An IMPLEMENTATION DEFINED product identifier.

Architecture_version, bits [19:16]

The version of the GIC architecture that is implemented.

Architecture_version	Meaning
0b0001	GICv1.
0b0010	GICv2.
0b0011	FEAT_GICv3 memory-mapped interface supported. Support for the System register interface is discoverable from PE registers ID_PFR1 and ID_AA64PFR0_EL1.
0b0100	FEAT_GICv4 memory-mapped interface supported. Support for the System register interface is discoverable from PE registers ID_PFR1 and ID_AA64PFR0_EL1.

Other values are reserved.

Revision, bits [15:12]

An IMPLEMENTATION DEFINED revision number for the CPU interface.

Implementer, bits [11:0]

Contains the JEP106 code of the company that implemented the CPU interface.

- Bits [11:8] are the JEP106 continuation code of the implementer. For an Arm implementation, this field is 0x4.
- Bit [7] is always 0.
- Bits [6:0] are the JEP106 identity code of the implementer. For an Arm implementation, bits [7:0] are therefore 0x3B.

Accessing the GICC_IIDR

GICC_IIDR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC CPU interface	0x00FC	GICC_IIDR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RO**.
- When an access is Secure accesses to this register are **RO**.
- When an access is Non-secure accesses to this register are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICC_NSAPR<n>, CPU Interface Non-secure Active Priorities Registers, n = 0 - 3

The GICC_NSAPR<n> characteristics are:

Purpose

Provides information about Group 1 interrupt active priorities.

Configuration

The contents of these registers are IMPLEMENTATION DEFINED with the one architectural requirement that the value 0x00000000 is consistent with no interrupts being active.

When [GICD_CTLR.DS](#)==0, these registers are RAZ/WI to Non-secure accesses.

GICC_NSAPR1 is only implemented in implementations that support 6 or more bits of priority. GICC_NSAPR2 and GICC_NSAPR3 are only implemented in implementations that support 7 bits of priority.

Attributes

GICC_NSAPR<n> is a 32-bit register.

Field descriptions

The GICC_NSAPR<n> 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
IMPLEMENTATION DEFINED																															

IMPLEMENTATION DEFINED, bits [31:0]

IMPLEMENTATION DEFINED.

This field resets to 0.

Accessing the GICC_NSAPR<n>

GICC_NSAPR<n> can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC CPU interface	0x00E0 + (4 * n)	GICC_NSAPR<n>

This interface is accessible as follows:

- When [GICD_CTLR.DS](#) == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

GICC_PMR, CPU Interface Priority Mask Register

The GICC_PMR characteristics are:

Purpose

This register provides an interrupt priority filter. Only interrupts with a higher priority than the value in this register are signaled to the PE.

Note

Higher interrupt priority corresponds to a lower value of the Priority field.

Configuration

This register is available in all configurations of the GIC. If the GIC implementation supports two Security states this register is Common.

Attributes

GICC_PMR is a 32-bit register.

Field descriptions

The GICC_PMR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																Priority															

Bits [31:8]

Reserved, RES0.

Priority, bits [7:0]

The priority mask level for the CPU interface. If the priority of the interrupt is higher than the value indicated by this field, the interface signals the interrupt to the PE.

If the GIC implementation supports fewer than 256 priority levels some bits might be RAZ/WI, as follows:

- For 128 supported levels, bit [0] = 0b0.
- For 64 supported levels, bits [1:0] = 0b00.
- For 32 supported levels, bits [2:0] = 0b000.
- For 16 supported levels, bits [3:0] = 0b0000.

For more information, see 'Interrupt prioritization' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

This field resets to an architecturally UNKNOWN value.

Accessing the GICC_PMR

If the GIC implementation supports two Security states:

- Non-secure accesses to this register can only read or write values corresponding to the lower half of the priority range.

- If a Secure write has programmed the register with a value that corresponds to a value in the upper half of the priority range then:
 - Any Non-secure read of the register returns 0x00, regardless of the value held in the register.
 - Non-secure writes are ignored.

For more information, see 'Interrupt prioritization' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

GICC_PMR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC CPU interface	0x0004	GICC_PMR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICC_RPR, CPU Interface Running Priority Register

The GICC_RPR characteristics are:

Purpose

This register indicates the running priority of the CPU interface.

Configuration

This register is available in all configurations of the GIC. If the GIC implementation supports two Security states this register is Common.

Attributes

GICC_RPR is a 32-bit register.

Field descriptions

The GICC_RPR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								Priority							

Bits [31:8]

Reserved, RES0.

Priority, bits [7:0]

The current running priority on the CPU interface. This is the group priority of the current active interrupt.

If there are no active interrupts on the CPU interface, or all active interrupts have undergone a priority drop, the value returned is the Idle priority.

The priority returned is the group priority as if the BPR was set to the minimum value.

Accessing the GICC_RPR

If there is no active interrupt on the CPU interface, the idle priority value is returned.

If the GIC implementation supports two Security states, a Non-secure read of the Priority field returns:

- 0x00 if the field value is less than 0x80.
- The Non-secure view of the Priority value if the field value is 0x80 or more.

For more information, see 'Interrupt prioritization' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

Note

Software cannot determine the number of implemented priority bits from this register.

GICC_RPR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC CPU interface	0x0014	GICC_RPR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RO**.
- When an access is Secure accesses to this register are **RO**.
- When an access is Non-secure accesses to this register are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICC_STATUSR, CPU Interface Status Register

The GICC_STATUSR characteristics are:

Purpose

Provides software with a mechanism to detect:

- Accesses to reserved locations.
- Writes to read-only locations.
- Reads of write-only locations.

Configuration

If the GIC implementation supports two Security states this register is Banked to provide Secure and Non-secure copies.

This register is used only when System register access is not enabled. If System register access is enabled, this register is not updated. Equivalent functionality might be provided by appropriate traps and exceptions.

Attributes

GICC_STATUSR is a 32-bit register.

Field descriptions

The GICC_STATUSR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0													ASV		WROD		RWOD		WRD		RRD										

Bits [31:5]

Reserved, RES0.

ASV, bit [4]

Attempted security violation.

ASV	Meaning
0b0	Normal operation.
0b1	A Non-secure access to a Secure register has been detected.

Note

This bit is not set to 1 for registers where any of the fields are Non-secure.

WROD, bit [3]

Write to an RO location.

WROD	Meaning
0b0	Normal operation.
0b1	A write to an RO location has been detected.

When a violation is detected, software must write 1 to this register to reset it.

RWOD, bit [2]

Read of a WO location.

RWOD	Meaning
0b0	Normal operation.
0b1	A read of a WO location has been detected.

When a violation is detected, software must write 1 to this register to reset it.

WRD, bit [1]

Write to a reserved location.

WRD	Meaning
0b0	Normal operation.
0b1	A write to a reserved location has been detected.

When a violation is detected, software must write 1 to this register to reset it.

RRD, bit [0]

Read of a reserved location.

RRD	Meaning
0b0	Normal operation.
0b1	A read of a reserved location has been detected.

When a violation is detected, software must write 1 to this register to reset it.

Accessing the GICC_STATUSR

This is an optional register. If the register is not implemented, the location is RAZ/WI.

If this register is implemented, [GICV_STATUSR](#) must also be implemented.

GICC_STATUSR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC CPU interface	0x002C	GICC_STATUSR (S)

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.

Component	Offset	Instance
GIC CPU interface	0x002C	GICC_STATUSR (NS)

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

GICD_CLRSPI_NSR, Clear Non-secure SPI Pending Register

The GICD_CLRSPI_NSR characteristics are:

Purpose

Removes the pending state from a valid SPI if permitted by the Security state of the access and the [GICD_NSACR<n>](#) value for that SPI.

A write to this register changes the state of a pending SPI to inactive, and the state of an active and pending SPI to active.

Configuration

If [GICD_TYPER](#).MBIS == 0, this register is reserved.

When [GICD_CTLR](#).DS==1, this register provides functionality for all SPIs.

Attributes

GICD_CLRSPI_NSR is a 32-bit register.

Field descriptions

The GICD_CLRSPI_NSR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																			INTID												

Bits [31:13]

Reserved, RES0.

INTID, bits [12:0]

The INTID of the SPI.

The function of this register depends on whether the targeted SPI is configured to be an edge-triggered or level-sensitive interrupt:

- For an edge-triggered interrupt, a write to [GICD_SETSPI_NSR](#) or [GICD_SETSPI_SR](#) adds the pending state to the targeted interrupt. It will stop being pending on activation, or if the pending state is removed by a write to [GICD_CLRSPI_NSR](#), [GICD_CLRSPI_SR](#), or [GICD_ICPENDR<n>](#).
- For a level-sensitive interrupt, a write to [GICD_SETSPI_NSR](#) or [GICD_SETSPI_SR](#) adds the pending state to the targeted interrupt. It will remain pending until it is deasserted by a write to [GICD_CLRSPI_NSR](#) or [GICD_CLRSPI_SR](#). If the interrupt is activated between having the pending state added and being deactivated, then the interrupt will be active and pending.

Accessing the GICD_CLRSPI_NSR

Writes to this register have no effect if:

- The value written specifies a Secure SPI, the value is written by a Non-secure access, and the value of the corresponding [GICD_NSACR<n>](#) register is less than 0b10.
- The value written specifies an invalid SPI.
- The SPI is not pending.

16-bit accesses to bits [15:0] of this register must be supported.

Note

A Secure access to this register can clear the pending state of any valid SPI.

GICD_CLRSPI_NSR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Distributor	0x0048	GICD_CLRSPI_NSR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **WO**.
- When an access is Secure accesses to this register are **WO**.
- When an access is Non-secure accesses to this register are **WO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICD_CLRSPI_SR, Clear Secure SPI Pending Register

The GICD_CLRSPI_SR characteristics are:

Purpose

Removes the pending state from a valid SPI.

A write to this register changes the state of a pending SPI to inactive, and the state of an active and pending SPI to active.

Configuration

If [GICD_TYPER](#).MBIS == 0, this register is reserved.

When [GICD_CTLR](#).DS==1, this register is WI.

Attributes

GICD_CLRSPI_SR is a 32-bit register.

Field descriptions

The GICD_CLRSPI_SR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																INTID															

Bits [31:13]

Reserved, RES0.

INTID, bits [12:0]

The INTID of the SPI.

The function of this register depends on whether the targeted SPI is configured to be an edge-triggered or level-sensitive interrupt:

- For an edge-triggered interrupt, a write to [GICD_SETSPI_NSR](#) or [GICD_SETSPI_SR](#) adds the pending state to the targeted interrupt. It will stop being pending on activation, or if the pending state is removed by a write to [GICD_CLRSPI_NSR](#), [GICD_CLRSPI_SR](#), or [GICD_ICPENDR<n>](#).
- For a level-sensitive interrupt, a write to [GICD_SETSPI_NSR](#) or [GICD_SETSPI_SR](#) adds the pending state to the targeted interrupt. It will remain pending until it is deasserted by a write to [GICD_CLRSPI_NSR](#) or [GICD_CLRSPI_SR](#). If the interrupt is activated between having the pending state added and being deactivated, then the interrupt will be active and pending.

Accessing the GICD_CLRSPI_SR

Writes to this register have no effect if:

- The value is written by a Non-secure access.
- The value written specifies an invalid SPI.
- The SPI is not pending.

16-bit accesses to bits [15:0] of this register must be supported.

GICD_CLRSPI_SR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Distributor	0x0058	GICD_CLRSPI_SR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **WI**.
- When an access is Secure accesses to this register are **WO**.
- When an access is Non-secure accesses to this register are **WI**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICD_CPENDSGIR<n>, SGI Clear-Pending Registers, n = 0 - 3

The GICD_CPENDSGIR<n> characteristics are:

Purpose

Removes the pending state from an SGI.

A write to this register changes the state of a pending SGI to inactive, and the state of an active and pending SGI to active.

Configuration

Four SGI clear-pending registers are implemented. Each register contains eight clear-pending bits for each of four SGIs, for a total of 16 possible SGIs.

In multiprocessor implementations, each PE has a copy of these registers.

Attributes

GICD_CPENDSGIR<n> is a 32-bit register.

Field descriptions

The GICD_CPENDSGIR<n> 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
SGI_clear_pending_bits<x>, bits [8x+7:8x], for x = 0 to 3																															

SGI_clear_pending_bits<x>, bits [8x+7:8x], for x = 0 to 3

Removes the pending state from SGI number $4n + x$ for the PE corresponding to the bit number written to.

Reads and writes have the following behavior:

SGI_clear_pending_bits<x>	Meaning
0x00	If read, indicates that the SGI from the corresponding PE is not pending and is not active and pending. If written, has no effect.
0x01	If read, indicates that the SGI from the corresponding PE is pending or is active and pending. If written, removes the pending state from the SGI for the corresponding PE.

This field resets to 0.

For SGI ID m, generated by processing element C writing to the corresponding [GICD_SGIR](#) field, where DIV and MOD are the integer division and modulo operations:

- The corresponding GICD_CPENDSGIR<n> number is given by $n = m \text{ DIV } 4$.
- The offset of the required register is $(0xF10 + (4n))$.
- The offset of the required field within the register GICD_CPENDSGIR<n> is given by $m \text{ MOD } 4$.
- The required bit in the 8-bit SGI clear-pending field m is bit C.

Accessing the GICD_CPENDSGIR<n>

These registers are used only when affinity routing is not enabled. When affinity routing is enabled, this register is RES0. An implementation is permitted to make the register RAZ/WI in this case.

A register bit that corresponds to an unimplemented SGI is RAZ/WI.

These registers are byte-accessible.

If the GIC implementation supports two Security states:

- A register bit that corresponds to a Group 0 interrupt is RAZ/WI to Non-secure accesses.
- Register bits corresponding to unimplemented PEs are RAZ/WI.

GICD_CPENDSGIR<n> can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Distributor	$0x0F10 + (4 * n)$	GICD_CPENDSGIR<n>

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICD_CTLR, Distributor Control Register

The GICD_CTLR characteristics are:

Purpose

Enables interrupts and affinity routing.

Configuration

The format of this register depends on the Security state of the access and the number of Security states supported, which is specified by GICD_CTLR.DS.

Attributes

GICD_CTLR is a 32-bit register.

Field descriptions

The GICD_CTLR bit assignments are:

When access is Secure, in a system that supports two Security states:

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		
RWP																								E1NWF	DS	ARE	NS	ARE	S	RES0	EnableGrp1S	EnableGrp1NS	EnableGrp1NS

RWP, bit [31]

Register Write Pending. Read only. Indicates whether a register write is in progress or not:

RWP	Meaning
0b0	No register write in progress. The effects of previous register writes to the affected register fields are visible to all logical components of the GIC architecture, including the CPU interfaces.
0b1	Register write in progress. The effects of previous register writes to the affected register fields are not guaranteed to be visible to all logical components of the GIC architecture, including the CPU interfaces, as the effects of the changes are still being propagated.

This field tracks writes to:

- GICD_CTLR[2:0], the Group Enables, for transitions from 1 to 0 only.
- GICD_CTLR[7:4], the ARE bits, E1NWF bit and DS bit.
- GICD_ICENABLER<n>.

Updates to other register fields are not tracked by this field.

This field resets to an architecturally UNKNOWN value.

Bits [30:8]

Reserved, RES0.

E1NWF, bit [7]

Enable 1 of N Wakeup Functionality.

It is IMPLEMENTATION DEFINED whether this bit is programmable, or RAZ/WI.

If it is implemented, then it has the following behavior:

E1NWF	Meaning
0b0	A PE that is asleep cannot be picked for 1 of N interrupts.
0b1	A PE that is asleep can be picked for 1 of N interrupts as determined by IMPLEMENTATION DEFINED controls.

This field resets to an architecturally UNKNOWN value.

DS, bit [6]

Disable Security.

DS	Meaning
0b0	Non-secure accesses are not permitted to access and modify registers that control Group 0 interrupts.
0b1	Non-secure accesses are permitted to access and modify registers that control Group 0 interrupts.

If DS is written from 0 to 1 when GICD_CTLR.ARE_S == 1, then GICD_CTLR.ARE for the single Security state is RAO/WI.

If the Distributor only supports a single Security state, this bit is RAO/WI.

If the Distributor supports two Security states, it IMPLEMENTATION DEFINED whether this bit is programmable or implemented as RAZ/WI.

When this field is set to 1, all accesses to GICD_CTLR access the single Security state view, and all bits are accessible.

When set to 1, this field can only be cleared by a hardware reset.

Writing this bit from 0 to 1 is UNPREDICTABLE if any of the following is true:

- [GICD_CTLR.EnableGrp0](#)==1.
- [GICD_CTLR.EnableGrp1S](#)==1.
- [GICD_CTLR.EnableGrp1NS](#)==1.
- One or more INTID is in the Active or Active and Pending state.

This field resets to 0.

ARE_NS, bit [5]

Affinity Routing Enable, Non-secure state.

ARE_NS	Meaning
0b0	Affinity routing disabled for Non-secure state.
0b1	Affinity routing enabled for Non-secure state.

When affinity routing is enabled for the Secure state, this field is RAO/WI.

Changing the ARE_NS settings from 0 to 1 is UNPREDICTABLE except when GICD_CTLR.EnableGrp1 Non-secure == 0.

Changing the ARE_NS settings from 1 to 0 is UNPREDICTABLE.

If GICv2 backwards compatibility for Non-secure state is not implemented, this field is RAO/WI.

This field resets to 0.

ARE_S, bit [4]

Affinity Routing Enable, Secure state.

ARE_S	Meaning
0b0	Affinity routing disabled for Secure state.
0b1	Affinity routing enabled for Secure state.

Changing the ARE_S setting from 0 to 1 is UNPREDICTABLE except when all of the following apply:

- GICD_CTLR.EnableGrp0==0.
- GICD_CTLR.EnableGrp1S==0.
- GICD_CTLR.EnableGrp1NS==0.

Changing the ARE_S settings from 1 to 0 is UNPREDICTABLE.

If GICv2 backwards compatibility for Secure state is not implemented, this field is RAO/WI.

This field resets to 0.

Bit [3]

Reserved, RES0.

EnableGrp1S, bit [2]

Enable Secure Group 1 interrupts.

EnableGrp1S	Meaning
0b0	Secure Group 1 interrupts are disabled.
0b1	Secure Group 1 interrupts are enabled.

If GICD_CTLR.ARE_S == 0, this field is RES0.

This field resets to an architecturally UNKNOWN value.

EnableGrp1NS, bit [1]

Enable Non-secure Group 1 interrupts.

EnableGrp1NS	Meaning
0b0	Non-secure Group 1 interrupts are disabled.
0b1	Non-secure Group 1 interrupts are enabled.

Note

This field also controls whether LPIs are forwarded to the PE.

This field resets to an architecturally UNKNOWN value.

EnableGrp0, bit [0]

Enable Group 0 interrupts.

EnableGrp0	Meaning
0b0	Group 0 interrupts are disabled.
0b1	Group 0 interrupts are enabled.

This field resets to an architecturally UNKNOWN value.

When access is Non-secure, in a system that supports two Security states:

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
RWP													RES0														ARE NS	RES0	EnableGrp1A	EnableGrp1	

RWP, bit [31]

This bit is a read-only alias of the Secure GICD_CTLR.RWP bit.

Bits [30:5]

Reserved, RES0.

ARE_NS, bit [4]

This bit is a read-write alias of the Secure GICD_CTLR.ARE_NS bit.

If GICv2 backwards compatibility for Non-secure state is not implemented, this field is RAO/WI.

Bits [3:2]

Reserved, RES0.

EnableGrp1A, bit [1]

If ARE_NS == 1, then this bit is a read-write alias of the Secure GICD_CTLR.EnableGrp1NS bit.

If ARE_NS == 0, then this bit is RES0.

EnableGrp1, bit [0]

If ARE_NS == 0, then this bit is a read-write alias of the Secure GICD_CTLR.EnableGrp1NS bit.

If ARE_NS == 1, then this bit is RES0.

When in a system that supports only a single Security state:

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
RWP	RES0												nASSGReq		E1NWF	DS	RES0	ARE	RES0	EnableGrp1	EnableGrp0										

RWP, bit [31]

Register Write Pending. Read only. Indicates whether a register write is in progress or not:

RWP	Meaning
0b0	No register write in progress. The effects of previous register writes to the affected register fields are visible to all logical components of the GIC architecture, including the CPU interfaces.
0b1	Register write in progress. The effects of previous register writes to the affected register fields are not guaranteed to be visible to all logical components of the GIC architecture, including the CPU interfaces, as the effects of the changes are still being propagated.

This field tracks updates to:

- GICD_CTLR[2:0], the Group Enables, for transitions from 1 to 0 only.
- GICD_CTLR[7:4], the ARE bits, E1NWF bit and DS bit.
- GICD_ICENABLER<n>, the bits that allow disabling of SPIs.

Updates to other register fields are not tracked by this field.

This field resets to an architecturally UNKNOWN value.

Bits [30:9]

Reserved, RES0.

nASSGReq, bit [8]

When FEAT_GICv4p1 is implemented:

Controls whether SGIs have an active state.

This bit is RES0 if [GICD_TYPER2](#).GICD_TYPER2.nASSGReq is 0.

This bit is WI when any of GICD_CTLR.{EnableGrp0,EnableGrp1} is 1.

nASSGReq	Meaning
0b0	SGIs have an active state and must be deactivated.
0b1	SGIs do not have an active state and do not require deactivation.

This field resets to 0.

Otherwise:

Reserved, RES0.

E1NWF, bit [7]

Enable 1 of N Wakeup Functionality.

It is IMPLEMENTATION DEFINED whether this bit is programmable, or RAZ/WI.

If it is implemented, then it has the following behavior:

E1NWF	Meaning
0b0	A PE that is asleep cannot be picked for 1 of N interrupts.
0b1	A PE that is asleep can be picked for 1 of N interrupts as determined by IMPLEMENTATION DEFINED controls.

This field resets to an architecturally UNKNOWN value.

DS, bit [6]

Disable Security. This field is RAO/WI.

Bit [5]

Reserved, RES0.

ARE, bit [4]

Affinity Routing Enable.

ARE	Meaning
0b0	Affinity routing disabled.
0b1	Affinity routing enabled.

Changing the ARE settings from 0 to 1 is UNPREDICTABLE except when all of the following apply:

- GICD_CTLR.EnableGrp1==0.
- GICD_CTLR.EnableGrp0==0.

Changing ARE from 1 to 0 is UNPREDICTABLE.

If GICv2 backwards compatibility is not implemented, this field is RAO/WI.

This field resets to 0.

Bits [3:2]

Reserved, RES0.

EnableGrp1, bit [1]

Enable Group 1 interrupts.

EnableGrp1	Meaning
0b0	Group 1 interrupts disabled.
0b1	Group 1 interrupts enabled.

This field resets to an architecturally UNKNOWN value.

EnableGrp0, bit [0]

Enable Group 0 interrupts.

EnableGrp0	Meaning
0b0	Group 0 interrupts are disabled.
0b1	Group 0 interrupts are enabled.

This field resets to an architecturally UNKNOWN value.

Accessing the GICD_CTLR

If an interrupt is pending within a CPU interface when the corresponding GICD_CTLR.EnableGrpX bit is written from 1 to 0 the interrupt must be retrieved from the CPU interface.

Note

This might have no effect on the forwarded interrupt if it has already been activated. When a write changes the value of ARE for a Security state or the value of the DS bit, the format used for interpreting the remaining bits provided in the write data is the format that applied before the write takes effect.

GICD_CTLR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Distributor	0x0000	GICD_CTLR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

GICD_ICACTIVER<n>, Interrupt Clear-Active Registers, n = 0 - 31

The GICD_ICACTIVER<n> characteristics are:

Purpose

Deactivates the corresponding interrupt. These registers are used when saving and restoring GIC state.

Configuration

These registers are available in all GIC configurations. If [GICD_CTLR.DS](#)==0, these registers are Common.

The number of implemented GICD_ICACTIVER<n> registers is ([GICD_TYPER.ITLinesNumber](#)+1). Registers are numbered from 0.

GICD_ICACTIVER0 is Banked for each connected PE with [GICR_TYPER.Processor_Number](#) < 8.

Accessing GICD_ICACTIVER0 from a PE with [GICR_TYPER.Processor_Number](#) > 7 is CONSTRAINED UNPREDICTABLE:

- Register is RAZ/WI.
- An UNKNOWN banked copy of the register is accessed.

Attributes

GICD_ICACTIVER<n> is a 32-bit register.

Field descriptions

The GICD_ICACTIVER<n> 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
Clear_active_bit<x>, bit [x], for x = 0 to 31																															

Clear_active_bit<x>, bit [x], for x = 0 to 31

Removes the active state from interrupt number 32n + x. Reads and writes have the following behavior:

Clear_active_bit<x>	Meaning
0b0	If read, indicates that the corresponding interrupt is not active, and is not active and pending. If written, has no effect.
0b1	If read, indicates that the corresponding interrupt is active, or is active and pending. If written, deactivates the corresponding interrupt, if the interrupt is active. If the interrupt is already deactivated, the write has no effect.

This field resets to 0.

For INTID m, when DIV and MOD are the integer division and modulo operations:

- The corresponding GICD_ICACTIVER<n> number, n, is given by n = m DIV 32.
- The offset of the required GICD_ICACTIVER is (0x380 + (4*n)).
- The bit number of the required group modifier bit in this register is m MOD 32.

Accessing the GICD_ICTIVER<n>

When affinity routing is enabled for the Security state of an interrupt, the bits corresponding to SGIs and PPIs in that Security state are RAZ/WI, and equivalent functionality for SGIs and PPIs is provided by [GICR_ICTIVER0](#).

Bits corresponding to unimplemented interrupts are RAZ/WI.

If [GICD_CTLR](#).DS==0, unless the [GICD_NSACR<n>](#) registers permit Non-secure software to control Group 0 and Secure Group 1 interrupts, any bits that correspond to Group 0 or Secure Group 1 interrupts are accessible only by Secure accesses and are RAZ/WI to Non-secure accesses.

GICD_ICTIVER<n> can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Distributor	$0x0380 + (4 * n)$	GICD_ICTIVER<n>

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICD_ICACTIVER<n>E, Interrupt Clear-Active Registers (extended SPI range), n = 0 - 31

The GICD_ICACTIVER<n>E characteristics are:

Purpose

Removes the active state from the corresponding SPI in the extended SPI range.

Configuration

This register is present only when FEAT_GICv3p1 is implemented. Otherwise, direct accesses to GICD_ICACTIVER<n>E are RES0.

When GICD_TYPER.ESPI==0, these registers are RES0.

When GICD_TYPER.ESPI==1, the number of implemented GICD_ICACTIVER<n>E registers is (GICD_TYPER.ESPI_range+1). Registers are numbered from 0.

Attributes

GICD_ICACTIVER<n>E is a 32-bit register.

Field descriptions

The GICD_ICACTIVER<n>E 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
Clear_active_bit<x>, bit [x], for x = 0 to 31																															

Clear_active_bit<x>, bit [x], for x = 0 to 31

For the extended SPIs, removes the active state to interrupt number x. Reads and writes have the following behavior:

Clear_active_bit<x>	Meaning
0b0	If read, indicates that the corresponding interrupt is not active, and is not active and pending. If written, has no effect.
0b1	If read, indicates that the corresponding interrupt is active, or is active and pending. If written, deactivates the corresponding interrupt, if the interrupt is active. If the interrupt is already deactivated, the write has no effect.

This field resets to 0.

For INTID m, when DIV and MOD are the integer division and modulo operations:

- The corresponding GICD_ICACTIVER<n>E number, n, is given by $n = (m-4096) \text{ DIV } 32$.
- The offset of the required GICD_ICACTIVER<n>E is $(0x1C00 + (4*n))$.
- The bit number of the required group modifier bit in this register is $(m-4096) \text{ MOD } 32$.

Accessing the GICD_ICACTIVER<n>E

When affinity routing is not enabled for the Security state of an interrupt in GICD_ICACTIVER<n>E, the corresponding bit is RES0.

When [GICD_CTLR.DS](#)==0, bits corresponding to Secure SPIs are RAZ/WI to Non-secure accesses.

Bits corresponding to unimplemented interrupts are RAZ/WI.

GICD_ICACTIVER<n>E can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Distributor	$0 \times 1C00 + (4 * n)$	GICD_ICACTIVER<n>E

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICD_ICENABLER<n>, Interrupt Clear-Enable Registers, n = 0 - 31

The GICD_ICENABLER<n> characteristics are:

Purpose

Disables forwarding of the corresponding interrupt to the CPU interfaces.

Configuration

These registers are available in all GIC configurations. If [GICD_CTLR.DS](#)=0, these registers are Common.

The number of implemented [GICD_ICENABLER<n>](#) registers is ([GICD_TYPER.ITLinesNumber](#)+1). Registers are numbered from 0.

GICD_ICENABLER0 is Banked for each connected PE with [GICR_TYPER.Processor_Number](#) < 8.

Accessing GICD_ICENABLER0 from a PE with [GICR_TYPER.Processor_Number](#) > 7 is CONSTRAINED UNPREDICTABLE:

- Register is RAZ/WI.
- An UNKNOWN banked copy of the register is accessed.

Attributes

GICD_ICENABLER<n> is a 32-bit register.

Field descriptions

The GICD_ICENABLER<n> 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
Clear_enable_bit<x>, bit [x], for x = 0 to 31																															

Clear_enable_bit<x>, bit [x], for x = 0 to 31

For SPIs and PPIs, controls the forwarding of interrupt number 32n + x to the CPU interfaces. Reads and writes have the following behavior:

Clear_enable_bit<x>	Meaning
0b0	If read, indicates that forwarding of the corresponding interrupt is disabled. If written, has no effect.
0b1	If read, indicates that forwarding of the corresponding interrupt is enabled. If written, disables forwarding of the corresponding interrupt. After a write of 1 to this bit, a subsequent read of this bit returns 0.

For SGIs, the behavior of this bit is IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

For INTID m, when DIV and MOD are the integer division and modulo operations:

- The corresponding GICD_ICENABLER<n> number, n, is given by $n = m \text{ DIV } 32$.
- The offset of the required GICD_ICENABLER is $(0 \times 180 + (4 \times n))$.
- The bit number of the required group modifier bit in this register is $m \text{ MOD } 32$.

Note

Writing a 1 to a GICD_ICENABLER<n> bit only disables the forwarding of the corresponding interrupt from the Distributor to any CPU interface. It does not prevent the interrupt from changing state, for example becoming pending or active and pending if it is already active.

Accessing the GICD_ICENABLER<n>

For SGIs and PPIs:

- When ARE is 1 for the Security state of an interrupt, the field for that interrupt is RES0 and an implementation is permitted to make the field RAZ/WI in this case.
- Equivalent functionality is provided by GICR_ICENABLER0.

Bits corresponding to unimplemented interrupts are RAZ/WI.

When [GICD_CTLR.DS](#)==0, bits corresponding to Group 0 and Secure Group 1 interrupts are RAZ/WI to Non-secure accesses.

It is IMPLEMENTATION DEFINED whether implemented SGIs are permanently enabled, or can be enabled and disabled by writes to [GICD_ISENABLER<n>](#) and [GICD_ICENABLER<n>](#) where n=0.

Completion of a write to this register does not guarantee that the effects of the write are visible throughout the affinity hierarchy. To ensure an enable has been cleared, software must write to the register with bits set to 1 to clear the required enables. Software must then poll [GICD_CTLR.RWP](#) until it has the value zero.

GICD_ICENABLER<n> can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Distributor	$0 \times 0180 + (4 * n)$	GICD_ICENABLER<n>

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICD_ICENABLER<n>E, Interrupt Clear-Enable Registers, n = 0 - 31

The GICD_ICENABLER<n>E characteristics are:

Purpose

Disables forwarding of the corresponding SPI in the extended SPI range to the CPU interfaces.

Configuration

This register is present only when FEAT_GICv3p1 is implemented. Otherwise, direct accesses to GICD_ICENABLER<n>E are RES0.

When [GICD_TYPER.ESPI](#)==0, these registers are RES0.

When [GICD_TYPER.ESPI](#)==1, the number of implemented [GICD_ICENABLER<n>E](#) registers is ([GICD_TYPER.ESPI_range](#)+1). Registers are numbered from 0.

Attributes

GICD_ICENABLER<n>E is a 32-bit register.

Field descriptions

The GICD_ICENABLER<n>E 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
Clear_enable_bit<x> , bit [x], for x = 0 to 31																															

Clear_enable_bit<x>, bit [x], for x = 0 to 31

For the extended SPI range, controls the forwarding of interrupt number x to the CPU interface. Reads and writes have the following behavior:

Clear_enable_bit<x>	Meaning
0b0	If read, indicates that forwarding of the corresponding interrupt is disabled. If written, has no effect.
0b1	If read, indicates that forwarding of the corresponding interrupt is enabled. If written, enables forwarding of the corresponding interrupt. After a write of 1 to this bit, a subsequent read of this bit returns 0.

This field resets to 0.

For INTID m, when DIV and MOD are the integer division and modulo operations:

- The corresponding GICD_ICENABLER<n>E number, n, is given by $n = (m-4096) \text{ DIV } 32$.
- The offset of the required GICD_ICENABLER<n>E is $(0x1400 + (4*n))$.
- The bit number of the required group modifier bit in this register is $(m-4096) \text{ MOD } 32$.

Accessing the GICD_ICENABLER<n>E

When affinity routing is not enabled for the Security state of an interrupt in GICD_ICENABLER<n>E, the corresponding bit is RES0.

When [GICD_CTLR.DS](#)==0, bits corresponding to Secure SPIs are RAZ/WI to Non-secure accesses.

Bits corresponding to unimplemented interrupts are RAZ/WI.

GICD_ICENABLER<n>E can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Distributor	$0 \times 1400 + (4 * n)$	GICD_ICENABLER<n>E

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICD_ICFGR<n>, Interrupt Configuration Registers, n = 0 - 63

The GICD_ICFGR<n> characteristics are:

Purpose

Determines whether the corresponding interrupt is edge-triggered or level-sensitive.

Configuration

These registers are available in all GIC configurations. If the GIC implementation supports two Security states, these registers are Common.

GICD_ICFGR1 is Banked for each connected PE with [GICR_TYPER](#).Processor_Number < 8.

Accessing GICD_ICFGR1 from a PE with [GICR_TYPER](#).Processor_Number > 7 is CONSTRAINED UNPREDICTABLE:

- Register is RAZ/WI.
- An UNKNOWN banked copy of the register is accessed.

For SGIs and PPIs:

- When ARE is 1 for the Security state of an interrupt, the field for that interrupt is RES0 and an implementation is permitted to make the field RAZ/WI in this case.
- Equivalent functionality is provided by GICR_ICFGR<n>

For each supported PPI, it is IMPLEMENTATION DEFINED whether software can program the corresponding Int_config field.

For SGIs, Int_config fields are RO, meaning that GICD_ICFGR0 is RO.

Changing Int_config when the interrupt is individually enabled is UNPREDICTABLE.

Changing the interrupt configuration between level-sensitive and edge-triggered (in either direction) at a time when there is a pending interrupt will leave the interrupt in an UNKNOWN pending state.

Fields corresponding to unimplemented interrupts are RAZ/WI.

Attributes

GICD_ICFGR<n> is a 32-bit register.

Field descriptions

The GICD_ICFGR<n> 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
																Int_config<x>, bits [2x+1:2x], for x = 0 to 15															

Int_config<x>, bits [2x+1:2x], for x = 0 to 15

Indicates whether the interrupt with ID 16n + x is level-sensitive or edge-triggered.

Int_config[0] (bit [2x]) is RES0.

Possible values of Int_config[1] (bit [2x+1]) are:

Int_config<x>	Meaning
0b00	Corresponding interrupt is level-sensitive.
0b01	Corresponding interrupt is edge-triggered.

For SGIs, Int_config[1] is RAO/WI.

For SPIs and PPIs, Int_config[1] is programmable unless the implementation supports two Security states and the bit corresponds to a Group 0 or Secure Group 1 interrupt, in which case the bit is RAZ/WI to Non-secure accesses.

This field resets to an architecturally UNKNOWN value.

Accessing the GICD_ICFGR<n>

GICD_ICFGR<n> can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Distributor	0x0C00 + (4 * n)	GICD_ICFGR<n>

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICD_ICFGR<n>E, Interrupt Configuration Registers (Extended SPI Range), n = 0 - 63

The GICD_ICFGR<n>E characteristics are:

Purpose

Determines whether the corresponding SPI in the extended SPI range is edge-triggered or level-sensitive.

Configuration

This register is present only when FEAT_GICv3p1 is implemented. Otherwise, direct accesses to GICD_ICFGR<n>E are RES0.

When GICD_TYPER.ESPI==0, these registers are RES0.

When GICD_TYPER.ESPI==1, the number of implemented GICD_ICFGR<n>E registers is ((GICD_TYPER.ESPI_range+1)*2). Registers are numbered from 0.

Attributes

GICD_ICFGR<n>E is a 32-bit register.

Field descriptions

The GICD_ICFGR<n>E 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
Int_config<x>, bits [2x+1:2x], for x = 0 to 15																															

Int_config<x>, bits [2x+1:2x], for x = 0 to 15

Indicates whether the interrupt with ID 16n + x is level-sensitive or edge-triggered.

Int_config[0] (bit[2x]) is RES0.

Possible values of Int_config[1] (bit[2x+1]) are:

Int_config<x>	Meaning
0b00	Corresponding interrupt is level-sensitive.
0b01	Corresponding interrupt is edge-triggered.

This field resets to an architecturally UNKNOWN value.

Accessing the GICD_ICFGR<n>E

When affinity routing is not enabled for the Security state of an interrupt in GICD_ICFGR<n>E, the corresponding bit is RES0.

When GICD_CTLR.DS==0, a register bit that corresponds to a Group 0 or Secure Group 1 interrupt is RAZ/WI to Non-secure accesses.

Bits corresponding to unimplemented interrupts are RAZ/WI.

GICD_ICFGR<n>E can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
-----------	--------	----------

GIC Distributor	0x3000 + (4 * n)	GICD_ICFGR<n>E
-----------------	------------------	----------------

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICD_ICPENDR<n>, Interrupt Clear-Pending Registers, n = 0 - 31

The GICD_ICPENDR<n> characteristics are:

Purpose

Removes the pending state from the corresponding interrupt.

Configuration

These registers are available in all GIC configurations. If [GICD_CTLR.DS](#)==0, these registers are Common.

The number of implemented [GICD_ICPENDR<n>](#) registers is ([GICD_TYPER.ITLinesNumber](#)+1). Registers are numbered from 0.

GICD_ICPENDR0 is Banked for each connected PE with [GICR_TYPER.Processor_Number](#) < 8.

Accessing GICD_ICPENDR0 from a PE with [GICR_TYPER.Processor_Number](#) > 7 is CONSTRAINED UNPREDICTABLE:

- Register is RAZ/WI.
- An UNKNOWN banked copy of the register is accessed.

Attributes

GICD_ICPENDR<n> is a 32-bit register.

Field descriptions

The GICD_ICPENDR<n> 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
Clear_pending_bit<x>, bit [x], for x = 0 to 31																															

Clear_pending_bit<x>, bit [x], for x = 0 to 31

For SPIs and PPIs, removes the pending state from interrupt number 32n + x. Reads and writes have the following behavior:

Clear_pending_bit<x>	Meaning
0b0	If read, indicates that the corresponding interrupt is not pending on any PE. If written, has no effect.
0b1	If read, indicates that the corresponding interrupt is pending, or active and pending: <ul style="list-style-type: none"> On this PE if the interrupt is an SGI or PPI. On at least one PE if the interrupt is an SPI. If written, changes the state of the corresponding interrupt from pending to inactive, or from active and pending to active. This has no effect in the following cases: <ul style="list-style-type: none"> If the interrupt is an SGI. In this case, the write is ignored. The pending state of an SGI can be cleared using GICD_CPENDSGIR<n>. If the interrupt is not pending and is not active and pending. If the interrupt is a level-sensitive interrupt that is pending or active and pending for a reason other than a write to GICD_ISPENDR<n>. In this case, if the interrupt signal continues to be asserted, the interrupt remains pending or active and pending.

This field resets to 0.

For INTID m, when DIV and MOD are the integer division and modulo operations:

- The corresponding GICD_ICPENDR<n> number, n, is given by $n = m \text{ DIV } 32$.
- The offset of the required GICD_ICPENDR is $(0x200 + (4*n))$.
- The bit number of the required group modifier bit in this register is $m \text{ MOD } 32$.

Accessing the GICD_ICPENDR<n>

Clear-pending bits for SGIs are RO/WI.

When affinity routing is enabled for the Security state of an interrupt:

- Bits corresponding to SGIs and PPIs are RAZ/WI, and equivalent functionality for SGIs and PPIs is provided by [GICR_ICPENDRO](#).
- Bits corresponding to Group 0 and Group 1 Secure interrupts can only be cleared by Secure accesses.

Bits corresponding to unimplemented interrupts are RAZ/WI.

If [GICD_CTLR.DS](#)==0, unless the [GICD_NSACR<n>](#) registers permit Non-secure software to control Group 0 and Secure Group 1 interrupts, any bits that correspond to Group 0 or Secure Group 1 interrupts are accessible only by Secure accesses and are RAZ/WI to Non-secure accesses.

GICD_ICPENDR<n> can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Distributor	$0x0280 + (4 * n)$	GICD_ICPENDR<n>

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

GICD_ICPENDR<n>E, Interrupt Clear-Pending Registers (extended SPI range), n = 0 - 31

The GICD_ICPENDR<n>E characteristics are:

Purpose

Removes the pending state to the corresponding SPI in the extended SPI range.

Configuration

This register is present only when FEAT_GICv3p1 is implemented. Otherwise, direct accesses to GICD_ICPENDR<n>E are RES0.

When [GICD_TYPER](#).ESPI==0, these registers are RES0.

When [GICD_TYPER](#).ESPI==1, the number of implemented GICD_ICPENDR<n>E registers is ([GICD_TYPER](#).ESPI_range+1). Registers are numbered from 0.

Attributes

GICD_ICPENDR<n>E is a 32-bit register.

Field descriptions

The GICD_ICPENDR<n>E 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
Clear_pending_bit<x>, bit [x], for x = 0 to 31																															

Clear_pending_bit<x>, bit [x], for x = 0 to 31

For the extended PPIs, removes the pending state to interrupt number x. Reads and writes have the following behavior:

Clear_pending_bit<x>	Meaning
0b0	If read, indicates that the corresponding interrupt is not pending. If written, has no effect.
0b1	If read, indicates that the corresponding interrupt is pending, or active and pending. If written, changes the state of the corresponding interrupt from pending to inactive, or from active and pending to active. This has no effect in the following cases: <ul style="list-style-type: none">If the interrupt is not pending and is not active and pending.If the interrupt is a level-sensitive interrupt that is pending or active and pending for a reason other than a write to GICD_ICPENDR<n>E. In this case, if the interrupt signal continues to be asserted, the interrupt remains pending or active and pending.

This field resets to 0.

For INTID m, when DIV and MOD are the integer division and modulo operations:

- The corresponding GICD_ICPENDR<n>E number, n, is given by $n = (m-4096) \text{ DIV } 32$.
- The offset of the required GICD_ICPENDR<n>E is $(0 \times 1800 + (4 * n))$.
- The bit number of the required group modifier bit in this register is $(m-4096) \text{ MOD } 32$.

Accessing the GICD_ICPENDR<n>E

When affinity routing is not enabled for the Security state of an interrupt in GICD_ICPENDR<n>E, the corresponding bit is RES0.

When [GICD_CTLR.DS](#)==0, bits corresponding to Secure SPIs are RAZ/WI to Non-secure accesses.

Bits corresponding to unimplemented interrupts are RAZ/WI.

GICD_ICPENDR<n>E can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Distributor	$0 \times 1800 + (4 * n)$	GICD_ICPENDR<n>E

This interface is accessible as follows:

- When [GICD_CTLR.DS](#) == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICD_IGROUPR<n>, Interrupt Group Registers, n = 0 - 31

The GICD_IGROUPR<n> characteristics are:

Purpose

Controls whether the corresponding interrupt is in Group 0 or Group 1.

Configuration

These registers are available in all GIC configurations. If [GICD_CTLR.DS](#)==0, these registers are Secure.

The number of implemented GICD_IGROUPR<n> registers is ([GICD_TYPER.ITLinesNumber](#)+1). Registers are numbered from 0.

GICD_IGROUPR0 is Banked for each connected PE with [GICR_TYPER.Processor_Number](#) < 8.

Accessing GICD_IGROUPR0 from a PE with [GICR_TYPER.Processor_Number](#) > 7 is CONSTRAINED UNPREDICTABLE:

- Register is RAZ/WI.
- An UNKNOWN banked copy of the register is accessed.

Attributes

GICD_IGROUPR<n> is a 32-bit register.

Field descriptions

The GICD_IGROUPR<n> 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
Group_status_bit<x>, bit [x], for x = 0 to 31																															

Group_status_bit<x>, bit [x], for x = 0 to 31

Group status bit.

Group status bit<x>	Meaning
0b0	When GICD_CTLR.DS ==1, the corresponding interrupt is Group 0. When GICD_CTLR.DS ==0, the corresponding interrupt is Secure.
0b1	When GICD_CTLR.DS ==1, the corresponding interrupt is Group 1. When GICD_CTLR.DS ==0, the corresponding interrupt is Non-secure Group 1.

If affinity routing is enabled for the Security state of an interrupt, the bit that corresponds to the interrupt is concatenated with the equivalent bit in [GICD_IGRPMODR<n>](#) to form a 2-bit field that defines an interrupt group. The encoding of this field is described in [GICD_IGRPMODR<n>](#).

If affinity routing is disabled for the Security state of an interrupt, then:

- The corresponding [GICD_IGRPMODR<n>](#) bit is RES0.
- For Secure interrupts, the interrupt is Secure Group 0.
- For Non-secure interrupts, the interrupt is Non-secure Group 1.

When n == 0, this field resets to an UNKNOWN value.

When $n > 0$, this field resets to 0.

For INTID m, when DIV and MOD are the integer division and modulo operations:

- The corresponding GICD_IGROUP<n> number, n, is given by $n = m \text{ DIV } 32$.
- The offset of the required GICD_IGROUP is $(0x080 + (4*n))$.
- The bit number of the required group modifier bit in this register is $m \text{ MOD } 32$.

Accessing the GICD_IGROUPR<n>

For SGIs and PPIs:

- When ARE is 1 for the Security state of an interrupt, the field for that interrupt is RES0 and an implementation is permitted to make the field RAZ/WI in this case.
- Equivalent functionality is provided by GICR_IGROUPR0.

When [GICD_CTLR.DS](#)==0, the register is RAZ/WI to Non-secure accesses.

Bits corresponding to unimplemented interrupts are RAZ/WI.

Note

Accesses to GICD_IGROUPR0 when affinity routing is not enabled for a Security state access the same state as [GICR_IGROUPR0](#), and must update Redistributor state associated with the PE performing the accesses. Implementations must ensure that an interrupt that is pending at the time of the write uses either the old value or the new value and must ensure that the interrupt is neither lost nor handled more than one time. The effect of the change must be visible in finite time.

GICD_IGROUPR<n> can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Distributor	$0x0080 + (4 * n)$	GICD_IGROUPR<n>

This interface is accessible as follows:

- When [GICD_CTLR.DS](#) == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.

GICD_IGROUPR<n>E, Interrupt Group Registers (extended SPI range), n = 0 - 31

The GICD_IGROUPR<n>E characteristics are:

Purpose

Controls whether the corresponding SPI in the extended SPI range is in Group 0 or Group 1.

Configuration

This register is present only when FEAT_GICv3p1 is implemented. Otherwise, direct accesses to GICD_IGROUPR<n>E are RES0.

GICD_IGROUPR<n>E resets to 0x00000000.

When [GICD_TYPER.ESPI](#)==0, these registers are RES0.

When [GICD_TYPER.ESPI](#)==1:

- The number of implemented GICD_IGROUPR<n>E registers is ([GICD_TYPER.ESPI_range](#)+1). Registers are numbered from 0.
- When [GICD_CTLR.DS](#)==0, this register is Secure.

Attributes

GICD_IGROUPR<n>E is a 32-bit register.

Field descriptions

The GICD_IGROUPR<n>E 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
Group_status_bit<x>, bit [x], for x = 0 to 31																															

Group_status_bit<x>, bit [x], for x = 0 to 31

Group status bit.

Group_status_bit<x>	Meaning
0b0	When GICD_CTLR.DS ==1, the corresponding interrupt is Group 0. When GICD_CTLR.DS ==0, the corresponding interrupt is Secure.
0b1	When GICD_CTLR.DS ==1, the corresponding interrupt is Group 1. When GICD_CTLR.DS ==0, the corresponding interrupt is Non-secure Group 1.

If affinity routing is enabled for the Security state of an interrupt, the bit that corresponds to the interrupt is concatenated with the equivalent bit in [GICD_IGRPMODR<n>E](#) to form a 2-bit field that defines an interrupt group. The encoding of this field is described in [GICD_IGRPMODR<n>E](#).

If affinity routing is disabled for the Security state of an interrupt, the bit is RES0:

For INTID m, when DIV and MOD are the integer division and modulo operations:

- The corresponding GICD_IGROUPR<n>E number, n, is given by $n = (m-4096) \text{ DIV } 32$.
- The offset of the required GICD_IGROUPR<n>E is $(0 \times 1000 + (4 \times n))$.
- The bit number of the required group modifier bit in this register is $(m-4096) \text{ MOD } 32$.

Accessing the GICD_IGROUPR<n>E

When affinity routing is not enabled for the Security state of an interrupt in GICD_IGROUPR<n>E, the corresponding bit is RES0.

When [GICD_CTLR.DS](#)==0, bits corresponding to Secure SPIs are RAZ/WI to Non-secure accesses.

Bits corresponding to unimplemented interrupts are RAZ/WI.

GICD_IGROUPR<n>E can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Distributor	0x1000 + (4 * n)	GICD_IGROUPR<n>E

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICD_IGRPMODR<n>, Interrupt Group Modifier Registers, n = 0 - 31

The GICD_IGRPMODR<n> characteristics are:

Purpose

When [GICD_CTLR.DS](#)==0, this register together with the [GICD_IGROUPR<n>](#) registers, controls whether the corresponding interrupt is in:

- Secure Group 0.
- Non-secure Group 1.
- Secure Group 1.

Configuration

When [GICD_CTLR.DS](#)==0, these registers are Secure.

The number of implemented [GICD_IGROUPR<n>](#) registers is ([GICD_TYPER.ITLinesNumber](#)+1). Registers are numbered from 0.

When [GICD_CTLR.ARE_S](#)==0 or [GICD_CTLR.DS](#)==1, the GICD_IGRPMODR<n> registers are RES0. An implementation can make these registers RAZ/WI in this case.

Attributes

GICD_IGRPMODR<n> is a 32-bit register.

Field descriptions

The GICD_IGRPMODR<n> 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
Group_modifier_bit<x>, bit [x], for x = 0 to 31																															

Group_modifier_bit<x>, bit [x], for x = 0 to 31

Group modifier bit. When affinity routing is enabled for the Security state of an interrupt, the bit that corresponds to the interrupt is concatenated with the equivalent bit in [GICD_IGROUPR<n>](#) to form a 2-bit field that defines an interrupt group:

Group modifier bit	Group status bit	Definition	Short name
0b0	0b0	Secure Group 0	G0S
0b0	0b1	Non-secure Group 1	G1NS
0b1	0b0	Secure Group 1	G1S
0b1	0b1	Reserved, treated as Non-secure Group 1	-

This field resets to 0.

For INTID m, when DIV and MOD are the integer division and modulo operations:

- The corresponding GICD_IGRPMODR<n> number, n, is given by $n = m \text{ DIV } 32$.
- The offset of the required GICD_IGRPMODR is $(0 \times 080 + (4 \times n))$.
- The bit number of the required group modifier bit in this register is $m \text{ MOD } 32$.

See [GICD_IGROUPR<n>](#) for information about the GICD_IGRPMODR0 reset value.

Accessing the GICD_IGRPMODR<n>

When affinity routing is enabled for Secure state, GICD_IGRPMODR0 is RES0 and equivalent functionality is proved by [GICR_IGRPMODR0](#).

When [GICD_CTLR](#).DS==0, the register is RAZ/WI to Non-secure accesses.

Bits corresponding to unimplemented interrupts are RAZ/WI.

Note

Implementations must ensure that an interrupt that is pending at the time of the write uses either the old value or the new value and must ensure that the interrupt is neither lost nor handled more than one time. The effect of the change must be visible in finite time.

GICD_IGRPMODR<n> can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Distributor	$0x0D00 + (4 * n)$	GICD_IGRPMODR<n>

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICD_IGRPMODR<n>E, Interrupt Group Modifier Registers (extended SPI range), n = 0 - 31

The GICD_IGRPMODR<n>E characteristics are:

Purpose

When [GICD_CTLR.DS](#)==0, this register together with the [GICD_IGROUPR<n>E](#) registers, controls whether the corresponding interrupt is in:

- Secure Group 0.
- Non-secure Group 1.
- When System register access is enabled, Secure Group 1.

Configuration

This register is present only when FEAT_GICv3p1 is implemented. Otherwise, direct accesses to GICD_IGRPMODR<n>E are RES0.

GICD_IGRPMODR<n>E resets to 0x00000000.

When [GICD_TYPER.ESPI](#)==0, these registers are RES0.

When [GICD_TYPER.ESPI](#)==1:

- The number of implemented GICD_IGRPMODR<n>E registers is ([GICD_TYPER.ESPI_range](#)+1). Registers are numbered from 0.
- When [GICD_CTLR.DS](#)==0, this register is Secure.

Attributes

GICD_IGRPMODR<n>E is a 32-bit register.

Field descriptions

The GICD_IGRPMODR<n>E 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
Group_modifier_bit<x>, bit [x], for x = 0 to 31																															

Group_modifier_bit<x>, bit [x], for x = 0 to 31

Group modifier bit. In implementations where affinity routing is enabled for the Security state of an interrupt, the bit that corresponds to the interrupt is concatenated with the equivalent bit in [GICD_IGROUPR<n>E](#) to form a 2-bit field that defines an interrupt group:

Group modifier bit	Group status bit	Definition	Short name
0b0	0b0	Secure Group 0	G0S
0b0	0b1	Non-secure Group 1	G1NS
0b1	0b0	Secure Group 1	G1S
0b1	0b1	Reserved, treated as Non-secure Group 1	-

This field resets to 0.

For INTID m, when DIV and MOD are the integer division and modulo operations:

- The corresponding GICD_IGRPMODR<n>E number, n, is given by $n = (m-4096) \text{ DIV } 32$.
- The offset of the required GICD_IGRPMODR<n>E is $(0x3400 + (4*n))$.

- The bit number of the required group modifier bit in this register is (m-4096) MOD 32.

Accessing the GICD_IGRPMODR<n>E

When affinity routing is not enabled for the Security state of an interrupt in GICD_IGRPMODR<n>E, the corresponding bit is RES0.

When [GICD_CTLR.DS](#)==0, bits corresponding to Secure SPIs are RAZ/WI to Non-secure accesses.

Bits corresponding to unimplemented interrupts are RAZ/WI.

GICD_IGRPMODR<n>E can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Distributor	0x3400 + (4 * n)	GICD_IGRPMODR<n>E

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICD_IIDR, Distributor Implementer Identification Register

The GICD_IIDR characteristics are:

Purpose

Provides information about the implementer and revision of the Distributor.

Configuration

This register is available in all configurations of the GIC. If the GIC implementation supports two Security states, this register is Common.

Attributes

GICD_IIDR is a 32-bit register.

Field descriptions

The GICD_IIDR 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
ProductID								RES0				Variant				Revision				Implementer											

ProductID, bits [31:24]

An IMPLEMENTATION DEFINED product identifier.

Bits [23:20]

Reserved, RES0.

Variant, bits [19:16]

An IMPLEMENTATION DEFINED variant number. Typically, this field is used to distinguish product variants, or major revisions of a product.

Revision, bits [15:12]

An IMPLEMENTATION DEFINED revision number. Typically, this field is used to distinguish minor revisions of a product.

Implementer, bits [11:0]

Contains the JEP106 code of the company that implemented the Distributor:

- Bits [11:8] are the JEP106 continuation code of the implementer. For an Arm implementation, this field is 0x4.
- Bit [7] is always 0.
- Bits [6:0] are the JEP106 identity code of the implementer. For an Arm implementation, bits [7:0] are therefore 0x3B.

Accessing the GICD_IIDR

GICD_IIDR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Distributor	0x0008	GICD_IIDR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RO**.
- When an access is Secure accesses to this register are **RO**.
- When an access is Non-secure accesses to this register are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICD_IPRIORITYR<n>, Interrupt Priority Registers, n = 0 - 254

The GICD_IPRIORITYR<n> characteristics are:

Purpose

Holds the priority of the corresponding interrupt.

Configuration

These registers are available in all configurations of the GIC. When [GICD_CTLR.DS](#)==0, these registers are Common.

The number of implemented GICD_IPRIORITYR<n> registers is 8*([GICD_TYPER.ITLinesNumber](#)+1). Registers are numbered from 0.

GICD_IPRIORITYR0 to GICD_IPRIORITYR7 are Banked for each connected PE with [GICR_TYPER.Processor_Number](#) < 8.

Accessing GICD_IPRIORITYR0 to GICD_IPRIORITYR7 from a PE with [GICR_TYPER.Processor_Number](#) > 7 is CONSTRAINED UNPREDICTABLE:

- Register is RAZ/WI.
- An UNKNOWN banked copy of the register is accessed.

Attributes

GICD_IPRIORITYR<n> is a 32-bit register.

Field descriptions

The GICD_IPRIORITYR<n> 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
Priority_offset_3B								Priority_offset_2B								Priority_offset_1B								Priority_offset_0B							

Priority_offset_3B, bits [31:24]

Interrupt priority value from an IMPLEMENTATION DEFINED range, at byte offset 3. Lower priority values correspond to greater priority of the interrupt.

This field resets to 0.

Priority_offset_2B, bits [23:16]

Interrupt priority value from an IMPLEMENTATION DEFINED range, at byte offset 2. Lower priority values correspond to greater priority of the interrupt.

This field resets to 0.

Priority_offset_1B, bits [15:8]

Interrupt priority value from an IMPLEMENTATION DEFINED range, at byte offset 1. Lower priority values correspond to greater priority of the interrupt.

This field resets to 0.

Priority_offset_0B, bits [7:0]

Interrupt priority value from an IMPLEMENTATION DEFINED range, at byte offset 0. Lower priority values correspond to greater priority of the interrupt.

This field resets to 0.

For interrupt ID m, when DIV and MOD are the integer division and modulo operations:

- The corresponding GICD_IPRIORITYR<n> number, n, is given by $n = m \text{ DIV } 4$.
- The offset of the required GICD_IPRIORITYR<n> register is $(0x400 + (4*n))$.
- The byte offset of the required Priority field in this register is $m \text{ MOD } 4$, 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].

Accessing the GICD_IPRIORITYR<n>

These registers are always used when affinity routing is not enabled. When affinity routing is enabled for the Security state of an interrupt:

- [GICR_IPRIORITYR<n>](#) is used instead of GICD_IPRIORITYR<n> where n = 0 to 7 (that is, for SGIs and PPIs).
- GICD_IPRIORITYR<n> is RAZ/WI where n = 0 to 7.

These registers are byte-accessible.

A register field corresponding to an unimplemented interrupt is RAZ/WI.

A GIC might implement fewer than eight priority bits, but must implement at least bits [7:4] of each field. In each field, unimplemented bits are RAZ/WI, see 'Interrupt prioritization' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

When [GICD_CTLR.DS](#)==0:

- A register bit that corresponds to a Group 0 or Secure Group 1 interrupt is RAZ/WI to Non-secure accesses.
- A Non-secure access to a field that corresponds to a Non-secure Group 1 interrupt behaves as described in 'Software accesses of interrupt priority' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

It is IMPLEMENTATION DEFINED whether changing the value of a priority field changes the priority of an active interrupt.

Note

Implementations must ensure that an interrupt that is pending at the time of the write uses either the old value or the new value and must ensure that the interrupt is neither lost nor handled more than one time. The effect of the change must be visible in finite time.

GICD_IPRIORITYR<n> can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Distributor	$0x0400 + (4 * n)$	GICD_IPRIORITYR<n>

This interface is accessible as follows:

- When [GICD_CTLR.DS](#) == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

GICD_IPRIORITYR<n>E, Holds the priority of the corresponding interrupt for each extended SPI supported by the GIC., n = 0 - 255

The GICD_IPRIORITYR<n>E characteristics are:

Purpose

Holds the priority of the corresponding interrupt for each extended SPI supported by the GIC.

Configuration

This register is present only when FEAT_GICv3p1 is implemented. Otherwise, direct accesses to GICD_IPRIORITYR<n>E are RES0.

When [GICD_TYPER](#).ESPI==0, these registers are RES0.

When [GICD_TYPER](#).ESPI==1, the number of implemented GICD_IPRIORITYR<n>E registers is (([GICD_TYPER](#).ESPI_range+1)*8). Registers are numbered from 0.

Attributes

GICD_IPRIORITYR<n>E is a 32-bit register.

Field descriptions

The GICD_IPRIORITYR<n>E 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
Priority_offset_3B								Priority_offset_2B								Priority_offset_1B								Priority_offset_0B							

Priority_offset_3B, bits [31:24]

Interrupt priority value from an IMPLEMENTATION DEFINED range, at byte offset 3. Lower priority values correspond to greater priority of the interrupt.

This field resets to an architecturally UNKNOWN value.

Priority_offset_2B, bits [23:16]

Interrupt priority value from an IMPLEMENTATION DEFINED range, at byte offset 2. Lower priority values correspond to greater priority of the interrupt.

This field resets to an architecturally UNKNOWN value.

Priority_offset_1B, bits [15:8]

Interrupt priority value from an IMPLEMENTATION DEFINED range, at byte offset 1. Lower priority values correspond to greater priority of the interrupt.

This field resets to an architecturally UNKNOWN value.

Priority_offset_0B, bits [7:0]

Interrupt priority value from an IMPLEMENTATION DEFINED range, at byte offset 0. Lower priority values correspond to greater priority of the interrupt.

GICD_IPRIORITYR<n>E, Holds the priority of the corresponding interrupt for each extended SPI supported by the GIC.,
n = 0 - 255

This field resets to an architecturally UNKNOWN value.

For interrupt ID m, when DIV and MOD are the integer division and modulo operations:

- The corresponding GICD_IPRIORITYR<n> number, n, is given by $n = (m-4096) \text{ DIV } 4$.
- The offset of the required GICD_IPRIORITYR<n>E register is $(0x2000 + (4*n))$.
- The byte offset of the required Priority field in this register is $m \text{ MOD } 4$, 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].

Accessing the GICD_IPRIORITYR<n>E

When affinity routing is not enabled for the Security state of an interrupt in GICD_ISACTIVER<n>E, the corresponding bit is RES0.

When [GICD_CTLR.DS](#)==0:

- A field that corresponds to a Group 0 or Secure Group 1 interrupt is RAZ/WI to Non-secure accesses.
- A Non-secure access to a field that corresponds to a Non-secure Group 1 interrupt behaves as described in Software accesses of interrupt priority.

Bits corresponding to unimplemented interrupts are RAZ/WI.

Note

Implementations must ensure that an interrupt that is pending at the time of the write uses either the old value or the new value and must ensure that the interrupt is neither lost nor handled more than once. The effect of the change must be visible in finite time.

GICD_IPRIORITYR<n>E can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Distributor	$0x2000 + (4 * n)$	GICD_IPRIORITYR<n>E

This interface is accessible as follows:

- When [GICD_CTLR.DS](#) == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICD_IROUTER<n>, Interrupt Routing Registers, n = 32 - 1019

The GICD_IROUTER<n> characteristics are:

Purpose

When affinity routing is enabled, provides routing information for the SPI with INTID n.

Configuration

These registers are available in all configurations of the GIC. If the GIC implementation supports two Security states, these registers are Common.

The maximum value of n is given by $(32 * (\text{GICD_TYPER.ITLinesNumber} + 1) - 1)$. [GICD_IROUTER<n>](#) registers where n=0 to 31 are reserved.

Attributes

GICD_IROUTER<n> is a 64-bit register.

Field descriptions

The GICD_IROUTER<n> bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																								Aff3							
Interrupt_Routing_Mode		RES0						Aff2						Aff1						Aff0											
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:40]

Reserved, RES0.

Aff3, bits [39:32]

Affinity level 3, the least significant affinity level field.

This field resets to an architecturally UNKNOWN value.

Interrupt_Routing_Mode, bit [31]

Interrupt Routing Mode. Defines how SPIs are routed in an affinity hierarchy:

Interrupt_Routing_Mode	Meaning
0b0	Interrupts routed to the PE specified by a.b.c.d. In this routing, a, b, c, and d are the values of fields Aff3, Aff2, Aff1, and Aff0 respectively.
0b1	Interrupts routed to any PE defined as a participating node.

If GICD_IROUTER<n>.IRM == 0 and the affinity path does not correspond to an implemented PE, then if the corresponding interrupt becomes pending it will not be forwarded to any PE and will remain pending.

In implementations that do not require 1 of N distribution of SPIs, this bit might be RAZ/WI.

When this bit is set to 1, GICD_IROUTER<n>.{Aff3, Aff2, Aff1, Aff0} are UNKNOWN.

Note

An implementation might choose to make the Aff<n> fields RO when this field is 1.

This field resets to an architecturally UNKNOWN value.

Bits [30:24]

Reserved, RES0.

Aff2, bits [23:16]

Affinity level 2, an intermediate affinity level field.

This field resets to an architecturally UNKNOWN value.

Aff1, bits [15:8]

Affinity level 1, an intermediate affinity level field.

This field resets to an architecturally UNKNOWN value.

Aff0, bits [7:0]

Affinity level 0, the most significant affinity level field.

This field resets to an architecturally UNKNOWN value.

For an SPI with INTID m:

- The corresponding GICD_IROUTER<n> register number, n, is given by $n = m$.
- The offset of the GICD_IROUTER<n> register is $0x6000 + 8n$.

Accessing the GICD_IROUTER<n>

These registers are used only when affinity routing is enabled. When affinity routing is not enabled:

- These registers are RES0. An implementation is permitted to make the register RAZ/WI in this case.
- The [GICD_ITARGETSR<n>](#) registers provide interrupt routing information.

Note

When affinity routing becomes enabled for a Security state (for example, following a reset or following a write to [GICD_CTLR](#)) the value of all writeable fields in this register is UNKNOWN for that Security state. When the group of an interrupt changes so the ARE setting for the interrupt changes to 1, the value of this register is UNKNOWN for that interrupt.

If [GICD_CTLR.DS](#)==0, unless the [GICD_NSACR<n>](#) registers permit Non-secure software to control Group 0 and Secure Group 1 interrupts, any GICD_IROUTER<n> registers that correspond to Group 0 or Secure Group 1 interrupts are accessible only by Secure accesses and are RAZ/WI to Non-secure accesses.

Note

For each interrupt, a GIC implementation might support fewer than 256 values for an affinity level. In this case, some bits of the corresponding affinity level field might be RO. Implementations must ensure that an interrupt that is pending at the time of the write uses either the old value or the new value and

must ensure that the interrupt is neither lost nor handled more than one time.
The effect of the change must be visible in finite time.

GICD_IROUTER<n> can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Distributor	$0x6000 + (8 * n)$	GICD_IROUTER<n>

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICD_IROUTER<n>E, Interrupt Routing Registers (Extended SPI Range), n = 0 - 1023

The GICD_IROUTER<n>E characteristics are:

Purpose

When affinity routing is enabled, provides routing information for the corresponding SPI in the extended SPI range.

Configuration

This register is present only when FEAT_GICv3p1 is implemented. Otherwise, direct accesses to GICD_IROUTER<n>E are RES0.

RW fields in this register reset to architecturally UNKNOWN values.

When [GICD_TYPER.ESPI](#)==0, these registers are RES0.

When [GICD_TYPER.ESPI](#)==1, the number of implemented GICD_IROUTER<n>E registers is ((([GICD_TYPER.ESPI_range](#)+1)*32)-1). Registers are numbered from 0.

Attributes

GICD_IROUTER<n>E is a 32-bit register.

Field descriptions

The GICD_IROUTER<n>E bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																								Aff3							
Interrupt_Routing_Mode				RES0								Aff2								Aff1								Aff0			
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:40]

Reserved, RES0.

Aff3, bits [39:32]

Affinity level 3, the least significant affinity level field.

Interrupt_Routing_Mode, bit [31]

Interrupt Routing Mode. Defines how SPIs are routed in an affinity hierarchy:

Interrupt_Routing_Mode	Meaning
0b0	Interrupts routed to the PE specified by a.b.c.d. In this routing, a, b, c, and d are the values of fields Aff3, Aff2, Aff1, and Aff0 respectively.
0b1	Interrupts routed to any PE defined as a participating node.

If GICD_IROUTER<n>E.IRM == 0 and the affinity path does not correspond to an implemented PE, then if the corresponding interrupt becomes pending it will not be forwarded to any PE and will remain pending.

In implementations that do not require 1 of N distribution of SPIs, this bit might be RAZ/WI.

When this bit is set to 1, GICD_IROUTER<n>E.{Aff3, Aff2, Aff1, Aff0} are UNKNOWN.

Note

An implementation might choose to make the Aff<n> fields RO when this field is 1.

Bits [30:24]

Reserved, RES0.

Aff2, bits [23:16]

Affinity level 2, an intermediate affinity level field.

Aff1, bits [15:8]

Affinity level 1, an intermediate affinity level field.

Aff0, bits [7:0]

Affinity level 0, the most significant affinity level field.

For an SPI with INTID m:

- The corresponding GICD_IROUTER<n>E register number, n, is given by $n = m$.
- The offset of the GICD_IROUTER<n>E register is $0x6000 + 8n$.

Accessing the GICD_IROUTER<n>E

When affinity routing is not enabled for the Security state of an interrupt in GICD_IROUTER<n>E, the register is RES0.

When [GICD_CTLR.DS](#)==0, a register that corresponds to a Group 0 or Secure Group 1 interrupt is RAZ/WI to Non-secure accesses.

Bits corresponding to unimplemented interrupts are RAZ/WI.

GICD_IROUTER<n>E can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Distributor	$0x8000 + (8 * n)$	GICD_IROUTER<n>E

This interface is accessible as follows:

- When [GICD_CTLR.DS](#) == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

GICD_ISACTIVER<n>, Interrupt Set-Active Registers, n = 0 - 31

The GICD_ISACTIVER<n> characteristics are:

Purpose

Activates the corresponding interrupt. These registers are used when saving and restoring GIC state.

Configuration

These registers are available in all GIC configurations. If [GICD_CTLR.DS](#)=0, these registers are Common.

The number of implemented [GICD_ISACTIVER<n>](#) registers is ([GICD_TYPER.ITLinesNumber](#)+1). Registers are numbered from 0.

GICD_ISACTIVER0 is Banked for each connected PE with [GICR_TYPER.Processor_Number](#) < 8.

Accessing GICD_ISACTIVER0 from a PE with [GICR_TYPER.Processor_Number](#) > 7 is CONSTRAINED UNPREDICTABLE:

- Register is RAZ/WI.
- An UNKNOWN banked copy of the register is accessed.

Attributes

GICD_ISACTIVER<n> is a 32-bit register.

Field descriptions

The GICD_ISACTIVER<n> 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
Set_active_bit<x>, bit [x], for x = 0 to 31																															

Set_active_bit<x>, bit [x], for x = 0 to 31

Adds the active state to interrupt number 32n + x. Reads and writes have the following behavior:

Set_active_bit<x>	Meaning
0b0	If read, indicates that the corresponding interrupt is not active, and is not active and pending. If written, has no effect.
0b1	If read, indicates that the corresponding interrupt is active, or is active and pending. If written, activates the corresponding interrupt, if the interrupt is not already active. If the interrupt is already active, the write has no effect. After a write of 1 to this bit, a subsequent read of this bit returns 1.

This field resets to 0.

For INTID m, when DIV and MOD are the integer division and modulo operations:

- The corresponding GICD_ISACTIVER<n> number, n, is given by $n = m \text{ DIV } 32$.
- The offset of the required GICD_ISACTIVER is $(0 \times 300 + (4 \times n))$.
- The bit number of the required group modifier bit in this register is $m \text{ MOD } 32$.

Accessing the GICD_ISACTIVER<n>

When affinity routing is enabled for the Security state of an interrupt, bits corresponding to SGIs and PPIs are RAZ/WI, and equivalent functionality for SGIs and PPIs is provided by [GICR_ISACTIVER0](#).

Bits corresponding to unimplemented interrupts are RAZ/WI.

If [GICD_CTLR.DS](#)==0, unless the [GICD_NSACR<n>](#) registers permit Non-secure software to control Group 0 and Secure Group 1 interrupts, any bits that correspond to Group 0 or Secure Group 1 interrupts are accessible only by Secure accesses and are RAZ/WI to Non-secure accesses.

The bit reads as one if the status of the interrupt is active or active and pending. [GICD_ISPENDR<n>](#) and [GICD_ICPENDR<n>](#) provide the pending status of the interrupt.

GICD_ISACTIVER<n> can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Distributor	0x0300 + (4 * n)	GICD_ISACTIVER<n>

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICD_ISACTIVER<n>E, Interrupt Set-Active Registers (extended SPI range), n = 0 - 31

The GICD_ISACTIVER<n>E characteristics are:

Purpose

Adds the active state to the corresponding SPI in the extended SPI range.

Configuration

This register is present only when FEAT_GICv3p1 is implemented. Otherwise, direct accesses to GICD_ISACTIVER<n>E are RES0.

When GICD_TYPER.ESPI==0, these registers are RES0.

When GICD_TYPER.ESPI==1, the number of implemented GICD_ISACTIVER<n>E registers is (GICD_TYPER.ESPI_range+1). Registers are numbered from 0.

Attributes

GICD_ISACTIVER<n>E is a 32-bit register.

Field descriptions

The GICD_ISACTIVER<n>E 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
Set_active_bit<x>, bit [x], for x = 0 to 31																															

Set_active_bit<x>, bit [x], for x = 0 to 31

For the extended SPIs, adds the active state to interrupt number x. Reads and writes have the following behavior:

Set_active_bit<x>	Meaning
0b0	If read, indicates that the corresponding interrupt is not active, and is not active and pending. If written, has no effect.
0b1	If read, indicates that the corresponding interrupt is active, or active and pending on this PE. If written, activates the corresponding interrupt, if the interrupt is not already active. If the interrupt is already active, the write has no effect. After a write of 1 to this bit, a subsequent read of this bit returns 1.

This field resets to 0.

For INTID m, when DIV and MOD are the integer division and modulo operations:

- The corresponding GICD_ISACTIVER<n>E number, n, is given by $n = (m-4096) \text{ DIV } 32$.
- The offset of the required GICD_ISACTIVER<n>E is $(0x1A00 + (4*n))$.
- The bit number of the required group modifier bit in this register is $(m-4096) \text{ MOD } 32$.

Accessing the GICD_ISACTIVER<n>E

When affinity routing is not enabled for the Security state of an interrupt in GICD_ISACTIVER<n>E, the corresponding bit is RES0.

When [GICD_CTLR.DS](#)==0, bits corresponding to Secure SPIs are RAZ/WI to Non-secure accesses.

Bits corresponding to unimplemented interrupts are RAZ/WI.

GICD_ISACTIVER<n>E can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Distributor	0x1A00 + (4 * n)	GICD_ISACTIVER<n>E

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICD_ISENABLER<n>, Interrupt Set-Enable Registers, n = 0 - 31

The GICD_ISENABLER<n> characteristics are:

Purpose

Enables forwarding of the corresponding interrupt to the CPU interfaces.

Configuration

These registers are available in all GIC configurations. If [GICD_CTLR.DS](#)==0, these registers are Common.

The number of implemented GICD_ISENABLER<n> registers is ([GICD_TYPER.ITLinesNumber](#)+1). Registers are numbered from 0.

GICD_ISENABLER0 is Banked for each connected PE with [GICR_TYPER.Processor_Number](#) < 8.

Accessing GICD_ISENABLER0 from a PE with [GICR_TYPER.Processor_Number](#) > 7 is CONSTRAINED UNPREDICTABLE:

- Register is RAZ/WI.
- An UNKNOWN banked copy of the register is accessed.

Attributes

GICD_ISENABLER<n> is a 32-bit register.

Field descriptions

The GICD_ISENABLER<n> 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
Set_enable_bit<x>, bit [x], for x = 0 to 31																															

Set_enable_bit<x>, bit [x], for x = 0 to 31

For SPIs and PPIs, controls the forwarding of interrupt number 32n + x to the CPU interfaces. Reads and writes have the following behavior:

Set_enable_bit<x>	Meaning
0b0	If read, indicates that forwarding of the corresponding interrupt is disabled. If written, has no effect.
0b1	If read, indicates that forwarding of the corresponding interrupt is enabled. If written, enables forwarding of the corresponding interrupt. After a write of 1 to this bit, a subsequent read of this bit returns 1.

For SGIs, the behavior of this bit is IMPLEMENTATION DEFINED.

This field resets to an architecturally UNKNOWN value.

For INTID m, when DIV and MOD are the integer division and modulo operations:

- The corresponding GICD_ISENABLER<n> number, n, is given by n = m DIV 32.
- The offset of the required GICD_ISENABLER is (0x100 + (4*n)).
- The bit number of the required group modifier bit in this register is m MOD 32.

At start-up, and after a reset, a PE can use this register to discover which peripheral INTIDs the GIC supports. If [GICD_CTLR.DS](#)==0 in a system that supports EL3, the PE must do this for the Secure view of the available interrupts, and Non-secure software running on the PE must do this discovery after the Secure software has configured interrupts as Group 0/Secure Group 1 and Non-secure Group 1.

Accessing the GICD_ISENABLER<n>

For SGIs and PPIs:

- When ARE is 1 for the Security state of an interrupt, the field for that interrupt is RES0 and an implementation is permitted to make the field RAZ/WI in this case.
- Equivalent functionality is provided by GICR_ISENABLER0.

Bits corresponding to unimplemented interrupts are RAZ/WI.

When [GICD_CTLR.DS](#)==0, bits corresponding to Group 0 or Secure Group 1 interrupts are RAZ/WI to Non-secure accesses.

It is IMPLEMENTATION DEFINED whether implemented SGIs are permanently enabled, or can be enabled and disabled by writes to [GICD_ISENABLER<n>](#) and [GICD_ICENABLER<n>](#) where n=0.

For SPIs and PPIs, each bit controls the forwarding of the corresponding interrupt from the Distributor to the CPU interfaces.

GICD_ISENABLER<n> can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Distributor	0x0100 + (4 * n)	GICD_ISENABLER<n>

This interface is accessible as follows:

- When [GICD_CTLR.DS](#) == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

GICD_ISENABLER<n>E, Interrupt Set-Enable Registers, n = 0 - 31

The GICD_ISENABLER<n>E characteristics are:

Purpose

Enables forwarding of the corresponding SPI in the extended SPI range to the CPU interfaces.

Configuration

This register is present only when FEAT_GICv3p1 is implemented. Otherwise, direct accesses to GICD_ISENABLER<n>E are RES0.

When [GICD_TYPER.ESPI](#)==0, these registers are RES0.

When [GICD_TYPER.ESPI](#)==1, the number of implemented [GICD_ISENABLER<n>E](#) registers is ([GICD_TYPER.ESPI_range](#)+1). Registers are numbered from 0.

Attributes

GICD_ISENABLER<n>E is a 32-bit register.

Field descriptions

The GICD_ISENABLER<n>E 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
Set_enable_bit<x>, bit [x], for x = 0 to 31																															

Set_enable_bit<x>, bit [x], for x = 0 to 31

For the extended SPI range, controls the forwarding of interrupt number x to the CPU interface. Reads and writes have the following behavior:

Set_enable_bit<x>	Meaning
0b0	If read, indicates that forwarding of the corresponding interrupt is disabled. If written, has no effect.
0b1	If read, indicates that forwarding of the corresponding interrupt is enabled. If written, enables forwarding of the corresponding interrupt. After a write of 1 to this bit, a subsequent read of this bit returns 1.

This field resets to 0.

For INTID m, when DIV and MOD are the integer division and modulo operations:

- The corresponding GICD_ISENABLER<n>E number, n, is given by $n = (m-4096) \text{ DIV } 32$.
- The offset of the required GICD_ISENABLER<n>E is $(0 \times 1200 + (4 \times n))$.
- The bit number of the required group modifier bit in this register is $(m-4096) \text{ MOD } 32$.

Accessing the GICD_ISENABLER<n>E

When affinity routing is not enabled for the Security state of an interrupt in GICD_ISENABLER<n>E, the corresponding bit is RES0.

When [GICD_CTLR.DS==0](#), bits corresponding to Secure SPIs are RAZ/WI to Non-secure accesses.

Bits corresponding to unimplemented interrupts are RAZ/WI.

GICD_ISENABLER<n>E can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Distributor	$0 \times 1200 + (4 * n)$	GICD_ISENABLER<n>E

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICD_ISPENDR<n>, Interrupt Set-Pending Registers, n = 0 - 31

The GICD_ISPENDR<n> characteristics are:

Purpose

Adds the pending state to the corresponding interrupt.

Configuration

These registers are available in all GIC configurations. If [GICD_CTLR.DS](#)==0, these registers are Common.

The number of implemented [GICD_ISPENDR<n>](#) registers is ([GICD_TYPER.ITLinesNumber](#)+1). Registers are numbered from 0.

GICD_ISPENDR0 is Banked for each connected PE with [GICR_TYPER.Processor_Number](#) < 8.

Accessing GICD_ISPENDR0 from a PE with [GICR_TYPER.Processor_Number](#) > 7 is CONSTRAINED UNPREDICTABLE:

- Register is RAZ/WI.
- An UNKNOWN banked copy of the register is accessed.

Attributes

GICD_ISPENDR<n> is a 32-bit register.

Field descriptions

The GICD_ISPENDR<n> 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
Set_pending_bit<x>, bit [x], for x = 0 to 31																															

Set_pending_bit<x>, bit [x], for x = 0 to 31

For SPIs and PPIs, adds the pending state to interrupt number 32n + x. Reads and writes have the following behavior:

Set pending bit<x>	Meaning
0b0	If read, indicates that the corresponding interrupt is not pending on any PE. If written, has no effect.
0b1	If read, indicates that the corresponding interrupt is pending, or active and pending: <ul style="list-style-type: none"> On this PE if the interrupt is an SGI or PPI. On at least one PE if the interrupt is an SPI. If written, changes the state of the corresponding interrupt from inactive to pending, or from active to active and pending. This has no effect in the following cases: <ul style="list-style-type: none"> If the interrupt is an SGI. The pending state of an SGI can be set using GICD_SPENDSGIR<n>. If the interrupt is not inactive and is not active. If the interrupt is already pending because of a write to GICD_ISPENDR<n>. If the interrupt is already pending because the corresponding interrupt signal is asserted. In this case, the interrupt remains pending if the interrupt signal is deasserted.

This field resets to 0.

Accessing the GICD_ISPENDR<n>

Set-pending bits for SGIs are read-only and ignore writes. The Set-pending bits for SGIs are provided as [GICD_SPENDSGIR<n>](#).

When affinity routing is enabled for the Security state of an interrupt:

- Bits corresponding to SGIs and PPIs are RAZ/WI, and equivalent functionality for SGIs and PPIs is provided by GICR_ISPENDR0.
- Bits corresponding to Group 0 and Group 1 Secure interrupts can only be set by Secure accesses.

Bits corresponding to unimplemented interrupts are RAZ/WI.

If [GICD_CTLR.DS](#)==0, unless the [GICD_NSACR<n>](#) registers permit Non-secure software to control Group 0 and Secure Group 1 interrupts, any bits that correspond to Group 0 or Secure Group 1 interrupts are accessible only by Secure accesses and are RAZ/WI to Non-secure accesses.

GICD_ISPENDR<n> can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Distributor	0x0200 + (4 * n)	GICD_ISPENDR<n>

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

GICD_ISPENDR<n>E, Interrupt Set-Pending Registers (extended SPI range), n = 0 - 31

The GICD_ISPENDR<n>E characteristics are:

Purpose

Adds the pending state to the corresponding SPI in the extended SPI range.

Configuration

This register is present only when FEAT_GICv3p1 is implemented. Otherwise, direct accesses to GICD_ISPENDR<n>E are RES0.

When [GICD_TYPER.ESPI](#)==0, these registers are RES0.

When [GICD_TYPER.ESPI](#)==1, the number of implemented GICD_ISPENDR<n>E registers is ([GICD_TYPER.ESPI_range](#)+1). Registers are numbered from 0.

Attributes

GICD_ISPENDR<n>E is a 32-bit register.

Field descriptions

The GICD_ISPENDR<n>E 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
Set_pending_bit<x>, bit [x], for x = 0 to 31																															

Set_pending_bit<x>, bit [x], for x = 0 to 31

For the extended SPIs, adds the pending state to interrupt number x. Reads and writes have the following behavior:

Set_pending_bit<x>	Meaning
0b0	If read, indicates that the corresponding interrupt is not pending. If written, has no effect.
0b1	If read, indicates that the corresponding interrupt is pending, or active and pending. If written, changes the state of the corresponding interrupt from inactive to pending, or from active to active and pending. This has no effect in the following cases: <ul style="list-style-type: none"> If the interrupt is already pending because of a write to GICD_ISPENDR<n>E. If the interrupt is already pending because the corresponding interrupt signal is asserted. In this case, the interrupt remains pending if the interrupt signal is deasserted.

This field resets to 0.

For INTID m, when DIV and MOD are the integer division and modulo operations:

- The corresponding GICD_ISPENDR<n>E number, n, is given by $n = (m-4096) \text{ DIV } 32$.
- The offset of the required GICD_ISPENDR<n>E is $(0 \times 1600 + (4 * n))$.

- The bit number of the required group modifier bit in this register is (m-4096) MOD 32.

Accessing the GICD_ISPENDR<n>E

When affinity routing is not enabled for the Security state of an interrupt in GICD_ISPENDR<n>E, the corresponding bit is RES0.

When [GICD_CTLR.DS](#)==0, bits corresponding to Secure SPIs are RAZ/WI to Non-secure accesses.

Bits corresponding to unimplemented interrupts are RAZ/WI.

GICD_ISPENDR<n>E can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Distributor	0x1600 + (4 * n)	GICD_ISPENDR<n>E

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICD_ITARGETSR<n>, Interrupt Processor Targets Registers, n = 0 - 254

The GICD_ITARGETSR<n> characteristics are:

Purpose

When affinity routing is not enabled, holds the list of target PEs for the interrupt. That is, it holds the list of CPU interfaces to which the Distributor forwards the interrupt if it is asserted and has sufficient priority.

Configuration

These registers are available in all configurations of the GIC. When [GICD_CTLR.DS](#)==0, these registers are Common.

The number of implemented GICD_ITARGETSR<n> registers is 8*([GICD_TYPER.ITLinesNumber](#)+1). Registers are numbered from 0.

GICD_ITARGETSR0 to GICD_ITARGETSR7 are Banked for each connected PE with [GICR_TYPER.Processor_Number](#) < 8.

Accessing GICD_ITARGETSR0 to GICD_ITARGETSR7 from a PE with [GICR_TYPER.Processor_Number](#) > 7 is CONSTRAINED UNPREDICTABLE:

- Register is RAZ/WI.
- An UNKNOWN banked copy of the register is accessed.

Attributes

GICD_ITARGETSR<n> is a 32-bit register.

Field descriptions

The GICD_ITARGETSR<n> 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
CPU_targets_offset_3B								CPU_targets_offset_2B								CPU_targets_offset_1B								CPU_targets_offset_0B							

PEs in the system number from 0, and each bit in a PE targets field refers to the corresponding PE. For example, a value of 0x3 means that the Pending interrupt is sent to PEs 0 and 1. For GICD_ITARGETSR0-GICD_ITARGETSR7, a read of any targets field returns the number of the PE performing the read.

CPU_targets_offset_3B, bits [31:24]

PE targets for an interrupt, at byte offset 3.

This field resets to an architecturally UNKNOWN value.

CPU_targets_offset_2B, bits [23:16]

PE targets for an interrupt, at byte offset 2.

This field resets to an architecturally UNKNOWN value.

CPU_targets_offset_1B, bits [15:8]

PE targets for an interrupt, at byte offset 1.

This field resets to an architecturally UNKNOWN value.

CPU_targets_offset_0B, bits [7:0]

PE targets for an interrupt, at byte offset 0.

This field resets to an architecturally UNKNOWN value.

The bits that are set to 1 in the PE targets field determine which PEs are targeted:

Value of PE targets field	Interrupt targets
0bxxxxxxx1	CPU interface 0
0bxxxxxx1x	CPU interface 1
0bxxxxx1xx	CPU interface 2
0bxxxx1xxx	CPU interface 3
0bxxx1xxxx	CPU interface 4
0bxx1xxxxx	CPU interface 5
0bx1xxxxxx	CPU interface 6
0b1xxxxxxx	CPU interface 7

For interrupt ID m, when DIV and MOD are the integer division and modulo operations:

- The corresponding GICD_ITARGETSR<n> number, n, is given by $n = m \text{ DIV } 4$.
- The offset of the required GICD_ITARGETSR<n> register is $(0 \times 800 + (4 * n))$.
- The byte offset of the required Priority field in this register is $m \text{ MOD } 4$, 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].

Software can write to these registers at any time. Any change to a targets field value:

- Has no effect on any active interrupt. This means that removing a CPU interface from a targets list does not cancel an active state for interrupts on that CPU interface. There is no effect on interrupts that are active and pending until the active status is cleared, at which time it is treated as a pending interrupt.
- Has an effect on any pending interrupts. This means:
 - Enables the CPU interface to be chosen as a target for the pending interrupt using an IMPLEMENTATION DEFINED mechanism.
 - Removing a CPU interface from the target list of a pending interrupt removes the pending state of the interrupt on that CPU interface.

Accessing the GICD_ITARGETSR<n>

These registers are used when affinity routing is not enabled. When affinity routing is enabled for the Security state of an interrupt, the target PEs for an interrupt are defined by [GICD_IROUTER<n>](#) and the associated byte in GICD_ITARGETSR<n> is RES0. An implementation is permitted to make the byte RAZ/WI in this case.

- These registers are byte-accessible.
- A register field corresponding to an unimplemented interrupt is RAZ/WI.
- A field bit corresponding to an unimplemented CPU interface is RAZ/WI.
- GICD_ITARGETSR0-GICD_ITARGETSR7 are read-only. Each field returns a value that corresponds only to the PE reading the register.
- It is IMPLEMENTATION DEFINED which, if any, SPIs are statically configured in hardware. The field for such an SPI is read-only, and returns a value that indicates the PE targets for the interrupt.
- If [GICD_CTLR.DS](#)=0, unless the [GICD_NSACR<n>](#) registers permit Non-secure software to control Group 0 and Secure Group 1 interrupts, any bits that correspond to Group 0 or Secure Group 1 interrupts are accessible only by Secure accesses and are RAZ/WI to Non-secure accesses.

In a single connected PE implementation, all interrupts target one PE, and these registers are RAZ/WI.

Note

Implementations must ensure that an interrupt that is pending at the time of the write uses either the old value or the new value and must ensure that the interrupt is neither lost nor handled more than one time. The effect of the change must be visible in finite time.

GICD_ITARGETSR<n> can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Distributor	$0 \times 0800 + (4 * n)$	GICD_ITARGETSR<n>

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICD_NSACR<n>, Non-secure Access Control Registers, n = 0 - 63

The GICD_NSACR<n> characteristics are:

Purpose

Enables Secure software to permit Non-secure software on a particular PE to create and control Group 0 interrupts.

Configuration

The concept of selective enabling of Non-secure access to Group 0 and Secure Group 1 interrupts applies to SGIs and SPIs.

GICD_NSACR0 is a Banked register used for SGIs. A copy is provided for every PE that has a CPU interface and that supports this feature.

Attributes

GICD_NSACR<n> is a 32-bit register.

Field descriptions

The GICD_NSACR<n> 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
NS_access<x>, bits [2x+1:2x], for x = 0 to 15																															

NS_access<x>, bits [2x+1:2x], for x = 0 to 15

Controls Non-secure access of the interrupt with ID 16n + x.

If the corresponding interrupt does not support configurable Non-secure access, the field is RAZ/WI.

Otherwise, the field is RW and determines the level of Non-secure control permitted if the interrupt is a Secure interrupt. If the interrupt is a Non-secure interrupt, this field is ignored.

The possible values of each 2-bit field are:

NS_access<x>	Meaning
0b00	No Non-secure access is permitted to fields associated with the corresponding interrupt.
0b01	Non-secure read and write access is permitted to set-pending bits in GICD_ISPENDR<n> associated with the corresponding interrupt. A Non-secure write access to GICD_SETSPI_NSR is permitted to set the pending state of the corresponding interrupt. A Non-secure write access to GICD_SGIR is permitted to generate a Secure SGI for the corresponding interrupt. An implementation might also provide read access to clear-pending bits in GICD_ICPENDR<n> associated with the corresponding interrupt.
0b10	As 0b01, but adds Non-secure read and write access permission to fields associated with the corresponding interrupt in the GICD_ICPENDR<n> registers. A Non-secure write access to GICD_CLRSPI_NSR is permitted to clear the pending state of the corresponding interrupt. Also adds Non-secure read access permission to fields associated with the corresponding interrupt in the GICD_ISACTIVER<n> and GICD_ICACTIVER<n> registers.
0b11	For GICD_NSACR0 this encoding is reserved and treated as 10. For all other GICD_NSACR<n> registers this encoding is treated as 0b10, but adds Non-secure read and write access permission to GICD_ITARGETSR<n> and GICD_IROUTER<n> fields associated with the corresponding interrupt.

This field resets to 0.

For interrupt ID m, when DIV and MOD are the integer division and modulo operations:

- The corresponding GICD_NSACR<n> number, n, is given by $n = m \text{ DIV } 16$.
- The offset of the required GICD_NSACR<n> register is $(0xE00 + (4*n))$.

Note

Because each field in this register comprises two bits, GICD_NSACR0 controls access rights to SGI registers, GICD_NSACR1 controls access to PPI registers (and is always RAZ/WI), and all other GICD_NSACR<n> registers control access to SPI registers.

For compatibility with GICv2, writes to GICD_NSACR0 for a particular PE must be coordinated within the Distributor and must update [GICR_NSACR](#) for the Redistributor associated with that PE.

Accessing the GICD_NSACR<n>

When [GICD_CTLR](#).DS==1, this register is RAZ/WI.

These registers are Secure, and are RAZ/WI to Non-secure accesses.

These registers are always used when affinity routing is not enabled. When affinity routing is enabled for the Secure state, GICD_NSACR0 is RES0 and [GICR_NSACR](#) provides equivalent functionality for SGIs.

These registers do not support PPIs, therefore GICD_NSACR1 is RAZ/WI.

GICD_NSACR<n> can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Distributor	$0xE00 + (4 * n)$	GICD_NSACR<n>

When an access is Secure access on this interface are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICD_NSACR<n>E, Non-secure Access Control Registers, n = 0 - 63

The GICD_NSACR<n>E characteristics are:

Purpose

Enables Secure software to permit Non-secure software on a particular PE to create and control Group 0 interrupts.

Configuration

This register is present only when FEAT_GICv3p1 is implemented. Otherwise, direct accesses to GICD_NSACR<n>E are RES0.

When [GICD_TYPER.ESPI](#)==0, these registers are RES0.

When [GICD_TYPER.ESPI](#)==1, the number of implemented GICD_ICFGR<n>E registers is (([GICD_TYPER.ESPI_range](#)+1)*2). Registers are numbered from 0.

Attributes

GICD_NSACR<n>E is a 32-bit register.

Field descriptions

The GICD_NSACR<n>E 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
																NS_access<x>, bits [2x+1:2x], for x = 0 to 15															

NS_access<x>, bits [2x+1:2x], for x = 0 to 15

Controls Non-secure access of the interrupt with ID 16n + x.

If the corresponding interrupt does not support configurable Non-secure access, the field is RAZ/WI.

Otherwise, the field is RW and determines the level of Non-secure control permitted if the interrupt is a Secure interrupt. If the interrupt is a Non-secure interrupt, this field is ignored.

The possible values of each 2-bit field are:

NS_access<x>	Meaning
0b00	No Non-secure access is permitted to fields associated with the corresponding interrupt.
0b01	Non-secure read and write access is permitted to set-pending bits in GICD_ISPENDR<n>E associated with the corresponding interrupt. A Non-secure write access to GICD_SETSPI_NSR is permitted to set the pending state of the corresponding interrupt.
0b10	As 0b01, but adds Non-secure read and write access permission to fields associated with the corresponding interrupt in the GICD_ICPENDR<n>E registers. A Non-secure write access to GICD_CLRSPI_NSR is permitted to clear the pending state of the corresponding interrupt. Also adds Non-secure read access permission to fields associated with the corresponding interrupt in the GICD_ISACTIVER<n>E and GICD_ICACTIVER<n>E registers.
0b11	This encoding is treated as 0b10, but adds Non-secure read and write access permission to GICD_IROUTER<n>E fields associated with the corresponding interrupt.

This field resets to 0.

For interrupt ID m, when DIV and MOD are the integer division and modulo operations:

- The corresponding GICD_NSACR<n>E number, n, is given by $n = (m - 4096) \text{ DIV } 16$.
- The offset of the required GICD_NSACR<n>E register is $(0x3600 + (4*n))$.

Accessing the GICD_NSACR<n>E

GICD_NSACR<n>E can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Distributor	$0x3600 + (4 * n)$	GICD_NSACR<n>E

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RAZ/WI**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RAZ/WI**.

GICD_SETSPI_NSR, Set Non-secure SPI Pending Register

The GICD_SETSPI_NSR characteristics are:

Purpose

Adds the pending state to a valid SPI if permitted by the Security state of the access and the [GICD_NSACR<n>](#) value for that SPI.

A write to this register changes the state of an inactive SPI to pending, and the state of an active SPI to active and pending.

Configuration

If [GICD_TYPER](#).MBIS == 0, this register is reserved.

When [GICD_CTLR](#).DS==1, this register provides functionality for all SPIs.

Attributes

GICD_SETSPI_NSR is a 32-bit register.

Field descriptions

The GICD_SETSPI_NSR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																			INTID												

Bits [31:13]

Reserved, RES0.

INTID, bits [12:0]

The INTID of the SPI.

The function of this register depends on whether the targeted SPI is configured to be an edge-triggered or level-sensitive interrupt:

- For an edge-triggered interrupt, a write to GICD_SETSPI_NSR or [GICD_SETSPI_SR](#) adds the pending state to the targeted interrupt. It will stop being pending on activation, or if the pending state is removed by a write to [GICD_CLRSPI_NSR](#), [GICD_CLRSPI_SR](#), or [GICD_ICPENDR<n>](#).
- For a level-sensitive interrupt, a write to GICD_SETSPI_NSR or [GICD_SETSPI_SR](#) adds the pending state to the targeted interrupt. It will remain pending until it is deasserted by a write to [GICD_CLRSPI_NSR](#) or [GICD_CLRSPI_SR](#). If the interrupt is activated between having the pending state added and being deactivated, then the interrupt will be active and pending.

Accessing the GICD_SETSPI_NSR

Writes to this register have no effect if:

- The value written specifies a Secure SPI, the value is written by a Non-secure access, and the value of the corresponding [GICD_NSACR<n>](#) register is 0.
- The value written specifies an invalid SPI.
- The SPI is already pending.

16-bit accesses to bits [15:0] of this register must be supported.

Note

A Secure access to this register can set the pending state of any valid SPI.

GICD_SETSPI_NSR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Distributor	0x0040	GICD_SETSPI_NSR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **WO**.
- When an access is Secure accesses to this register are **WO**.
- When an access is Non-secure accesses to this register are **WO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICD_SETSPI_SR, Set Secure SPI Pending Register

The GICD_SETSPI_SR characteristics are:

Purpose

Adds the pending state to a valid SPI.

A write to this register changes the state of an inactive SPI to pending, and the state of an active SPI to active and pending.

Configuration

If [GICD_TYPER](#).MBIS == 0, this register is reserved.

When [GICD_CTLR](#).DS==1, this register is WI.

Attributes

GICD_SETSPI_SR is a 32-bit register.

Field descriptions

The GICD_SETSPI_SR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																INTID															

Bits [31:13]

Reserved, RES0.

INTID, bits [12:0]

The INTID of the SPI.

The function of this register depends on whether the targeted SPI is configured to be an edge-triggered or level-sensitive interrupt:

- For an edge-triggered interrupt, a write to [GICD_SETSPI_NSR](#) or GICD_SETSPI_SR adds the pending state to the targeted interrupt. It will stop being pending on activation, or if the pending state is removed by a write to [GICD_CLRSPI_NSR](#), [GICD_CLRSPI_SR](#), or [GICD_ICPENDR<n>](#).
- For a level-sensitive interrupt, a write to [GICD_SETSPI_NSR](#) or GICD_SETSPI_SR adds the pending state to the targeted interrupt. It will remain pending until it is deasserted by a write to [GICD_CLRSPI_NSR](#) or [GICD_CLRSPI_SR](#). If the interrupt is activated between having the pending state added and being deactivated, then the interrupt will be active and pending.

Accessing the GICD_SETSPI_SR

Writes to this register have no effect if:

- The value is written by a Non-secure access.
- The value written specifies an invalid SPI.
- The SPI is already pending.

16-bit accesses to bits [15:0] of this register must be supported.

GICD_SETSPI_SR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Distributor	0x0050	GICD_SETSPI_SR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **WI**.
- When an access is Secure accesses to this register are **WO**.
- When an access is Non-secure accesses to this register are **WI**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICD_SGIR, Software Generated Interrupt Register

The GICD_SGIR characteristics are:

Purpose

Controls the generation of SGIs.

Configuration

This register is available in all configurations of the GIC. If the GIC supports two Security states this register is Common.

Attributes

GICD_SGIR is a 32-bit register.

Field descriptions

The GICD_SGIR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0						TargetListFilter						CPUTargetList						NSATT						RES0						INTID	

Bits [31:26]

Reserved, RES0.

TargetListFilter, bits [25:24]

Determines how the Distributor processes the requested SGI.

TargetListFilter	Meaning
0b00	Forward the interrupt to the CPU interfaces specified by GICD_SGIR.CPUTargetList.
0b01	Forward the interrupt to all CPU interfaces except that of the PE that requested the interrupt.
0b10	Forward the interrupt only to the CPU interface of the PE that requested the interrupt.
0b11	Reserved.

CPUTargetList, bits [23:16]

When GICD_SGIR.TargetListFilter is 0b00, this field defines the CPU interfaces to which the Distributor must forward the interrupt.

Each bit of the field refers to the corresponding CPU interface. For example, CPUTargetList[0] corresponds to interface 0. Setting a bit to 1 indicates that the interrupt must be forwarded to the corresponding interface.

If this field is 0b00000000 when GICD_SGIR.TargetListFilter is 0b00, the Distributor does not forward the interrupt to any CPU interface.

NSATT, bit [15]

Specifies the required group of the SGI.

NSATT	Meaning
0b0	Forward the SGI specified in the INTID field to a specified CPU interface only if the SGI is configured as Group 0 on that interface.
0b1	Forward the SGI specified in the INTID field to a specified CPU interface only if the SGI is configured as Group 1 on that interface.

This field is writable only by a Secure access. Non-secure accesses can also generate Group 0 interrupts, if allowed to do so by GICD_NSACR0. Otherwise, Non-secure writes to GICD_SGIR generate an SGI only if the specified SGI is programmed as Group 1, regardless of the value of bit [15] of the write.

Bits [14:4]

Reserved, RES0.

INTID, bits [3:0]

The INTID of the SGI to forward to the specified CPU interfaces.

Accessing the GICD_SGIR

This register is used only when affinity routing is not enabled. When affinity routing is enabled, this register is RES0.

It is IMPLEMENTATION DEFINED whether this register has any effect when the forwarding of interrupts by the Distributor is disabled by [GICD_CTLR](#).

GICD_SGIR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Distributor	0x0F00	GICD_SGIR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **WO**.
- When an access is Secure accesses to this register are **WO**.
- When an access is Non-secure accesses to this register are **WO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICD_SPENDSGIR<n>, SGI Set-Pending Registers, n = 0 - 3

The GICD_SPENDSGIR<n> characteristics are:

Purpose

Adds the pending state to an SGI.

A write to this register changes the state of an inactive SGI to pending, and the state of an active SGI to active and pending.

Configuration

Four SGI set-pending registers are implemented. Each register contains eight set-pending bits for each of four SGIs, for a total of 16 possible SGIs.

In multiprocessor implementations, each PE has a copy of these registers.

Attributes

GICD_SPENDSGIR<n> is a 32-bit register.

Field descriptions

The GICD_SPENDSGIR<n> 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
SGI_set_pending_bits<x>, bits [8x+7:8x], for x = 0 to 3																															

SGI_set_pending_bits<x>, bits [8x+7:8x], for x = 0 to 3

Adds the pending state to SGI number $4n + x$ for the PE corresponding to the bit number written to.

Reads and writes have the following behavior:

SGI_set_pending_bits<x>	Meaning
0x00	If read, indicates that the SGI from the corresponding PE is not pending and is not active and pending. If written, has no effect.
0x01	If read, indicates that the SGI from the corresponding PE is pending or is active and pending. If written, adds the pending state to the SGI for the corresponding PE.

This field resets to 0.

For SGI ID m, generated by processing element C writing to the corresponding [GICD_SGIR](#) field, where DIV and MOD are the integer division and modulo operations:

- The corresponding GICD_SPENDSGIR<n> number is given by $n = m \text{ DIV } 4$.
- The offset of the required register is $(0xF20 + (4n))$.
- The offset of the required field within the register GICD_SPENDSGIR<n> is given by $m \text{ MOD } 4$.
- The required bit in the 8-bit SGI set-pending field m is bit C.

Accessing the GICD_SPENDSGIR<n>

These registers are used only when affinity routing is not enabled. When affinity routing is enabled for the Security state of an interrupt then the bit associated with SGI in that Security state is RES0. An implementation is permitted to make the register RAZ/WI in this case.

A register bit that corresponds to an unimplemented SGI is RAZ/WI.

These registers are byte-accessible.

If the GIC implementation supports two Security states:

- A register bit that corresponds to a Group 0 interrupt is RAZ/WI to Non-secure accesses.
- Register bits corresponding to unimplemented PEs are RAZ/WI.

GICD_SPENDSGIR<n> can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Distributor	0x0F20 + (4 * n)	GICD_SPENDSGIR<n>

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICD_STATUSR, Error Reporting Status Register

The GICD_STATUSR characteristics are:

Purpose

Provides software with a mechanism to detect:

- Accesses to reserved locations.
- Writes to read-only locations.
- Reads of write-only locations.

Configuration

If the GIC implementation supports two Security states this register is Banked to provide Secure and Non-secure copies.

Attributes

GICD_STATUSR is a 32-bit register.

Field descriptions

The GICD_STATUSR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																		WROD		RWOD		WRD		RRD							

Bits [31:4]

Reserved, RES0.

WROD, bit [3]

Write to an RO location.

WROD	Meaning
0b0	Normal operation.
0b1	A write to an RO location has been detected.

When a violation is detected, software must write 1 to this register to reset it.

RWOD, bit [2]

Read of a WO location.

RWOD	Meaning
0b0	Normal operation.
0b1	A read of a WO location has been detected.

When a violation is detected, software must write 1 to this register to reset it.

WRD, bit [1]

Write to a reserved location.

WRD	Meaning
0b0	Normal operation.
0b1	A write to a reserved location has been detected.

When a violation is detected, software must write 1 to this register to reset it.

RRD, bit [0]

Read of a reserved location.

RRD	Meaning
0b0	Normal operation.
0b1	A read of a reserved location has been detected.

When a violation is detected, software must write 1 to this register to reset it.

Accessing the GICD_STATUSR

This is an optional register. If the register is not implemented, the location is RAZ/WI.

GICD_STATUSR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Distributor	0x0010	GICD_STATUSR (S)

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.

Component	Offset	Instance
GIC Distributor	0x0010	GICD_STATUSR (NS)

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

GICD_TYPER, Interrupt Controller Type Register

The GICD_TYPER characteristics are:

Purpose

Provides information about what features the GIC implementation supports. It indicates:

- Whether the GIC implementation supports two Security states.
- The maximum number of INTIDs that the GIC implementation supports.
- The number of PEs that can be used as interrupt targets.

Configuration

This register is available in all configurations of the GIC. When [GICD_CTLR.DS](#)==0, this register is Common.

Attributes

GICD_TYPER is a 32-bit register.

Field descriptions

The GICD_TYPER 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
ESPI_range	RSS	No1N	A3V	IDbits	DVIS	LPIS	MBIS	num_LPis	SecurityExtn	RES0	ESPI	CPUNumber	ITLinesNumber																		

ESPI_range, bits [31:27]

When GICD_TYPER.ESPI == 1:

Indicates the maximum INTID in the Extended SPI range.

- Maximum Extended SPI INTID is $(32 * (\text{ESPI_range} + 1) + 4095)$

Otherwise:

Reserved, RES0.

RSS, bit [26]

Range Selector Support.

RSS	Meaning
0b0	The IRI supports targeted SGIs with affinity level 0 values of 0 - 15.
0b1	The IRI supports targeted SGIs with affinity level 0 values of 0 - 255.

No1N, bit [25]

Indicates whether 1 of N SPI interrupts are supported.

No1N	Meaning
0b0	1 of N SPI interrupts are supported.
0b1	1 of N SPI interrupts are not supported.

A3V, bit [24]

Affinity 3 valid. Indicates whether the Distributor supports nonzero values of Affinity level 3.

A3V	Meaning
0b0	The Distributor only supports zero values of Affinity level 3.
0b1	The Distributor supports nonzero values of Affinity level 3.

IDbits, bits [23:19]

The number of interrupt identifier bits supported, minus one.

DVIS, bit [18]

When FEAT_GICv3 is not implemented:

Indicates whether the implementation supports Direct Virtual LPI injection.

DVIS	Meaning
0b0	The implementation does not support Direct Virtual LPI injection.
0b1	The implementation supports Direct Virtual LPI injection.

Otherwise:

Reserved, RES0.

LPIS, bit [17]

Indicates whether the implementation supports LPIS.

LPIS	Meaning
0b0	The implementation does not support LPIS.
0b1	The implementation supports LPIS.

MBIS, bit [16]

Indicates whether the implementation supports message-based interrupts by writing to Distributor registers.

MBIS	Meaning
0b0	The implementation does not support message-based interrupts by writing to Distributor registers. The GICD_CLRSPI_NSR , GICD_SETSPI_NSR , GICD_CLRSPI_SR , and GICD_SETSPI_SR registers are reserved.
0b1	The implementation supports message-based interrupts by writing to the GICD_CLRSPI_NSR , GICD_SETSPI_NSR , GICD_CLRSPI_SR , or GICD_SETSPI_SR registers.

num_LPIS, bits [15:11]

Number of supported LPIS.

- 0b00000 Number of LPIS as indicated by GICD_TYPER.IDbits.
- All other values Number of LPIS supported is $2^{(\text{num_LPIS}+1)}$.
 - Available LPI INTIDs are $8192..(8192 + 2^{(\text{num_LPIS}+1)} - 1)$.
 - This field cannot indicate a maximum LPI INTID greater than that indicated by GICD_TYPER.IDbits.

When the supported INTID width is less than 14 bits, this field is RES0 and no LPIS are supported.

SecurityExtn, bit [10]

Indicates whether the GIC implementation supports two Security states:

When [GICD_CTLR.DS](#) == 1, this field is RAZ.

SecurityExtn	Meaning
0b0	The GIC implementation supports only a single Security state.
0b1	The GIC implementation supports two Security states.

Bit [9]

Reserved, RES0.

ESPI, bit [8]

Extended SPI

ESPI	Meaning
0b0	Extended SPI range not implemented.
0b1	Extended SPI range implemented.

CPUNumber, bits [7:5]

Reports the number of PEs that can be used when affinity routing is not enabled, minus 1.

These PEs must be numbered contiguously from zero, but the relationship between this number and the affinity hierarchy from MPIDR is IMPLEMENTATION DEFINED. If the implementation does not support ARE being zero, this field is 000.

ITLinesNumber, bits [4:0]

Indicates the maximum SPI INTID that the GIC implementation supports. If the value of this field is N, the maximum SPI INTID is 32(N+1)-1. For example, 00011 specifies that the maximum SPI INTID is 127.

The maximum SPI INTID an implementation might support is 1019 (field value 11111). Regardless of the range of INTIDs defined by this field, interrupt IDs 1020-1023 are reserved for special purposes.

A value of 0 indicates no SPIs are support.

Note

The value derived from this field specifies the maximum number of SPIs that the GIC implementation might support. An implementation might not implement all SPIs up to this maximum.

The ITLinesNumber field only indicates the maximum number of SPIs that the GIC implementation might support. This value determines the number of instances of the following interrupt registers:

- [GICD_IGROUPR<n>](#).
- [GICD_ISENBALER<n>](#).
- [GICD_ICENABLER<n>](#).
- [GICD_ISPENDR<n>](#).
- [GICD_ICPENDR<n>](#).
- [GICD_ISACTIVER<n>](#).
- [GICD_ICACTIVER<n>](#).
- [GICD_IPRIORITYR<n>](#).
- [GICD_ITARGETSR<n>](#).
- [GICD_ICFGR<n>](#).

The GIC architecture does not require a GIC implementation to support a continuous range of SPI interrupt IDs. Software must check which SPI INTIDs are supported, up to the maximum value indicated by [GICD_TYPER.ITLinesNumber](#).

Accessing the GICD_TYPER

GICD_TYPER can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Distributor	0x0004	GICD_TYPER

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RO**.
- When an access is Secure accesses to this register are **RO**.
- When an access is Non-secure accesses to this register are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICD_TYPER2, Interrupt Controller Type Register 2

The GICD_TYPER2 characteristics are:

Purpose

Provides information about which features the GIC implementation supports.

Configuration

This register is present only when FEAT_GICv4p1 is implemented. Otherwise, direct accesses to GICD_TYPER2 are RES0.

When [GICD_CTLR.DS](#) == 0, this register is Common.

Attributes

GICD_TYPER2 is a 32-bit register.

Field descriptions

The GICD_TYPER2 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																nASSGICap		VIL	RES0	VID											

Bits [31:9]

Reserved, RES0.

nASSGICap, bit [8]

Indicates whether SGIs can be configured to not have an active state.

nASSGICap	Meaning
0b0	SGIs have an active state.
0b1	SGIs can be globally configured not to have an active state.

This bit is RES0 on implementations that support two Security states.

VIL, bit [7]

Indicates whether 16 bits of vPEID are implemented.

VIL	Meaning
0b0	GIC supports 16-bit vPEID.
0b1	GIC supports GICD_TYPER2.VID + 1 bits of vPEID.

Bits [6:5]

Reserved, RES0.

VID, bits [4:0]

When GICD_TYPER2.VIL == 1, the number of bits is equal to the bits of vPEID minus one.

When GICD_TYPER2.VIL == 0, this field is RES0.

Accessing the GICD_TYPER2

GICD_TYPER2 can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Distributor	0x000C	GICD_TYPER2

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RO**.
- When an access is Secure accesses to this register are **RO**.
- When an access is Non-secure accesses to this register are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICH_APR<n>, Active Priorities Registers, n = 0 - 3

The GICH_APR<n> characteristics are:

Purpose

These registers track which preemption levels are active in the virtual CPU interface, and indicate the current active priority. Corresponding bits are set to 1 in this register when an interrupt is acknowledged, based on [GICH_LR<n>](#). Priority, and the least significant bit set is cleared on EOI.

Configuration

This register is available when the GIC implementation supports interrupt virtualization.

The number of registers required depends on how many bits are implemented in [GICH_LR<n>](#). Priority:

- When 5 priority bits are implemented, 1 register is required (GICH_APR0).
- When 6 priority bits are implemented, 2 registers are required (GICH_APR0, GICH_APR1).
- When 7 priority bits are implemented, 4 registers are required (GICH_APR0, GICH_APR1, GICH_APR2, GICH_APR3).

Unimplemented registers are RAZ/WI.

Attributes

GICH_APR<n> is a 32-bit register.

Field descriptions

The GICH_APR<n> 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
P31	P30	P29	P28	P27	P26	P25	P24	P23	P22	P21	P20	P19	P18	P17	P16	P15	P14	P13	P12	P11	P10	P9	P8	P7	P6	P5	P4	P3	P2	P1	P0

P<x>, bit [x], for x = 0 to 31

Active priorities. Possible values of each bit are:

P<x>	Meaning
0b0	There is no interrupt active at the priority corresponding to that bit.
0b1	There is an interrupt active at the priority corresponding to that bit.

The correspondence between priorities and bits depends on the number of bits of priority that are implemented.

If 5 bits of priority are implemented (bits [7:3] of priority), then there are 32 priority groups, and the active state of these priorities are held in GICH_APR0 in the bits corresponding to Priority[7:3].

If 6 bits of priority are implemented (bits [7:2] of priority), then there are 64 priority groups, and:

- The active state of priorities 0 - 124 are held in GICH_APR0 in the bits corresponding to 0:Priority[6:2].
- The active state of priorities 128 - 252 are held in GICH_APR1 in the bits corresponding to 1:Priority[6:2].

If 7 bits of priority are implemented (bits [7:1] of priority), then there are 128 priority groups, and:

- The active state of priorities 0 - 62 are held in GICH_APR0 in the bits corresponding to 00:Priority[5:1].
- The active state of priorities 64 - 126 are held in GICH_APR1 in the bits corresponding to 01:Priority[5:1].
- The active state of priorities 128 - 190 are held in GICH_APR2 in the bits corresponding to 10:Priority[5:1].
- The active state of priorities 192 - 254 are held in GICH_APR3 in the bits corresponding to 11:Priority[5:1].

This field resets to 0.

Accessing the GICH_APR<n>

These registers are used only when System register access is not enabled. When System register access is enabled the following registers provide equivalent functionality:

- In AArch64:
 - For Group 0, [ICH_AP0R<n>_EL2](#).
 - For Group 1, [ICH_AP1R<n>_EL2](#).
- In AArch32:
 - For Group 0, [ICH_AP0R<n>](#).
 - For Group 1, [ICH_AP1R<n>](#).

GICH_APR<n> can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Virtual interface control	0x00F0 + (4 * n)	GICH_APR<n>

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICH_EISR, End Interrupt Status Register

The GICH_EISR characteristics are:

Purpose

Indicates which List registers have outstanding EOI maintenance interrupts.

Configuration

This register is available when the GIC implementation supports interrupt virtualization.

Attributes

GICH_EISR is a 32-bit register.

Field descriptions

The GICH_EISR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																Status<n>, bit [n], for n = 0 to 15															

Bits [31:16]

Reserved, RES0.

Status<n>, bit [n], for n = 0 to 15

EOI maintenance interrupt status for List register <n>:

Status<n>	Meaning
0b0	GICH_LR<n> does not have an EOI maintenance interrupt.
0b1	GICH_LR<n> has an EOI maintenance interrupt that has not been handled.

For any [GICH_LR<n>](#) register, the corresponding status bit is set to 1 if all of the following are true:

- [GICH_LR<n>](#).State is 0b00.
- [GICH_LR<n>](#).HW == 0.
- [GICH_LR<n>](#).EOI == 1.

This field resets to an architecturally UNKNOWN value.

Accessing the GICH_EISR

This register is used only when System register access is not enabled. When System register access is enabled:

- For AArch32 implementations, [ICH_EISR](#) provides equivalent functionality.
- For AArch64 implementations, [ICH_EISR_EL2](#) provides equivalent functionality.

Bits corresponding to unimplemented List registers are RAZ.

GICH_EISR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
-----------	--------	----------

GIC Virtual interface control	0x0020	GICH_EISR
----------------------------------	--------	-----------

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RO**.
- When an access is Secure accesses to this register are **RO**.
- When an access is Non-secure accesses to this register are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICH_ELRSR, Empty List Register Status Register

The GICH_ELRSR characteristics are:

Purpose

Indicates which List registers contain valid interrupts.

Configuration

This register is available when the GIC implementation supports interrupt virtualization.

Attributes

GICH_ELRSR is a 32-bit register.

Field descriptions

The GICH_ELRSR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																Status<n>, bit [n], for n = 0 to 15															

Bits [31:16]

Reserved, RES0.

Status<n>, bit [n], for n = 0 to 15

Status bit for List register <n>:

Status<n>	Meaning
0b0	GICH_LR<n> , if implemented, contains a valid interrupt. Using this List register can result in overwriting a valid interrupt.
0b1	GICH_LR<n> does not contain a valid interrupt. The List register is empty and can be used without overwriting a valid interrupt or losing an EOI maintenance interrupt.

For any [GICH_LR<n>](#) register, the corresponding status bit is set to 1 if [GICH_LR<n>](#).State is 0b00 and either:

- [GICH_LR<n>](#).HW == 1.
- [GICH_LR<n>](#).EOI == 0.

This field resets to 1.

Accessing the GICH_ELRSR

This register is used only when System register access is not enabled. When System register access is enabled:

- For AArch32 implementations, [ICH_ELRSR](#) provides equivalent functionality.
- For AArch64 implementations, [ICH_ELRSR_EL2](#) provides equivalent functionality.

Bits corresponding to unimplemented List registers are RES0.

GICH_ELRSR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Virtual interface control	0x0030	GICH_ELRSR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RO**.
- When an access is Secure accesses to this register are **RO**.
- When an access is Non-secure accesses to this register are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICH_HCR, Hypervisor Control Register

The GICH_HCR characteristics are:

Purpose

Controls the virtual CPU interface.

Configuration

This register is available when the GIC implementation supports interrupt virtualization.

Attributes

GICH_HCR is a 32-bit register.

Field descriptions

The GICH_HCR bit assignments are:

3130292827262524232221201918171615141312111098										7	6	5	4	3	2	1	0
EOICount	RES0										VGrp1DIE	VGrp1EIE	VGrp0DIE	VGrp0EIE	NPIEL	RENPIE	UIEEn

EOICount, bits [31:27]

Counts the number of EOIs received that do not have a corresponding entry in the List registers. The virtual CPU interface increments this field automatically when a matching EOI is received. EOIs that do not clear a bit in [GICH_APR<n>](#) do not cause an increment. If an EOI occurs when the value of this field is 31, then the field wraps to 0.

The maintenance interrupt is asserted whenever this field is nonzero and GICH_HCR.LRENPIE == 1.

This field resets to an architecturally UNKNOWN value.

Bits [26:8]

Reserved, RES0.

VGrp1DIE, bit [7]

VM Group 1 Disabled Interrupt Enable.

Enables the signaling of a maintenance interrupt while signaling of Group 1 interrupts from the virtual CPU interface to the connected virtual machine is disabled:

VGrp1DIE	Meaning
0b0	Maintenance interrupt disabled.
0b1	Maintenance interrupt signaled when GICV_CTLR.EnableGrp1 == 0.

This field resets to an architecturally UNKNOWN value.

VGrp1EIE, bit [6]

VM Group 1 Enabled Interrupt Enable.

Enables the signaling of a maintenance interrupt while signaling of Group 1 interrupts from the virtual CPU interface to the connected virtual machine is enabled:

VGrp1EIE	Meaning
0b0	Maintenance interrupt disabled.
0b1	Maintenance interrupt signaled when GICV_CTLR.EnableGrp1 == 1.

This field resets to an architecturally UNKNOWN value.

VGrp0DIE, bit [5]

VM Group 0 Disabled Interrupt Enable.

Enables the signaling of a maintenance interrupt while signaling of Group 0 interrupts from the virtual CPU interface to the connected virtual machine is disabled:

VGrp0DIE	Meaning
0b0	Maintenance interrupt disabled.
0b1	Maintenance interrupt signaled when GICV_CTLR.EnableGrp0 == 0.

This field resets to an architecturally UNKNOWN value.

VGrp0EIE, bit [4]

VM Group 0 Enabled Interrupt Enable.

Enables the signaling of a maintenance interrupt while signaling of Group 0 interrupts from the virtual CPU interface to the connected virtual machine is enabled:

VGrp0EIE	Meaning
0b0	Maintenance interrupt disabled.
0b1	Maintenance interrupt signaled when GICV_CTLR.EnableGrp0 == 1.

This field resets to an architecturally UNKNOWN value.

NPIE, bit [3]

No Pending Interrupt Enable.

Enables the signaling of a maintenance interrupt while no pending interrupts are present in the List registers:

NPIE	Meaning
0b0	Maintenance interrupt disabled.
0b1	Maintenance interrupt signaled while the List registers contain no interrupts in the pending state.

This field resets to an architecturally UNKNOWN value.

LRENPIE, bit [2]

List Register Entry Not Present Interrupt Enable.

Enables the signaling of a maintenance interrupt while the virtual CPU interface does not have a corresponding valid List register for an EOI request:

LRENPIE	Meaning
0b0	Maintenance interrupt disabled.
0b1	Maintenance interrupt signaled while GICH_HCR.EOICount is not 0.

This field resets to an architecturally UNKNOWN value.

UIE, bit [1]

Underflow Interrupt Enable.

Enables the signaling of a maintenance interrupt when the List registers are either empty or hold only one valid entry.

UIE	Meaning
0b0	Maintenance interrupt disabled.
0b1	A maintenance interrupt is signaled if zero or one of the List register entries are marked as a valid interrupt.

This field resets to an architecturally UNKNOWN value.

En, bit [0]

Enable.

Global enable bit for the virtual CPU interface.

En	Meaning
0b0	Virtual CPU interface operation is disabled.
0b1	Virtual CPU interface operation is enabled.

When this field is 0:

- The virtual CPU interface does not signal any maintenance interrupts.
- The virtual CPU interface does not signal any virtual interrupts.
- A read of [GICV_IAR](#) or [GICV_AIAR](#) returns a spurious interrupt ID.

This field resets to an architecturally UNKNOWN value.

The VGrp1DIE, VGrp1EIE, VGrp0DIE, and VGrp0EIE fields permit the hypervisor to track the virtual CPU interfaces that are enabled. The hypervisor can then route interrupts that have multiple targets correctly and efficiently, without having to read the virtual CPU interface status.

See 'Maintenance interrupts' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069) and [GICH_MISR](#) for more information.

Accessing the GICH_HCR

This register is used only when System register access is not enabled. When System register access is enabled:

- For AArch32 implementations, [ICH_HCR](#) provides equivalent functionality.
- For AArch64 implementations, [ICH_HCR_EL2](#) provides equivalent functionality.

GICH_HCR.En must be set to 1 for any virtual or maintenance interrupt to be asserted.

GICH_HCR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Virtual interface control	0x0000	GICH_HCR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

GICH_LR<n>, List Registers, n = 0 - 15

The GICH_LR<n> characteristics are:

Purpose

These registers provide context information for the virtual CPU interface.

Configuration

This register is available when the GIC implementation supports interrupt virtualization.

A maximum of 16 List registers can be provided. [GICH_VTR](#).ListRegs defines the number implemented. Unimplemented List registers are RAZ/WI.

Attributes

GICH_LR<n> is a 32-bit register.

Field descriptions

The GICH_LR<n> 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
HWGroup		State		Priority				RES0			pINTID								vINTID												

HW, bit [31]

Indicates whether this virtual interrupt is a hardware interrupt, meaning that it corresponds to a physical interrupt. Deactivation of the virtual interrupt also causes the deactivation of the physical interrupt corresponding to the INTID:

HW	Meaning
0b0	This interrupt is triggered entirely in software. No notification is sent to the Distributor when the virtual interrupt is deactivated.
0b1	A hardware interrupt. A deactivate interrupt request is sent to the Distributor when the virtual interrupt is deactivated, using GICH_LR<n>.pINTID to indicate the physical interrupt identifier. If GICV_CTLR .EOImode == 0, this request corresponds to a write to GICV_EOIR or GICV_AEOIR , otherwise it corresponds to a write to GICV_DIR .

This field resets to an architecturally UNKNOWN value.

Group, bit [30]

Indicates whether the interrupt is Group 0 or Group 1:

Group	Meaning
0b0	Group 0 virtual interrupt. GICV_CTLR .FIQEn determines whether it is signaled as a virtual IRQ or as a virtual FIQ, and GICV_CTLR .EnableGrp0 enables signaling of this interrupt to the virtual machine.
0b1	Group 1 virtual interrupt, signaled as a virtual IRQ. GICV_CTLR .EnableGrp1 enables signaling of this interrupt to the virtual machine.

Note

[GICV_CTLR](#).CBPR controls whether [GICV_BPR](#) or [GICV_ABPR](#) determines if a pending Group 1 interrupt has sufficient priority to preempt current execution.

This field resets to an architecturally UNKNOWN value.

State, bits [29:28]

The state of the interrupt. This field has one of the following values:

State	Meaning
0b00	Inactive
0b01	Pending
0b10	Active
0b11	Active and pending

The GIC updates these state bits as virtual interrupts proceed through the interrupt life cycle. Entries in the inactive state are ignored, except for the purpose of generating virtual maintenance interrupts.

Note

For hardware interrupts, the active and pending state is held in the Distributor rather than the virtual CPU interface. A hypervisor must only use the active and pending state for software originated interrupts, which are typically associated with virtual devices, or for SGIs.

This field resets to an architecturally UNKNOWN value.

Priority, bits [27:23]

The priority of this interrupt.

This field resets to an architecturally UNKNOWN value.

Bits [22:20]

Reserved, RES0.

pINTID, bits [19:10]

The function of this field depends on the value of GICH_LR<n>.HW.

When GICH_LR<n>.HW == 0:

- Bit [19] indicates whether the interrupt triggers an EOI maintenance interrupt. If this bit is 1, then when the interrupt identified by vINTID is deactivated, an EOI maintenance interrupt is asserted.
- Bits [18:13] are reserved, SBZ.
- If the vINTID field value corresponds to an SGI (that is, 0-15), bits [12:10] contain the number of the requesting PE. This appears in the corresponding field of [GICV_IAR](#) or [GICV_AIAR](#). If the vINTID field value is not 0-15, this field must be cleared to 0.

When GICH_LR<n>.HW == 1:

- This field indicates the pINTID that the hypervisor forwards to the Distributor. This field is only required to implement enough bits to hold a valid value for the ID configuration. Any unused higher order bits are RAZ/WI.
- If the value of pINTID is 0-15 or 1020-1023, behavior is UNPREDICTABLE. If the value of pINTID is 16-31, this field applies to the PPI associated with this same PE as the virtual CPU interface requesting the deactivation.

This field resets to an architecturally UNKNOWN value.

vINTID, bits [9:0]

This INTID is returned to the VM when the interrupt is acknowledged through [GICV_IAR](#). Each valid interrupt stored in the List registers must have a unique vINTID for that virtual CPU interface. If the value of vINTID is 1020-1023, behavior is UNPREDICTABLE.

This field resets to an architecturally UNKNOWN value.

Accessing the GICH_LR<n>

This register is used only when System register access is not enabled. When System register access is enabled:

- For AArch32 implementations, [ICH_LR<n>](#) provides equivalent functionality.
- For AArch64 implementations, [ICH_LR<n>_EL2](#) provides equivalent functionality.

GICH_LR<n> can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Virtual interface control	0x0100 + (4 * n)	GICH_LR<n>

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

GICH_MISR, Maintenance Interrupt Status Register

The GICH_MISR characteristics are:

Purpose

Indicates which maintenance interrupts are asserted.

Configuration

This register is available when the GIC implementation supports interrupt virtualization.

Attributes

GICH_MISR is a 32-bit register.

Field descriptions

The GICH_MISR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
											RES0											VGrp1D		VGrp1E	VGrp0D	VGrp0E	NP	LREN	P	U	EOI

Bits [31:8]

Reserved, RES0.

VGrp1D, bit [7]

vPE Group 1 Disabled.

VGrp1D	Meaning
0b0	vPE Group 1 Disabled maintenance interrupt not asserted.
0b1	vPE Group 1 Disabled maintenance interrupt asserted.

This maintenance interrupt is asserted when [GICH_HCR.VGrp1DIE](#) == 1 and [GICH_VMCR.VENG1](#) == 0.

This field resets to 0.

VGrp1E, bit [6]

vPE Group 1 Enabled.

VGrp1E	Meaning
0b0	vPE Group 1 Enabled maintenance interrupt not asserted.
0b1	vPE Group 1 Enabled maintenance interrupt asserted.

This maintenance interrupt is asserted when [GICH_HCR.VGrp1EIE](#) == 1 and [GICH_VMCR.VENG1](#) == 1.

This field resets to 0.

VGrp0D, bit [5]

vPE Group 0 Disabled.

VGrp0D	Meaning
0b0	vPE Group 0 Disabled maintenance interrupt not asserted.
0b1	vPE Group 0 Disabled maintenance interrupt asserted.

This maintenance interrupt is asserted when [GICH_HCR.VGrp0DIE](#) == 1 and [GICH_VMCR.VENG0](#) == 0.

This field resets to 0.

VGrp0E, bit [4]

vPE Group 0 Enabled.

VGrp0E	Meaning
0b0	vPE Group 0 Enabled maintenance interrupt not asserted.
0b1	vPE Group 0 Enabled maintenance interrupt asserted.

This maintenance interrupt is asserted when [GICH_HCR.VGrp0EIE](#) == 1 and [GICH_VMCR.VENG0](#) == 1.

This field resets to 0.

NP, bit [3]

No Pending.

NP	Meaning
0b0	No Pending maintenance interrupt not asserted.
0b1	No Pending maintenance interrupt asserted.

This maintenance interrupt is asserted when [GICH_HCR.NPIE](#) == 1 and no List register is in the pending state.

This field resets to 0.

LREN, bit [2]

List Register Entry Not Present.

LREN	Meaning
0b0	List Register Entry Not Present maintenance interrupt not asserted.
0b1	List Register Entry Not Present maintenance interrupt asserted.

This maintenance interrupt is asserted when [GICH_HCR.LRENPIE](#) == 1 and [GICH_HCR.EOICount](#) is nonzero.

This field resets to 0.

U, bit [1]

Underflow.

U	Meaning
0b0	Underflow maintenance interrupt not asserted.
0b1	Underflow maintenance interrupt asserted.

This maintenance interrupt is asserted when [GICH_HCR.UIE](#) == 1 and zero or one of the List register entries are marked as a valid interrupt.

This field resets to 0.

EOI, bit [0]

End Of Interrupt.

EOI	Meaning
0b0	End Of Interrupt maintenance interrupt not asserted.
0b1	End Of Interrupt maintenance interrupt asserted.

This maintenance interrupt is asserted when at least one bit in [GICH_EISR](#) == 1.

This field resets to 0.

Note

A List register is in the pending state only if the corresponding [GICH_LR<n>](#) value is 0b01, that is, pending. The active and pending state is not included.

Accessing the GICH_MISR

This register is used only when System register access is not enabled. When System register access is enabled:

- For AArch32 implementations, [ICH_MISR](#) provides equivalent functionality.
- For AArch64 implementations, [ICH_MISR_EL2](#) provides equivalent functionality.

A maintenance interrupt is asserted only if at least one bit is set to 1 in this register and if [GICH_HCR](#).En == 1.

GICH_MISR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Virtual interface control	0x0010	GICH_MISR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RO**.
- When an access is Secure accesses to this register are **RO**.
- When an access is Non-secure accesses to this register are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICH_VMCR, Virtual Machine Control Register

The GICH_VMCR characteristics are:

Purpose

Enables the hypervisor to save and restore the virtual machine view of the GIC state. This register is updated when a virtual machine updates the virtual CPU interface registers.

Configuration

This register is available when the GIC implementation supports interrupt virtualization.

Attributes

GICH_VMCR is a 32-bit register.

Field descriptions

The GICH_VMCR 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
VPMR								VBPR0		VBPR1		RES0				VEOIM		RES0		VCBPR		VFIQEn		VackCtI		VENG1		VENG0			

VPMR, bits [31:24]

Virtual priority mask. The priority mask level for the CPU interface. If the priority of an interrupt is higher than the value indicated by this field, the interface signals the interrupt to the PE.

This alias field is updated when a VM updates [GICV_PMR](#).Priority.

This field resets to an architecturally UNKNOWN value.

VBPR0, bits [23:21]

Virtual Binary Point Register, Group 0. Defines the point at which the priority value fields split into two parts, the Group priority field and the subpriority field. The Group priority field determines Group 0 interrupt preemption, and also determines Group 1 interrupt preemption if GICH_VMCR.VCBPR == 1.

This alias field is updated when a VM updates [GICV_BPR](#).Binary_Point.

This field resets to an architecturally UNKNOWN value.

VBPR1, bits [20:18]

Virtual Binary Point Register, Group 1. Defines the point at which the priority value fields split into two parts, the Group priority field and the subpriority field. The Group priority field determines Group 1 interrupt preemption if GICH_VMCR.VCBPR == 0.

This alias field is updated when a VM updates [GICV_ABPR](#).Binary_Point.

This field resets to an architecturally UNKNOWN value.

Bits [17:10]

Reserved, RES0.

VEOIM, bit [9]

Virtual EOImode. Possible values of this bit are:

VEOIM	Meaning
0b0	A write of an INTID to GICV_EOIR or GICV_AEOIR drops the priority of the interrupt with that INTID, and also deactivates that interrupt.
0b1	A write of an INTID to GICV_EOIR or GICV_AEOIR only drops the priority of the interrupt with that INTID. Software must write to GICV_DIR to deactivate the interrupt.

This alias field is updated when a VM updates [GICV_CTLR](#).EOImode.

This field resets to an architecturally UNKNOWN value.

Bits [8:5]

Reserved, RES0.

VCBPR, bit [4]

Virtual Common Binary Point Register. Possible values of this bit are:

VCBPR	Meaning
0b0	GICV_ABPR determines the preemption group for Group 1 interrupts.
0b1	GICV_BPR determines the preemption group for Group 1 interrupts.

This alias field is updated when a VM updates [GICV_CTLR](#).CBPR.

This field resets to an architecturally UNKNOWN value.

VFIQEn, bit [3]

Virtual FIQ enable. Possible values of this bit are:

VFIQEn	Meaning
0b0	Group 0 virtual interrupts are presented as virtual IRQs.
0b1	Group 0 virtual interrupts are presented as virtual FIQs.

This alias field is updated when a VM updates [GICV_CTLR](#).FIQEn.

This field resets to an architecturally UNKNOWN value.

VAckCtl, bit [2]

Virtual AckCtl. Possible values of this bit are:

VAckCtl	Meaning
0b0	If the highest priority pending interrupt is Group 1, a read of GICV_IAR or GICV_HPPIR returns an INTID of 1022.
0b1	If the highest priority pending interrupt is Group 1, a read of GICV_IAR or GICV_HPPIR returns the INTID of the corresponding interrupt.

This alias field is updated when a VM updates [GICV_CTLR](#).AckCtl.

This field is supported for backwards compatibility with GICv2. Arm deprecates the use of this field.

This field resets to an architecturally UNKNOWN value.

VENG1, bit [1]

Virtual interrupt enable, Group 1. Possible values of this bit are:

VENG1	Meaning
0b0	Group 1 virtual interrupts are disabled.
0b1	Group 1 virtual interrupts are enabled.

This alias field is updated when a VM updates [GICV_CTLR.EnableGrp1](#).

This field resets to an architecturally UNKNOWN value.

VENG0, bit [0]

Virtual interrupt enable, Group 0. Possible values of this bit are:

VENG0	Meaning
0b0	Group 0 virtual interrupts are disabled.
0b1	Group 0 virtual interrupts are enabled.

This alias field is updated when a VM updates [GICV_CTLR.EnableGrp0](#).

This field resets to an architecturally UNKNOWN value.

Note

A List register is in the pending state only if the corresponding [GICH_LR<n>](#) value is 0b01, that is, pending. The active and pending state is not included.

Accessing the GICH_VMCR

This register is used only when System register access is not enabled. When System register access is enabled:

- For AArch32 implementations, [ICH_VMCR](#) provides equivalent functionality.
- For AArch64 implementations, [ICH_VMCR_EL2](#) provides equivalent functionality.

GICH_VMCR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Virtual interface control	0x0008	GICH_VMCR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICH_VTR, Virtual Type Register

The GICH_VTR characteristics are:

Purpose

Indicates the number of implemented virtual priority bits and List registers.

Configuration

This register is available when the GIC implementation supports interrupt virtualization.

Attributes

GICH_VTR is a 32-bit register.

Field descriptions

The GICH_VTR 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
PRIbits			PREbits			IDbits			SEIS	A3V	RES0																ListRegs				

PRIbits, bits [31:29]

The number of virtual priority bits implemented, minus one.

An implementation must implement at least 32 levels of virtual priority (5 priority bits).

PREbits, bits [28:26]

The number of virtual preemption bits implemented, minus one.

An implementation must implement at least 32 levels of virtual preemption priority (5 preemption bits).

The value of this field must be less than or equal to the value of GICH_VTR.PRIbits.

IDbits, bits [25:23]

The number of virtual interrupt identifier bits supported:

IDbits	Meaning
0b000	16 bits.
0b001	24 bits.

All other values are reserved.

SEIS, bit [22]

SEI support. Indicates whether the virtual CPU interface supports generation of SEIs:

SEIS	Meaning
0b0	The virtual CPU interface logic does not support generation of SEIs.
0b1	The virtual CPU interface logic supports generation of SEIs.

A3V, bit [21]

Affinity 3 valid. Possible values are:

A3V	Meaning
0b0	The virtual CPU interface logic only supports zero values of the Aff3 field in ICC_SGI0R_EL1 , ICC_SGI1R_EL1 , and ICC_ASGI1R_EL1 .
0b1	The virtual CPU interface logic supports nonzero values of the Aff3 field in ICC_SGI0R_EL1 , ICC_SGI1R_EL1 , and ICC_ASGI1R_EL1 .

Bits [20:5]

Reserved, RES0.

ListRegs, bits [4:0]

The number of implemented List registers, minus one.

Accessing the GICH_VTR

This register is used only when System register access is not enabled. When System register access is enabled:

- For AArch32 implementations, [ICH_VTR](#) provides equivalent functionality.
- For AArch64 implementations, [ICH_VTR_EL2](#) provides equivalent functionality.

GICH_VTR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Virtual interface control	0x0004	GICH_VTR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RO**.
- When an access is Secure accesses to this register are **RO**.
- When an access is Non-secure accesses to this register are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICR_CLRLPIR, Clear LPI Pending Register

The GICR_CLRLPIR characteristics are:

Purpose

Clears the pending state of the specified LPI.

Configuration

This register is present only when FEAT_GICv4p1 is implemented. Otherwise, direct accesses to GICR_CLRLPIR are RES0.

A copy of this register is provided for each Redistributor.

Attributes

GICR_CLRLPIR is a 64-bit register.

Field descriptions

The GICR_CLRLPIR bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																RES0															
																pINTID															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

pINTID, bits [31:0]

The INTID of the physical LPI.

Note

The size of this field is IMPLEMENTATION DEFINED, and is specified by the [GICD_TYPER.IDbits](#) field. Unimplemented bits are RES0.

Accessing the GICR_CLRLPIR

When written with a 32-bit write the data is zero-extended to 64 bits.

This register is mandatory in an implementation that supports LPIs and does not include an ITS. The functionality of this register is IMPLEMENTATION DEFINED in an implementation that does include an ITS.

Writes to this register have no effect if any of the following apply:

- [GICR_CTLR.EnableLPIs](#) == 0.
- The pINTID value specifies an unimplemented LPI.
- The pINTID value specifies an LPI that is not pending.

GICR_CLRLPIR can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
GIC Redistributor	RD_base	0x0048	GICR_CLRLPIR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **WO**.
- When an access is Secure accesses to this register are **WO**.
- When an access is Non-secure accesses to this register are **WO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICR_CTLR, Redistributor Control Register

The GICR_CTLR characteristics are:

Purpose

Controls the operation of a Redistributor, and enables the signaling of LPIs by the Redistributor to the connected PE.

Configuration

A copy of this register is provided for each Redistributor.

Attributes

GICR_CTLR is a 32-bit register.

Field descriptions

The GICR_CTLR 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
UWP	RES0	DPG1S	DPG1NS	DPG0																											

UWP, bit [31]

Upstream Write Pending. Read-only. Indicates whether all upstream writes have been communicated to the Distributor.

UWP	Meaning
0b0	The effects of all upstream writes have been communicated to the Distributor, including any Generate SGI packets. For more information, see 'Generate SGI (ICC)' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).
0b1	Not all the effects of upstream writes, including any Generate SGI packets, have been communicated to the Distributor. For more information, see 'Generate SGI (ICC)' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

Bits [30:27]

Reserved, RES0.

DPG1S, bit [26]

Disable Processor selection for Group 1 Secure interrupts. When [GICR_TYPER.DPGS](#) == 1:

DPG1S	Meaning
0b0	A Group 1 Secure SPI configured to use the 1 of N distribution model can select this PE, if the PE is not asleep and if Secure Group 1 interrupts are enabled.
0b1	A Group 1 Secure SPI configured to use the 1 of N distribution model cannot select this PE.

When [GICR_TYPER.DPGS](#) == 0 this bit is RAZ/WI.

When [GICD_CTLR.DS](#)==1, this field is RAZ/WI. In GIC implementations that support two Security states, this field is only accessible by Secure accesses, and is RAZ/WI to Non-secure accesses.

It is IMPLEMENTATION DEFINED whether these bits affect the selection of PEs for interrupts using the 1 of N distribution model when [GICD_CTLR.ARE_S](#)==0.

This field resets to 0.

DPG1NS, bit [25]

Disable Processor selection for Group 1 Non-secure interrupts. When [GICR_TYPER.DPGS](#) == 1:

DPG1NS	Meaning
0b0	A Group 1 Non-secure SPI configured to use the 1 of N distribution model can select this PE, if the PE is not asleep and if Non-secure Group 1 interrupts are enabled.
0b1	A Group 1 Non-secure SPI configured to use the 1 of N distribution model cannot select this PE.

When [GICR_TYPER.DPGS](#) == 0 this bit is RAZ/WI.

It is IMPLEMENTATION DEFINED whether these bits affect the selection of PEs for interrupts using the 1 of N distribution model when [GICD_CTLR.ARE_NS](#)==0.

This field resets to 0.

DPG0, bit [24]

Disable Processor selection for Group 0 interrupts. When [GICR_TYPER.DPGS](#) == 1:

DPG0	Meaning
0b0	A Group 0 SPI configured to use the 1 of N distribution model can select this PE, if the PE is not asleep and if Group 0 interrupts are enabled.
0b1	A Group 0 SPI configured to use the 1 of N distribution model cannot select this PE.

When [GICR_TYPER.DPGS](#) == 0 this bit is RAZ/WI.

When [GICD_CTLR.DS](#) == 1, this field is always accessible. In GIC implementations that support two Security states, this field is RAZ/WI to Non-secure accesses.

It is IMPLEMENTATION DEFINED whether these bits affect the selection of PEs for interrupts using the 1 of N distribution model when [GICD_CTLR.ARE_S](#) == 0.

This field resets to 0.

Bits [23:4]

Reserved, RES0.

RWP, bit [3]

Register Write Pending. This bit indicates whether a register write for the current Security state is in progress or not.

RWP	Meaning
0b0	The effect of all previous writes to the following registers are visible to all agents in the system: <ul style="list-style-type: none"> GICR_ICENABLER0 GICR_CTLR.DPG1S GICR_CTLR.DPG1NS GICR_CTLR.DPG0 GICR_CTLR, which clears EnableLPis from 1 to 0. In FEAT_GICv4p1, GICR_VPROPBASER, which clears Valid from 1 to 0.
0b1	The effect of all previous writes to the following registers are not guaranteed by the architecture to be visible to all agents in the system while the changes are still being propagated: <ul style="list-style-type: none"> GICR_ICENABLER0 GICR_CTLR.DPG1S GICR_CTLR.DPG1NS GICR_CTLR.DPG0 GICR_CTLR, which clears EnableLPis from 1 to 0. In FEAT_GICv4p1, GICR_VPROPBASER, which clears Valid from 1 to 0.

IR, bit [2]

LPI invalidate registers supported.

This bit is read-only.

IR	Meaning
0b0	This bit does not indicate whether the GICR_INVLPIR , GICR_INVALLR and GICR_SYNCNR are implemented or not.
0b1	GICR_INVLPIR , GICR_INVALLR and GICR_SYNCNR are implemented.

If [GICR_TYPER](#).DirectLPI is 1 or [GICR_TYPER](#).RVPEI is 1, [GICR_INVLPIR](#), [GICR_INVALLR](#), and [GICR_SYNCNR](#) are always implemented.

Arm recommends that implementations report [GICR_CTLR](#).IR as 1 in these cases.

CES, bit [1]

Clear Enable Supported.

This bit is read-only.

CES	Meaning
0b0	The IRI does not indicate whether GICR_CTLR .EnableLPis is RES1 once set.
0b1	GICR_CTLR .EnableLPis is not RES1 once set.

Implementing [GICR_CTLR](#).EnableLPis as programmable and not reporting [GICR_CTLR](#).CES == 1 is deprecated.

Implementing [GICR_CTLR](#).EnableLPis as RES1 once set is deprecated.

When [GICR_CTLR](#).CES == 0, software cannot assume that [GICR_CTLR](#).EnableLPis is programmable without observing the bit being cleared.

EnableLPis, bit [0]

In implementations where affinity routing is enabled for the Security state:

EnableLPis	Meaning
0b0	LPI support is disabled. Any doorbell interrupt generated as a result of a write to a virtual LPI register must be discarded, and any ITS translation requests or commands involving LPis in this Redistributor are ignored.
0b1	LPI support is enabled.

Note

If [GICR_TYPER](#).PLPIS == 0, this field is RES0. If [GICD_CTLR](#).ARE_NS is written from 1 to 0 when this bit is 1, behavior is an IMPLEMENTATION DEFINED choice between clearing GICR_CTLR.EnableLPis to 0 or maintaining its current value.

When affinity routing is not enabled for the Non-secure state, this bit is RES0.

When written from 0 to 1, the Redistributor loads the LPI Pending table from memory to check for any pending interrupts.

After it has been written to 1, it is IMPLEMENTATION DEFINED whether the bit becomes RES1 or can be cleared by to 0.

Where the bit remains programmable:

- Software must observe GICR_CTLR.RWP==0 after clearing GICR_CTLR.EnableLPis from 1 to 0 before writing [GICR_PENDBASER](#) or [GICR_PROPBASER](#), otherwise behavior is UNPREDICTABLE.
- Software must observe GICR_CTLR.RWP==0 after clearing GICR_CTLR.EnableLPis from 1 to 0 before setting GICR_CTLR.EnableLPis to 1, otherwise behavior is UNPREDICTABLE.

Note

If one or more ITS is implemented, Arm strongly recommends that all LPis are mapped to another Redistributor before GICR_CTLR.EnableLPis is cleared to 0.

This field resets to 0.

The participation of a PE in the 1 of N distribution model for a given interrupt group is governed by the concatenation of [GICR_WAKER](#).ProcessorSleep, the appropriate [GICR_CTLR](#).DPG{1, 0} bit, and the PE interrupt group enable. The behavior options are:

PS	DPG{1S, 1NS, 0}	Enable	PE Behavior
0b0	0b0	0b0	The PE cannot be selected.
0b0	0b0	0b1	The PE can be selected.
0b0	0b1	*	The PE cannot be selected.
0b1	*	*	The PE cannot be selected when GICD_CTLR .E1NWF == 0. When GICD_CTLR .E1NWF == 1, the mechanism by which PEs are selected is IMPLEMENTATION DEFINED.

If an SPI using the 1 of N distribution model has been forwarded to the PE, and a write to GICR_CTLR occurs that changes the DPG bit for the interrupt group of the SPI, the IRI must attempt to select a different target PE for the SPI. This might have no effect on the forwarded SPI if it has already been activated.

Accessing the GICR_CTLR

GICR_CTLR can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
GIC Redistributor	RD_base	0x0000	GICR_CTLR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

GICR_ICACTIVER0, Interrupt Clear-Active Register 0

The GICR_ICACTIVER0 characteristics are:

Purpose

Deactivates the corresponding SGI or PPI. These registers are used when saving and restoring GIC state.

Configuration

A copy of this register is provided for each Redistributor.

Attributes

GICR_ICACTIVER0 is a 32-bit register.

Field descriptions

The GICR_ICACTIVER0 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
Clear_active_bit<x>, bit [x], for x = 0 to 31																															

Clear_active_bit<x>, bit [x], for x = 0 to 31

Removes the active state from interrupt number x. Reads and writes have the following behavior:

Clear_active_bit<x>	Meaning
0b0	If read, indicates that the corresponding interrupt is not active, and is not active and pending. If written, has no effect.
0b1	If read, indicates that the corresponding interrupt is active, or is active and pending. If written, deactivates the corresponding interrupt, if the interrupt is active. If the interrupt is already deactivated, the write has no effect.

This field resets to an architecturally UNKNOWN value.

Accessing the GICR_ICACTIVER0

When affinity routing is not enabled for the Security state of an interrupt in GICR_ICACTIVER0, the corresponding bit is RAZ/WI and equivalent functionality is provided by [GICD_ICACTIVER<n>](#) with n=0.

This register only applies to SGIs (bits [15:0]) and PPIs (bits [31:16]). For SPIs, this functionality is provided by [GICD_ICACTIVER<n>](#).

When [GICD_CTLR](#).DS == 0, bits corresponding to Secure SGIs and PPIs are RAZ/WI to Non-secure accesses.

GICR_ICACTIVER0 can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
GIC Redistributor	SGI_base	0x0380	GICR_ICACTIVER0

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICR_ICACTIVER<n>E, Interrupt Clear-Active Registers, n = 1 - 2

The GICR_ICACTIVER<n>E characteristics are:

Purpose

Removes the active state from the corresponding PPI.

Configuration

This register is present only when FEAT_GICv3p1 is implemented. Otherwise, direct accesses to GICR_ICACTIVER<n>E are RES0.

A copy of this register is provided for each Redistributor.

Attributes

GICR_ICACTIVER<n>E is a 32-bit register.

Field descriptions

The GICR_ICACTIVER<n>E 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
Clear_active_bit<x>, bit [x], for x = 0 to 31																															

Clear_active_bit<x>, bit [x], for x = 0 to 31

For the extended PPIs, removes the active state to interrupt number x. Reads and writes have the following behavior:

Clear_active_bit<x>	Meaning
0b0	If read, indicates that the corresponding interrupt is not active, and is not active and pending. If written, has no effect.
0b1	If read, indicates that the corresponding interrupt is active, or is active and pending. If written, deactivates the corresponding interrupt, if the interrupt is active. If the interrupt is already deactivated, the write has no effect.

This field resets to an architecturally UNKNOWN value.

For INTID m, when DIV and MOD are the integer division and modulo operations:

- The corresponding GICR_ICACTIVER<n>E number, n, is given by $n = (m-1024) \text{ DIV } 32$.
- The offset of the required GICR_ICACTIVER<n>E is $(0x200 + (4*n))$.
- The bit number of the required group modifier bit in this register is $(m-1024) \text{ MOD } 32$.

Accessing the GICR_ICACTIVER<n>E

When affinity routing is not enabled for the Security state of an interrupt in GICR_ICACTIVER<n>E, the corresponding bit is RES0.

When [GICD_CTLR.DS](#)=0, bits corresponding to Secure PPIs are RAZ/WI to Non-secure accesses.

Bits corresponding to unimplemented interrupts are RAZ/WI.

GICR_ICACTIVER<n>E can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
GIC Redistributor	SGI_base	0x0380 + (4 * n)	GICR_ICACTIVER<n>E

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICR_ICENABLER0, Interrupt Clear-Enable Register 0

The GICR_ICENABLER0 characteristics are:

Purpose

Disables forwarding of the corresponding SGI or PPI to the CPU interfaces.

Configuration

A copy of this register is provided for each Redistributor.

Attributes

GICR_ICENABLER0 is a 32-bit register.

Field descriptions

The GICR_ICENABLER0 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
Clear_enable_bit<x>, bit [x], for x = 0 to 31																															

Clear_enable_bit<x>, bit [x], for x = 0 to 31

For PPIs and SGIs, controls the forwarding of interrupt number x to the CPU interfaces. Reads and writes have the following behavior:

Clear_enable_bit<x>	Meaning
0b0	If read, indicates that forwarding of the corresponding interrupt is disabled. If written, has no effect.
0b1	If read, indicates that forwarding of the corresponding interrupt is enabled. If written, disables forwarding of the corresponding interrupt. After a write of 1 to this bit, a subsequent read of this bit returns 0.

This field resets to an architecturally UNKNOWN value.

Accessing the GICR_ICENABLER0

When affinity routing is not enabled for the Security state of an interrupt in GICR_ICENABLER0, the corresponding bit is RAZ/WI and equivalent functionality is provided by [GICD_ICENABLER<n>](#) with n=0.

This register only applies to SGIs (bits [15:0]) and PPIs (bits [31:16]). For SPIs, this functionality is provided by [GICD_ICENABLER<n>](#).

When [GICD_CTLR.DS](#) == 0, bits corresponding to Secure SGIs and PPIs are RAZ/WI to Non-secure accesses.

GICR_ICENABLER0 can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
GIC Redistributor	SGI_base	0x0180	GICR_ICENABLER0

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICR_ICENABLER<n>E, Interrupt Clear-Enable Registers, n = 1 - 2

The GICR_ICENABLER<n>E characteristics are:

Purpose

Disables forwarding of the corresponding PPI to the CPU interfaces.

Configuration

This register is present only when FEAT_GICv3p1 is implemented. Otherwise, direct accesses to GICR_ICENABLER<n>E are RES0.

A copy of this register is provided for each Redistributor.

Attributes

GICR_ICENABLER<n>E is a 32-bit register.

Field descriptions

The GICR_ICENABLER<n>E 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
Clear_enable_bit<x>, bit [x], for x = 0 to 31																															

Clear_enable_bit<x>, bit [x], for x = 0 to 31

For the extended PPI range, controls the forwarding of interrupt number x to the CPU interface. Reads and writes have the following behavior:

Clear_enable_bit<x>	Meaning
0b0	If read, indicates that forwarding of the corresponding interrupt is disabled. If written, has no effect.
0b1	If read, indicates that forwarding of the corresponding interrupt is enabled. If written, disables forwarding of the corresponding interrupt. After a write of 1 to this bit, a subsequent read of this bit returns 0.

This field resets to 0.

For INTID m, when DIV and MOD are the integer division and modulo operations:

- The corresponding GICR_ICENABLER<n>E number, n, is given by $n = (m-1024) \text{ DIV } 32$.
- The offset of the required GICR_ICENABLER<n>E is $(0 \times 180 + (4 \times n))$.
- The bit number of the required group modifier bit in this register is $(m-1024) \text{ MOD } 32$.

Accessing the GICR_ICENABLER<n>E

When affinity routing is not enabled for the Security state of an interrupt in GICR_ICENABLER<n>E, the corresponding bit is RES0.

When [GICD_CTLR.DS](#)=0, bits corresponding to Secure PPIs are RAZ/WI to Non-secure accesses.

Bits corresponding to unimplemented interrupts are RAZ/WI.

GICR_ICENABLER<n>E can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
GIC Redistributor	SGI_base	0x0180 + (4 * n)	GICR_ICENABLER<n>E

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICR_ICFGR0, Interrupt Configuration Register 0

The GICR_ICFGR0 characteristics are:

Purpose

Determines whether the corresponding SGI is edge-triggered or level-sensitive.

Configuration

A copy of this register is provided for each Redistributor.

Attributes

GICR_ICFGR0 is a 32-bit register.

Field descriptions

The GICR_ICFGR0 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
Int_config<x>, bits [2x+1:2x], for x = 0 to 15																															

Int_config<x>, bits [2x+1:2x], for x = 0 to 15

Indicates whether the interrupt with ID 16n + x is level-sensitive or edge-triggered.

Int_config[0] (bit [2x]) is RES0.

Possible values of Int_config[1] (bit [2x+1]) are:

Int_config<x>	Meaning
0b00	Corresponding interrupt is level-sensitive.
0b01	Corresponding interrupt is edge-triggered.

For SGIs, Int_config[1] is RAO/WI.

A read of this bit always returns the correct value to indicate the interrupt triggering method.

This field resets to an architecturally UNKNOWN value.

Accessing the GICR_ICFGR0

This register is used when affinity routing is enabled.

When affinity routing is disabled for the Security state of an interrupt, the field for that interrupt is RES0 and an implementation is permitted to make the field RAZ/WI in this case. Equivalent functionality is provided by GICD_ICFGR<n> with n=0.

When [GICD_CTLR.DS](#)=0, a register bit that corresponds to a Group 0 or Secure Group 1 interrupt is RAZ/WI to Non-secure accesses.

GICR_ICFGR0 can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
GIC Redistributor	SGI_base	0x0C00	GICR_ICFGR0

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICR_ICFGR1, Interrupt Configuration Register 1

The GICR_ICFGR1 characteristics are:

Purpose

Determines whether the corresponding PPI is edge-triggered or level-sensitive.

Configuration

A copy of this register is provided for each Redistributor.

For each supported PPI, it is IMPLEMENTATION DEFINED whether software can program the corresponding Int_config field.

Changing Int_config when the interrupt is individually enabled is UNPREDICTABLE.

Changing the interrupt configuration between level-sensitive and edge-triggered (in either direction) at a time when there is a pending interrupt will leave the interrupt in an UNKNOWN pending state.

Attributes

GICR_ICFGR1 is a 32-bit register.

Field descriptions

The GICR_ICFGR1 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
																Int_config<x>, bits [2x+1:2x], for x = 0 to 15															

Int_config<x>, bits [2x+1:2x], for x = 0 to 15

Indicates whether the interrupt with ID 16n + x is level-sensitive or edge-triggered.

Int_config[0] (bit [2x]) is RES0.

Possible values of Int_config[1] (bit [2x+1]) are:

Int_config<x>	Meaning
0b00	Corresponding interrupt is level-sensitive.
0b01	Corresponding interrupt is edge-triggered.

A read of this bit always returns the correct value to indicate the interrupt triggering method.

For PPIs, Int_config[1] is programmable unless the implementation supports two Security states and the bit corresponds to a Group 0 or Secure Group 1 interrupt, in which case the bit is RAZ/WI to Non-secure accesses.

This field resets to an architecturally UNKNOWN value.

Accessing the GICR_ICFGR1

This register is used when affinity routing is enabled.

When affinity routing is disabled for the Security state of an interrupt, the field for that interrupt is RES0 and an implementation is permitted to make the field RAZ/WI in this case. Equivalent functionality is provided by GICD_ICFGR<n> with n=1 .

GICR_ICFGR1 can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
GIC Redistributor	SGI_base	0x0C04	GICR_ICFGR1

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICR_ICFGR<n>E, Interrupt configuration registers, n = 2 - 5

The GICR_ICFGR<n>E characteristics are:

Purpose

Determines whether the corresponding PPI in the extended PPI range is edge-triggered or level-sensitive.

Configuration

This register is present only when FEAT_GICv3p1 is implemented. Otherwise, direct accesses to GICR_ICFGR<n>E are RES0.

A copy of this register is provided for each Redistributor.

Attributes

GICR_ICFGR<n>E is a 32-bit register.

Field descriptions

The GICR_ICFGR<n>E 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
Int_config<x>, bit [x], for x = 0 to 31																															

Int_config<x>, bit [x], for x = 0 to 31

Indicates whether the interrupt with ID 16n + x is level-sensitive or edge-triggered.

Int_config[0] (bit [2x]) is RES0.

Possible values of Int_config[1] (bit [2x+1]) are:

Int_config<x>	Meaning
0b0	The corresponding interrupt is level-sensitive.
0b1	The corresponding interrupt is edge-triggered.

This field resets to an architecturally UNKNOWN value.

For each supported extended PPI, it is IMPLEMENTATION DEFINED whether software can program the corresponding Int_config field.

Accessing the GICR_ICFGR<n>E

When affinity routing is not enabled for the Security state of an interrupt in GICR_ICFGR<n>E, the corresponding bit is RES0.

When GICD_CTLR.DS==0, a register bit that corresponds to a Group 0 or Secure Group 1 interrupt is RAZ/WI to Non-secure accesses.

Bits corresponding to unimplemented interrupts are RAZ/WI.

GICR_ICFGR<n>E can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
-----------	-------	--------	----------

GIC Redistributor	SGI_base	0x0C00 + (4 * n)	GICR_ICFGR<n>E
----------------------	----------	---------------------	----------------

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICR_ICPENDR0, Interrupt Clear-Pending Register 0

The GICR_ICPENDR0 characteristics are:

Purpose

Removes the pending state from the corresponding SGI or PPI.

Configuration

A copy of this register is provided for each Redistributor.

Attributes

GICR_ICPENDR0 is a 32-bit register.

Field descriptions

The GICR_ICPENDR0 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
Clear_pending_bit<x>, bit [x], for x = 0 to 31																															

Clear_pending_bit<x>, bit [x], for x = 0 to 31

Removes the pending state from interrupt number x. Reads and writes have the following behavior:

Clear_pending_bit<x>	Meaning
0b0	If read, indicates that the corresponding interrupt is not pending. If written, has no effect.
0b1	If read, indicates that the corresponding interrupt is pending, or active and pending. If written, changes the state of the corresponding interrupt from pending to inactive, or from active and pending to active. This has no effect in the following cases: <ul style="list-style-type: none">If the interrupt is not pending and is not active and pending.If the interrupt is a level-sensitive interrupt that is pending or active and pending for a reason other than a write to GICD_ISPENDR<n>. In this case, if the interrupt signal continues to be asserted, the interrupt remains pending or active and pending.

This field resets to an architecturally UNKNOWN value.

Accessing the GICR_ICPENDR0

When affinity routing is not enabled for the Security state of an interrupt in GICR_ICPENDR0, the corresponding bit is RAZ/WI and equivalent functionality is provided by [GICD_ICPENDR<n>](#) with n=0.

This register only applies to SGIs (bits [15:0]) and PPIs (bits [31:16]). For SPIs, this functionality is provided by [GICD_ICENABLER<n>](#).

When [GICD_CTLR](#).DS == 0, bits corresponding to Secure SGIs and PPIs are RAZ/WI to Non-secure accesses.

GICR_ICPENDR0 can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
GIC Redistributor	SGI_base	0x0280	GICR_ICPENDR0

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICR_ICPENDR<n>E, Interrupt Clear-Pending Registers, n = 1 - 2

The GICR_ICPENDR<n>E characteristics are:

Purpose

Removes the pending state from the corresponding PPI.

Configuration

This register is present only when FEAT_GICv3p1 is implemented. Otherwise, direct accesses to GICR_ICPENDR<n>E are RES0.

A copy of this register is provided for each Redistributor.

Attributes

GICR_ICPENDR<n>E is a 32-bit register.

Field descriptions

The GICR_ICPENDR<n>E 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
Clear_pending_bit<x>, bit [x], for x = 0 to 31																															

Clear_pending_bit<x>, bit [x], for x = 0 to 31

For the extended PPIs, removes the pending state to interrupt number x. Reads and writes have the following behavior:

Clear_pending_bit<x>	Meaning
0b0	If read, indicates that the corresponding interrupt is not pending on this PE. If written, has no effect.
0b1	If read, indicates that the corresponding interrupt is pending, or active and pending on this PE. If written, changes the state of the corresponding interrupt from pending to inactive, or from active and pending to active. This has no effect in the following cases: <ul style="list-style-type: none">If the interrupt is not pending and is not active and pending.If the interrupt is a level-sensitive interrupt that is pending or active and pending for a reason other than a write to GICR_ICPENDR<n>E. In this case, if the interrupt signal continues to be asserted, the interrupt remains pending or active and pending.

This field resets to an architecturally UNKNOWN value.

For INTID m, when DIV and MOD are the integer division and modulo operations:

- The corresponding GICR_ICPENDR<n>E number, n, is given by $n = (m-1024) \text{ DIV } 32$.
- The offset of the required GICR_ICPENDR<n>E is $(0x200 + (4*n))$.

- The bit number of the required group modifier bit in this register is (m-1024) MOD 32.

Accessing the GICR_ICPENDR<n>E

When affinity routing is not enabled for the Security state of an interrupt in GICR_ICPENDR<n>E, the corresponding bit is RES0.

When [GICD_CTLR.DS](#)==0, bits corresponding to Secure PPIs are RAZ/WI to Non-secure accesses.

Bits corresponding to unimplemented interrupts are RAZ/WI.

GICR_ICPENDR<n>E can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
GIC Redistributor	Sgi_base	0x0280 + (4 * n)	GICR_ICPENDR<n>E

This interface is accessible as follows:

- When [GICD_CTLR.DS](#) == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICR_IGROUPR0, Interrupt Group Register 0

The GICR_IGROUPR0 characteristics are:

Purpose

Controls whether the corresponding SGI or PPI is in Group 0 or Group 1.

Configuration

This register is available in all GIC configurations. If the GIC implementation supports two Security states, this register is Secure.

A copy of this register is provided for each Redistributor.

Attributes

GICR_IGROUPR0 is a 32-bit register.

Field descriptions

The GICR_IGROUPR0 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
Redistributor_group_status_bit<x>, bit [x], for x = 0 to 31																															

Redistributor_group_status_bit<x>, bit [x], for x = 0 to 31

Group status bit. In this register:

- Bits [31:16] are group status bits for PPIs.
- Bits [15:0] are group status bits for SGIs.

Redistributor_group_status_bit<x>	Meaning
0b0	When GICD_CTLR.DS ==1, the corresponding interrupt is Group 0. When GICD_CTLR.DS ==0, the corresponding interrupt is Secure.
0b1	When GICD_CTLR.DS ==1, the corresponding interrupt is Group 1. When GICD_CTLR.DS ==0, the corresponding interrupt is Non-secure Group 1.

When [GICD_CTLR.DS](#) == 0, the bit that corresponds to the interrupt is concatenated with the equivalent bit in [GICR_IGRPMODR0](#) to form a 2-bit field that defines an interrupt group. The encoding of this field is at [GICR_IGRPMODR0](#).

This field resets to an architecturally UNKNOWN value.

The considerations for the reset value of this register are the same as those for [GICD_IGROUPR<n>](#) with n=0.

Accessing the GICR_IGROUPR0

When affinity routing is not enabled for the Security state of an interrupt in GICR_IGROUPR0, the corresponding bit is RES0 and equivalent functionality is provided by [GICD_IGROUPR<n>](#) with n=0.

When `GICD_CTLR.DS == 0`, the register is RAZ/WI to Non-secure accesses.

Bits corresponding to unimplemented interrupts are RAZ/WI.

Note

Implementations must ensure that an interrupt that is pending at the time of the write uses either the old value or the new value and must ensure that the interrupt is neither lost nor handled more than one time. The effect of the change must be visible in finite time.

GICR_IGROUPR0 can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
GIC Redistributor	SGI_base	0x0080	GICR_IGROUPR0

This interface is accessible as follows:

- When `GICD_CTLR.DS == 0` accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICR_IGROUPR<n>E, Interrupt Group Registers, n = 1 - 2

The GICR_IGROUPR<n>E characteristics are:

Purpose

Controls whether the corresponding PPI is in Group 0 or Group 1.

Configuration

This register is present only when FEAT_GICv3p1 is implemented. Otherwise, direct accesses to GICR_IGROUPR<n>E are RES0.

When [GICD_CTLR.DS](#)==0, this register is Secure.

A copy of this register is provided for each Redistributor.

Attributes

GICR_IGROUPR<n>E is a 32-bit register.

Field descriptions

The GICR_IGROUPR<n>E 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
Group_status_bit<x>, bit [x], for x = 0 to 31																															

Group_status_bit<x>, bit [x], for x = 0 to 31

Group status bit.

Group status bit<x>	Meaning
0b0	When GICD_CTLR.DS ==1, the corresponding interrupt is Group 0. When GICD_CTLR.DS ==0, the corresponding interrupt is Secure.
0b1	When GICD_CTLR.DS ==1, the corresponding interrupt is Group 1. When GICD_CTLR.DS ==0, the corresponding interrupt is Non-secure Group 1.

This field resets to an architecturally UNKNOWN value.

If affinity routing is enabled for the Security state of an interrupt, the bit that corresponds to the interrupt is concatenated with the equivalent bit in GICR_IGRPMODR<n>E to form a 2-bit field that defines an interrupt group. The encoding of this field is described in GICR_IGRPMODR<n>E.

If affinity routing is disabled for the Security state of an interrupt, the bit is RES0.

For INTID m, when DIV and MOD are the integer division and modulo operations:

- The corresponding GICR_IGROUPR<n>E number, n, is given by $n = (m-1024) \text{ DIV } 32$.
- The offset of the required GICR_IGROUPR<n>E is $(0x080 + (4*n))$.
- The bit number of the required group modifier bit in this register is $(m-1024) \text{ MOD } 32$.

Accessing the GICR_IGROUPR<n>E

When affinity routing is not enabled for the Security state of an interrupt in GICR_IGROUPR<n>E, the corresponding bit is RES0.

When [GICD_CTLR.DS](#)==0, the register is RAZ/WI to Non-secure accesses.

Bits corresponding to unimplemented interrupts are RAZ/WI.

GICR_IGROUPR<n>E can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
GIC Redistributor	SGI_base	0x0080 + (4 * n)	GICR_IGROUPR<n>E

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICR_IGRPMODR0, Interrupt Group Modifier Register 0

The GICR_IGRPMODR0 characteristics are:

Purpose

When [GICD_CTLR.DS](#)==0, this register together with the [GICR_IGROUPR0](#) register, controls whether the corresponding interrupt is in:

- Secure Group 0.
- Non-secure Group 1.
- When System register access is enabled, Secure Group 1.

Configuration

When [GICD_CTLR.DS](#)==0, this register is Secure.

A copy of this register is provided for each Redistributor.

Attributes

GICR_IGRPMODR0 is a 32-bit register.

Field descriptions

The GICR_IGRPMODR0 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
Group_modifier_bit<x>, bit [x], for x = 0 to 31																															

Group_modifier_bit<x>, bit [x], for x = 0 to 31

Group modifier bit. In implementations where affinity routing is enabled for the Security state of an interrupt, the bit that corresponds to the interrupt is concatenated with the equivalent bit in [GICR_IGROUPR0](#) to form a 2-bit field that defines an interrupt group:

Group modifier bit	Group status bit	Definition	Short name
0b0	0b0	Secure Group 0	G0S
0b0	0b1	Non-secure Group 1	G1NS
0b1	0b0	Secure Group 1	G1S
0b1	0b1	Reserved, treated as Non-secure Group 1	-

This field resets to an architecturally UNKNOWN value.

Accessing the GICR_IGRPMODR0

When affinity routing is not enabled for the Security state of an interrupt in GICR_IGRPMODR0, the corresponding bit is RES0 and equivalent functionality is provided by [GICD_IGRPMODR<n>](#) with n=0.

This register only applies to SGIs (bits [15:0]) and PPIs (bits [31:16]). For SPIs, this functionality is provided by [GICD_IGRPMODR<n>](#).

When [GICD_CTLR.ARE_S](#) == 0 or [GICD_CTLR.DS](#) == 1, GICR_IGRPMODR0 is RES0. An implementation can make this register RAZ/WI in this case.

When [GICD_CTLR.DS](#)==0, the register is RAZ/WI to Non-secure accesses.

Bits corresponding to unimplemented interrupts are RAZ/WI.

Note

Implementations must ensure that an interrupt that is pending at the time of the write uses either the old value or the new value and must ensure that the interrupt is neither lost nor handled more than one time. The effect of the change must be visible in finite time.

GICR_IGRPMODR0 can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
GIC Redistributor	SGI_base	0x0D00	GICR_IGRPMODR0

This interface is accessible as follows:

- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICR_IGRPMODR<n>E, Interrupt Group Modifier Registers, n = 1 - 2

The GICR_IGRPMODR<n>E characteristics are:

Purpose

When [GICD_CTLR.DS](#)==0, this register together with the GICR_IGROUPR<n>E registers, controls whether the corresponding interrupt is in:

- Secure Group 0.
- Non-secure Group 1.
- When System register access is enabled, Secure Group 1.

Configuration

This register is present only when FEAT_GICv3p1 is implemented. Otherwise, direct accesses to GICR_IGRPMODR<n>E are RES0.

When [GICD_CTLR.DS](#)==0, this register is Secure.

A copy of this register is provided for each Redistributor.

Attributes

GICR_IGRPMODR<n>E is a 32-bit register.

Field descriptions

The GICR_IGRPMODR<n>E 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
Group_modifier_bit<x>, bit [x], for x = 0 to 31																															

Group_modifier_bit<x>, bit [x], for x = 0 to 31

Group modifier bit. In implementations where affinity routing is enabled for the Security state of an interrupt, the bit that corresponds to the interrupt is concatenated with the equivalent bit in [GICR_IGROUPR<n>E](#) to form a 2-bit field that defines an interrupt group:

Group modifier bit	Group status bit	Definition	Short name
0b0	0b0	Secure Group 0	G0S
0b0	0b1	Non-secure Group 1	G1NS
0b1	0b0	Secure Group 1	G1S
0b1	0b1	Reserved, treated as Non-secure Group 1	-

This field resets to an architecturally UNKNOWN value.

For INTID m, when DIV and MOD are the integer division and modulo operations:

- The corresponding GICR_IGRPMODR<n>E number, n, is given by $n = (m-1024) \text{ DIV } 32$.
- The offset of the required GICR_IGRPMODR<n>E is $(0xD00 + (4*n))$.
- The bit number of the required group modifier bit in this register is $(m-1024) \text{ MOD } 32$.

Accessing the GICR_IGRPMODR<n>E

When affinity routing is not enabled for the Security state of an interrupt in GICR_IGRPMODR<n>E, the corresponding bit is RES0.

When [GICD_CTLR.DS](#)==0, the register is RAZ/WI to Non-secure accesses.

Bits corresponding to unimplemented interrupts are RAZ/WI.

GICR_IGRPMODR<n>E can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
GIC Redistributor	SGI_base	0x0D00 + (4 * n)	GICR_IGRPMODR<n>E

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICR_IIDR, Redistributor Implementer Identification Register

The GICR_IIDR characteristics are:

Purpose

Provides information about the implementer and revision of the Redistributor.

Configuration

This register is available in all configurations of the GIC. If the GIC implementation supports two Security states, this register is Common.

Attributes

GICR_IIDR is a 32-bit register.

Field descriptions

The GICR_IIDR 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
ProductID								RES0				Variant				Revision				Implementer											

ProductID, bits [31:24]

An IMPLEMENTATION DEFINED product identifier.

Bits [23:20]

Reserved, RES0.

Variant, bits [19:16]

An IMPLEMENTATION DEFINED variant number. Typically, this field is used to distinguish product variants, or major revisions of a product.

Revision, bits [15:12]

An IMPLEMENTATION DEFINED revision number. Typically, this field is used to distinguish minor revisions of a product.

Implementer, bits [11:0]

Contains the JEP106 code of the company that implemented the Redistributor:

- Bits [11:8] are the JEP106 continuation code of the implementer. For an Arm implementation, this field is 0x4.
- Bit [7] is always 0.
- Bits [6:0] are the JEP106 identity code of the implementer. For an Arm implementation, bits [7:0] are therefore 0x3B.

Accessing the GICR_IIDR

GICR_IIDR can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
GIC Redistributor	RD_base	0x0004	GICR_IIDR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RO**.
- When an access is Secure accesses to this register are **RO**.
- When an access is Non-secure accesses to this register are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICR_INVALLR, Redistributor Invalidate All Register

The GICR_INVALLR characteristics are:

Purpose

Invalidates any cached configuration data of all physical LPIs, causing the GIC to reload the interrupt configuration from the physical LPI Configuration table at the address specified by [GICR_PROPBASER](#).

Configuration

A copy of this register is provided for each Redistributor.

Attributes

GICR_INVALLR is a 64-bit register.

Field descriptions

The GICR_INVALLR bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
V	RES0															V															
RES0																															
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

V, bit [63]

When FEAT_GICv4p1 is implemented:

Indicates whether the INTID is virtual or physical.

V	Meaning
0b0	Invalidate is for a physical INTID.
0b1	Invalidate is for a virtual INTID.

Otherwise:

Reserved, RES0.

Bits [62:48]

Reserved, RES0.

V, bits [47:32]

When FEAT_GICv4p1 is implemented:

When GICR_INVLPIR.V == 0, this field is RES0

When GICR_INVLPIR.V == 1, this field is the target vPEID of the invalidate.

Note

The size of this field is IMPLEMENTATION DEFINED, and is specified by the [GICD_TYPER2.VIL](#) and [GICD_TYPER2.VID](#) fields. Unimplemented bits are RES0.

Otherwise:

Reserved, RES0.

Bits [31:0]

Reserved, RES0.

Note

If any LPI has been forwarded to the PE and a valid write to GICR_INVALLR is received, the Redistributor must ensure it reloads its properties from memory. This has no effect on the forwarded LPI if it has already been activated.

Accessing the GICR_INVALLR

This register is mandatory in an implementation that supports LPIs and does not include an ITS. The functionality is IMPLEMENTATION DEFINED in an implementation that does include an ITS.

Writes to this register have no effect if no physical LPIs are currently stored in the local Redistributor cache.

GICR_INVALLR can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
GIC Redistributor	RD_base	0x00B0	GICR_INVALLR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **WO**.
- When an access is Secure accesses to this register are **WO**.
- When an access is Non-secure accesses to this register are **WO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICR_INVLPIR, Redistributor Invalidate LPI Register

The GICR_INVLPIR characteristics are:

Purpose

Invalidates the cached configuration data of a specified LPI, causing the GIC to reload the interrupt configuration from the physical LPI Configuration table at the address specified by [GICR_PROPBASER](#).

Configuration

A copy of this register is provided for each Redistributor.

Attributes

GICR_INVLPIR is a 64-bit register.

Field descriptions

The GICR_INVLPIR bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
V	RES0															vPEID															
INTID																															
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

V, bit [63]

When FEAT_GICv4p1 is implemented:

Indicates whether the INTID is virtual or physical.

V	Meaning
0b0	Invalidate is for a physical INTID.
0b1	Invalidate is for a virtual INTID.

Otherwise:

Reserved, RES0.

Bits [62:48]

Reserved, RES0.

vPEID, bits [47:32]

When FEAT_GICv4p1 is implemented:

When GICR_INVLPIR.V == 0, this field is RES0

When GICR_INVLPIR.V == 1, this field is the target vPEID of the invalidate.

Note

The size of this field is IMPLEMENTATION DEFINED, and is specified by the [GICD_TYPER2.VIL](#) and [GICD_TYPER2.VID](#) fields. Unimplemented bits are RES0.

Otherwise:

Reserved, RES0.

INTID, bits [31:0]

The INTID of the physical LPI to be cleaned.

Note

The size of this field is IMPLEMENTATION DEFINED, and is specified by the [GICD_TYPER.IDbits](#) field. Unimplemented bits are RES0.

Note

If any LPI has been forwarded to the PE and a valid write to GICR_INVLPIR is received, the Redistributor must ensure it reloads its properties from memory and apply any changes by retrieving and reforwarding the LPI as required. This has no effect on the forwarded LPI if it has already been activated.

Accessing the GICR_INVLPIR

When written with a 32-bit write the data is zero-extended to 64 bits.

This register is mandatory in an implementation that supports LPIs and does not include an ITS. The functionality is IMPLEMENTATION DEFINED in an implementation that does include an ITS.

Writes to this register have no effect if either:

- The specified LPI is not currently stored in the local Redistributor.
- The pINTID field corresponds to an unimplemented LPI.

GICR_INVLPIR can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
GIC Redistributor	RD_base	0x00A0	GICR_INVLPIR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **WO**.
- When an access is Secure accesses to this register are **WO**.
- When an access is Non-secure accesses to this register are **WO**.

GICR_IPRIORITYR<n>, Interrupt Priority Registers, n = 0 - 7

The GICR_IPRIORITYR<n> characteristics are:

Purpose

Holds the priority of the corresponding interrupt for each SGI and PPI supported by the GIC.

Configuration

A copy of these registers is provided for each Redistributor.

These registers are configured as follows:

- GICR_IPRIORITYR0-GICR_IPRIORITYR3 store the priority of SGIs.
- GICR_IPRIORITYR4-GICR_IPRIORITYR7 store the priority of PPIs.

Attributes

GICR_IPRIORITYR<n> is a 32-bit register.

Field descriptions

The GICR_IPRIORITYR<n> 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
Priority_offset_3B								Priority_offset_2B								Priority_offset_1B								Priority_offset_0B							

Priority_offset_3B, bits [31:24]

Interrupt priority value from an IMPLEMENTATION DEFINED range, at byte offset 3. Lower priority values correspond to greater priority of the interrupt.

This field resets to an architecturally UNKNOWN value.

Priority_offset_2B, bits [23:16]

Interrupt priority value from an IMPLEMENTATION DEFINED range, at byte offset 2. Lower priority values correspond to greater priority of the interrupt.

This field resets to an architecturally UNKNOWN value.

Priority_offset_1B, bits [15:8]

Interrupt priority value from an IMPLEMENTATION DEFINED range, at byte offset 1. Lower priority values correspond to greater priority of the interrupt.

This field resets to an architecturally UNKNOWN value.

Priority_offset_0B, bits [7:0]

Interrupt priority value from an IMPLEMENTATION DEFINED range, at byte offset 0. Lower priority values correspond to greater priority of the interrupt.

This field resets to an architecturally UNKNOWN value.

Accessing the GICR_IPRIORITYR<n>

These registers are used when affinity routing is enabled for the Security state of the interrupt. When affinity routing is not enabled the bits corresponding to the interrupt are RAZ/WI and [GICD_IPRIORITYR<n>](#) provides equivalent functionality.

These registers are used for SGIs and PPIs only. Equivalent functionality for SPIs is provided by [GICD_IPRIORITYR<n>](#).

These registers are byte-accessible.

When [GICD_CTLR](#).DS == 0:

- A field that corresponds to a Group 0 or Secure Group 1 interrupt is RAZ/WI to Non-secure accesses.
- A Non-secure access to a field that corresponds to a Non-secure Group 1 interrupt behaves as described in 'Software accesses of interrupt priority' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

Note

Implementations must ensure that an interrupt that is pending at the time of the write uses either the old value or the new value and must ensure that the interrupt is neither lost nor handled more than one time. The effect of the change must be visible in finite time.

GICR_IPRIORITYR<n> can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
GIC Redistributor	SGI_base	0x0400 + (4 * n)	GICR_IPRIORITYR<n>

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICR_IPRIORITYR<n>E, Interrupt Priority Registers (extended PPI range), n = 8 - 23

The GICR_IPRIORITYR<n>E characteristics are:

Purpose

Holds the priority of the corresponding interrupt for each extended PPI supported by the GIC.

Configuration

This register is present only when FEAT_GICv3p1 is implemented. Otherwise, direct accesses to GICR_IPRIORITYR<n>E are RES0.

A copy of this register is provided for each Redistributor.

Attributes

GICR_IPRIORITYR<n>E is a 32-bit register.

Field descriptions

The GICR_IPRIORITYR<n>E 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
Priority_offset_3B								Priority_offset_2B								Priority_offset_1B								Priority_offset_0B							

Priority_offset_3B, bits [31:24]

Interrupt priority value from an IMPLEMENTATION DEFINED range, at byte offset 3. Lower priority values correspond to greater priority of the interrupt.

This field resets to an architecturally UNKNOWN value.

Priority_offset_2B, bits [23:16]

Interrupt priority value from an IMPLEMENTATION DEFINED range, at byte offset 2. Lower priority values correspond to greater priority of the interrupt.

This field resets to an architecturally UNKNOWN value.

Priority_offset_1B, bits [15:8]

Interrupt priority value from an IMPLEMENTATION DEFINED range, at byte offset 1. Lower priority values correspond to greater priority of the interrupt.

This field resets to an architecturally UNKNOWN value.

Priority_offset_0B, bits [7:0]

Interrupt priority value from an IMPLEMENTATION DEFINED range, at byte offset 0. Lower priority values correspond to greater priority of the interrupt.

This field resets to an architecturally UNKNOWN value.

For interrupt ID m, when DIV and MOD are the integer division and modulo operations:

- The corresponding GICR_IPRIORITYR<n>E number, n, is given by $n = (m-1024) \text{ DIV } 4$.
- The offset of the required GICR_IPRIORITYR<n>E register is $(0x400 + (4*n))$.
- The byte offset of the required Priority field in this register is $m \text{ MOD } 4$, 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].

Accessing the GICR_IPRIORITYR<n>E

When affinity routing is not enabled for the Security state of an interrupt in GICR_ISACTIVER<n>E, the corresponding bit is RES0.

When [GICD_CTLR.DS](#)==0:

- A field that corresponds to a Group 0 or Secure Group 1 interrupt is RAZ/WI to Non-secure accesses.
- A Non-secure access to a field that corresponds to a Non-secure Group 1 interrupt behaves as described in Software accesses of interrupt priority.

Bits corresponding to unimplemented interrupts are RAZ/WI.

Note

Implementations must ensure that an interrupt that is pending at the time of the write uses either the old value or the new value and must ensure that the interrupt is neither lost nor handled more than once. The effect of the change must be visible in finite time.

GICR_IPRIORITYR<n>E can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
GIC Redistributor	SGI_base	$0x0400 + (4 * n)$	GICR_IPRIORITYR<n>E

This interface is accessible as follows:

- When [GICD_CTLR.DS](#) == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

GICR_ISACTIVER0, Interrupt Set-Active Register 0

The GICR_ISACTIVER0 characteristics are:

Purpose

Activates the corresponding SGI or PPI. These registers are used when saving and restoring GIC state.

Configuration

A copy of this register is provided for each Redistributor.

Attributes

GICR_ISACTIVER0 is a 32-bit register.

Field descriptions

The GICR_ISACTIVER0 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
Set_active_bit<x>, bit [x], for x = 0 to 31																															

Set_active_bit<x>, bit [x], for x = 0 to 31

Adds the active state to interrupt number x. Reads and writes have the following behavior:

Set_active_bit<x>	Meaning
0b0	If read, indicates that the corresponding interrupt is not active, and is not active and pending. If written, has no effect.
0b1	If read, indicates that the corresponding interrupt is active, or is active and pending. If written, activates the corresponding interrupt, if the interrupt is not already active. If the interrupt is already active, the write has no effect. After a write of 1 to this bit, a subsequent read of this bit returns 1.

This field resets to an architecturally UNKNOWN value.

Accessing the GICR_ISACTIVER0

When affinity routing is not enabled for the Security state of an interrupt in GICR_ISACTIVER0, the corresponding bit is RAZ/WI and equivalent functionality is provided by [GICD_ISACTIVER<n>](#) with n=0.

This register only applies to SGIs (bits [15:0]) and PPIs (bits [31:16]). For SPIs, this functionality is provided by [GICD_ISACTIVER<n>](#).

When [GICD_CTLR](#).DS == 0, bits corresponding to Secure SGIs and PPIs are RAZ/WI to Non-secure accesses.

GICR_ISACTIVER0 can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
GIC Redistributor	SGI_base	0x0300	GICR_ISACTIVER0

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICR_ISACTIVER<n>E, Interrupt Set-Active Registers, n = 1 - 2

The GICR_ISACTIVER<n>E characteristics are:

Purpose

Adds the active state to the corresponding PPI.

Configuration

This register is present only when FEAT_GICv3p1 is implemented. Otherwise, direct accesses to GICR_ISACTIVER<n>E are RES0.

A copy of this register is provided for each Redistributor.

Attributes

GICR_ISACTIVER<n>E is a 32-bit register.

Field descriptions

The GICR_ISACTIVER<n>E 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
Set_active_bit<x>, bit [x], for x = 0 to 31																															

Set_active_bit<x>, bit [x], for x = 0 to 31

For the extended PPIs, adds the active state to interrupt number x. Reads and writes have the following behavior:

Set_active_bit<x>	Meaning
0b0	If read, indicates that the corresponding interrupt is not active, and is not active and pending. If written, has no effect.
0b1	If read, indicates that the corresponding interrupt is active, or active and pending on this PE. If written, activates the corresponding interrupt, if the interrupt is not already active. If the interrupt is already active, the write has no effect. After a write of 1 to this bit, a subsequent read of this bit returns 1.

This field resets to an architecturally UNKNOWN value.

For INTID m, when DIV and MOD are the integer division and modulo operations:

- The corresponding GICR_ISACTIVER<n>E number, n, is given by $n = (m-1024) \text{ DIV } 32$.
- The offset of the required GICR_ISACTIVER<n>E is $(0x200 + (4*n))$.
- The bit number of the required group modifier bit in this register is $(m-1024) \text{ MOD } 32$.

Accessing the GICR_ISACTIVER<n>E

When affinity routing is not enabled for the Security state of an interrupt in GICR_ISACTIVER<n>E, the corresponding bit is RES0.

When [GICD_CTLR.DS=0](#), bits corresponding to Secure PPIs are RAZ/WI to Non-secure accesses.

Bits corresponding to unimplemented interrupts are RAZ/WI.

GICR_ISACTIVER<n>E can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
GIC Redistributor	SGI_base	0x0300 + (4 * n)	GICR_ISACTIVER<n>E

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICR_ISENABLER0, Interrupt Set-Enable Register 0

The GICR_ISENABLER0 characteristics are:

Purpose

Enables forwarding of the corresponding SGI or PPI to the CPU interfaces.

Configuration

A copy of this register is provided for each Redistributor.

Attributes

GICR_ISENABLER0 is a 32-bit register.

Field descriptions

The GICR_ISENABLER0 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
Set_enable_bit<x>, bit [x], for x = 0 to 31																															

Set_enable_bit<x>, bit [x], for x = 0 to 31

For PPIs and SGIs, controls the forwarding of interrupt number x to the CPU interface. Reads and writes have the following behavior:

Set_enable_bit<x>	Meaning
0b0	If read, indicates that forwarding of the corresponding interrupt is disabled. If written, has no effect.
0b1	If read, indicates that forwarding of the corresponding interrupt is enabled. If written, enables forwarding of the corresponding interrupt. After a write of 1 to this bit, a subsequent read of this bit returns 1.

This field resets to 0.

Accessing the GICR_ISENABLER0

When affinity routing is not enabled for the Security state of an interrupt in GICR_ISENABLER0, the corresponding bit is RAZ/WI and equivalent functionality is provided by [GICD_ISENABLER<n>](#) with n=0.

This register only applies to SGIs (bits [15:0]) and PPIs (bits [31:16]). For SPIs, this functionality is provided by [GICD_ISENABLER<n>](#).

When [GICD_CTLR.DS](#) == 0, bits corresponding to Secure SGIs and PPIs are RAZ/WI to Non-secure accesses.

GICR_ISENABLER0 can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
GIC Redistributor	SGI_base	0x0100	GICR_ISENABLER0

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICR_ISENABLER<n>E, Interrupt Set-Enable Registers, n = 1 - 2

The GICR_ISENABLER<n>E characteristics are:

Purpose

Enables forwarding of the corresponding PPI to the CPU interfaces.

Configuration

This register is present only when FEAT_GICv3p1 is implemented. Otherwise, direct accesses to GICR_ISENABLER<n>E are RES0.

A copy of this register is provided for each Redistributor.

Attributes

GICR_ISENABLER<n>E is a 32-bit register.

Field descriptions

The GICR_ISENABLER<n>E 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
Set_enable_bit<x>, bit [x], for x = 0 to 31																															

Set_enable_bit<x>, bit [x], for x = 0 to 31

For the extended PPI range, controls the forwarding of interrupt number x to the CPU interface. Reads and writes have the following behavior:

Set_enable_bit<x>	Meaning
0b0	If read, indicates that forwarding of the corresponding interrupt is disabled. If written, has no effect.
0b1	If read, indicates that forwarding of the corresponding interrupt is enabled. If written, enables forwarding of the corresponding interrupt. After a write of 1 to this bit, a subsequent read of this bit returns 1.

This field resets to 0.

For INTID m, when DIV and MOD are the integer division and modulo operations:

- The corresponding GICR_ISENABLER<n>E number, n, is given by $n = (m-1024) \text{ DIV } 32$.
- The offset of the required GICR_ISENABLER<n>E is $(0 \times 100 + (4 \times n))$.
- The bit number of the required group modifier bit in this register is $(m-1024) \text{ MOD } 32$.

Accessing the GICR_ISENABLER<n>E

When affinity routing is not enabled for the Security state of an interrupt in GICR_ISENABLER<n>E, the corresponding bit is RES0.

When [GICD_CTLR.DS](#)=0, bits corresponding to Secure PPIs are RAZ/WI to Non-secure accesses.

Bits corresponding to unimplemented interrupts are RAZ/WI.

GICR_ISENABLER<n>E can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
GIC Redistributor	SIG_base	0x0100 + (4 * n)	GICR_ISENABLER<n>E

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICR_ISPENDR0, Interrupt Set-Pending Register 0

The GICR_ISPENDR0 characteristics are:

Purpose

Adds the pending state to the corresponding SGI or PPI.

Configuration

A copy of this register is provided for each Redistributor.

Attributes

GICR_ISPENDR0 is a 32-bit register.

Field descriptions

The GICR_ISPENDR0 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
Set_pending_bit<x>, bit [x], for x = 0 to 31																															

Set_pending_bit<x>, bit [x], for x = 0 to 31

For PPIs and SGIs, adds the pending state to interrupt number x. Reads and writes have the following behavior:

Set_pending_bit<x>	Meaning
0b0	If read, indicates that the corresponding interrupt is not pending on this PE. If written, has no effect.
0b1	If read, indicates that the corresponding interrupt is pending, or active and pending on this PE. If written, changes the state of the corresponding interrupt from inactive to pending, or from active to active and pending. This has no effect in the following cases: <ul style="list-style-type: none"> If the interrupt is already pending because of a write to GICR_ISPENDR0. If the interrupt is already pending because the corresponding interrupt signal is asserted. In this case, the interrupt remains pending if the interrupt signal is deasserted.

This field resets to an architecturally UNKNOWN value.

Accessing the GICR_ISPENDR0

When affinity routing is not enabled for the Security state of an interrupt in GICR_ISPENDR0, the corresponding bit is RAZ/WI and equivalent functionality is provided by [GICD_ISPENDR<n>](#) with n=0.

This register only applies to SGIs (bits [15:0]) and PPIs (bits [31:16]). For SPIs, this functionality is provided by [GICD_ISPENDR<n>](#).

When [GICD_CTLR](#).DS == 0, bits corresponding to Secure SGIs and PPIs are RAZ/WI to Non-secure accesses.

GICR_ISPENDR0 can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
GIC Redistributor	SGI_base	0x0200	GICR_ISPENDR0

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICR_ISPENDR<n>E, Interrupt Set-Pending Registers, n = 1 - 2

The GICR_ISPENDR<n>E characteristics are:

Purpose

Adds the pending state to the corresponding PPI.

Configuration

This register is present only when FEAT_GICv3p1 is implemented. Otherwise, direct accesses to GICR_ISPENDR<n>E are RES0.

A copy of this register is provided for each Redistributor.

Attributes

GICR_ISPENDR<n>E is a 32-bit register.

Field descriptions

The GICR_ISPENDR<n>E 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
Set_pending_bit<x>, bit [x], for x = 0 to 31																															

Set_pending_bit<x>, bit [x], for x = 0 to 31

For the extended PPIs, adds the pending state to interrupt number x. Reads and writes have the following behavior:

Set_pending_bit<x>	Meaning
0b0	If read, indicates that the corresponding interrupt is not pending on this PE. If written, has no effect.
0b1	If read, indicates that the corresponding interrupt is pending, or active and pending on this PE. If written, changes the state of the corresponding interrupt from inactive to pending, or from active to active and pending. This has no effect in the following cases: <ul style="list-style-type: none"> If the interrupt is already pending because of a write to GICR_ISPENDR<n>E. If the interrupt is already pending because the corresponding interrupt signal is asserted. In this case, the interrupt remains pending if the interrupt signal is deasserted.

This field resets to an architecturally UNKNOWN value.

For INTID m, when DIV and MOD are the integer division and modulo operations:

- The corresponding GICR_ISPENDR<n>E number, n, is given by $n = (m-1024) \text{ DIV } 32$.
- The offset of the required GICR_ISPENDR<n>E is $(0x200 + (4*n))$.
- The bit number of the required group modifier bit in this register is $(m-1024) \text{ MOD } 32$.

Accessing the GICR_ISPENDR<n>E

When affinity routing is not enabled for the Security state of an interrupt in GICR_ISPENDR<n>E, the corresponding bit is RES0.

When [GICD_CTLR.DS](#)==0, bits corresponding to Secure PPIs are RAZ/WI to Non-secure accesses.

Bits corresponding to unimplemented interrupts are RAZ/WI.

GICR_ISPENDR<n>E can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
GIC Redistributor	SGI_base	0x0200 + (4 * n)	GICR_ISPENDR<n>E

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICR_MPAMIDR, Report maximum PARTID and PMG Register

The GICR_MPAMIDR characteristics are:

Purpose

Reports the maximum support PARTID and PMG values.

Configuration

This register is present only when FEAT_GICv3p1 is implemented. Otherwise, direct accesses to GICR_MPAMIDR are RES0.

A copy of this register is provided for each Redistributor.

When [GICR_TYPER](#).MPAM==0, this register is RES0.

Attributes

GICR_MPAMIDR is a 32-bit register.

Field descriptions

The GICR_MPAMIDR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0								PMGmax								PARTIDmax															

Bits [31:24]

Reserved, RES0.

PMGmax, bits [23:16]

Maximum PMG value supported.

PARTIDmax, bits [15:0]

Maximum PARTID value supported.

Accessing the GICR_MPAMIDR

GICR_MPAMIDR can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
GIC Redistributor	RD_base	0x0018	GICR_MPAMIDR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RO**.
- When an access is Secure accesses to this register are **RO**.
- When an access is Non-secure accesses to this register are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICR_NSACR, Non-secure Access Control Register

The GICR_NSACR characteristics are:

Purpose

Enables Secure software to permit Non-secure software to create SGIs targeting the PE connected to this Redistributor by writing to [ICC_SGI1R_EL1](#), [ICC_ASGI1R_EL1](#) or [ICC_SGI0R_EL1](#).

For more information, see 'Forwarding an SGI to a target PE' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

Configuration

For a description on when a write to [ICC_SGI0R_EL1](#), [ICC_SGI1R_EL1](#) or [ICC_ASGI1R_EL1](#) is permitted to generate an interrupt, see 'Use of control registers for SGI forwarding' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

Attributes

GICR_NSACR is a 32-bit register.

Field descriptions

The GICR_NSACR 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
NS_access<x>, bits [2x+1:2x], for x = 0 to 15																															

NS_access<x>, bits [2x+1:2x], for x = 0 to 15

Configures the level of Non-secure access permitted when the SGI is in Secure Group 0 or Secure Group 1, as defined from [GICR_IGROUPR0](#) and [GICR_IGRPMDR0](#). A field is provided for each SGI. The possible values of each 2-bit field are:

NS_access<x>	Meaning
0b00	Non-secure writes are not permitted to generate Secure Group 0 SGIs or Secure Group 1 SGIs.
0b01	Non-secure writes are permitted to generate a Secure Group 0 SGI.
0b10	As 0b01, but additionally Non-secure writes to are permitted to generate a Secure Group 1 SGI.
0b11	Reserved. If the field is programmed to the reserved value, then the hardware will treat the field as if it has been programmed to an IMPLEMENTATION DEFINED choice of the valid values. However, to maintain the principle that as the value increases additional accesses are permitted Arm strongly recommends that implementations treat this value as 0b10. It is IMPLEMENTATION DEFINED whether the value read back is the value programmed or the valid value chosen.

This field resets to an architecturally UNKNOWN value.

Accessing the GICR_NSACR

When [GICD_CTLR](#).DS == 1, this register is RAZ/WI.

When [GICD_CTLR.DS](#) == 0, this register is Secure, and is RAZ/WI to Non-secure accesses.

This register is used when affinity routing is enabled. When affinity routing is not enabled for the Security state of the interrupt, [GICD_NSACR<n>](#) with n=0 provides equivalent functionality.

This register does not support PPIs.

GICR_NSACR can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
GIC Redistributor	SGI_base	0x0E00	GICR_NSACR

This interface is accessible as follows:

- When [GICD_CTLR.DS](#) == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICR_PARTIDR, Set PARTID and PMG Register

The GICR_PARTIDR characteristics are:

Purpose

Sets the PARTID and PMG values used for memory accesses by the Redistributor.

Configuration

This register is present only when FEAT_GICv3p1 is implemented. Otherwise, direct accesses to GICR_PARTIDR are RES0.

A copy of this register is provided for each Redistributor.

When [GICR_TYPER](#).MPAM==0, this register is RES0.

Attributes

GICR_PARTIDR is a 32-bit register.

Field descriptions

The GICR_PARTIDR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0								PMG								PARTID															

Bits [31:24]

Reserved, RES0.

PMG, bits [23:16]

PMG value used when Redistributor accesses memory.

It is IMPLEMENTATION DEFINED whether bits not needed to represent PMG values in the range 0 to PMG_MAX are stateful or RES0.

This field resets to 0.

PARTID, bits [15:0]

PARTID value used when Redistributor accesses memory.

It is IMPLEMENTATION DEFINED whether bits not needed to represent PARTID values in the range 0 to PARTID_MAX are stateful or RES0.

This field resets to 0.

Accessing the GICR_PARTIDR

GICR_PARTIDR can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
-----------	-------	--------	----------

GIC Redistributor	RD_base	0x001C	GICR_PARTIDR
----------------------	---------	--------	--------------

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICR_PENDBASER, Redistributor LPI Pending Table Base Address Register

The GICR_PENDBASER characteristics are:

Purpose

Specifies the base address of the LPI Pending table, and the Shareability and Cacheability of accesses to the LPI Pending table.

Configuration

A copy of this register is provided for each Redistributor.

Attributes

GICR_PENDBASER is a 64-bit register.

Field descriptions

The GICR_PENDBASER bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
RES0	PTZ	RES0	OuterCache				RES0			Physical Address																						
Physical Address																RES0		Shareability		InnerCache		RES0										
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	

Bit [63]

Reserved, RES0.

PTZ, bit [62]

Pending Table Zero. Indicates to the Redistributor whether the LPI Pending table is zero when [GICR_CTLR.EnableLPIs](#) == 1.

This field is WO, and reads as 0.

PTZ	Meaning
0b0	The LPI Pending table is not zero, and contains live data.
0b1	The LPI Pending table is zero. Software must ensure the LPI Pending table is zero before this value is written.

Bits [61:59]

Reserved, RES0.

OuterCache, bits [58:56]

Indicates the Outer Cacheability attributes of accesses to the LPI Pending table. The possible values of this field are:

OuterCache	Meaning
0b000	Memory type defined in InnerCache field. For Normal memory, Outer Cacheability is the same as Inner Cacheability.
0b001	Normal Outer Non-cacheable.
0b010	Normal Outer Cacheable Read-allocate, Write-through.
0b011	Normal Outer Cacheable Read-allocate, Write-back.
0b100	Normal Outer Cacheable Write-allocate, Write-through.
0b101	Normal Outer Cacheable Write-allocate, Write-back.
0b110	Normal Outer Cacheable Read-allocate, Write-allocate, Write-through.
0b111	Normal Outer Cacheable Read-allocate, Write-allocate, Write-back.

It is IMPLEMENTATION DEFINED whether this field has a fixed value or can be programmed by software. Implementing this field with a fixed value is deprecated.

This field resets to an architecturally UNKNOWN value.

Bits [55:52]

Reserved, RES0.

Physical_Address, bits [51:16]

Bits [51:16] of the physical address containing the LPI Pending table.

In implementations supporting fewer than 52 bits of physical address, unimplemented upper bits are RES0.

This field resets to an architecturally UNKNOWN value.

Bits [15:12]

Reserved, RES0.

Shareability, bits [11:10]

Indicates the Shareability attributes of accesses to the LPI Pending table. The possible values of this field are:

Shareability	Meaning
0b00	Non-shareable.
0b01	Inner Shareable.
0b10	Outer Shareable.
0b11	Reserved. Treated as 0b00.

It is IMPLEMENTATION DEFINED whether this field has a fixed value or can be programmed by software. Implementing this field with a fixed value is deprecated.

This field resets to an architecturally UNKNOWN value.

InnerCache, bits [9:7]

Indicates the Inner Cacheability attributes of accesses to the LPI Pending table. The possible values of this field are:

InnerCache	Meaning
0b000	Device-nGnRnE.
0b001	Normal Inner Non-cacheable.
0b010	Normal Inner Cacheable Read-allocate, Write-through.
0b011	Normal Inner Cacheable Read-allocate, Write-back.
0b100	Normal Inner Cacheable Write-allocate, Write-through.
0b101	Normal Inner Cacheable Write-allocate, Write-back.
0b110	Normal Inner Cacheable Read-allocate, Write-allocate, Write-through.
0b111	Normal Inner Cacheable Read-allocate, Write-allocate, Write-back.

This field resets to an architecturally UNKNOWN value.

Bits [6:0]

Reserved, RES0.

Accessing the GICR_PENDBASER

Having the GICR_PENDBASER OuterCache, Shareability or InnerCache fields programmed to different values on different Redistributors with [GICR_CTLR.EnableLPIs](#) == 1 in the system is UNPREDICTABLE.

Changing GICR_PENDBASER with [GICR_CTLR.EnableLPIs](#) == 1 is UNPREDICTABLE.

GICR_PENDBASER can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
GIC Redistributor	RD_base	0x0078	GICR_PENDBASER

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICR_PROPBASER, Redistributor Properties Base Address Register

The GICR_PROPBASER characteristics are:

Purpose

Specifies the base address of the LPI Configuration table, and the Shareability and Cacheability of accesses to the LPI Configuration table.

Configuration

A copy of this register is provided for each Redistributor.

An implementation might make this register RO, for example to correspond to an LPI Configuration table in read-only memory.

Attributes

GICR_PROPBASER is a 64-bit register.

Field descriptions

The GICR_PROPBASER bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0				OuterCache				RES0				Physical Address																			
Physical Address												Shareability				InnerCache				RES0				IDbits							
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:59]

Reserved, RES0.

OuterCache, bits [58:56]

Indicates the Outer Cacheability attributes of accesses to the LPI Configuration table. The possible values of this field are:

OuterCache	Meaning
0b000	Memory type defined in InnerCache field. For Normal memory, Outer Cacheability is the same as Inner Cacheability.
0b001	Normal Outer Non-cacheable.
0b010	Normal Outer Cacheable Read-allocate, Write-through.
0b011	Normal Outer Cacheable Read-allocate, Write-back.
0b100	Normal Outer Cacheable Write-allocate, Write-through.
0b101	Normal Outer Cacheable Write-allocate, Write-back.
0b110	Normal Outer Cacheable Read-allocate, Write-allocate, Write-through.
0b111	Normal Outer Cacheable Read-allocate, Write-allocate, Write-back.

It is IMPLEMENTATION DEFINED whether this field has a fixed value or can be programmed by software. Implementing this field with a fixed value is deprecated.

This field resets to an architecturally UNKNOWN value.

Bits [55:52]

Reserved, RES0.

Physical_Address, bits [51:12]

Bits [51:12] of the physical address containing the LPI Configuration table.

In implementations supporting fewer than 52 bits of physical address, unimplemented upper bits are RES0.

This field resets to an architecturally UNKNOWN value.

Shareability, bits [11:10]

Indicates the Shareability attributes of accesses to the LPI Configuration table. The possible values of this field are:

Shareability	Meaning
0b00	Non-shareable.
0b01	Inner Shareable.
0b10	Outer Shareable.
0b11	Reserved. Treated as 0b00.

It is IMPLEMENTATION DEFINED whether this field has a fixed value or can be programmed by software. Implementing this field with a fixed value is deprecated.

This field resets to an architecturally UNKNOWN value.

InnerCache, bits [9:7]

Indicates the Inner Cacheability attributes of accesses to the LPI Configuration table. The possible values of this field are:

InnerCache	Meaning
0b000	Device-nGnRnE.
0b001	Normal Inner Non-cacheable.
0b010	Normal Inner Cacheable Read-allocate, Write-through.
0b011	Normal Inner Cacheable Read-allocate, Write-back.
0b100	Normal Inner Cacheable Write-allocate, Write-through.
0b101	Normal Inner Cacheable Write-allocate, Write-back.
0b110	Normal Inner Cacheable Read-allocate, Write-allocate, Write-through.
0b111	Normal Inner Cacheable Read-allocate, Write-allocate, Write-back.

This field resets to an architecturally UNKNOWN value.

Bits [6:5]

Reserved, RES0.

IDbits, bits [4:0]

The number of bits of LPI INTID supported, minus one, by the LPI Configuration table starting at Physical_Address.

If the value of this field is larger than the value of [GICD_TYPER.IDbits](#), the [GICD_TYPER.IDbits](#) value applies.

If the value of this field is less than 0b1101, indicating that the largest INTID is less than 8192 (the smallest LPI interrupt ID), the GIC will behave as if all physical LPIs are out of range.

This field resets to an architecturally UNKNOWN value.

Accessing the GICR_PROPBASER

It is IMPLEMENTATION DEFINED whether GICR_PROPBASER can be set to different values on different Redistributors. [GICR_TYPER.CommonLPIAff](#) identifies the Redistributors that must have GICR_PROPBASER set to the same values whenever [GICR_CTLR.EnableLPIs](#) == 1.

Setting different values in different copies of GICR_PROPBASER on Redistributors that are required to use a common LPI Configuration table when [GICR_CTLR.EnableLPIs](#) == 1 leads to UNPREDICTABLE behavior.

Other restrictions apply when a Redistributor caches information from GICR_PROPBASER. For more information, see 'LPI Configuration tables' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

GICR_PROPBASER can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
GIC Redistributor	RD_base	0x0070	GICR_PROPBASER

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICR_SETLPIR, Set LPI Pending Register

The GICR_SETLPIR characteristics are:

Purpose

Generates an LPI by setting the pending state of the specified LPI.

Configuration

This register is present only when FEAT_GICv4p1 is implemented. Otherwise, direct accesses to GICR_SETLPIR are RES0.

A copy of this register is provided for each Redistributor.

Attributes

GICR_SETLPIR is a 64-bit register.

Field descriptions

The GICR_SETLPIR bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																RES0															
																pINTID															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:32]

Reserved, RES0.

pINTID, bits [31:0]

The INTID of the physical LPI to be generated.

Note

The size of this field is IMPLEMENTATION DEFINED, and is specified by the [GICD_TYPER.IDbits](#) field. Unimplemented bits are RES0.

Accessing the GICR_SETLPIR

When written with a 32-bit write the data is zero-extended to 64 bits.

This register is mandatory in an implementation that supports LPIs and does not include an ITS. The functionality is IMPLEMENTATION DEFINED in an implementation that does include an ITS.

Writes to this register have no effect if either:

- The pINTID field corresponds to an LPI that is already pending.
- The pINTID field corresponds to an unimplemented LPI.
- [GICR_CTLR.EnableLPIs](#) == 0.

GICR_SETLPIR can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
GIC Redistributor	RD_base	0x0040	GICR_SETLPIR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **WO**.
- When an access is Secure accesses to this register are **WO**.
- When an access is Non-secure accesses to this register are **WO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICR_STATUSR, Error Reporting Status Register

The GICR_STATUSR characteristics are:

Purpose

Provides software with a mechanism to detect:

- Accesses to reserved locations.
- Writes to read-only locations.
- Reads of write-only locations.

Configuration

A copy of this register is provided for each Redistributor.

If the GIC implementation supports two Security states this register is Banked to provide Secure and Non-secure copies.

Attributes

GICR_STATUSR is a 32-bit register.

Field descriptions

The GICR_STATUSR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																												WROD	RWOD	WRD	RRD

Bits [31:4]

Reserved, RES0.

WROD, bit [3]

Write to an RO location.

WROD	Meaning
0b0	Normal operation.
0b1	A write to an RO location has been detected.

When a violation is detected, software must write 1 to this register to reset it.

RWOD, bit [2]

Read of a WO location.

RWOD	Meaning
0b0	Normal operation.
0b1	A read of a WO location has been detected.

When a violation is detected, software must write 1 to this register to reset it.

WRD, bit [1]

Write to a reserved location.

WRD	Meaning
0b0	Normal operation.
0b1	A write to a reserved location has been detected.

When a violation is detected, software must write 1 to this register to reset it.

RRD, bit [0]

Read of a reserved location.

RRD	Meaning
0b0	Normal operation.
0b1	A read of a reserved location has been detected.

When a violation is detected, software must write 1 to this register to reset it.

Accessing the GICR_STATUSR

This is an optional register. If the register is not implemented, the location is RAZ/WI.

GICR_STATUSR can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
GIC Redistributor	RD_base	0x0010	GICR_STATUSR (S)

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.

Component	Frame	Offset	Instance
GIC Redistributor	RD_base	0x0010	GICR_STATUSR (NS)

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

GICR_SYNCR, Redistributor Synchronize Register

The GICR_SYNCR characteristics are:

Purpose

Indicates completion of register based invalidate operations.

Configuration

A copy of this register is provided for each Redistributor.

Attributes

GICR_SYNCR is a 32-bit register.

Field descriptions

The GICR_SYNCR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																															Busy

Bits [31:1]

Reserved, RES0.

Busy, bit [0]

Indicates completion of invalidation operations

Busy	Meaning
0b0	No operations are in progress.
0b1	A write is in progress to one or more of the following registers: <ul style="list-style-type: none"> GICR_INVLPIR. GICR_INVALLR. GICv3, GICR_CLRLPIR.

This field tracks operations initiated on the same Redistributor.

Accessing the GICR_SYNCR

When this register is accessed, it is optional that an implementation might wait until all operations are complete before returning a value, in which case GICR_SYNCR.Busy is always 0.

This register is mandatory in an implementation that supports LPIs and does not include an ITS. The functionality is IMPLEMENTATION DEFINED in an implementation that does include an ITS.

GICR_SYNCR can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
GIC Redistributor	RD_base	0x00C0	GICR_SYNCR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RO**.
- When an access is Secure accesses to this register are **RO**.
- When an access is Non-secure accesses to this register are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICR_TYPER, Redistributor Type Register

The GICR_TYPER characteristics are:

Purpose

Provides information about the configuration of this Redistributor.

Configuration

A copy of this register is provided for each Redistributor.

Attributes

GICR_TYPER is a 64-bit register.

Field descriptions

The GICR_TYPER bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
Affinity_Value																																
PPInum				VSGI		CommonLPIAff			Processor_Number								RVPEID		MPAM		DPGS		Last		DirectLPI		Dirty		VLPIS		PLPIS	
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	

Affinity_Value, bits [63:32]

The identity of the PE associated with this Redistributor.

Bits [63:56] provide Aff3, the Affinity level 3 value for the Redistributor.

Bits [55:48] provide Aff2, the Affinity level 2 value for the Redistributor.

Bits [47:40] provide Aff1, the Affinity level 1 value for the Redistributor.

Bits [39:32] provide Aff0, the Affinity level 0 value for the Redistributor.

PPInum, bits [31:27]

When FEAT_GICv3p1 is implemented:

The value derived from this field specifies the maximum PPI INTID that a GIC implementation can support. An implementation might not implement all PPIs up to this maximum.

PPInum	Meaning
0b00000	Maximum PPI INTID is 31.
0b00001	Maximum PPI INTID is 1087.
0b00010	Maximum PPI INTID is 1119.

All other values are reserved.

Otherwise:

Reserved, RES0.

VSGI, bit [26]**When FEAT_GICv4p1 is implemented:**

Indicates whether vSGIs are supported.

VSGI	Meaning
0b0	Direct injection of SGIs not supported.
0b1	Direct injection of SGIs supported.

Otherwise:

Reserved, RES0.

CommonLPIAff, bits [25:24]

The affinity level at which Redistributors share an LPI Configuration table.

CommonLPIAff	Meaning
0b00	All Redistributors must share an LPI Configuration table.
0b01	All Redistributors with the same Aff3 value must share an LPI Configuration table.
0b10	All Redistributors with the same Aff3.Aff2 value must share an LPI Configuration table.
0b11	All Redistributors with the same Aff3.Aff2.Aff1 value must share an LPI Configuration table.

Processor_Number, bits [23:8]

A unique identifier for the PE. When [GITS_TYPER](#).PTA == 0, an ITS uses this field to identify the interrupt target.

When affinity routing is disabled for a Security state, this field indicates which [GICD_ITARGETSR<n>](#) corresponds to this Redistributor.

RVPEID, bit [7]**When FEAT_GICv4p1 is implemented:**

Indicates how the resident vPE is specified.

RVPEID	Meaning
0b0	GICR_VPENDBASER records the address of the vPE's Virtual Pending Table.
0b1	GICR_VPENDBASER records vPEID.

Otherwise:

Reserved, RES0.

MPAM, bit [6]**When FEAT_GICv3p1 is implemented:**

MPAM

MPAM	Meaning
0b0	MPAM not supported.
0b1	MPAM supported.

Otherwise:

Reserved, RES0.

DPGS, bit [5]

Sets support for [GICR_CTLR.DPG*](#) bits.

DPGS	Meaning
0b0	GICR_CTLR.DPG* bits are not supported.
0b1	GICR_CTLR.DPG* bits are supported.

Last, bit [4]

Indicates whether this Redistributor is the highest-numbered Redistributor in a series of contiguous Redistributor pages.

Last	Meaning
0b0	This Redistributor is not the highest-numbered Redistributor in a series of contiguous Redistributor pages.
0b1	This Redistributor is the highest-numbered Redistributor in a series of contiguous Redistributor pages.

DirectLPI, bit [3]

Indicates whether this Redistributor supports direct injection of LPIs.

DirectLPI	Meaning
0b0	This Redistributor does not support direct injection of LPIs. The GICR_SETLPIR , GICR_CLRLPIR , GICR_INVLPIR , GICR_INVALLR , and GICR_SYNCRR registers are either not implemented, or have an IMPLEMENTATION DEFINED purpose.
0b1	This Redistributor supports direct injection of LPIs. The GICR_SETLPIR , GICR_CLRLPIR , GICR_INVLPIR , GICR_INVALLR , and GICR_SYNCRR registers are implemented.

Dirty, bit [2]

Controls the functionality of [GICR_VPENDBASER.Dirty](#).

Dirty	Meaning
0b0	GICR_VPENDBASER.Dirty is UNKNOWN when GICR_VPENDBASER.Valid == 1.
0b1	GICR_VPENDBASER.Dirty indicates when the Virtual Pending Table has been parsed when GICR_VPENDBASER.Valid is written from 0 to 1.

When [GICR_TYPER.VLPIS](#) == 0, this field is RES0.

Note

In GICv4.1 implementations this field is RES1.

VLPIS, bit [1]

Indicates whether the GIC implementation supports virtual LPIs and the direct injection of virtual LPIs.

VLPIS	Meaning
0b0	The implementation does not support virtual LPIs or the direct injection of virtual LPIs.
0b1	The implementation supports virtual LPIs and the direct injection of virtual LPIs.

Note

In GICv3 implementations this field is RES0.

PLPIS, bit [0]

Indicates whether the GIC implementation supports physical LPIs.

PLPIS	Meaning
0b0	The implementation does not support physical LPIs.
0b1	The implementation supports physical LPIs.

Accessing the GICR_TYPER

GICR_TYPER can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
GIC Redistributor	RD_base	0x0008	GICR_TYPER

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RO**.
- When an access is Secure accesses to this register are **RO**.
- When an access is Non-secure accesses to this register are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICR_VPENDBASER, Virtual Redistributor LPI Pending Table Base Address Register

The GICR_VPENDBASER characteristics are:

Purpose

Specifies the base address of the memory that holds the virtual LPI Pending table for the currently scheduled virtual machine.

Configuration

Attributes

GICR_VPENDBASER is a 64-bit register.

Field descriptions

The GICR_VPENDBASER bit assignments are:

When FEAT_GICv4 is implemented:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32				
Valid	IDAI	PendingLast	Dirty	RES0	OuterCache	RES0	Physical Address																												
Physical Address																										RES0	Shareability	InnerCache	RES0						
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				

Valid, bit [63]

This bit controls whether the virtual LPI Pending table is valid.

Valid	Meaning
0b0	The virtual LPI Pending table is not valid. No vPE is scheduled.
0b1	The virtual LPI Pending table is valid. A vPE is scheduled.

Setting GICR_VPENDBASER.Valid == 1 when the associated CPU interface does not implement FEAT_GICv4 is UNPREDICTABLE.

Note

Software can determine whether a PE supports FEAT_GICv3 or FEAT_GICv4 by reading ID_AA64PFR0_EL1.

Writing a new value to any bit of GICR_VPENDBASER, other than GICR_VPENDBASER.Valid, when GICR_VPENDBASER.Valid==1 is UNPREDICTABLE.

This field resets to 0.

IDAI, bit [62]

Implementation Defined Area Invalid. Indicates whether the IMPLEMENTATION DEFINED area in the virtual LPI Pending table is valid.

IDAI	Meaning
0b0	The IMPLEMENTATION DEFINED area is valid.
0b1	The IMPLEMENTATION DEFINED area is invalid and all pending interrupt information is held in the architecturally defined part of the virtual LPI Pending table.

For more information, see 'LPI Pending tables' and 'Virtual LPI Configuration tables and virtual LPI Pending tables' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

This field resets to an architecturally UNKNOWN value.

PendingLast, bit [61]

Indicates whether there are pending and enabled interrupts for the last scheduled vPE.

This value is set by the implementation when GICR_VPENDBASER.Valid has been written from 1 to 0 and is otherwise UNKNOWN.

PendingLast	Meaning
0b0	There are no pending and enabled interrupts for the last scheduled vPE.
0b1	There is at least one pending interrupt for the last scheduled vPE. It is IMPLEMENTATION DEFINED whether this bit is set when the only pending interrupts for the last scheduled vPE are not enabled. Arm deprecates setting PendingLast to 1 when the only pending interrupts for the last scheduled virtual machine are not enabled.

When the GICR_VPENDBASER.Valid bit is written from 0 to 1, this bit is RES1.

This field resets to 0.

Dirty, bit [60]

When GICR_VPENDBASER.Valid == 0:

Indicates whether a de-scheduling operation is in progress.

This field is read-only.

Dirty	Meaning
0b0	No de-scheduling operation in process.
0b1	De-scheduling operation in process.

Writing 1 to GICR_VPENDBASER.Valid is UNPREDICTABLE while GICR_VPENDBASER.Dirty==1.

This field resets to 0.

When GICR_VPENDBASER.Valid == 1 and GICR_TYPER.Dirty == 1:

This field is read-only. Reports whether the Virtual Pending table has been parsed.

Dirty	Meaning
0b0	Parsing of the Virtual Pending Table has completed.
0b1	Parsing of the Virtual Pending Table has not completed.

Writing 1 to GICR_VPENDBASER.Valid is UNPREDICTABLE while GICR_VPENDBASER.Dirty == 1.

This field resets to 0.

Otherwise:

This field is read-only. This field is UNKNOWN.

This field resets to 0.

Bit [59]

Reserved, RES0.

OuterCache, bits [58:56]

Indicates the Outer Cacheability attributes of accesses to virtual LPI Pending tables of vPEs targeting this Redistributor.

OuterCache	Meaning
0b000	Memory type defined in InnerCache field. For Normal memory, Outer Cacheability is the same as Inner Cacheability.
0b001	Normal Outer Non-cacheable.
0b010	Normal Outer Cacheable Read-allocate, Write-through.
0b011	Normal Outer Cacheable Read-allocate, Write-back.
0b100	Normal Outer Cacheable Write-allocate, Write-through.
0b101	Normal Outer Cacheable Write-allocate, Write-back.
0b110	Normal Outer Cacheable Read-allocate, Write-allocate, Write-through.
0b111	Normal Outer Cacheable Read-allocate, Write-allocate, Write-back.

It is IMPLEMENTATION DEFINED whether this field has a fixed value or can be programmed by software. Implementing this field with a fixed value is deprecated.

The Cacheability, Outer Cacheability and Shareability fields are used for accesses to the virtual LPI Pending table of resident and non-resident vPEs.

If the OuterCacheability attribute of the virtual LPI Pending tables that are associated with vPEs targeting the same Redistributor are different, behavior is UNPREDICTABLE.

This field resets to an architecturally UNKNOWN value.

Bits [55:52]

Reserved, RES0.

Physical_Address, bits [51:16]

Bits [51:16] of the physical address containing the virtual LPI Pending table.

In implementations supporting fewer than 52 bits of physical address, unimplemented upper bits are RES0.

This field resets to an architecturally UNKNOWN value.

Bits [15:12]

Reserved, RES0.

Shareability, bits [11:10]

Indicates the Shareability attributes of accesses to the virtual LPI Pending table.

Shareability	Meaning
0b00	Non-shareable.
0b01	Inner Shareable.
0b10	Outer Shareable.
0b11	Reserved. Treated as 0b00.

It is IMPLEMENTATION DEFINED whether this field has a fixed value or can be programmed by software. Implementing this field with a fixed value is deprecated.

The Cacheability, Outer Cacheability and Shareability fields are used for accesses to the virtual LPI Pending table of resident and non-resident vPEs.

If the Shareability attribute of the virtual LPI Pending tables that are associated with vPEs targeting the same Redistributor are different, behavior is UNPREDICTABLE.

This field resets to an architecturally UNKNOWN value.

InnerCache, bits [9:7]

Indicates the Inner Cacheability attributes of accesses to the virtual LPI Pending table.

InnerCache	Meaning
0b000	Device-nGnRnE.
0b001	Normal Inner Non-cacheable.
0b010	Normal Inner Cacheable Read-allocate, Write-through.
0b011	Normal Inner Cacheable Read-allocate, Write-back.
0b100	Normal Inner Cacheable Write-allocate, Write-through.
0b101	Normal Inner Cacheable Write-allocate, Write-back.
0b110	Normal Inner Cacheable Read-allocate, Write-allocate, Write-through.
0b111	Normal Inner Cacheable Read-allocate, Write-allocate, Write-back.

The Cacheability, Outer Cacheability and Shareability fields are used for accesses to the virtual LPI Pending table of resident and non-resident vPEs.

If the InnerCacheability attribute of the virtual LPI Pending tables that are associated with vPEs targeting the same Redistributor are different, behavior is UNPREDICTABLE.

This field resets to an architecturally UNKNOWN value.

Bits [6:0]

Reserved, RES0.

When FEAT_GICv4p1 is implemented:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
Valid	Doorbell	PendingLast	Dirty	VGrp0En	VGrp1En	RES0																										
RES0															vPEID																	
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	

Valid, bit [63]

This bit controls whether a vPE is scheduled:

Valid	Meaning
0b0	The virtual LPI Pending table is not valid. No vPE is scheduled.
0b1	The virtual LPI Pending table is valid. A vPE is scheduled.

Setting GICR_VPENDBASER.Valid == 1 when the associated CPU interface does not implement FEAT_GICv4 is UNPREDICTABLE.

Note

Software can determine whether a PE supports FEAT_GICv3 or FEAT_GICv4 by reading ID_AA64PFR0_EL1.

Writing a new value to any bit of GICR_VPENDBASER, other than GICR_VPENDBASER.Valid, when GICR_VPENDBASER.Valid==1 is UNPREDICTABLE.

Setting GICR_VPENDBASER.Valid to 1 is UNPREDICTABLE if [GICR_VPROPBASER](#).Valid == 0.

This field resets to 0.

Doorbell, bit [62]

When GICR_VPENDBASER.Valid is written from 1 to 0, this bit controls whether a default doorbell interrupt is requested for the descheduled vPE.

Doorbell	Meaning
0b0	Default doorbell requested.
0b1	No default doorbell requested.

When GICR_VPENDBASER.Valid is written from 1 to 0, if there are outstanding enabled pending interrupts then this bit is treated as 0.

When GICR_VPENDBASER.Valid is written from 1 to 0, if GICR_VPENDBASER.PendingLast is written as 1 then this bit is treated as 0.

When GICR_VPENDBASER.Valid == 1, reads return an UNKNOWN value.

This field resets to an UNKNOWN value.

PendingLast, bit [61]

Indicates whether there are pending and enabled interrupts for the last scheduled vPE.

This value is set by the implementation when GICR_VPENDBASER.Valid is written from 1 to 0 and is otherwise UNKNOWN.

PendingLast	Meaning
0b0	There are no pending and enabled interrupts for the last scheduled vPE.
0b1	There is at least one pending and enabled interrupt for the last scheduled vPE.

When the GICR_VPENDBASER.Valid bit is written from 0 to 1, this bit is RES1.

When GICR_VPENDBASER.Valid is written from 1 to 0, if GICR_VPENDBASER.PendingLast is written as 1, then this bit is set to an UNKNOWN value.

This field resets to an UNKNOWN value.

Dirty, bit [60]

When GICR_VPENDBASER.Valid == 0:

Read-only. Indicates whether a de-scheduling operation is in progress.

Dirty	Meaning
0b0	No de-scheduling operation in progress.
0b1	De-scheduling operation in progress.

Writing 1 to GICR_VPENDBASER.Valid is UNPREDICTABLE while GICR_VPENDBASER.Dirty == 1.

This field resets to 0.

Otherwise:

Read-only. Reports whether the Virtual Pending table has been parsed.

Dirty	Meaning
0b0	Parsing of the Virtual Pending Table is complete.
0b1	Parsing of the Virtual Pending Table has not completed.

Writing 1 to GICR_VPENDBASER.Valid is UNPREDICTABLE while GICR_VPENDBASER.Dirty == 1.

This field resets to 0.

VGrp0En, bit [59]

Enable virtual Group 0 interrupts.

VGrp0En	Meaning
0b0	Forwarding of virtual Group 0 interrupts disabled.
0b1	Forwarding of virtual Group 0 interrupts enabled.

Writing a new value to VGrp0En while [GICR_VPENDBASER.Valid==1](#) is CONSTRAINED UNPREDICTABLE:

- The update is ignored.
- The update is ignored for all purposes other than a direct read of the register.
- The virtual group enable is updated.

This field resets to an UNKNOWN value.

VGrp1En, bit [58]

Enable virtual Group 1 interrupts.

VGrp1En	Meaning
0b0	Forwarding of virtual Group 1 interrupts disabled.
0b1	Forwarding of virtual Group 1 interrupts enabled.

Writing a new value to VGrp1En while [GICR_VPENDBASER.Valid==1](#) is CONSTRAINED UNPREDICTABLE:

- The update is ignored.
- The update is ignored for all purposes other than a direct read of the register.
- The virtual group enable is updated.

This field resets to an UNKNOWN value.

Bits [57:16]

Reserved, RES0.

vPEID, bits [15:0]

When [GICR_VPENDBASER.Valid == 1](#), ID of scheduled vPE.

When [GICR_VPENDBASER.Valid == 1](#), if [GICR_VPENDBASER.vPEID](#) is set to a value greater than the configured vPEID width, the behavior of this field is CONSTRAINED UNPREDICTABLE:

- [GICR_VPENDBASER.vPEID](#) is treated as having an UNKNOWN valid value for all purposes other than a direct read of the register.
- [GICR_VPENDBASER.Valid](#) is treated as being set to 0 for all purposes other than a direct read of the register.

The size of this field is IMPLEMENTATION DEFINED, and is specified by the [GICD_TYPER2.VIL](#) and [GICD_TYPER2.VID](#) fields, unimplemented bits are RES0.

Accessing the GICR_VPENDBASER

The effect of a write to this register is not guaranteed to be visible throughout the affinity hierarchy, as indicated by [GICR_CTLR.RWP == 0](#).

GICR_VPENDBASER can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
-----------	-------	--------	----------

GIC Redistributor	VLPI_base	0x0078	GICR_VPENDBASER
----------------------	-----------	--------	-----------------

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICR_VPROPBASER, Virtual Redistributor Properties Base Address Register

The GICR_VPROPBASER characteristics are:

Purpose

Specifies the base address of the memory that holds the virtual LPI Configuration table for the currently scheduled virtual machine.

Configuration

This register is provided in FEAT_GICv4 implementations only.

Attributes

GICR_VPROPBASER is a 64-bit register.

Field descriptions

The GICR_VPROPBASER bit assignments are:

When FEAT_GICv4 is implemented:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32			
RES0					OuterCache			RES0				Physical Address																						
Physical Address																				Shareability		InnerCache			RES0			IDbits						
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			

Bits [63:59]

Reserved, RES0.

OuterCache, bits [58:56]

Indicates the Outer Cacheability attributes of accesses to the LPI Configuration table. The possible values of this field are:

OuterCache	Meaning
0b000	Memory type defined in InnerCache field. For Normal memory, Outer Cacheability is the same as Inner Cacheability.
0b001	Normal Outer Non-cacheable.
0b010	Normal Outer Cacheable Read-allocate, Write-through.
0b011	Normal Outer Cacheable Read-allocate, Write-back.
0b100	Normal Outer Cacheable Write-allocate, Write-through.
0b101	Normal Outer Cacheable Write-allocate, Write-back.
0b110	Normal Outer Cacheable Read-allocate, Write-allocate, Write-through.
0b111	Normal Outer Cacheable Read-allocate, Write-allocate, Write-back.

It is IMPLEMENTATION DEFINED whether this field has a fixed value or can be programmed by software. Implementing this field with a fixed value is deprecated.

This field resets to an architecturally UNKNOWN value.

Bits [55:52]

Reserved, RES0.

Physical_Address, bits [51:12]

Bits [51:12] of the physical address containing the virtual LPI Configuration table.

In implementations supporting fewer than 52 bits of physical address, unimplemented upper bits are RES0.

This field resets to an architecturally UNKNOWN value.

Shareability, bits [11:10]

Indicates the Shareability attributes of accesses to the LPI Configuration table. The possible values of this field are:

Shareability	Meaning
0b00	Non-shareable.
0b01	Inner Shareable.
0b10	Outer Shareable.
0b11	Reserved. Treated as 0b00.

It is IMPLEMENTATION DEFINED whether this field has a fixed value or can be programmed by software. Implementing this field with a fixed value is deprecated.

This field resets to an architecturally UNKNOWN value.

InnerCache, bits [9:7]

Indicates the Inner Cacheability attributes of accesses to the LPI Configuration table. The possible values of this field are:

InnerCache	Meaning
0b000	Device-nGnRnE.
0b001	Normal Inner Non-cacheable.
0b010	Normal Inner Cacheable Read-allocate, Write-through.
0b011	Normal Inner Cacheable Read-allocate, Write-back.
0b100	Normal Inner Cacheable Write-allocate, Write-through.
0b101	Normal Inner Cacheable Write-allocate, Write-back.
0b110	Normal Inner Cacheable Read-allocate, Write-allocate, Write-through.
0b111	Normal Inner Cacheable Read-allocate, Write-allocate, Write-back.

This field resets to an architecturally UNKNOWN value.

Bits [6:5]

Reserved, RES0.

IDbits, bits [4:0]

The number of bits of virtual LPI INTID supported, minus one.

If the value of this field is less than 0b1101, indicating that the largest INTID is less than 8192 (the smallest LPI interrupt ID), the GIC will behave as if all virtual LPIs are out of range.

This field resets to an architecturally UNKNOWN value.

When FEAT_GICv4p1 is implemented:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
Valid		RES0		Entry_Size		OuterCache		Indirect		Page_Size		Z		Physical_Address																		
Physical_Address																					Shareability		InnerCache		Size							
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	

Valid, bit [63]

This bit controls whether the vPE Configuration Table is valid:

Valid	Meaning
0b0	The vPE Configuration table is not valid.
0b1	The vPE Configuration table is valid.

TBC

This field resets to 0.

Bit [62]

Reserved, RES0.

Entry_Size, bits [61:59]

Specifies the number of bytes per table entry, minus one.

This bit is read-only.

OuterCache, bits [58:56]

Indicates the Outer Cacheability attributes of accesses to the table. The possible values of this field are:

OuterCache	Meaning
0b000	Memory type defined in InnerCache field. For Normal memory, Outer Cacheability is the same as Inner Cacheability.
0b001	Normal Outer Non-cacheable.
0b010	Normal Outer Cacheable Read-allocate, Write-through.
0b011	Normal Outer Cacheable Read-allocate, Write-back.
0b100	Normal Outer Cacheable Write-allocate, Write-through.
0b101	Normal Outer Cacheable Write-allocate, Write-back.
0b110	Normal Outer Cacheable Read-allocate, Write-allocate, Write-through.
0b111	Normal Outer Cacheable Read-allocate, Write-allocate, Write-back.

It is IMPLEMENTATION DEFINED whether this field has a fixed value or can be programmed by software. Implementing this field with a fixed value is deprecated.

This field resets to an UNKNOWN value.

Indirect, bit [55]

This field indicates whether GICR_VPROPBASER specifies a single, flat table or a two-level table where the first level contains a list of descriptors.

Indirect	Meaning
0b0	Single Level. The Size field indicates the number of pages used to store data associated with each table entry.
0b1	Two Level. The Size field indicates the number of pages that contain an array of 64-bit descriptors to pages that are used to store the data associated with each table entry. A little endian memory order model is used.

This field is RES0 for GIC implementations that only support flat tables.

This field resets to an UNKNOWN value.

Page_Size, bits [54:53]

The following values indicate the size of page that the translation table uses:

Page_Size	Meaning
0b00	4KB.
0b01	16KB.
0b10	64KB.
0b11	Reserved. Treated as 0b10.

Note

If the GIC implementation supports only a single, fixed page size, this field might be RO.

This field resets to an UNKNOWN value.

Z, bit [52]

When GICR_VPROPBASER.Valid is written from 0 to 1, GICR_VPROPBASER.Z indicates whether the vPE Configuration table is known to contain all zeros.

Z	Meaning
0b0	The vPE Configuration table is not zero, and contains live data.
0b1	The vPE Configuration table is zero.

Setting GICR_VPROPBASER.Z to 0 causes the IRI to reload configuration from memory

When GICR_VPROPBASER.Valid is written from 0 to 1, if GICR_VPROPBASER.Z==1 behavior is UNPREDICTABLE if the allocated memory does not contain all zeros.

This field is WO, and reads as 0.

Physical_Address, bits [51:12]

Bits [51:12] of the physical address containing the LPI Configuration table.

In implementations supporting fewer than 52 bits of physical address, unimplemented upper bits are RES0.

This field resets to an UNKNOWN value.

Shareability, bits [11:10]

Indicates the Shareability attributes of accesses to the LPI Configuration table. The possible values of this field are:

Shareability	Meaning
0b00	Non-shareable.
0b01	Inner Shareable.
0b10	Outer Shareable.
0b11	Reserved. Treated as 0b00.

It is IMPLEMENTATION DEFINED whether this field has a fixed value or can be programmed by software. Implementing this field with a fixed value is deprecated.

This field resets to an UNKNOWN value.

InnerCache, bits [9:7]

Indicates the Inner Cacheability attributes of accesses to the LPI Configuration table. The possible values of this field are:

InnerCache	Meaning
0b000	Device-nGnRnE.
0b001	Normal Inner Non-cacheable.
0b010	Normal Inner Cacheable Read-allocate, Write-through.
0b011	Normal Inner Cacheable Read-allocate, Write-back.
0b100	Normal Inner Cacheable Write-allocate, Write-through.
0b101	Normal Inner Cacheable Write-allocate, Write-back.
0b110	Normal Inner Cacheable Read-allocate, Write-allocate, Write-through.
0b111	Normal Inner Cacheable Read-allocate, Write-allocate, Write-back.

This field resets to an UNKNOWN value.

Size, bits [6:0]

The number of pages of physical memory allocated to the table, minus one.

[GICR_VPROPBASER](#).Page_Size specifies the size of each page.

This field resets to an UNKNOWN value.

Accessing the GICR_VPROPBASER

GICR_VPROPBASER can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
GIC Redistributor	VLPI_base	0x0070	GICR_VPROPBASER

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICR_VSGIPENDR, Redistributor virtual SGI pending state register

The GICR_VSGIPENDR characteristics are:

Purpose

Requests the pending state of virtual SGIs for a specified vPE.

Configuration

This register is present only when FEAT_GICv4p1 is implemented. Otherwise, direct accesses to GICR_VSGIPENDR are RES0.

A copy of this register is provided for each Redistributor.

Attributes

GICR_VSGIPENDR is a 32-bit register.

Field descriptions

The GICR_VSGIPENDR 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
Busy																Pending															

Busy, bit [31]

ID of target vPEID

Busy	Meaning
0b0	Query of virtual SGI state not in progress.
0b1	Query of virtual SGI state in progress.

Bits [30:16]

Reserved, RES0.

Pending, bits [15:0]

Pending state of virtual SGIs for requested vPEID.

This field is UNKNOWN when [GICR_VSGIPENDR](#).Busy == 1

Accessing the GICR_VSGIPENDR

64-bit access only.

GICR_VSGIPENDR can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
GIC Redistributor	VLPI_base	0x0088	GICR_VSGIPENDR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RO**.
- When an access is Secure accesses to this register are **RO**.
- When an access is Non-secure accesses to this register are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICR_VSGIR, Redistributor virtual SGI pending state request register

The GICR_VSGIR characteristics are:

Purpose

Requests the pending state of virtual SGIs for a specified vPE.

Configuration

This register is present only when FEAT_GICv4p1 is implemented. Otherwise, direct accesses to GICR_VSGIR are RES0.

A copy of this register is provided for each Redistributor.

Attributes

GICR_VSGIR is a 32-bit register.

Field descriptions

The GICR_VSGIR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																vPEID															

Bits [31:16]

Reserved, RES0.

vPEID, bits [15:0]

ID of target vPE

Writing this field is CONSTRAINED UNPREDICTABLE when [GICR_VSGIPENDR](#).Busy == 1, with either the write ignored or a new query started.

Writing a value greater than the configured vPEID width behaviour is CONSTRAINED UNPREDICTABLE:

- GICR_VPEINDBASER.vPEID is treated as having an UNKNOWN valid value for all purposes other than a direct read of the register.
- GICR_VPEINDBASER.Valid is treated as being set to 0 for all purposes other than a direct read of the register.

The size of this field is IMPLEMENTATION DEFINED, and is specified by the [GICD_TYPER2](#).VIL and [GICD_TYPER2](#).VID fields. Unimplemented bits are RES0.

Accessing the GICR_VSGIR

64-bit access only.

GICR_VSGIR can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
-----------	-------	--------	----------

GIC Redistributor	VLPI_base	0x0080	GICR_VSGIR
----------------------	-----------	--------	------------

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **WO**.
- When an access is Secure accesses to this register are **WO**.
- When an access is Non-secure accesses to this register are **WO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICR_WAKER, Redistributor Wake Register

The GICR_WAKER characteristics are:

Purpose

Permits software to control the behavior of the WakeRequest power management signal corresponding to the Redistributor. Power management operations follow the rules in 'Power management' in in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

Configuration

A copy of this register is provided for each Redistributor.

Attributes

GICR_WAKER is a 32-bit register.

Field descriptions

The GICR_WAKER bit assignments are:

31	3029282726252423222120191817161514131211109876543	2	1	0
IMPLEMENTATION DEFINED	RES0	ChildrenAsleep	ProcessorSleep	IMPLEMENTATION DEFINED

IMPLEMENTATION DEFINED, bit [31]

IMPLEMENTATION DEFINED.

Bits [30:3]

Reserved, RES0.

ChildrenAsleep, bit [2]

Read-only. Indicates whether the connected PE is quiescent:

ChildrenAsleep	Meaning
0b0	An interface to the connected PE might be active.
0b1	All interfaces to the connected PE are quiescent.

This field resets to 1.

ProcessorSleep, bit [1]

Indicates whether the Redistributor can assert the **WakeRequest** signal:

ProcessorSleep	Meaning
0b0	This PE is not in, and is not entering, a low power state.
0b1	<p>The PE is either in, or is in the process of entering, a low power state.</p> <p>All interrupts that arrive at the Redistributor:</p> <ul style="list-style-type: none"> • Assert a WakeRequest signal. • Are held in the pending state at the Redistributor, and are not communicated to the CPU interface. <hr/> <p>Note</p> <p>When ProcessorSleep == 1, the Redistributor must ensure that any interrupts that are pending on the CPU interface are released.</p> <hr/> <p>For an implementation that is using the GIC Stream Protocol Interface:</p> <ul style="list-style-type: none"> • A Quiesce command puts the interface between the Redistributor and the CPU interface in a quiescent state. For more information, see 'Quiesce (IRI)' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069). • A Release command releases any interrupts that are pending on the CPU interface. For more information, see 'Release (ICC)' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

Note

Before powering down a PE, software must set this bit to 1 and wait until ChildrenAsleep == 1. After powering up a PE, or following a failed powerdown, software must set this bit to 0 and wait until ChildrenAsleep == 0.

Changing ProcessorSleep from 1 to 0 when ChildrenAsleep is not 1 results in UNPREDICTABLE behavior.

Changing ProcessorSleep from 0 to 1 when the Enable for each interrupt group in the associated CPU interface is not 0 results in UNPREDICTABLE behavior.

This field resets to 1.

IMPLEMENTATION DEFINED, bit [0]

IMPLEMENTATION DEFINED.

Accessing the GICR_WAKER

When [GICD_CTLR.DS==1](#), this register is always accessible.

When [GICD_CTLR.DS==0](#), this is a Secure register. This register is RAZ/WI to Non-secure accesses.

To ensure a Redistributor is quiescent, software must write to GICR_WAKER with ProcessorSleep == 1, then poll the register until ChildrenAsleep == 1.

Resetting the connected PE when GICR_WAKER.ProcessorSleep==0 or GICR_WAKER.ChildrenAsleep==0, can lead to UNPREDICTABLE behaviour in the IRI.

Resetting the IRI when GICR_WAKER.ProcessorSleep==0 or GICR_WAKER.ChildrenAsleep==0 can lead to UNPREDICTABLE behaviour in the connected PE.

GICR_WAKER can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
GIC Redistributor	RD_base	0x0014	GICR_WAKER

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICV_ABPR, Virtual Machine Aliased Binary Point Register

The GICV_ABPR characteristics are:

Purpose

Defines the point at which the priority value fields split into two parts, the group priority field and the subpriority field. The group priority field determines Group 1 interrupt preemption.

This register corresponds to [GICC_ABPR](#) in the physical CPU interface.

Note

[GICH_LR<n>](#).Group determines whether a virtual interrupt is Group 0 or Group 1.

Configuration

This register is available when the GIC implementation supports interrupt virtualization.

Attributes

GICV_ABPR is a 32-bit register.

Field descriptions

The GICV_ABPR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																		Binary Point													

Bits [31:3]

Reserved, RES0.

Binary_Point, bits [2:0]

Controls how the 8-bit interrupt priority field is split into a group priority field, that determines interrupt preemption, and a subpriority field.

For information about how this field determines the interrupt priority bits assigned to the group priority field, see 'Priority grouping' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

This field resets to 0.

The Binary_Point field of this register is aliased to [GICH_VMCR](#).VBPR1.

Accessing the GICV_ABPR

This register is used only when System register access is not enabled. When System register access is enabled:

- For AArch32 implementations, [ICC_BPR1](#) provides equivalent functionality.
- For AArch64 implementations, [ICC_BPR1_EL1](#) provides equivalent functionality.

The value contained in this register is one greater than the actual applied binary point value, as described in 'Priority grouping' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

This register is used for Group 1 interrupts when [GICV_CTLR.CBPR](#) == 0. [GICV_BPR](#) provides equivalent functionality for Group 0 interrupts, and for Group 1 interrupts when [GICV_CTLR.CBPR](#) == 1.

GICV_ABPR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Virtual CPU interface	0x001C	GICV_ABPR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICV_AEOIR, Virtual Machine Aliased End Of Interrupt Register

The GICV_AEOIR characteristics are:

Purpose

A write to this register performs a priority drop for the specified Group 1 virtual interrupt and, if [GICV_CTLR.EOImode](#) == 0, also deactivates the interrupt.

Configuration

This register is available when the GIC implementation supports interrupt virtualization.

Attributes

GICV_AEOIR is a 32-bit register.

Field descriptions

The GICV_AEOIR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0							INTID																								

Bits [31:25]

Reserved, RES0.

INTID, bits [24:0]

The INTID of the signaled interrupt.

Note

INTIDs 1020-1023 are reserved and convey additional information such as spurious interrupts.

When affinity routing is not enabled:

- Bits [23:13] are RES0.
- For SGIs, bits [12:10] identify the CPU interface corresponding to the source PE. For all other interrupts these bits are RES0.

A successful EOI request means that:

- The highest priority bit in [GICH_APR<n>](#) is cleared, causing the running priority to drop.
- If the appropriate [GICV_CTLR.EOImode](#) bit == 0, the interrupt is deactivated in the corresponding List register. If the INTID corresponds to a hardware interrupt, the interrupt is also deactivated in the Distributor.

Note

Only Group 1 interrupts can target the hypervisor, and therefore only Group 1 interrupts are deactivated in the Distributor.

A write to this register is UNPREDICTABLE if the INTID corresponds to a Group 0 interrupt. In addition, the following GICv2 UNPREDICTABLE cases require specific actions:

- If highest active priority is Group 0 and the identified interrupt is in the List Registers and it matches the highest active priority. When EL2 is using System registers and [ICH_VTR_EL2](#).SEIS is 1, an IMPLEMENTATION DEFINED SEI might be generated, otherwise GICv3 implementations must ignore such writes.
- If the identified interrupt is in the List Registers, and the HW bit is 1, and the interrupt to be deactivated is an SGI (that is, the value of Physical_ID is between 0 and 15). GICv3 implementations must perform the deactivate operation. This means that a GICv3 implementation in legacy operation must ensure only a single SGI is active for a PE.
- If the identified interrupt is in the List Registers, and the HW bit is 1, and the corresponding pINTID field value is between 1020 and 1023, indicating a special purpose INTID. GICv3 implementations must not perform a deactivate operation but must still change the state of the List register as appropriate. When EL2 is using System registers and [ICH_VTR_EL2](#).SEIS is 1, an implementation might generate a system error.

Accessing the GICV_AEOIR

This register is used only when System register access is not enabled. When System register access is enabled:

- For AArch32 implementations, [ICC_EOIR1](#) provides equivalent functionality.
- For AArch64 implementations, [ICC_EOIR1_EL1](#) provides equivalent functionality.

This register is used for Group 1 interrupts only. [GICV_EOIR](#) provides equivalent functionality for Group 0 interrupts.

When affinity routing is enabled, it is a programming error to use memory-mapped registers to access the GIC.

GICV_AEOIR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Virtual CPU interface	0x0024	GICV_AEOIR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **WO**.
- When an access is Secure accesses to this register are **WO**.
- When an access is Non-secure accesses to this register are **WO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICV_AHPPIR, Virtual Machine Aliased Highest Priority Pending Interrupt Register

The GICV_AHPPIR characteristics are:

Purpose

Provides the INTID of the highest priority pending Group 1 virtual interrupt in the List registers.

This register corresponds to the physical CPU interface register [GICC_AHPPIR](#).

Configuration

This register is available when the GIC implementation supports interrupt virtualization.

Attributes

GICV_AHPPIR is a 32-bit register.

Field descriptions

The GICV_AHPPIR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0							INTID																								

Bits [31:25]

Reserved, RES0.

INTID, bits [24:0]

The INTID of the signaled interrupt.

Note

INTIDs 1020-1023 are reserved and convey additional information such as spurious interrupts.

When affinity routing is not enabled:

- Bits [23:13] are RES0.
- For SGIs, bits [12:10] identify the CPU interface corresponding to the source PE. For all other interrupts these bits are RES0.

A read of this register returns the spurious INTID 1023 if any of the following are true:

- There are no pending interrupts of sufficiently high priority value to be signaled to the PE.
- The highest priority pending interrupt is in Group 0.

Accessing the GICV_AHPPIR

This register is used only when System register access is not enabled. When System register access is enabled:

- For AArch32 implementations, [ICC_HPPIR1](#) provides equivalent functionality.
- For AArch64 implementations, [ICC_HPPIR1_EL1](#) provides equivalent functionality.

This register is used for Group 1 interrupts only. [GICV_HPPIR](#) provides equivalent functionality for Group 0 interrupts.

The register does not return the INTID of an interrupt that is active and pending.

When affinity routing is enabled, it is a programming error to use memory-mapped registers to access the GIC.

GICV_AHPPIR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Virtual CPU interface	0x0028	GICV_AHPPIR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RO**.
- When an access is Secure accesses to this register are **RO**.
- When an access is Non-secure accesses to this register are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICV_AIAR, Virtual Machine Aliased Interrupt Acknowledge Register

The GICV_AIAR characteristics are:

Purpose

Provides the INTID of the signaled Group 1 virtual interrupt. A read of this register by the PE acts as an acknowledge for the interrupt.

This register corresponds to the physical CPU interface register [GICC_AIAR](#).

Configuration

This register is available when the GIC implementation supports interrupt virtualization.

Attributes

GICV_AIAR is a 32-bit register.

Field descriptions

The GICV_AIAR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0							INTID																								

Bits [31:25]

Reserved, RES0.

INTID, bits [24:0]

The INTID of the signaled interrupt.

Note

INTIDs 1020-1023 are reserved and convey additional information such as spurious interrupts.

When affinity routing is not enabled:

- Bits [23:13] are RES0.
- For SGIs, bits [12:10] identify the CPU interface corresponding to the source PE. For all other interrupts these bits are RES0.

The operation of this register is similar to the operation of [GICV_IAR](#). When a vPE reads this register, the corresponding [GICH_LR<n>](#).Group field is checked to determine whether the interrupt is in Group 0 or Group 1:

- If the interrupt is Group 0, the spurious INTID 1023 is returned and the interrupt is not acknowledged.
- If the interrupt is Group 1, the INTID is returned. The List register entry is updated to active state, and the appropriate bit in [GICH_APR<n>](#) is set to 1.

A read of this register returns the spurious INTID 1023 if any of the following are true:

- When the virtual CPU interface is enabled and [GICH_HCR](#).En == 1:
 - There are no pending interrupts of sufficiently high priority value to be signaled to the PE.

- The highest priority pending interrupt is in Group 0.
- Interrupt signaling by the virtual CPU interface is disabled.

Accessing the GICV_AIAR

This register is used only when System register access is not enabled. When System register access is enabled:

- For AArch32 implementations, [ICC_IAR1](#) provides equivalent functionality.
- For AArch64 implementations, [ICC_IAR1_EL1](#) provides equivalent functionality.

This register is used for Group 1 interrupts only. [GICV_IAR](#) provides equivalent functionality for Group 0 interrupts.

When affinity routing is enabled, it is a programming error to use memory-mapped registers to access the GIC.

GICV_AIAR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Virtual CPU interface	0x0020	GICV_AIAR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RO**.
- When an access is Secure accesses to this register are **RO**.
- When an access is Non-secure accesses to this register are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICV_APR<n>, Virtual Machine Active Priorities Registers, n = 0 - 3

The GICV_APR<n> characteristics are:

Purpose

Provides information about interrupt active priorities.
These registers correspond to the physical CPU interface registers [GICC_APR<n>](#).

Configuration

When System register access is disabled for EL2, these registers access [GICH_APR<n>](#), and all active priorities for virtual machines are held in [GICH_APR<n>](#) regardless of interrupt group.
When System register access is enabled for EL2, these registers access [ICH_AP1R<n>_EL2](#), and all active priorities for virtual machines are held in [ICH_AP1R<n>_EL2](#) regardless of interrupt group.

Attributes

GICV_APR<n> is a 32-bit register.

Field descriptions

The GICV_APR<n> 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
P31	P30	P29	P28	P27	P26	P25	P24	P23	P22	P21	P20	P19	P18	P17	P16	P15	P14	P13	P12	P11	P10	P9	P8	P7	P6	P5	P4	P3	P2	P1	P0

P<x>, bit [x], for x = 0 to 31

Provides information about active priorities for the virtual machine.
See [GICH_APR<n>](#) and [ICH_AP1R<n>_EL2](#) for the correspondence between priorities and bits.

Accessing the GICV_APR<n>

If System register access is not enabled for EL2, these registers access [GICH_APR<n>](#). If System register access is enabled for EL2, these registers access [ICH_AP1R<n>_EL2](#). All active priority mapped guests are held in the accessed registers, regardless of interrupt group.

GICV_APR<n> can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Virtual CPU interface	0x00D0 + (4 * n)	GICV_APR<n>

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

GICV_BPR, Virtual Machine Binary Point Register

The GICV_BPR characteristics are:

Purpose

Defines the point at which the priority value fields split into two parts, the group priority field and the subpriority field. The group priority field determines Group 0 interrupt preemption.

This register corresponds to [GICC_BPR](#) in the physical CPU interface.

Note

[GICH_LR<n>](#).Group determines whether a virtual interrupt is Group 0 or Group 1.

Configuration

This register is available when the GIC implementation supports interrupt virtualization.

When [GICV_CTLR](#).CBPR == 1, this register determines interrupt preemption for both Group 0 and Group 1 interrupts.

Attributes

GICV_BPR is a 32-bit register.

Field descriptions

The GICV_BPR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																		Binary_Point													

Bits [31:3]

Reserved, RES0.

Binary_Point, bits [2:0]

Controls how the 8-bit interrupt priority field is split into a group priority field, that determines interrupt preemption, and a subpriority field.

For information about how this field determines the interrupt priority bits assigned to the group priority field, see 'ICC_BPR0_EL1 Binary Point for Group 1 interrupts when CBPR == 1, or for Group 0 interrupts' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

This field resets to an architecturally UNKNOWN value.

The Binary_Point field of this register is aliased to [GICH_VMCR](#).VBPR0.

Accessing the GICV_BPR

This register is used only when System register access is not enabled. When System register access is enabled:

- For AArch32 implementations, [ICC_BPR0](#) provides equivalent functionality.
- For AArch64 implementations, [ICC_BPR0_EL1](#) provides equivalent functionality.

GICV_BPR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Virtual CPU interface	0x0008	GICV_BPR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICV_CTLR, Virtual Machine Control Register

The GICV_CTLR characteristics are:

Purpose

Controls the behavior of virtual interrupts.

This register corresponds to the physical CPU interface register [GICC_CTLR](#).

Configuration

This register is available when a GIC implementation supports interrupt virtualization.

Attributes

GICV_CTLR is a 32-bit register.

Field descriptions

The GICV_CTLR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0										EOImode		RES0		CBPR		FIQEn		AckCtl		EnableGrp1		EnableGrp0									

Bits [31:10]

Reserved, RES0.

EOImode, bit [9]

Controls the behavior associated with the [GICV_EOIR](#), [GICV_AEOIR](#), and [GICV_DIR](#) registers:

EOImode	Meaning
0b0	Writes to GICV_EOIR and GICV_AEOIR perform priority drop and deactivate interrupt operations simultaneously. Behavior on a write to GICV_DIR is unpredictable. When it has completed processing the interrupt, the virtual machine writes to GICV_EOIR or GICV_AEOIR to deactivate the interrupt. The write updates the List registers and causes the virtual CPU interface to signal the interrupt completion to the physical Distributor.
0b1	Writes to GICV_EOIR and GICV_AEOIR perform priority drop operation only. Writes to GICV_DIR perform deactivate interrupt operation only. When it has completed processing the interrupt, the virtual machine writes to GICV_DIR to deactivate the interrupt. The write updates the List registers and causes the virtual CPU interface to signal the interrupt completion to the Distributor.

This field resets to an architecturally UNKNOWN value.

Bits [8:5]

Reserved, RES0.

CBPR, bit [4]

Controls whether [GICV_BPR](#) affects both Group 0 and Group 1 interrupts:

CBPR	Meaning
0b0	GICV_BPR affects Group 0 virtual interrupts only. GICV_ABPR affects Group 1 virtual interrupts only.
0b1	GICV_BPR affects both Group 0 and Group 1 virtual interrupts.

For more information, see 'Priority grouping' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

This field resets to an architecturally UNKNOWN value.

FIQEn, bit [3]

FIQ Enable. Controls whether Group 0 virtual interrupts are presented as virtual FIQs:

FIQEn	Meaning
0b0	Group 0 virtual interrupts are presented as virtual IRQs.
0b1	Group 0 virtual interrupts are presented as virtual FIQs.

This field resets to an architecturally UNKNOWN value.

AckCtl, bit [2]

Arm deprecates use of this bit. Arm strongly recommends that software is written to operate with this bit always cleared to 0.

Acknowledge control. When the highest priority interrupt is Group 1, determines whether [GICV_IAR](#) causes the CPU interface to acknowledge the interrupt or returns the spurious identifier 1022, and whether [GICV_HPPIR](#) returns the interrupt ID or the special identifier 1022.

AckCtl	Meaning
0b0	If the highest priority pending interrupt is Group 1, a read of GICV_IAR or GICV_HPPIR returns an interrupt ID of 1022.
0b1	If the highest priority pending interrupt is Group 1, a read of GICV_IAR or GICV_HPPIR returns the interrupt ID of the corresponding interrupt.

This field resets to an architecturally UNKNOWN value.

EnableGrp1, bit [1]

Enables the signaling of Group 1 virtual interrupts by the virtual CPU interface to the virtual machine:

EnableGrp1	Meaning
0b0	Signaling of Group 1 interrupts is disabled.
0b1	Signaling of Group 1 interrupts is enabled.

This field resets to an architecturally UNKNOWN value.

EnableGrp0, bit [0]

Enables the signaling of Group 0 virtual interrupts by the virtual CPU interface to the virtual machine:

EnableGrp0	Meaning
0b0	Signaling of Group 0 interrupts is disabled.
0b1	Signaling of Group 0 interrupts is enabled.

This field resets to an architecturally UNKNOWN value.

Accessing the GICV_CTLR

This register is used only when System register access is not enabled. When System register access is enabled:

- For AArch32 implementations, [ICC_CTLR](#) provides equivalent functionality.
- For AArch64 implementations, [ICC_CTLR_EL1](#) provides equivalent functionality.

GICV_CTLR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Virtual CPU interface	0x0000	GICV_CTLR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICV_DIR, Virtual Machine Deactivate Interrupt Register

The GICV_DIR characteristics are:

Purpose

Deactivates a specified virtual interrupt in the [GICH_LR<n>](#) List registers.

This register corresponds to the physical CPU interface register [GICC_DIR](#).

Configuration

This register is available when the GIC implementation supports interrupt virtualization.

Attributes

GICV_DIR is a 32-bit register.

Field descriptions

The GICV_DIR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0							INTID																								

Bits [31:25]

Reserved, RES0.

INTID, bits [24:0]

The INTID of the signaled interrupt.

Note

INTIDs 1020-1023 are reserved and convey additional information such as spurious interrupts.

When affinity routing is not enabled:

- Bits [23:13] are RES0.
- For SGIs, bits [12:10] identify the CPU interface corresponding to the source PE. For all other interrupts these bits are RES0.

When the virtual machine writes to this register, the specified interrupt in the List registers is changed from active to inactive, or from active and pending to pending. If the specified interrupt is present in the List registers but is not in either the active or active and pending states, the effect is UNPREDICTABLE. If the specified interrupt is not present in the List registers, [GICH_HCR](#).EOICount is incremented, potentially generating a maintenance interrupt.

Note

If the specified interrupt is not present in the List registers, the virtual machine cannot recover the INTID. Therefore, the hypervisor must ensure that, when [GICV_CTLR](#).EOImode == 1, no more than one active interrupt is transferred from the List registers into a software list. If more than one active

interrupt that is not stored in the List registers exists, the hypervisor must handle accesses to GICV_DIR in software, typically by trapping these accesses.

If the corresponding [GICH_LR<n>.HW](#) == 1, indicating a hardware interrupt, then a deactivate request is sent to the physical Distributor, identifying the physical INTID from the corresponding field in the List register. This effect is identical to a Non-secure write to [GICC_DIR](#) from the PE having that physical INTID. This means that if the corresponding physical interrupt is marked as Group 0, the request is ignored.

Note

Interrupt deactivation using this register is based on the provided INTID, with no requirement to deactivate interrupts in any particular order. A single register is therefore used to deactivate both Group 0 and Group 1 interrupts.

Accessing the GICV_DIR

This register is used only when System register access is not enabled. When System register access is enabled:

- For AArch32 implementations, [ICC_DIR](#) provides equivalent functionality.
- For AArch64 implementations, [ICC_DIR_EL1](#) provides equivalent functionality.

Writes to this register are valid only when [GICV_CTLR.EOImode](#) == 1. Writes to this register are otherwise UNPREDICTABLE.

When affinity routing is enabled, it is a programming error to use memory-mapped registers to access the GIC.

GICV_DIR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Virtual CPU interface	0x1000	GICV_DIR

This interface is accessible as follows:

- When [GICD_CTLR.DS](#) == 0 accesses to this register are **WO**.
- When an access is Secure accesses to this register are **WO**.
- When an access is Non-secure accesses to this register are **WO**.

GICV_EOIR, Virtual Machine End Of Interrupt Register

The GICV_EOIR characteristics are:

Purpose

A write to this register performs a priority drop for the specified Group 0 virtual interrupt and, if [GICV_CTLR.EOImode](#) == 0, also deactivates the interrupt.

This register corresponds to the physical CPU interface register [GICC_EOIR](#).

Configuration

This register is available when the GIC implementation supports interrupt virtualization.

Attributes

GICV_EOIR is a 32-bit register.

Field descriptions

The GICV_EOIR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0								INTID																							

Bits [31:25]

Reserved, RES0.

INTID, bits [24:0]

The INTID of the signaled interrupt.

Note

INTIDs 1020-1023 are reserved and convey additional information such as spurious interrupts.

When affinity routing is not enabled:

- Bits [23:13] are RES0.
- For SGIs, bits [12:10] identify the CPU interface corresponding to the source PE. For all other interrupts these bits are RES0.

The behavior of this register depends on the setting of [GICV_CTLR.EOImode](#):

GICV_CTLR.EOImode	Behavior
0b0	Both the priority drop and the deactivate interrupt effects occur
0b1	Only the priority drop effect occurs.

A successful EOI request means that:

- The highest priority bit in [GICH_APR<n>](#) is cleared, causing the running priority to drop.
- If the appropriate [GICV_CTLR.EOImode](#) bit == 0, the interrupt is deactivated in the corresponding List register [GICH_LR<n>](#). If [GICH_LR<n>.HW](#) == 1, indicating the INTID corresponds to a hardware interrupt, a deactivate request is also sent to the physical Distributor, identifying the physical INTID from the

corresponding field in the List register. This effect is identical to a Non-secure write to [GICC_DIR](#) from the PE having that physical INTID. This means that if the corresponding physical interrupt is marked as Group 0, and [GICD_CTLR.DS](#) == 0, the deactivation request is ignored. See [GICC_EOIR](#) for more information.

Note

Only Group 1 interrupts can target the hypervisor, and therefore only Group 1 interrupts are deactivated in the Distributor.

Accessing the GICV_EOIR

This register is used only when System register access is not enabled. When System register access is enabled:

- For AArch32 implementations, [ICC_EOIR0](#) provides equivalent functionality.
- For AArch64 implementations, [ICC_EOIR0_EL1](#) provides equivalent functionality.

This register is used for Group 0 interrupts only. [GICV_AEOIR](#) provides equivalent functionality for Group 1 interrupts.

When affinity routing is enabled, it is a programming error to use memory-mapped registers to access the GIC.

GICV_EOIR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Virtual CPU interface	0x0010	GICV_EOIR

This interface is accessible as follows:

- When [GICD_CTLR.DS](#) == 0 accesses to this register are **WO**.
- When an access is Secure accesses to this register are **WO**.
- When an access is Non-secure accesses to this register are **WO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICV_HPPIR, Virtual Machine Highest Priority Pending Interrupt Register

The GICV_HPPIR characteristics are:

Purpose

Provides the INTID of the highest priority pending Group 0 virtual interrupt in the List registers.

This register corresponds to the physical CPU interface register [GICC_HPPIR](#).

Configuration

This register is available when the GIC implementation supports interrupt virtualization.

Attributes

GICV_HPPIR is a 32-bit register.

Field descriptions

The GICV_HPPIR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0							INTID																								

Bits [31:25]

Reserved, RES0.

INTID, bits [24:0]

The INTID of the signaled interrupt.

Note

INTIDs 1020-1023 are reserved and convey additional information such as spurious interrupts.

When affinity routing is not enabled:

- Bits [23:13] are RES0.
- For SGIs, bits [12:10] identify the CPU interface corresponding to the source PE. For all other interrupts these bits are RES0.

Reads of the GICC_HPPIR that do not return a valid INTID return a spurious INTID, 1022 or 1023. See 'Special INTIDs' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

Highest priority pending interrupt Group	GICV_HPPIR read	GICV_CTLR.AckCtl	Returned INTID
1	Non-secure	x	ID of Group 1 interrupt 1022
1	Secure	0	ID of Group 1 interrupt 1023
1	Secure	1	ID of Group 0 interrupt 1023
0	Non-secure	x	ID of Group 0 interrupt 1023
0	Secure	x	ID of Group 0 interrupt 1023
No pending interrupts	x	x	

If the CPU interface supports only a single Security state, the entries that apply to Secure reads describe the behavior.

Accessing the GICV_HPPIR

This register is used only when System register access is not enabled. When System register access is enabled:

- For AArch32 implementations, [ICC_HPPIR0](#) provides equivalent functionality.
- For AArch64 implementations, [ICC_HPPIR0_EL1](#) provides equivalent functionality.

This register is used for Group 0 interrupts only. [GICV_AHPPIR](#) provides equivalent functionality for Group 1 interrupts.

When affinity routing is enabled, it is a programming error to use memory-mapped registers to access the GIC.

GICV_HPPIR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Virtual CPU interface	0x0018	GICV_HPPIR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RO**.
- When an access is Secure accesses to this register are **RO**.
- When an access is Non-secure accesses to this register are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICV_IAR, Virtual Machine Interrupt Acknowledge Register

The GICV_IAR characteristics are:

Purpose

Provides the INTID of the signaled Group 0 virtual interrupt. A read of this register by the PE acts as an acknowledge for the interrupt.

This register corresponds to the physical CPU interface register [GICC_IAR](#).

Configuration

This register is available when the GIC implementation supports interrupt virtualization.

Attributes

GICV_IAR is a 32-bit register.

Field descriptions

The GICV_IAR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0							INTID																								

Bits [31:25]

Reserved, RES0.

INTID, bits [24:0]

The INTID of the signaled interrupt.

Note

INTIDs 1020-1023 are reserved and convey additional information such as spurious interrupts.

When affinity routing is not enabled:

- Bits [23:13] are RES0.
- For SGIs, bits [12:10] identify the CPU interface corresponding to the source PE. For all other interrupts these bits are RES0.

When the virtual machine writes to this register, the virtual CPU interface acknowledges the highest priority pending virtual interrupt and sets the state in the corresponding List register to active. The appropriate bit in the active priorities register [GICH_APR<n>](#) is set to 1.

If [GICH_LR<n>.HW](#) == 0, indicating that the interrupt is software-triggered, then bits [12:10] of [GICH_LR<n>](#) are returned in bits [12:10] of GICV_IAR. Otherwise bits [12:10] are RES0.

A read of this register returns the spurious INTID 1023 if either of the following is true:

- There are no pending interrupts of sufficiently high priority value to be signaled to the PE with the virtual CPU interface enabled and [GICH_HCR.En](#) == 1.

- Interrupt signaling by the virtual CPU interface is disabled.

A read of this register returns the spurious INTID 1022 if the highest priority pending interrupt is Group 1 and [GICV_CTLR.AckCtl](#) == 0.

Accessing the GICV_IAR

This register is used only when System register access is not enabled. When System register access is enabled:

- For AArch32 implementations, [ICC_IAR0](#) provides equivalent functionality.
- For AArch64 implementations, [ICC_IAR0_EL1](#) provides equivalent functionality.

This register is used for Group 0 interrupts only. [GICV_AIAR](#) provides equivalent functionality for Group 1 interrupts.

When affinity routing is enabled, it is a programming error to use memory-mapped registers to access the GIC.

GICV_IAR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Virtual CPU interface	0x000C	GICV_IAR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RO**.
- When an access is Secure accesses to this register are **RO**.
- When an access is Non-secure accesses to this register are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICV_IIDR, Virtual Machine CPU Interface Identification Register

The GICV_IIDR characteristics are:

Purpose

Provides information about the implementer and revision of the virtual CPU interface.

Configuration

This register is available in all configurations of the GIC. If the GIC implementation supports two Security states this register is Common.

Attributes

GICV_IIDR is a 32-bit register.

Field descriptions

The GICV_IIDR 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
ProductID												Architecture_version				Revision				Implementer											

ProductID, bits [31:20]

An IMPLEMENTATION DEFINED product identifier.

Architecture_version, bits [19:16]

The version of the GIC architecture that is implemented.

Architecture_version	Meaning
0b0001	GICv1.
0b0010	GICv2.
0b0011	GICv3 memory-mapped interface supported. Support for the System register interface is discoverable from PE registers ID_PFR1 and ID_AA64PFR0_EL1.
0b0100	GICv4 memory-mapped interface supported. Support for the System register interface is discoverable from PE registers ID_PFR1 and ID_AA64PFR0_EL1.

Other values are reserved.

Revision, bits [15:12]

An IMPLEMENTATION DEFINED revision number for the CPU interface.

Implementer, bits [11:0]

Contains the JEP106 code of the company that implemented the CPU interface.

- Bits [11:8] are the JEP106 continuation code of the implementer. For an Arm implementation, this field is 0x4.

- Bit [7] is always 0.
- Bits [6:0] are the JEP106 identity code of the implementer. For an Arm implementation, bits [7:0] are therefore 0x3B.

Accessing the GICV_IIDR

GICV_IIDR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Virtual CPU interface	0x00FC	GICV_IIDR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RO**.
- When an access is Secure accesses to this register are **RO**.
- When an access is Non-secure accesses to this register are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICV_PMR, Virtual Machine Priority Mask Register

The GICV_PMR characteristics are:

Purpose

This register provides a virtual interrupt priority filter. Only virtual interrupts with a higher priority than the value in this register are signaled to the PE.

Note

Higher interrupt priority corresponds to a lower value of the Priority field.

This register corresponds to the physical CPU interface register [GICC_PMR](#).

Configuration

This register is available when the GIC implementation supports interrupt virtualization.

The Priority field of this register is aliased to [GICH_VMCR.VMPR](#), to enable state to be switched easily between virtual machines during context-switching.

Attributes

GICV_PMR is a 32-bit register.

Field descriptions

The GICV_PMR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								Priority							

Bits [31:8]

Reserved, RES0.

Priority, bits [7:0]

The priority mask level for the virtual CPU interface. If the priority of the interrupt is higher than the value indicated by this field, the interface signals the interrupt to the PE.

If the GIC implementation supports fewer than 256 priority levels some bits might be RAZ/WI, as follows:

- For 128 supported levels, bit [0] = 0b0.
- For 64 supported levels, bits [1:0] = 0b00.
- For 32 supported levels, bits [2:0] = 0b000.
- For 16 supported levels, bits [3:0] = 0b0000.

For more information, see 'Interrupt prioritization' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

This field resets to an architecturally UNKNOWN value.

Accessing the GICV_PMR

This register is used only when System register access is not enabled. When System register access is enabled:

- For AArch32 implementations, [ICC_PMR](#) provides equivalent functionality.
- For AArch64 implementations, [ICC_PMR_EL1](#) provides equivalent functionality.

GICV_PMR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Virtual CPU interface	0x0004	GICV_PMR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICV_RPR, Virtual Machine Running Priority Register

The GICV_RPR characteristics are:

Purpose

This register indicates the running priority of the virtual CPU interface.

This register corresponds to the physical CPU interface register [GICC_RPR](#).

Configuration

This register is available when the GIC implementation supports interrupt virtualization.

Attributes

GICV_RPR is a 32-bit register.

Field descriptions

The GICV_RPR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								Priority							

Bits [31:8]

Reserved, RES0.

Priority, bits [7:0]

The current running priority on the virtual CPU interface. This is the group priority of the current active interrupt.

If there are no active interrupts on the CPU interface, or all active interrupts have undergone a priority drop, the value returned is the Idle priority.

The priority returned is the group priority as if the BPR was set to the minimum value.

Accessing the GICV_RPR

This register is used only when System register access is not enabled. When System register access is enabled:

- For AArch32 implementations, [ICC_RPR](#) provides equivalent functionality.
- For AArch64 implementations, [ICC_RPR_EL1](#) provides equivalent functionality.

Depending on the implementation, if no bits are set to 1 in [GICH_APR<n>](#), indicating no active virtual interrupts in the virtual CPU interface, the priority reads as 0xFF or 0xF8 to reflect the number of supported interrupt priority bits defined by [GICH_VTR.PRIBits](#).

GICV_RPR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Virtual CPU interface	0x0014	GICV_RPR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RO**.
- When an access is Secure accesses to this register are **RO**.
- When an access is Non-secure accesses to this register are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GICV_STATUSR, Virtual Machine Error Reporting Status Register

The GICV_STATUSR characteristics are:

Purpose

Provides software with a mechanism to detect:

- Accesses to reserved locations.
- Writes to read-only locations.
- Reads of write-only locations.

Configuration

In systems where this register is implemented, Arm expects that when a virtual machine is scheduled, the hypervisor ensures that this register is cleared to 0. The hypervisor might check for illegal accesses when the virtual machine is unscheduled.

Attributes

GICV_STATUSR is a 32-bit register.

Field descriptions

The GICV_STATUSR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																												WROD	RWOD	WRD	RRD

Bits [31:4]

Reserved, RES0.

WROD, bit [3]

Write to an RO location.

WROD	Meaning
0b0	Normal operation.
0b1	A write to an RO location has been detected.

When a violation is detected, software must write 1 to this register to reset it.

RWOD, bit [2]

Read of a WO location.

RWOD	Meaning
0b0	Normal operation.
0b1	A read of a WO location has been detected.

When a violation is detected, software must write 1 to this register to reset it.

WRD, bit [1]

Write to a reserved location.

WRD	Meaning
0b0	Normal operation.
0b1	A write to a reserved location has been detected.

When a violation is detected, software must write 1 to this register to reset it.

RRD, bit [0]

Read of a reserved location.

RRD	Meaning
0b0	Normal operation.
0b1	A read of a reserved location has been detected.

When a violation is detected, software must write 1 to this register to reset it.

Accessing the GICV_STATUSR

This is an optional register. If the register is implemented, [GICC_STATUSR](#) must also be implemented. If the register is not implemented, the location is RAZ/WI.

This register is used only when System register access is not enabled. If System register access is enabled, this register is not updated. Equivalent function might be provided by appropriate traps and exceptions.

GICV_STATUSR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC Virtual CPU interface	0x002C	GICV_STATUSR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GITS_BASER<n>, ITS Translation Table Descriptors, n = 0 - 7

The GITS_BASER<n> characteristics are:

Purpose

Specifies the base address and size of the ITS translation tables.

Configuration

A copy of this register is provided for each ITS translation table.

Bits [63:32] and bits [31:0] are accessible independently.

A maximum of 8 GITS_BASER<n> registers can be provided. Unimplemented registers are RES0.

When [GITS_CTLR.Enabled](#) == 1 or [GITS_CTLR.Quiescent](#) == 0, writing this register is UNPREDICTABLE.

Attributes

GITS_BASER<n> is a 64-bit register.

Field descriptions

The GITS_BASER<n> bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Valid	Indirect	InnerCache	Type	OuterCache	Entry_Size	Physical_Address																									
Physical_Address																Shareability		Page_Size		Size											
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

Valid, bit [63]

Indicates whether software has allocated memory for the translation table:

Valid	Meaning
0b0	No memory is allocated for the translation table. The ITS discards any writes to the interrupt translation page when either: <ul style="list-style-type: none"> GITS_BASER<n>.Type specifies any valid table entry type other than interrupt collections, that is, any value other than 0b100. GITS_BASER<n>.Type specifies an interrupt collection and GITS_TYPER.HCC == 0.
0b1	Memory is allocated to the translation table.

This field resets to 0.

Indirect, bit [62]

This field indicates whether an implemented register specifies a single, flat table or a two-level table where the first level contains a list of descriptors.

Indirect	Meaning
0b0	Single Level. The Size field indicates the number of pages used by the ITS to store data associated with each table entry.
0b1	Two Level. The Size field indicates the number of pages which contain an array of 64-bit descriptors to pages that are used to store the data associated with each table entry. A little endian memory order model is used.

For more information, see 'The ITS tables' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

This field is RAZ/WI for GIC implementations that only support flat tables. If the maximum width of the scaling factor that is identified by GITS_BASER<n>.Type and the smallest page size that is supported result in a single level table that requires multiple pages, then implementing this bit as RAZ/WI is DEPRECATED.

This field resets to an architecturally UNKNOWN value.

InnerCache, bits [61:59]

Indicates the Inner Cacheability attributes of accesses to the table. The possible values of this field are:

InnerCache	Meaning
0b000	Device-nGnRnE.
0b001	Normal Inner Non-cacheable.
0b010	Normal Inner Cacheable Read-allocate, Write-through.
0b011	Normal Inner Cacheable Read-allocate, Write-back.
0b100	Normal Inner Cacheable Write-allocate, Write-through.
0b101	Normal Inner Cacheable Write-allocate, Write-back.
0b110	Normal Inner Cacheable Read-allocate, Write-allocate, Write-through.
0b111	Normal Inner Cacheable Read-allocate, Write-allocate, Write-back.

This field resets to an architecturally UNKNOWN value.

Type, bits [58:56]

Read only. Specifies the type of entity that requires entries in the corresponding translation table. The possible values of the field are:

Type	Meaning
0b000	Unimplemented. This register does not correspond to a translation table.
0b001	Devices. This register corresponds to a translation table that scales with the width of the DeviceID. Only a single GITS_BASER<n> register reports this type.
0b010	vPEs. FEAT_GICv4 only. This register corresponds to a translation table that scales with the number of vPEs in the system. The translation table requires (ENTRY_SIZE * N) bytes of memory, where N is the number of vPEs in the system. Only a single GITS_BASER<n> register reports this type.
0b100	Interrupt collections. This register corresponds to a translation table that scales with the number of interrupt collections in the system. The translation table requires (ENTRY_SIZE * N) bytes of memory, where N is the number of interrupt collections. Not more than one GITS_BASER<n> register will report this type.

Other values are reserved.

For FEAT_GICv4p1, the registers are allocated as follows:

- GITS_BASER0.Type is 0b001 (Device).
- GITS_BASER1.Type is either 0b100 (Collection Table) or 0b000 (Unimplemented).
- GITS_BASER2.Type is either 0b010 (vPE) or 0b000 (Unimplemented).
- GITS_BASER<n>.Type, where 'n' is in the range 3 to 7, is 0b000 (Unimplemented).

For FEAT_GICv3, FEAT_GICv3p1, and FEAT_GICv4, Arm recommends that the GITS_BASER<n> use the same allocations.

Other allocations of Type values are deprecated.

This field resets to an architecturally UNKNOWN value.

OuterCache, bits [55:53]

Indicates the Outer Cacheability attributes of accesses to the table. The possible values of this field are:

OuterCache	Meaning
0b000	Memory type defined in InnerCache field. For Normal memory, Outer Cacheability is the same as Inner Cacheability.
0b001	Normal Outer Non-cacheable.
0b010	Normal Outer Cacheable Read-allocate, Write-through.
0b011	Normal Outer Cacheable Read-allocate, Write-back.
0b100	Normal Outer Cacheable Write-allocate, Write-through.
0b101	Normal Outer Cacheable Write-allocate, Write-back.
0b110	Normal Outer Cacheable Read-allocate, Write-allocate, Write-through.
0b111	Normal Outer Cacheable Read-allocate, Write-allocate, Write-back.

It is IMPLEMENTATION DEFINED whether this field has a fixed value or can be programmed by software. Implementing this field with a fixed value is deprecated.

This field resets to an architecturally UNKNOWN value.

Entry_Size, bits [52:48]

Read-only. Specifies the number of bytes per translation table entry, minus one.

Physical_Address, bits [47:12]

Physical Address. When Page_Size is 4KB or 16KB:

- Bits [51:48] of the base physical address are zero.
- This field provides bits[47:12] of the base physical address of the table.
- Bits[11:0] of the base physical address are zero.
- The address must be aligned to the size specified in the Page Size field. Otherwise the effect is CONSTRAINED UNPREDICTABLE, and can be one of the following:
 - Bits[X:12], where X is derived from the page size, are treated as zero.
 - The value of bits[X:12] are used when calculating the address of a table access.

When Page_Size is 64KB:

- Bits[47:16] of the register provide bits[47:16] of the base physical address of the table.
- Bits[15:12] of the register provide bits[51:48] of the base physical address of the table.
- Bits[15:0] of the base physical address are 0.

In implementations that support fewer than 52 bits of physical address, any unimplemented upper bits might be RAZ/WI.

This field resets to an architecturally UNKNOWN value.

Shareability, bits [11:10]

Indicates the Shareability attributes of accesses to the table. The possible values of this field are:

Shareability	Meaning
0b00	Non-shareable.
0b01	Inner Shareable.
0b10	Outer Shareable.
0b11	Reserved. Treated as 0b00.

It is IMPLEMENTATION DEFINED whether this field has a fixed value or can be programmed by software. Implementing this field with a fixed value is deprecated.

This field resets to an architecturally UNKNOWN value.

Page_Size, bits [9:8]

The size of page that the translation table uses:

Page_Size	Meaning
0b00	4KB.
0b01	16KB.
0b10	64KB.
0b11	Reserved. Treated as 0b10.

Note

If the GIC implementation supports only a single, fixed page size, this field might be RO.

This field resets to an architecturally UNKNOWN value.

Size, bits [7:0]

The number of pages of physical memory allocated to the table, minus one. GITS_BASER<n>.Page_Size specifies the size of each page.

If GITS_BASER<n>.Type == 0, this field is RAZ/WI.

This field resets to an architecturally UNKNOWN value.

Accessing the GITS_BASER<n>

GITS_BASER<n> can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC ITS control	0x0100 + (8 * n)	GITS_BASER<n>

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GITS_CBASER, ITS Command Queue Descriptor

The GITS_CBASER characteristics are:

Purpose

Specifies the base address and size of the ITS command queue.

Configuration

Bits [63:32] and bits [31:0] are accessible separately.

Attributes

GITS_CBASER is a 64-bit register.

Field descriptions

The GITS_CBASER bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32		
Valid	RES0	InnerCache			RES0	OuterCache			RES0	Physical_Address																							
Physical_Address											Shareability											RES0	Size										
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		

Valid, bit [63]

Indicates whether software has allocated memory for the command queue:

Valid	Meaning
0b0	No memory is allocated for the command queue.
0b1	Memory is allocated to the command queue.

This field resets to 0.

Bit [62]

Reserved, RES0.

InnerCache, bits [61:59]

Indicates the Inner Cacheability attributes of accesses to the command queue. The possible values of this field are:

InnerCache	Meaning
0b000	Device-nGnRnE.
0b001	Normal Inner Non-cacheable.
0b010	Normal Inner Cacheable Read-allocate, Write-through.
0b011	Normal Inner Cacheable Read-allocate, Write-back.
0b100	Normal Inner Cacheable Write-allocate, Write-through.
0b101	Normal Inner Cacheable Write-allocate, Write-back.
0b110	Normal Inner Cacheable Read-allocate, Write-allocate, Write-through.
0b111	Normal Inner Cacheable Read-allocate, Write-allocate, Write-back.

This field resets to an architecturally UNKNOWN value.

Bits [58:56]

Reserved, RES0.

OuterCache, bits [55:53]

Indicates the Outer Cacheability attributes of accesses to the command queue. The possible values of this field are:

OuterCache	Meaning
0b000	Memory type defined in InnerCache field. For Normal memory, Outer Cacheability is the same as Inner Cacheability.
0b001	Normal Outer Non-cacheable.
0b010	Normal Outer Cacheable Read-allocate, Write-through.
0b011	Normal Outer Cacheable Read-allocate, Write-back.
0b100	Normal Outer Cacheable Write-allocate, Write-through.
0b101	Normal Outer Cacheable Write-allocate, Write-back.
0b110	Normal Outer Cacheable Read-allocate, Write-allocate, Write-through.
0b111	Normal Outer Cacheable Read-allocate, Write-allocate, Write-back.

It is IMPLEMENTATION DEFINED whether this field has a fixed value or can be programmed by software. Implementing this field with a fixed value is deprecated.

This field resets to an architecturally UNKNOWN value.

Bit [52]

Reserved, RES0.

Physical_Address, bits [51:12]

Bits [51:12] of the base physical address of the command queue. Bits [11:0] of the base address are 0.

In implementations supporting fewer than 52 bits of physical address, unimplemented upper bits are RES0.

If bits [15:12] are not all zeros, behavior is a CONSTRAINED UNPREDICTABLE choice:

- Bits [15:12] are treated as if all the bits are zero. The value read back from those bits is either the value written or zero.
- The result of the calculation of an address for a command queue read can be corrupted.

This field resets to an architecturally UNKNOWN value.

Shareability, bits [11:10]

Indicates the Shareability attributes of accesses to the command queue. The possible values of this field are:

Shareability	Meaning
0b00	Non-shareable.
0b01	Inner Shareable.
0b10	Outer Shareable.
0b11	Reserved. Treated as 0b00.

It is IMPLEMENTATION DEFINED whether this field has a fixed value or can be programmed by software. Implementing this field with a fixed value is deprecated.

This field resets to an architecturally UNKNOWN value.

Bits [9:8]

Reserved, RES0.

Size, bits [7:0]

The number of 4KB pages of physical memory allocated to the command queue, minus one.

This field resets to an architecturally UNKNOWN value.

The command queue is a circular buffer and wraps at Physical Address [47:0] + (4096 * (Size + 1)).

Note

When this register is successfully written, the value of [GITS_CREADR](#) is set to zero.

Accessing the GITS_CBASER

When [GITS_CTLR.Enabled](#) == 1 or [GITS_CTLR.Quiescent](#) == 0, writing this register is UNPREDICTABLE.

GITS_CBASER can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC ITS control	0x0080	GITS_CBASER

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

GITS_CREADR, ITS Read Register

The GITS_CREADR characteristics are:

Purpose

Specifies the offset from [GITS_CBASER](#) where the ITS reads the next ITS command.

Configuration

This register is cleared to 0 when a value is written to [GITS_CBASER](#).

Bits [63:32] and bits [31:0] are accessible separately.

Attributes

GITS_CREADR is a 64-bit register.

Field descriptions

The GITS_CREADR bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
RES0																															
RES0												Offset																RES0		Stalled	
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:20]

Reserved, RES0.

Offset, bits [19:5]

Bits [19:5] of the offset from [GITS_CBASER](#). Bits [4:0] of the offset are zero.

Bits [4:1]

Reserved, RES0.

Stalled, bit [0]

Reports whether the processing of commands is stalled because of a command error.

Stalled	Meaning
0b0	ITS command queue is not stalled because of a command error.
0b1	ITS command queue is stalled because of a command error.

For more information, see 'The ITS command interface' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

Accessing the GITS_CREADR

GITS_CREADR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC ITS control	0x0090	GITS_CREADR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RO**.
- When an access is Secure accesses to this register are **RO**.
- When an access is Non-secure accesses to this register are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GITS_CTLR, ITS Control Register

The GITS_CTLR characteristics are:

Purpose

Controls the operation of an ITS.

Configuration

The ITS_Number (bits [7:4]) and bit [1] fields apply only in FEAT_GICv4 implementations, and are RES0 in FEAT_GICv3 implementations.

Attributes

GITS_CTLR is a 32-bit register.

Field descriptions

The GITS_CTLR 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
Quiescent	RES0																ITS_Number				RES0	ImDe	Enabled								

Quiescent, bit [31]

Read-only. Indicates completion of all ITS operations when GITS_CTLR.Enabled == 0.

Quiescent	Meaning
0b0	The ITS is not quiescent and cannot be powered down.
0b1	The ITS is quiescent and can be powered down.

For the ITS to be considered inactive, there must be no transactions in progress. In addition, all operations required to ensure that mapping data is consistent with external memory must be complete.

Note

In distributed GIC implementations, this bit is set to 1 only after the ITS forwards any operations that have not yet been completed to the Redistributors and receives confirmation that all such operations have reached the appropriate Redistributor.

In FEAT_GICv3, FEAT_GICv3p1, and FEAT_GICv4, when GITS_CTLR.Enabled == 1, the value of GITS_CTLR.Quiescent is UNKNOWN.

In FEAT_GICv4p1, when GITS_CTLR.Enabled == 1, the value of GITS_CTLR.Quiescent reads as 1 until the write to Enabled has taken effect and then reads as 0.

This field resets to 1.

Bits [30:8]

Reserved, RES0.

ITS_Number, bits [7:4]

In FEAT_GICv3 implementations this field is RES0.

In FEAT_GICv4 implementations with more than one ITS instance, this field indicates the ITS number for use with 'VMOVP GICv4.0' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

It is IMPLEMENTATION DEFINED whether this field is programmable or RO.

If this field is programmable, changing this field when GITS_CTLR.Quiescent == 0 or GITS_CTLR.Enabled == 1 is UNPREDICTABLE.

This field resets to an architecturally UNKNOWN value.

Bits [3:2]

Reserved, RES0.

ImDe, bit [1]

In GICv3 implementations, this bit is RES0.

In GICv4 implementations, this bit is IMPLEMENTATION DEFINED.

This field resets to 0.

Enabled, bit [0]

Controls whether the ITS is enabled:

Enabled	Meaning
0b0	The ITS is not enabled. Writes to GITS_TRANSLATER are ignored and no further command queue entries are processed.
0b1	The ITS is enabled. Writes to GITS_TRANSLATER result in interrupt translations and the command queue is processed.

If a write to this register changes this field from 1 to 0, the ITS must ensure that both:

- Any caches containing mapping data are made consistent with external memory.
- GITS_CTLR.Quiescent == 0 until all caches are consistent with external memory.

Changing GITS_CTLR.Enabled from 0 to 1 when GITS_CTLR.Quiescent is 0 results in UNPREDICTABLE behavior.

This field resets to 0.

Accessing the GITS_CTLR

GITS_CTLR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC ITS control	0x0000	GITS_CTLR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

GITS_CWRITER, ITS Write Register

The GITS_CWRITER characteristics are:

Purpose

Specifies the offset from [GITS_CBASER](#) where software writes the next ITS command.

Configuration

Bits [63:32] and bits [31:0] are accessible separately.

Attributes

GITS_CWRITER is a 64-bit register.

Field descriptions

The GITS_CWRITER bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32		
																RES0																	
RES0												Offset												RES0				Retry					
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0		

Bits [63:20]

Reserved, RES0.

Offset, bits [19:5]

Bits [19:5] of the offset from [GITS_CBASER](#). Bits [4:0] of the offset are zero.

This field resets to an architecturally UNKNOWN value.

Bits [4:1]

Reserved, RES0.

Retry, bit [0]

Writing this bit has the following effects:

Retry	Meaning
0b0	No effect on the processing commands by the ITS.
0b1	Restarts the processing of commands by the ITS if it stalled because of a command error.
Note If the processing of commands is not stalled because of a command error, writing 1 to this bit has no effect.	

When read, this bit is RES0.

For more information, see 'The ITS command interface' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

If GITS_CWRITER is written with a value outside of the valid range specified by [GITS_CBASER.Physical_Address](#) and [GITS_CBASER.Size](#), behavior is a CONSTRAINED UNPREDICTABLE choice, as follows:

- The command queue is considered invalid, and no further commands are processed until GITS_CWRITER is written with a value that is in the valid range.
- The value is treated as a valid UNKNOWN value.

An implementation might choose to report a system error in an IMPLEMENTATION DEFINED manner.

Accessing the GITS_CWRITER

GITS_CWRITER can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC ITS control	0x0088	GITS_CWRITER

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GITS_IIDR, ITS Identification Register

The GITS_IIDR characteristics are:

Purpose

Provides information about the implementer and revision of the ITS.

Configuration

This register is available in all configurations of the GIC. If the GIC implementation supports two Security states, this register is Common.

Attributes

GITS_IIDR is a 32-bit register.

Field descriptions

The GITS_IIDR 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
ProductID								RES0				Variant				Revision				Implementer											

ProductID, bits [31:24]

An IMPLEMENTATION DEFINED product identifier.

Bits [23:20]

Reserved, RES0.

Variant, bits [19:16]

An IMPLEMENTATION DEFINED variant number. Typically, this field is used to distinguish product variants, or major revisions of a product.

Revision, bits [15:12]

An IMPLEMENTATION DEFINED revision number. Typically, this field is used to distinguish minor revisions of a product.

Implementer, bits [11:0]

Contains the JEP106 code of the company that implemented the ITS:

- Bits [11:8] are the JEP106 continuation code of the implementer. For an Arm implementation, this field is 0x4.
- Bit [7] is always 0.
- Bits [6:0] are the JEP106 identity code of the implementer. For an Arm implementation, bits [7:0] are therefore 0x3B.

Accessing the GITS_IIDR

GITS_IIDR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC ITS control	0x0004	GITS_IIDR

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RO**.
- When an access is Secure accesses to this register are **RO**.
- When an access is Non-secure accesses to this register are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GITS_MPAMIDR, Report maximum PARTID and PMG Register

The GITS_MPAMIDR characteristics are:

Purpose

Reports the maximum support PARTID and PMG values.

Configuration

This register is present only when FEAT_GICv3p1 is implemented. Otherwise, direct accesses to GITS_MPAMIDR are RES0.

A copy of this register is provided for each ITS.

When [GITS_TYPER](#).MPAM==0, this register is RES0.

Attributes

GITS_MPAMIDR is a 32-bit register.

Field descriptions

The GITS_MPAMIDR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0								PMGmax								PARTIDmax															

Bits [31:24]

Reserved, RES0.

PMGmax, bits [23:16]

Maximum PMG value supported.

PARTIDmax, bits [15:0]

Maximum PARTID value supported.

Accessing the GITS_MPAMIDR

GITS_MPAMIDR can be accessed through the memory-mapped interfaces:

Component	Offset
GIC ITS control	0x0010

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RO**.
- When an access is Secure accesses to this register are **RO**.
- When an access is Non-secure accesses to this register are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GITS_MPIDR, Report ITS's affinity.

The GITS_MPIDR characteristics are:

Purpose

Reports ITS's affinity when the vPE Table is shared with Redistributors.

Configuration

This register is present only when FEAT_GICv4p1 is implemented. Otherwise, direct accesses to GITS_MPIDR are RES0.

A copy of this register is provided for each ITS.

When [GITS_TYPER](#).SVPET==0, this register is RES0.

Attributes

GITS_MPIDR is a 32-bit register.

Field descriptions

The GITS_MPIDR 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
Aff3								Aff2								Aff1								RES0							

Aff3, bits [31:24]

Aff2, bits [23:16]

Aff1, bits [15:8]

Bits [7:0]

Reserved, RES0.

Accessing the GITS_MPIDR

GITS_MPIDR can be accessed through the memory-mapped interfaces:

Component	Offset
GIC ITS control	0x0018

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RO**.
- When an access is Secure accesses to this register are **RO**.
- When an access is Non-secure accesses to this register are **RO**.

GITS_PARTIDR, Set PARTID and PMG Register

The GITS_PARTIDR characteristics are:

Purpose

Sets the PARTID and PMG values used for memory accesses by the ITS.

Configuration

This register is present only when FEAT_GICv3p1 is implemented. Otherwise, direct accesses to GITS_PARTIDR are RES0.

A copy of this register is provided for each ITS.

When [GITS_TYPER](#).MPAM==0, this register is RES0.

Attributes

GITS_PARTIDR is a 32-bit register.

Field descriptions

The GITS_PARTIDR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0								PMG								PARTID															

Bits [31:24]

Reserved, RES0.

PMG, bits [23:16]

PMG value used when ITS accesses memory.

It is IMPLEMENTATION DEFINED whether bits not needed to represent PMG values in the range 0 to PMG_MAX are stateful or RES0.

This field resets to 0.

PARTID, bits [15:0]

PARTID value used when ITS accesses memory.

It is IMPLEMENTATION DEFINED whether bits not needed to represent PARTID values in the range 0 to PARTID_MAX are stateful or RES0.

This field resets to 0.

Accessing the GITS_PARTIDR

GITS_PARTIDR can be accessed through the memory-mapped interfaces:

Component	Offset
GIC ITS control	0x0014

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RW**.
- When an access is Secure accesses to this register are **RW**.
- When an access is Non-secure accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GITS_SGIR, ITS SGI Register

The GITS_SGIR characteristics are:

Purpose

Written by software to signal a virtual SGI for translation by the ITS.

Configuration

This register is present only when FEAT_GICv4p1 is implemented. Otherwise, direct accesses to GITS_SGIR are RES0.

This register is provided only in FEAT_GICv4p1 implementations.

Attributes

GITS_SGIR is a 64-bit register.

Field descriptions

The GITS_SGIR bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32		
RES0																vPEID																	
RES0																														vINTID			
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0		

Bits [63:48]

Reserved, RES0.

vPEID, bits [47:32]

ID of target vPEID.

The size of this field is IMPLEMENTATION DEFINED, and is specified by the [GICD_TYPER2.VIL](#) and [GICD_TYPER2.VID](#) fields. Unimplemented bits are RES0.

Bits [31:4]

Reserved, RES0.

vINTID, bits [3:0]

INTID of virtual SGI.

Accessing the GITS_SGIR

64-bit access only.

GITS_SGIR can be accessed through the memory-mapped interfaces:

Component	Offset
GIC ITS control	0x20020

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **WO**.
- When an access is Secure accesses to this register are **WO**.
- When an access is Non-secure accesses to this register are **WO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GITS_TRANSLATER, ITS Translation Register

The GITS_TRANSLATER characteristics are:

Purpose

Written by a requesting Device to signal an interrupt for translation by the ITS.

Configuration

This register is at the same offset as [GICD_SETSPI_NSR](#) in the Distributor, and is at the same offset as [GICR_SETLPIR](#) in the Redistributor.

Attributes

GITS_TRANSLATER is a 32-bit register.

Field descriptions

The GITS_TRANSLATER 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
																EventID															

EventID, bits [31:0]

An identifier corresponding to the interrupt to be translated.

Note

The size of the EventID is DeviceID specific, and set when the DeviceID is mapped to an ITT (using MAPD).

The number of EventID bits implemented is reported by [GITS_TYPER](#).ID_bits. If a write specifies non-zero identifiers bits outside this range behavior is a CONSTRAINED UNPREDICTABLE choice between:

- Non-zero identifier bits outside the supported range are ignored.
- The write is ignored.

The DeviceID presented to an ITS is used to index a device table. The device table maps the DeviceID to an interrupt translation table for that device.

Accessing the GITS_TRANSLATER

16-bit access to bits [15:0] of this register must be supported. When this register is written by a 16-bit transaction, bits [31:16] are written as zero.

Implementations must ensure that:

- A unique DeviceID is provided for each requesting device, and the DeviceID is presented to the ITS when a write to this register occurs in a manner that cannot be spoofed by any agent capable of performing writes.
- The DeviceID presented corresponds to the DeviceID field in the ITS commands.

Writes to this register are ignored if any of the following are true:

- [GITS_CTLR](#).Enabled == 0.
- The presented DeviceID is not mapped to an Interrupt Translation Table.
- The DeviceID is larger than the supported size.

- The DeviceID is mapped to an Interrupt Translation Table, but the EventID is outside the range specified by MAPD.
- The EventID is mapped to an Interrupt Translation Table and the EventID is within the range specified by MAPD, but the EventID is unmapped.

Translation requests that result from writes to this register are subject to certain ordering rules. For more information, see 'Ordering of translations with the output to ITS commands' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

GITS_TRANSLATER can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC ITS translation	0x0040	GITS_TRANSLATER

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **WO**.
- When an access is Secure accesses to this register are **WO**.
- When an access is Non-secure accesses to this register are **WO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

GITS_TYPER, ITS Type Register

The GITS_TYPER characteristics are:

Purpose

Specifies the features that an ITS supports.

Configuration

Attributes

GITS_TYPER is a 64-bit register.

Field descriptions

The GITS_TYPER bit assignments are:

636261605958575655545352 51 50 494847464544 43 42 41 40 39 38 37 36 35 34 33																																					
RES0															nID	SVPET	VMAPP	VSGI	MPAM	VMOV	P	CIL	CIDbits														
HCC				RES0		PTASEIS		Devbits		ID_bits				ITT_entry_size				IMPLEMENTATION DEFINED				CCT		VirtualP													
313029282726252423222120 19 18 171615141312 11 10 9 8 7 6 5 4 3 2 1																																					

Bits [63:44]

Reserved, RES0.

nID, bit [43]

When FEAT_GICv4p1 is implemented:

nID

nID	Meaning
0b0	Individual doorbell interrupt supported.
0b1	Individual doorbell interrupt not supported.

Otherwise:

Reserved, RES0.

SVPET, bits [42:41]

When FEAT_GICv4p1 is implemented:

SVPET

SVPET	Meaning
0b00	vPE Table is not shared with Redistributors.
0b01	vPE Table is shared with the groups of Redistributors indicated by GITS_MPIDR.Aff3.
0b10	vPE Table is shared with the groups of Redistributors indicated by GITS_MPIDR fields Aff3 and Aff2.
0b11	vPE Table is shared with the groups of Redistributors indicated by GITS_MPIDR fields Aff3, Aff2 and Aff1.

Otherwise:

Reserved, RES0.

VMAPP, bit [40]

When FEAT_GICv4p1 is implemented:

VMAPP

VMAPP	Meaning
0b0	FEAT_GICv4 VMAPP command layout.
0b1	FEAT_GICv4p1 VMAPP command layout.

Otherwise:

Reserved, RES0.

VSIG, bit [39]

When FEAT_GICv4p1 is implemented:

VSIG

VSIG	Meaning
0b0	Direct injection of SIGs is not supported.
0b1	Direct injection of SIGs is supported.

Otherwise:

Reserved, RES0.

MPAM, bit [38]

When GIC, >=3.1 is implemented:

MPAM

MPAM	Meaning
0b0	MPAM is not supported.
0b1	MPAM is supported.

Otherwise:

Reserved, RES0.

VMOV, bit [37]

Indicates the form of the VMOV command.

VMOV	Meaning
0b0	When moving a vPE, software must issue a VMOV on all ITSs that have mappings for that vPE. The ITSList and Sequence Number fields in the VMOV command must ensure synchronization, otherwise behavior is UNPREDICTABLE.
0b1	When moving a vPE, software must only issue a VMOV on one of the ITSs that has a mapping for that vPE. The ITSList and Sequence Number fields in the VMOV command are RES0.

CIL, bit [36]

Collection ID Limit.

CIL	Meaning
0b0	ITS supports 16-bit Collection ID, GITS_TYPER.CIDbits is RES0.
0b1	GITS_TYPER.CIDbits indicates supported Collection ID size

In implementations that do not support Collections in external memory, this bit is RES0 and the number of Collections supported is reported by [GITS_TYPER.HCC](#).

CIDbits, bits [35:32]

Number of Collection ID bits.

- The number of bits of Collection ID minus one.
- When [GITS_TYPER.CIL](#) == 0, this field is RES0.

HCC, bits [31:24]

Hardware Collection Count. The number of interrupt collections supported by the ITS without provisioning of external memory.

Note

Collections held in hardware are unmapped at reset.

Bits [23:20]

Reserved, RES0.

PTA, bit [19]

Physical Target Addresses. Indicates the format of the target address:

PTA	Meaning
0b0	The target address corresponds to the PE number specified by GICR_TYPER.Processor_Number .
0b1	The target address corresponds to the base physical address of the required Redistributor.

For more information, see 'RDbase' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

SEIS, bit [18]

SEI support. Indicates whether the virtual CPU interface supports generation of SEIs:

SEIS	Meaning
0b0	The ITS does not support local generation of SEIs.
0b1	The ITS supports local generation of SEIs.

Devbits, bits [17:13]

The number of DeviceID bits implemented, minus one.

ID_bits, bits [12:8]

The number of EventID bits implemented, minus one.

ITT_entry_size, bits [7:4]

Read-only. Indicates the number of bytes per translation table entry, minus one.

For more information about the ITS command 'MAPD', see MAPD.

IMPLEMENTATION DEFINED, bit [3]

IMPLEMENTATION DEFINED.

CCT, bit [2]

Cumulative Collection Tables.

CCT	Meaning
0b0	The total number of supported collections is determined by the number of collections held in memory only.
0b1	The total number of supported collections is determined by number of collections that are held in memory and the number indicated by GITS_TYPER.HCC.

If GITS_TYPER.HCC == 0, or if memory backed collections are not supported (all [GITS_BASER<n>.Type](#) != 100), this bit is RES0.

Virtual, bit [1]

When FEAT_GICv3 is not implemented:

Indicates whether the ITS supports virtual LPIs and direct injection of virtual LPIs:

Virtual	Meaning
0b0	The ITS does not support virtual LPIs or direct injection of virtual LPIs.
0b1	The ITS supports virtual LPIs and direct injection of virtual LPIs.

Otherwise:

Reserved, RES0.

Physical, bit [0]

Indicates whether the ITS supports physical LPIs:

Physical	Meaning
0b0	The ITS does not support physical LPIs.
0b1	The ITS supports physical LPIs.

This field is RES1, indicating that the ITS supports physical LPIs.

Accessing the GITS_TYPER

GITS_TYPER can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
GIC ITS control	0x0008	GITS_TYPER

This interface is accessible as follows:

- When GICD_CTLR.DS == 0 accesses to this register are **RO**.
- When an access is Secure accesses to this register are **RO**.
- When an access is Non-secure accesses to this register are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MIDR_EL1, Main ID Register

The MIDR_EL1 characteristics are:

Purpose

Provides identification information for the PE, including an implementer code for the device and a device ID number.

Configuration

External register MIDR_EL1 bits [31:0] are architecturally mapped to AArch64 System register [MIDR_EL1\[31:0\]](#).

External register MIDR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [MIDR\[31:0\]](#).

It is IMPLEMENTATION DEFINED whether MIDR_EL1 is implemented in the Core power domain or in the Debug power domain.

Attributes

MIDR_EL1 is a 32-bit register.

Field descriptions

The MIDR_EL1 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
Implementer								Variant				Architecture				PartNum								Revision							

Implementer, bits [31:24]

The Implementer code. This field must hold an implementer code that has been assigned by Arm. Assigned codes include the following:

Hex representation	Implementer
0x00	Reserved for software use
0xC0	Ampere Computing
0x41	Arm Limited
0x42	Broadcom Corporation
0x43	Cavium Inc.
0x44	Digital Equipment Corporation
0x46	Fujitsu Ltd.
0x49	Infineon Technologies AG
0x4D	Motorola or Freescale Semiconductor Inc.
0x4E	NVIDIA Corporation
0x50	Applied Micro Circuits Corporation
0x51	Qualcomm Inc.
0x56	Marvell International Ltd.
0x69	Intel Corporation

Arm can assign codes that are not published in this manual. All values not assigned by Arm are reserved and must not be used.

Variant, bits [23:20]

An IMPLEMENTATION DEFINED variant number. Typically, this field is used to distinguish between different product variants, or major revisions of a product.

Architecture, bits [19:16]

Architecture version. Defined values are:

Architecture	Meaning
0b0001	Armv4.
0b0010	Armv4T.
0b0011	Armv5 (obsolete).
0b0100	Armv5T.
0b0101	Armv5TE.
0b0110	Armv5TEJ.
0b0111	Armv6.
0b1111	Architectural features are individually identified in the ID_* registers, see 'ID registers'.

All other values are reserved.

PartNum, bits [15:4]

An IMPLEMENTATION DEFINED primary part number for the device.

On processors implemented by Arm, if the top four bits of the primary part number are 0x0 or 0x7, the variant and architecture are encoded differently.

Revision, bits [3:0]

An IMPLEMENTATION DEFINED revision number for the device.

Accessing the MIDR_EL1

MIDR_EL1 can be accessed through the external debug interface:

Component	Offset	Instance
Debug	0xD00	MIDR_EL1

This interface is accessible as follows:

- When IsCorePowered() and !DoubleLockStatus() accesses to this register are **RO**.
- Otherwise accesses to this register are **IMPDEF**.

MPAMCFG_CMAX, MPAM Cache Maximum Capacity Partition Configuration Register

The MPAMCFG_CMAX characteristics are:

Purpose

The MPAMCFG_CMAX is a 32-bit read-write register that controls the maximum fraction of the cache capacity that the PARTID selected by [MPAMCFG_PART_SEL](#) is permitted to allocate. MPAMCFG_CMAX_s controls cache maximum capacity for the Secure PARTID selected by the Secure instance of [MPAMCFG_PART_SEL](#). MPAMCFG_CMAX_ns controls the cache maximum capacity for the Non-secure PARTID selected by the Non-secure instance of [MPAMCFG_PART_SEL](#).

If [MPAMF_IDR.HAS_RIS](#) is 1, the control settings accessed are those of the resource instance currently selected by [MPAMCFG_PART_SEL.RIS](#) and the PARTID selected by [MPAMCFG_PART_SEL.PARTID_SEL](#).

Configuration

The power domain of MPAMCFG_CMAX is IMPLEMENTATION DEFINED.

This register is present only when MPAMF_IDR.HAS_CCAP_PART == 1. Otherwise, direct accesses to MPAMCFG_CMAX are RES0.

Attributes

MPAMCFG_CMAX is a 32-bit register.

Field descriptions

The MPAMCFG_CMAX bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																CMAX															

Bits [31:16]

Reserved, RES0.

CMAX, bits [15:0]

Maximum cache capacity usage in fixed-point fraction format by the partition selected by [MPAMCFG_PART_SEL](#). The fraction represents the portion of the total cache capacity that the PARTID is permitted to allocate.

The implemented width of the fixed-point fraction is given in [MPAMF_CCAP_IDR.CMAX_WD](#). Unimplemented bits within the field are RAZ/WI. The implemented bits of the CMAX field are always the most-significant bits of the field.

The fixed-point fraction CMAX is less than 1. The implied binary point is between bits 15 and 16. This representation has as the largest fraction of the cache that can be represented in an implementation with w implemented bits is $1 - 1/w$.

Accessing the MPAMCFG_CMAX

This register is within the MPAM feature page memory frames. In a system that supports Secure and Non-secure memory maps, there must be both Secure and Non-secure MPAM feature pages.

MPAMCFG_CMAX_s must be accessible from the Secure MPAM feature page. MPAMCFG_CMAX_ns must be accessible from the Non-secure MPAM feature page.

MPAMCFG_CMAX_s and MPAMCFG_CMAX_ns must be separate registers. The Secure instance (MPAMCFG_CMAX_s) accesses the cache capacity partitioning used for Secure PARTIDs, and the Non-secure instance (MPAMCFG_CMAX_ns) accesses the cache capacity partitioning used for Non-secure PARTIDs.

When RIS is implemented, loads and stores to MPAMCFG_CMAX access the cache maximum capacity partitioning configuration settings for the cache resource instance selected by [MPAMCFG_PART_SEL](#).RIS and the PARTID selected by [MPAMCFG_PART_SEL](#).PARTID_SEL.

When RIS is not implemented, loads and stores to MPAMCFG_CMAX access the cache maximum capacity partitioning configuration settings for the PARTID selected by [MPAMCFG_PART_SEL](#).PARTID_SEL.

When PARTID narrowing is implemented, loads and stores to MPAMCFG_CMAX access the cache maximum capacity partitioning configuration settings for the internal PARTID selected by [MPAMCFG_PART_SEL](#).PARTID_SEL, and [MPAMCFG_PART_SEL](#).INTERNAL must be 1.

When PARTID narrowing is not implemented, loads and stores to MPAMCFG_CMAX access the cache maximum capacity partitioning configuration settings for the request PARTID selected by [MPAMCFG_PART_SEL](#).PARTID_SEL, and [MPAMCFG_PART_SEL](#).INTERNAL must be 0.

MPAMCFG_CMAX can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_ns	0x0108	MPAMCFG_CMAX_ns

Accesses on this interface are **RW**.

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_s	0x0108	MPAMCFG_CMAX_s

Accesses on this interface are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MPAMCFG_CPBM<n>, MPAM Cache Portion Bitmap Partition Configuration Register, n = 0 - 1023

The MPAMCFG_CPBM<n> characteristics are:

Purpose

The MPAMCFG_CPBM<n> register array gives access to the cache portion bitmap. Each register in the array is a read-write register that configures the cache portions numbered from $32n$ to $32n + 31$ that a PARTID is allowed to allocate.

After setting [MPAMCFG_PART_SEL](#) with a PARTID, software writes to the MPAMCFG_CPBM<n> register to configure which cache portions the PARTID is allowed to allocate.

The MPAMCFG_CPBM<n> register that contains the bitmap bit corresponding to cache portion p has n equal to $p >> 5$. The field, $P<x>$, of that MPAMCFG_CPBM<n> register that contain the bitmap bit corresponding to cache portion p has x equal to $p \& 0x1F$.

MPAMCFG_CPBM<n>_s controls cache portions for the Secure PARTID selected by the Secure instance of [MPAMCFG_PART_SEL](#). MPAMCFG_CPBM<n>_ns controls the cache portions for the Non-secure PARTID selected by the Non-secure instance of [MPAMCFG_PART_SEL](#).

If [MPAMF_IDR](#).HAS_RIS is 1, the control settings accessed are those of the resource instance currently selected by [MPAMCFG_PART_SEL](#).RIS and the PARTID selected by [MPAMCFG_PART_SEL](#).PARTID_SEL.

Configuration

The power domain of MPAMCFG_CPBM<n> is IMPLEMENTATION DEFINED.

This register is present only when MPAMF_IDR.HAS_CPOR_PART == 1. Otherwise, direct accesses to MPAMCFG_CPBM<n> are RES0.

Attributes

MPAMCFG_CPBM<n> is a 32-bit register.

Field descriptions

The MPAMCFG_CPBM<n> 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
P31	P30	P29	P28	P27	P26	P25	P24	P23	P22	P21	P20	P19	P18	P17	P16	P15	P14	P13	P12	P11	P10	P9	P8	P7	P6	P5	P4	P3	P2	P1	P0

P<x>, bit [x], for x = 0 to 31

Portion allocation control bit. Each cache portion allocation control bit, MPAMCFG_CPBM<n>.P<x>, grants permission to the PARTID selected by [MPAMCFG_PART_SEL](#) to allocate cache lines within cache portion $32n + x$.

P<x>	Meaning
0b0	The PARTID is not permitted to allocate into cache portion $32n + x$.
0b1	The PARTID is permitted to allocate within cache portion $32n + x$.

The number of bits in the cache portion partitioning bit map of this component is given in [MPAMF_CPOR_IDR](#).CPBM_WD. CPBM_WD contains a value from 1 to 2^{15} , inclusive. Values of CPBM_WD greater than 32 require an array of 32-bit [MPAMCFG_CPBM<n>](#) registers to access the cache portion bitmap, up to 1024 registers.

Bits MPAMCFG_CPBM<n>.P<x>, where $32n + x$ is greater than CPBM_WD, are not required to be implemented.

Accessing the MPAMCFG_CPBM<n>

This register is within the MPAM feature page memory frames. In a system that supports Secure and Non-secure memory maps, there must be both Secure and Non-secure MPAM feature pages.

MPAMCFG_CPBM<n>_s must be accessible from the Secure MPAM feature page. MPAMCFG_CPBM<n>_ns must be accessible from the Non-secure MPAM feature page.

MPAMCFG_CPBM<n>_s and MPAMCFG_CPBM<n>_ns must be separate registers. The Secure instance (MPAMCFG_CPBM<n>_s) accesses the cache portion bitmap used for Secure PARTIDs, and the Non-secure instance (MPAMCFG_CPBM<n>_ns) accesses the cache portion bitmap used for Non-secure PARTIDs.

When RIS is implemented, loads and stores to MPAMCFG_CPBM<n> access the cache portion bitmap configuration settings for the cache resource instance selected by [MPAMCFG_PART_SEL](#).RIS and the PARTID selected by [MPAMCFG_PART_SEL](#).PARTID_SEL.

When RIS is not implemented, loads and stores to MPAMCFG_CPBM<n> access the cache portion bitmap configuration settings for the PARTID selected by [MPAMCFG_PART_SEL](#).PARTID_SEL.

When PARTID narrowing is implemented, loads and stores to MPAMCFG_CPBM<n> access the cache portion bitmap configuration settings for the internal PARTID selected by [MPAMCFG_PART_SEL](#).PARTID_SEL, and [MPAMCFG_PART_SEL](#).INTERNAL must be 1.

When PARTID narrowing is not implemented, loads and stores to MPAMCFG_CPBM<n> access the cache portion bitmap configuration settings for the request PARTID selected by [MPAMCFG_PART_SEL](#).PARTID_SEL, and [MPAMCFG_PART_SEL](#).INTERNAL must be 0.

MPAMCFG_CPBM<n> can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_s	0x1000 + (4 * n)	MPAMCFG_CPBM<n>_s

Accesses on this interface are **RW**.

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_ns	0x1000 + (4 * n)	MPAMCFG_CPBM<n>_ns

Accesses on this interface are **RW**.

MPAMCFG_INTPARTID, MPAM Internal PARTID Narrowing Configuration Register

The MPAMCFG_INTPARTID characteristics are:

Purpose

MPAMCFG_INTPARTID is a 32-bit read-write register that controls the mapping of the PARTID selected by [MPAMCFG_PART_SEL](#) into a narrower internal PARTID (intPARTID).

MPAMCFG_INTPARTID_s controls the mapping for the Secure PARTID selected by the Secure instance of [MPAMCFG_PART_SEL](#). MPAMCFG_INTPARTID_ns controls the mapping for the Non-secure PARTID selected by the Non-secure instance of [MPAMCFG_PART_SEL](#).

The MPAMCFG_INTPARTID register associates the request PARTID (reqPARTID) in the [MPAMCFG_PART_SEL](#) register with an internal PARTID (intPARTID) in this register. To set that association, store reqPARTID into the [MPAMCFG_PART_SEL](#) register and then store the intPARTID into the MPAMCFG_INTPARTID register. To read the association, store reqPARTID into the MPAMCFG_PART_SEL register and then read MPAMCFG_INTPARTID.

If the intPARTID stored into MPAMCFG_INTPARTID is out-of-range or does not have the INTERNAL bit set, the association of reqPARTID to intPARTID is not written and [MPAMF_ESR](#) is set to indicate an intPARTID_Range error.

If [MPAMCFG_PART_SEL](#).INTERNAL is 1 when MPAMCFG_INTPARTID is read or written, [MPAMF_ESR](#) is set to indicate an Unexpected_INTERNAL error.

Configuration

The power domain of MPAMCFG_INTPARTID is IMPLEMENTATION DEFINED.

This register is present only when MPAMF_IDR.HAS_PARTID_NRW == 1. Otherwise, direct accesses to MPAMCFG_INTPARTID are RES0.

Attributes

MPAMCFG_INTPARTID is a 32-bit register.

Field descriptions

The MPAMCFG_INTPARTID bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																INTERNAL		INTPARTID													

Bits [31:17]

Reserved, RES0.

INTERNAL, bit [16]

Internal PARTID flag.

This bit must be 1 when written to the register. If written as 0, the write will not update the reqPARTID to intPARTID association.

On a read of this register, the bit will always read the value last written.

INTPARTID, bits [15:0]

This field contains the intPARTID mapped to the reqPARTID in [MPAMCFG_PART_SEL](#).

The maximum intPARTID supported is [MPAMF_PARTID_NRW_IDR](#).INTPARTID_MAX.

Accessing the MPAMCFG_INTPARTID

This register is within the MPAM feature page memory frames. In a system that supports Secure and Non-secure memory maps, there must be both Secure and Non-secure MPAM feature pages.

MPAMCFG_INTPARTID_s must be accessible from the Secure MPAM feature page. MPAMCFG_INTPARTID_ns must be accessible from the Non-secure MPAM feature page.

MPAMCFG_INTPARTID_s and MPAMCFG_INTPARTID_ns must be separate registers. The Secure instance (MPAMCFG_INTPARTID_s) accesses the PARTID narrowing used for Secure PARTIDs, and the Non-secure instance (MPAMCFG_INTPARTID_ns) accesses the PARTID narrowing used for Non-secure PARTIDs.

When RIS is implemented, loads and stores to MPAMCFG_INTPARTID access the PARTID narrowing configuration settings without being affected by [MPAMCFG_PART_SEL](#).RIS.

Loads and stores to MPAMCFG_INTPARTID access the PARTID narrowing configuration settings for the request PARTID selected by [MPAMCFG_PART_SEL](#).PARTID_SEL, and [MPAMCFG_PART_SEL](#).INTERNAL must be 0.

MPAMCFG_INTPARTID can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_s	0x0600	MPAMCFG_INTPARTID_s

Accesses on this interface are **RW**.

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_ns	0x0600	MPAMCFG_INTPARTID_ns

Accesses on this interface are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MPAMCFG_MBW_MAX, MPAM Memory Bandwidth Maximum Partition Configuration Register

The MPAMCFG MBW MAX characteristics are:

Purpose

MPAMCFG_MBW_MAX is a 32-bit read-write register that controls the maximum fraction of memory bandwidth that the PARTID selected by [MPAMCFG_PART_SEL](#) is permitted to use. MPAMCFG_MBW_MAX_s controls maximum bandwidth for the Secure PARTID selected by the Secure instance of [MPAMCFG_PART_SEL](#). MPAMCFG_MBW_MAX_ns controls the maximum bandwidth for the Non-secure PARTID selected by the Non-secure instance of [MPAMCFG_PART_SEL](#).

A PARTID that has used more than MAX is given no access to additional bandwidth if HARDLIM == 1 or is given additional bandwidth only if there are no requests from PARTIDs that have not exceeded their MAX if HARDLIM == 0.

If [MPAMF_IDR.HAS_RIS](#) is 1, the control settings accessed are those of the resource instance currently selected by [MPAMCFG_PART_SEL.RIS](#) and the PARTID selected by [MPAMCFG_PART_SEL.PARTID_SEL](#).

Configuration

The power domain of MPAMCFG MBW MAX is IMPLEMENTATION DEFINED.

This register is present only when MPAMF_IDR.HAS_MBW_PART == 1 and MPAMF_MBW_IDR.HAS_MAX == 1. Otherwise, direct accesses to MPAMCFG MBW_MAX are RES0.

Attributes

MPAMCFG MBW MAX is a 32-bit register.

Field descriptions

The MPAMCFG MBW MAX 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
HARDLIM		RES0														MAX															

HARDLIM, bit [31]

Hard bandwidth limiting.

HARDLIM	Meaning
0b0	When MAX bandwidth is exceeded, the partition contends with a low preference for downstream bandwidth beyond MAX.
0b1	When MAX bandwidth is exceeded, the partition does not be use any more bandwidth until the memory bandwidth measurement for the partition falls below MAX.

Bits [30:16]

Reserved, RES0.

MAX, bits [15:0]

Memory maximum bandwidth allocated to the partition selected by [MPAMCFG_PART_SEL](#). MAX is in fixed-point fraction format. The fraction represents the portion of the total memory bandwidth capacity through the controlled component that the PARTID is permitted to allocate.

The implemented width of the fixed-point fraction is given in [MPAMF_MBW_IDR.BWA_WD](#). Unimplemented bits are RAZ/WI. The implemented bits of the MAX field are always to the left of the field. For example, if BWA_WD = 3, the implemented bits are MPAMCFG_MBW_MAX[15:13] and MPAMCFG_MBW_MAX[12:0] are unimplemented.

The fixed-point fraction MAX is less than 1. The implied binary point is between bits 15 and 16. This representation has as the largest fraction of the cache that can be represented in an implementation with w implemented bits is $1 - 1/w$.

Accessing the MPAMCFG_MBW_MAX

This register is within the MPAM feature page memory frames. In a system that supports Secure and Non-secure memory maps, there must be both Secure and Non-secure MPAM feature pages.

MPAMCFG_MBW_MAX_s must be accessible from the Secure MPAM feature page. MPAMCFG_MBW_MAX_ns must be accessible from the Non-secure MPAM feature page.

MPAMCFG_MBW_MAX_s and MPAMCFG_MBW_MAX_ns must be separate registers. The Secure instance (MPAMCFG_MBW_MAX_s) accesses the memory maximum bandwidth partitioning used for Secure PARTIDs, and the Non-secure instance (MPAMCFG_MBW_MAX_ns) accesses the memory maximum bandwidth partitioning used for Non-secure PARTIDs.

When RIS is implemented, loads and stores to MPAMCFG_MBW_MAX access the memory maximum bandwidth partitioning configuration settings for the bandwidth resource instance selected by [MPAMCFG_PART_SEL](#).RIS and the PARTID selected by [MPAMCFG_PART_SEL](#).PARTID_SEL.

When RIS is not implemented, loads and stores to MPAMCFG_MBW_MAX access the memory maximum bandwidth partitioning configuration settings for the PARTID selected by [MPAMCFG_PART_SEL](#).PARTID_SEL.

When PARTID narrowing is implemented, loads and stores to MPAMCFG_MBW_MAX access the memory maximum bandwidth partitioning configuration settings for the internal PARTID selected by [MPAMCFG_PART_SEL](#).PARTID_SEL, and [MPAMCFG_PART_SEL](#).INTERNAL must be 1.

When PARTID narrowing is not implemented, loads and stores to MPAMCFG_MBW_MAX access the memory maximum bandwidth partitioning configuration settings for the request PARTID selected by [MPAMCFG_PART_SEL](#).PARTID_SEL, and [MPAMCFG_PART_SEL](#).INTERNAL must be 0.

MPAMCFG_MBW_MAX can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_s	0x0208	MPAMCFG_MBW_MAX_s

Accesses on this interface are **RW**.

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_ns	0x0208	MPAMCFG_MBW_MAX_ns

Accesses on this interface are **RW**.

MPAMCFG_MBW_MIN, MPAM Memory Bandwidth Minimum Partition Configuration Register

The MPAMCFG_MBW_MIN characteristics are:

Purpose

MPAMCFG_MBW_MIN is a 32-bit read-write register that controls the minimum fraction of memory bandwidth that the PARTID selected by [MPAMCFG_PART_SEL](#) is permitted to use. MPAMCFG_MBW_MIN_s controls the minimum bandwidth for the Secure PARTID selected by the Secure instance of [MPAMCFG_PART_SEL](#). MPAMCFG_MBW_MIN_ns controls the minimum bandwidth for the Non-secure PARTID selected by the Non-secure instance of [MPAMCFG_PART_SEL](#).

A PARTID that has used less than MIN is given preferential access to bandwidth.

If [MPAMF_IDR.HAS_RIS](#) is 1, the control settings accessed are those of the resource instance currently selected by [MPAMCFG_PART_SEL.RIS](#) and the PARTID selected by [MPAMCFG_PART_SEL.PARTID_SEL](#).

Configuration

The power domain of MPAMCFG_MBW_MIN is IMPLEMENTATION DEFINED.

This register is present only when [MPAMF_IDR.HAS_MBW_PART](#) == 1 and [MPAMF_MBW_IDR.HAS_MIN](#) == 1. Otherwise, direct accesses to MPAMCFG_MBW_MIN are RES0.

Attributes

MPAMCFG_MBW_MIN is a 32-bit register.

Field descriptions

The MPAMCFG_MBW_MIN bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																MIN															

Bits [31:16]

Reserved, RES0.

MIN, bits [15:0]

Memory minimum bandwidth allocated to the partition selected by [MPAMCFG_PART_SEL](#). MIN is in fixed-point fraction format. The fraction represents the portion of the total memory bandwidth capacity through the controlled component that the PARTID is permitted to allocate.

The implemented width of the fixed-point fraction is given in [MPAMF_MBW_IDR.BWA_WD](#). Unimplemented bits are RAZ/WI. The implemented bits of the MIN field are always to the left of the field. For example, if BWA_WD = 4, the implemented bits are MPAMCFG_MBW_MIN[15:12] and MPAMCFG_MBW_MIN[11:0] are unimplemented.

The fixed-point fraction MIN is less than 1. The implied binary point is between bits 15 and 16. This representation has as the largest fraction of the cache that can be represented in an implementation with w implemented bits is $1 - 1/w$.

Accessing the MPAMCFG_MBW_MIN

This register is within the MPAM feature page memory frames. In a system that supports Secure and Non-secure memory maps, there must be both Secure and Non-secure MPAM feature pages.

MPAMCFG_MBW_MIN_s must be accessible from the Secure MPAM feature page. MPAMCFG_MBW_MIN_ns must be accessible from the Non-secure MPAM feature page.

MPAMCFG_MBW_MIN_s and MPAMCFG_MBW_MIN_ns must be separate registers. The Secure instance (MPAMCFG_MBW_MIN_s) accesses the memory minimum bandwidth partitioning used for Secure PARTIDs, and the Non-secure instance (MPAMCFG_MBW_MIN_ns) accesses the memory minimum bandwidth partitioning used for Non-secure PARTIDs.

When RIS is implemented, loads and stores to MPAMCFG_MBW_MIN access the memory minimum bandwidth partitioning configuration settings for the bandwidth resource instance selected by [MPAMCFG_PART_SEL](#).RIS and the PARTID selected by [MPAMCFG_PART_SEL](#).PARTID_SEL.

When RIS is not implemented, loads and stores to MPAMCFG_MBW_MIN access the memory minimum bandwidth partitioning configuration settings for the PARTID selected by [MPAMCFG_PART_SEL](#).PARTID_SEL.

When PARTID narrowing is implemented, loads and stores to MPAMCFG_MBW_MIN access the memory minimum bandwidth partitioning configuration settings for the internal PARTID selected by [MPAMCFG_PART_SEL](#).PARTID_SEL, and [MPAMCFG_PART_SEL](#).INTERNAL must be 1.

When PARTID narrowing is not implemented, loads and stores to MPAMCFG_MBW_MIN access the memory minimum bandwidth partitioning configuration settings for the request PARTID selected by [MPAMCFG_PART_SEL](#).PARTID_SEL, and [MPAMCFG_PART_SEL](#).INTERNAL must be 0.

MPAMCFG_MBW_MIN can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_s	0x0200	MPAMCFG_MBW_MIN_s

Accesses on this interface are **RW**.

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_ns	0x0200	MPAMCFG_MBW_MIN_ns

Accesses on this interface are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MPAMCFG_MBW_PBM<n>, MPAM Bandwidth Portion Bitmap Partition Configuration Register, n = 0 - 127

The MPAMCFG_MBW_PBM<n> characteristics are:

Purpose

The MPAMCFG_MBW_PBM<n> register array gives access to the memory bandwidth portion bitmap. Each register in the array is a read-write register that configures the cache portions $32n$ to $32n + 31$ that a PARTID is allowed to allocate.

After setting [MPAMCFG_PART_SEL](#) with a PARTID, software writes to one or more of the MPAMCFG_MBW_PBM<n> registers to configure which cache portions the PARTID is allowed to allocate.

The MPAMCFG_MBW_PBM<n> register that contains the bitmap bit corresponding to memory bandwidth portion p has n equal to $p \gg 5$. The field, $P<x>$ of that MPAMCFG_MBW_PBM<n> register that contain the bitmap bit corresponding to memory bandwidth portion p has x equal to $p \& 0x1F$.

The MPAMCFG_MBW_PBM<n>_s registers control the bandwidth portion bitmap for the Secure PARTID selected by the Secure instance of [MPAMCFG_PART_SEL](#). The MPAMCFG_MBW_PBM<n>_ns registers control the bandwidth portion bitmap for the Non-secure PARTID selected by the Non-secure instance of [MPAMCFG_PART_SEL](#).

If [MPAMF_IDR.HAS_RIS](#) is 1, the control settings accessed are those of the resource instance currently selected by [MPAMCFG_PART_SEL.RIS](#) and the PARTID selected by [MPAMCFG_PART_SEL.PARTID_SEL](#).

Configuration

The power domain of MPAMCFG_MBW_PBM<n> is IMPLEMENTATION DEFINED.

This register is present only when [MPAMF_IDR.HAS_MBW_PART](#) == 1 and [MPAMF_MBW_IDR.HAS_PBM](#) == 1. Otherwise, direct accesses to MPAMCFG_MBW_PBM<n> are RES0.

Attributes

MPAMCFG_MBW_PBM<n> is a 32-bit register.

Field descriptions

The MPAMCFG_MBW_PBM<n> 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
P31	P30	P29	P28	P27	P26	P25	P24	P23	P22	P21	P20	P19	P18	P17	P16	P15	P14	P13	P12	P11	P10	P9	P8	P7	P6	P5	P4	P3	P2	P1	P0

P<x>, bit [x], for x = 0 to 31

Portion allocation control bit. Each bandwidth portion allocation control bit MPAMCFG_MBW_PBM<n>.P<x> grants permission to the PARTID selected by [MPAMCFG_PART_SEL](#) to allocate bandwidth within bandwidth portion $32n + x$.

P<x>	Meaning
0b0	The PARTID is not permitted to allocate into bandwidth portion $32n + x$.
0b1	The PARTID is permitted to allocate within bandwidth portion $32n + x$.

The number of bits in the bandwidth portion partitioning bit map of this component is given in [MPAMF_MBW_IDR.BWPBM_WD](#). BWPBM_WD contains a value from 1 to 2^{12} , inclusive. Values of BWPBM_WD greater than 32 require a group of 32-bit registers to access the bandwidth portion bitmap, up to 128 32-bit registers.

Bits MPAMCFG_MBW_PBM<n>.P<x>, where $32n + x$ is greater than BWPBM_WD, are not required to be implemented.

Accessing the MPAMCFG_MBW_PBM<n>

This register is within the MPAM feature page memory frames. In a system that supports Secure and Non-secure memory maps, there must be both Secure and Non-secure MPAM feature pages.

MPAMCFG_MBW_PBM<n>_s must be accessible from the Secure MPAM feature page. MPAMCFG_MBW_PBM<n>_ns must be accessible from the Non-secure MPAM feature page.

MPAMCFG_MBW_PBM<n>_s and MPAMCFG_MBW_PBM<n>_ns must be separate registers. The Secure instance (MPAMCFG_MBW_PBM<n>_s) accesses the memory bandwidth portion bitmap used for Secure PARTIDs, and the Non-secure instance (MPAMCFG_MBW_PBM<n>_ns) accesses the memory bandwidth portion bitmap used for Non-secure PARTIDs.

When RIS is implemented, loads and stores to MPAMCFG_MBW_PBM<n> access the memory bandwidth portion bitmap configuration settings for the bandwidth resource instance selected by [MPAMCFG_PART_SEL](#).RIS and the PARTID selected by [MPAMCFG_PART_SEL](#).PARTID_SEL.

When RIS is not implemented, loads and stores to MPAMCFG_MBW_PBM<n> access the memory bandwidth portion bitmap configuration settings for the PARTID selected by [MPAMCFG_PART_SEL](#).PARTID_SEL.

When PARTID narrowing is implemented, loads and stores to MPAMCFG_MBW_PBM<n> access the memory bandwidth portion bitmap configuration settings for the internal PARTID selected by [MPAMCFG_PART_SEL](#).PARTID_SEL, and [MPAMCFG_PART_SEL](#).INTERNAL must be 1.

When PARTID narrowing is not implemented, loads and stores to MPAMCFG_MBW_PBM<n> access the memory bandwidth portion bitmap configuration settings for the request PARTID selected by [MPAMCFG_PART_SEL](#).PARTID_SEL, and [MPAMCFG_PART_SEL](#).INTERNAL must be 0.

MPAMCFG_MBW_PBM<n> can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_s	$0x2000 + (4 * n)$	MPAMCFG_MBW_PBM<n>_s

Accesses on this interface are **RW**.

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_ns	$0x2000 + (4 * n)$	MPAMCFG_MBW_PBM<n>_ns

Accesses on this interface are **RW**.

MPAMCFG_MBW_PROP, MPAM Memory Bandwidth Proportional Stride Partition Configuration Register

The MPAMCFG_MBW_PROP characteristics are:

Purpose

Controls the proportional stride of memory bandwidth that the PARTID selected by [MPAMCFG_PART_SEL](#) uses. MPAMCFG_MBW_PROP_s controls the bandwidth proportional stride for the Secure PARTID selected by the Secure instance of [MPAMCFG_PART_SEL](#). MPAMCFG_MBW_PROP_ns controls the bandwidth proportional stride for the Non-secure PARTID selected by the Non-secure instance of [MPAMCFG_PART_SEL](#).

Proportional stride is a relative cost of bandwidth requested by one PARTID in relation to the costs of the bandwidths requested by each other PARTID also competing to use the bandwidth.

If [MPAMF_IDR.HAS_RIS](#) is 1, the control settings accessed are those of the resource instance currently selected by [MPAMCFG_PART_SEL.RIS](#) and the PARTID selected by [MPAMCFG_PART_SEL.PARTID_SEL](#).

Configuration

The power domain of MPAMCFG_MBW_PROP is IMPLEMENTATION DEFINED.

This register is present only when [MPAMF_IDR.HAS_MBW_PART](#) == 1 and [MPAMF_MBW_IDR.HAS_PROP](#) == 1. Otherwise, direct accesses to MPAMCFG_MBW_PROP are RES0.

Attributes

MPAMCFG_MBW_PROP is a 32-bit register.

Field descriptions

The MPAMCFG_MBW_PROP 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
EN																STRIDEM1															

EN, bit [31]

Enable proportional stride bandwidth partitioning.

EN	Meaning
0b0	The selected partition is not regulated by proportional stride bandwidth partitioning.
0b1	The selected partition has bandwidth usage regulated by proportional stride bandwidth partitioning as controlled by STRIDEM1.

Bits [30:16]

Reserved, RES0.

STRIDEM1, bits [15:0]

Memory bandwidth stride minus 1 allocated to the partition selected by [MPAMCFG_PART_SEL](#). STRIDEM1 represents the normalized cost of bandwidth consumption by the partition.

The proportional stride partitioning control parameter is an unsigned integer representing the normalized cost to a partition for consuming bandwidth. Larger values have a larger cost and correspond to a lesser allocation of bandwidth while smaller values indicate a lesser cost and therefore a higher allocation of bandwidth.

The implemented width of STRIDEM1 is given in MPAMF_MBW_IDR.BWA_WD.

Accessing the MPAMCFG_MBW_PROP

This register is within the MPAM feature page memory frames. In a system that supports Secure and Non-secure memory maps, there must be both Secure and Non-secure MPAM feature pages.

MPAMCFG_MBW_PROP_s must be accessible from the Secure MPAM feature page. MPAMCFG_MBW_PROP_ns must be accessible from the Non-secure MPAM feature page.

MPAMCFG_MBW_PROP_s and MPAMCFG_MBW_PROP_ns must be separate registers. The Secure instance (MPAMCFG_MBW_PROP_s) accesses the memory proportional stride bandwidth partitioning used for Secure PARTIDs, and the Non-secure instance (MPAMCFG_MBW_PROP_ns) accesses the memory proportional stride bandwidth partitioning used for Non-secure PARTIDs.

When RIS is implemented, loads and stores to MPAMCFG_MBW_PROP access the memory proportional stride bandwidth partitioning configuration settings for the bandwidth resource instance selected by [MPAMCFG_PART_SEL](#).RIS and the PARTID selected by [MPAMCFG_PART_SEL](#).PARTID_SEL.

When RIS is not implemented, loads and stores to MPAMCFG_MBW_PROP access the memory proportional stride bandwidth partitioning configuration settings for the PARTID selected by [MPAMCFG_PART_SEL](#).PARTID_SEL.

When PARTID narrowing is implemented, loads and stores to MPAMCFG_MBW_PROP access the memory proportional stride bandwidth partitioning configuration settings for the internal PARTID selected by [MPAMCFG_PART_SEL](#).PARTID_SEL, and [MPAMCFG_PART_SEL](#).INTERNAL must be 1.

When PARTID narrowing is not implemented, loads and stores to MPAMCFG_MBW_PROP access the memory proportional stride bandwidth partitioning configuration settings for the request PARTID selected by [MPAMCFG_PART_SEL](#).PARTID_SEL, and [MPAMCFG_PART_SEL](#).INTERNAL must be 0.

MPAMCFG_MBW_PROP can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_s	0x0500	MPAMCFG_MBW_PROP_s

Accesses on this interface are **RW**.

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_ns	0x0500	MPAMCFG_MBW_PROP_ns

Accesses on this interface are **RW**.

MPAMCFG_MBW_WINWD, MPAM Memory Bandwidth Partitioning Window Width Configuration Register

The MPAMCFG_MBW_WINWD characteristics are:

Purpose

MPAMCFG_MBW_WINWD is a 32-bit register that shows and sets the value of the window width for the PARTID in [MPAMCFG_PART_SEL](#). MPAMCFG_MBW_WINWD_s reads and controls the bandwidth control window width for the Secure PARTID selected by the Secure instance of [MPAMCFG_PART_SEL](#). MPAMCFG_MBW_WINWD_ns reads and controls the bandwidth control window for the Non-secure PARTID selected by the Non-secure instance of [MPAMCFG_PART_SEL](#).

MPAMCFG_MBW_WINWD is read-only if [MPAMF_MBW_IDR](#).WINDWR == 0, and the window width is set by the hardware, even if variable.

MPAMCFG_MBW_WINWD is read-write if [MPAMF_MBW_IDR](#).WINDWR == 1, permitting configuration of the window width for each PARTID independently on hardware that supports this functionality.

If [MPAMF_IDR](#).HAS_RIS is 1, the control settings accessed are those of the resource instance currently selected by [MPAMCFG_PART_SEL](#).RIS and the PARTID selected by [MPAMCFG_PART_SEL](#).PARTID_SEL.

Configuration

The power domain of MPAMCFG_MBW_WINWD is IMPLEMENTATION DEFINED.

This register is present only when MPAMF_IDR.HAS_MBW_PART == 1. Otherwise, direct accesses to MPAMCFG_MBW_WINWD are RES0.

Attributes

MPAMCFG_MBW_WINWD is a 32-bit register.

Field descriptions

The MPAMCFG_MBW_WINWD bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0								US_INT								US_FRAC															

Bits [31:24]

Reserved, RES0.

US_INT, bits [23:8]

Window width, integer microseconds.

This field reads (and sets) the integer part of the window width in microseconds for the PARTID selected by [MPAMCFG_PART_SEL](#).

US_FRAC, bits [7:0]

Window width, fractional microseconds.

This field reads (and sets) the fractional part of the window width in microseconds for the PARTID selected by [MPAMCFG_PART_SEL](#).

Accessing the MPAMCFG_MBW_WINWD

This register is within the MPAM feature page memory frames. In a system that supports Secure and Non-secure memory maps, there must be both Secure and Non-secure MPAM feature pages.

MPAMCFG_MBW_WINWD_s must be accessible from the Secure MPAM feature page. MPAMCFG_MBW_WINWD_ns must be accessible from the Non-secure MPAM feature page.

MPAMCFG_MBW_WINWD_s and MPAMCFG_MBW_WINWD_ns must be separate registers. The Secure instance (MPAMCFG_MBW_WINWD_s) accesses the window width used for Secure PARTIDs, and the Non-secure instance (MPAMCFG_MBW_WINWD_ns) accesses the window width used for Non-secure PARTIDs.

When RIS is implemented, loads and stores to MPAMCFG_MBW_WINWD access the window width configuration settings for the bandwidth resource instance selected by [MPAMCFG_PART_SEL](#).RIS and the PARTID selected by [MPAMCFG_PART_SEL](#).PARTID_SEL.

When RIS is not implemented, loads and stores to MPAMCFG_MBW_WINWD access the window width configuration settings for the PARTID selected by [MPAMCFG_PART_SEL](#).PARTID_SEL.

When PARTID narrowing is implemented, loads and stores to MPAMCFG_MBW_WINWD access the window width configuration settings for the internal PARTID selected by [MPAMCFG_PART_SEL](#).PARTID_SEL, and [MPAMCFG_PART_SEL](#).INTERNAL must be 1.

When PARTID narrowing is not implemented, loads and stores to MPAMCFG_MBW_WINWD access the window width configuration settings for the request PARTID selected by [MPAMCFG_PART_SEL](#).PARTID_SEL, and [MPAMCFG_PART_SEL](#).INTERNAL must be 0.

MPAMCFG_MBW_WINWD can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_s	0x0220	MPAMCFG_MBW_WINWD_s

This interface is accessible as follows:

- When MPAMF_MBW_IDR.WINDWR == 0 accesses to this register are **RO**.
- Otherwise accesses to this register are **RW**.

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_ns	0x0220	MPAMCFG_MBW_WINWD_ns

This interface is accessible as follows:

- When MPAMF_MBW_IDR.WINDWR == 0 accesses to this register are **RO**.
- Otherwise accesses to this register are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MPAMCFG_PART_SEL, MPAM Partition Configuration Selection Register

The MPAMCFG_PART_SEL characteristics are:

Purpose

Selects a partition ID to configure. MPAMCFG_PART_SEL_s selects a Secure PARTID to configure. MPAMCFG_PART_SEL_ns selects a Non-secure PARTID to configure.

After setting this register with a PARTID, software (usually a hypervisor) can perform a series of accesses to MPAMCFG registers to configure parameters for MPAM resource controls to use when requests have that PARTID.

Configuration

The power domain of MPAMCFG_PART_SEL is IMPLEMENTATION DEFINED.

This register is present only when MPAMF_IDR.HAS_CCAP_PART == 1, or MPAMF_IDR.HAS_CPOR_PART == 1, or MPAMF_IDR.HAS_MBW_PART == 1, or MPAMF_IDR.HAS_PRI_PART == 1, or MPAMF_IDR.HAS_PARTID_NRW == 1, or (MPAMF_IDR.EXT == 0 and MPAMF_IDR.HAS_IMPL_IDR == 1) or (MPAMF_IDR.EXT == 1, MPAMF_IDR.HAS_IMPL_IDR == 1 and MPAMF_IDR.NO_IMPL_PART == 0). Otherwise, direct accesses to MPAMCFG_PART_SEL are RES0.

Attributes

MPAMCFG_PART_SEL is a 32-bit register.

Field descriptions

The MPAMCFG_PART_SEL bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0				RIS				RES0				INTERNAL				PARTID_SEL															

Bits [31:28]

Reserved, RES0.

RIS, bits [27:24]

When (FEAT_MPAMv0p1 is implemented or FEAT_MPAMv1p1 is implemented), MPAMF_IDR.EXT == 1 and MPAMF_IDR.HAS_RIS == 1:

Resource Instance Selector. RIS selects one resource to configure through MPAMCFG registers and describe with MPAMF ID registers.

Otherwise:

Reserved, RES0.

Bits [23:17]

Reserved, RES0.

INTERNAL, bit [16]

Internal PARTID.

If [MPAMF_IDR.HAS_PARTID_NRW](#) = 0, this field is RAZ/WI.

If [MPAMF_IDR.HAS_PARTID_NRW](#) = 1:

INTERNAL	Meaning
0b0	PARTID_SEL is interpreted as a request PARTID and ignored except for use with MPAMCFG_INTPARTID register access.
0b1	PARTID_SEL is interpreted as an internal PARTID and used for access to MPAMCFG control settings except for MPAMCFG_INTPARTID .

If PARTID narrowing is implemented as indicated by [MPAMF_IDR.HAS_PARTID_NRW](#) = 1, when accessing other MPAMCFG registers the value of the MPAMCFG_PART_SEL.INTERNAL bit is checked for these conditions:

- When the [MPAMCFG_INTPARTID](#) register is read or written, if the value of MPAMCFG_PART_SEL.INTERNAL is not 0, an Unexpected_INTERNAL error is set in [MPAMF_ESR](#).
- When an MPAMCFG register other than [MPAMCFG_INTPARTID](#) is read or written, if the value of MPAMCFG_PART_SEL.INTERNAL is not 1, [MPAMF_ESR](#) is set to indicate an intPARTID_Range error.

In either error case listed here, the value returned by a read operation is UNPREDICTABLE, and the control settings are not affected by a write.

PARTID_SEL, bits [15:0]

Selects the partition ID to configure.

Reads and writes to other MPAMCFG registers are indexed by PARTID_SEL and by the NS bit used to access MPAMCFG_PART_SEL to access the configuration for a single partition.

Accessing the MPAMCFG_PART_SEL

This register is within the MPAM feature page memory frames. In a system that supports Secure and Non-secure memory maps, there must be both Secure and Non-secure MPAM feature pages.

MPAMCFG_PART_SEL_s must be accessible from the Secure MPAM feature page. MPAMCFG_PART_SEL_ns must be accessible from the Non-secure MPAM feature page.

MPAMCFG_PART_SEL_s and MPAMCFG_PART_SEL_ns must be separate registers. The Secure instance (MPAMCFG_PART_SEL_s) accesses the PARTID selector used for Secure PARTIDs, and the Non-secure instance (MPAMCFG_PART_SEL_ns) accesses the PARTID selector used for Non-secure PARTIDs.

MPAMCFG_PART_SEL can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_s	0x0100	MPAMCFG_PART_SEL_s

Accesses on this interface are **RW**.

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_ns	0x0100	MPAMCFG_PART_SEL_ns

Accesses on this interface are **RW**.

MPAMCFG_PRI, MPAM Priority Partition Configuration Register

The MPAMCFG_PRI characteristics are:

Purpose

Controls the internal and downstream priority of requests attributed to the PARTID selected by [MPAMCFG_PART_SEL](#). MPAMCFG_PRI_s controls the priorities for the Secure PARTID selected by the Secure instance of [MPAMCFG_PART_SEL](#). MPAMCFG_PRI_ns controls the priorities for the Non-secure PARTID selected by the Non-secure instance of [MPAMCFG_PART_SEL](#).

If [MPAMF_IDR.HAS_RIS](#) is 1, the control settings accessed are those of the resource instance currently selected by [MPAMCFG_PART_SEL.RIS](#) and the PARTID selected by [MPAMCFG_PART_SEL.PARTID_SEL](#).

Configuration

The power domain of MPAMCFG_PRI is IMPLEMENTATION DEFINED.

This register is present only when [MPAMF_IDR.HAS_PRI_PART](#) == 1. Otherwise, direct accesses to MPAMCFG_PRI are RES0.

Attributes

MPAMCFG_PRI is a 32-bit register.

Field descriptions

The MPAMCFG_PRI 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
DSPRI																INTPRI															

DSPRI, bits [31:16]

Downstream priority.

If [MPAMF_PRI_IDR.HAS_DSPRI](#) == 0, bits of this field are RES0 as this field is not used.

If [MPAMF_PRI_IDR.HAS_DSPRI](#) == 1, this field is a priority value applied to downstream communications from this MSC for transactions of the partition selected by [MPAMCFG_PART_SEL](#).

The implemented width of this field is [MPAMF_PRI_IDR.DSPRI_WD](#) bits. If the implemented width is less than the width of this field, the least significant bits are used.

The encoding of priority is 0-as-lowest or 0-as-highest priority according to the value of [MPAMF_PRI_IDR.DSPRI_0_IS_LOW](#).

INTPRI, bits [15:0]

Internal priority.

If [MPAMF_PRI_IDR.HAS_INTPRI](#) == 0, bits of this field are RES0 as this field is not used.

If [MPAMF_PRI_IDR.HAS_INTPRI](#) == 1, this field is a priority value applied internally inside this MSC for transactions of the partition selected by [MPAMCFG_PART_SEL](#).

The implemented width of this field is [MPAMF_PRI_IDR.INTPRI_WD](#) bits. If the implemented width is less than the width of this field, the least significant bits are used.

The encoding of priority is 0-as-lowest or 0-as-highest priority according to the value of [MPAMF_PRI_IDR.INTPRI_0_IS_LOW](#).

Accessing the MPAMCFG_PRI

This register is within the MPAM feature page memory frames. In a system that supports Secure and Non-secure memory maps, there must be both Secure and Non-secure MPAM feature pages.

MPAMCFG_PRI_s must be accessible from the Secure MPAM feature page. MPAMCFG_PRI_ns must be accessible from the Non-secure MPAM feature page.

MPAMCFG_PRI_s and MPAMCFG_PRI_ns must be separate registers. The Secure instance (MPAMCFG_PRI_s) accesses the priority partitioning used for Secure PARTIDs, and the Non-secure instance (MPAMCFG_PRI_ns) accesses the priority partitioning used for Non-secure PARTIDs.

When RIS is implemented, loads and stores to MPAMCFG_PRI access the priority partitioning configuration settings for the priority resource instance selected by [MPAMCFG_PART_SEL](#).RIS and the PARTID selected by [MPAMCFG_PART_SEL](#).PARTID_SEL.

When RIS is not implemented, loads and stores to MPAMCFG_PRI access the priority partitioning configuration settings for the PARTID selected by [MPAMCFG_PART_SEL](#).PARTID_SEL.

When PARTID narrowing is implemented, loads and stores to MPAMCFG_PRI access the priority partitioning configuration settings for the internal PARTID selected by [MPAMCFG_PART_SEL](#).PARTID_SEL, and [MPAMCFG_PART_SEL](#).INTERNAL must be 1.

When PARTID narrowing is not implemented, loads and stores to MPAMCFG_PRI access the priority partitioning configuration settings for the request PARTID selected by [MPAMCFG_PART_SEL](#).PARTID_SEL, and [MPAMCFG_PART_SEL](#).INTERNAL must be 0.

MPAMCFG_PRI can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_s	0x0400	MPAMCFG_PRI_s

Accesses on this interface are **RW**.

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_ns	0x0400	MPAMCFG_PRI_ns

Accesses on this interface are **RW**.

MPAMF_AIDR, MPAM Architecture Identification Register

The MPAMF_AIDR characteristics are:

Purpose

Identifies the version of the MPAM architecture that this MSC implements.

Note: The following values are defined for bits [7:0]:

- 0x01 == MPAM architecture v0.1
- 0x10 == MPAM architecture v1.0
- 0x11 == MPAM architecture v1.1

Configuration

The power domain of MPAMF_AIDR is IMPLEMENTATION DEFINED.

Attributes

MPAMF_AIDR is a 32-bit register.

Field descriptions

The MPAMF_AIDR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
												RES0												ArchMajorRev				ArchMinorRev			

Bits [31:8]

Reserved, RES0.

ArchMajorRev, bits [7:4]

Major revision of the MPAM architecture implemented by the MSC.

This table shows the only valid combinations of MPAM version numbers in an MSC. FORCE_NS functionality is only available in MPAM v0.1.

ArchMajorRev	ArchMinorRev	MPAMv	Available
0	0		None.
0	1	v0.1	MPAMv1.0 + MPAMv1.1 + FORCE_NS
1	0	v1.0	MPAMv1.0
1	1	v1.1	MPAMv1.0 + MPAMv1.1 - FORCE_NS

ArchMinorRev, bits [3:0]

Minor revision of the MPAM architecture implemented by the MSC.

See the table in the description of the ArchMajorRev field in this register.

Accessing the MPAMF_AIDR

This register is within the MPAM feature page memory frames. In a system that supports Secure and Non-secure memory maps, there must be both Secure and Non-secure MPAM feature pages.

MPAMF_AIDR is read-only.

MPAMF_AIDR must be readable from the Non-secure and Secure MPAM feature pages.

MPAMF_AIDR must have the same contents in the Secure and Non-secure MPAM feature pages.

MPAMF_AIDR can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_s	0x0020	MPAMF_AIDR

Accesses on this interface are **RO**.

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_ns	0x0020	MPAMF_AIDR

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MPAMF_CCAP_IDR, MPAM Features Cache Capacity Partitioning ID register

The MPAMF_CCAP_IDR characteristics are:

Purpose

Indicates the number of fractional bits in [MPAMCFG_CMAX](#).CMAX. MPAMF_CCAP_IDR_s indicates the number of fractional bits in the Secure instance of [MPAMCFG_CMAX](#). MPAMF_CCAP_IDR_ns indicates the number of fractional bits in the Non-secure instance of [MPAMCFG_CMAX](#).

When [MPAMF_IDR](#).HAS_RIS is 1, some fields in this register give information for the resource instance selected by [MPAMCFG_PART_SEL](#).RIS. The description of every field that is affected by [MPAMCFG_PART_SEL](#).RIS has information within the field description.

Configuration

The power domain of MPAMF_CCAP_IDR is IMPLEMENTATION DEFINED.

This register is present only when MPAMF_IDR.HAS_CCAP_PART == 1. Otherwise, direct accesses to MPAMF_CCAP_IDR are RES0.

Attributes

MPAMF_CCAP_IDR is a 32-bit register.

Field descriptions

The MPAMF_CCAP_IDR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																		CMAX WD													

Bits [31:6]

Reserved, RES0.

CMAX_WD, bits [5:0]

Number of fractional bits implemented in the cache capacity partitioning control, [MPAMCFG_CMAX](#).CMAX, of this device. See [MPAMCFG_CMAX](#).

This field must contain a value from 1 to 16, inclusive.

If RIS is implemented, this field indicates the number of fractional bits in the cache capacity partitioning control for the resource instance selected by [MPAMCFG_PART_SEL](#).RIS.

Accessing the MPAMF_CCAP_IDR

This register is within the MPAM feature page memory frames. In a system that supports Secure and Non-secure memory maps, there must be both Secure and Non-secure MPAM feature pages.

MPAMF_CCAP_IDR is read-only.

MPAMF_CCAP_IDR must be readable from the Non-secure and Secure MPAM feature pages.

MPAMF_CCAP_IDR is permitted to have the same contents when read from either the Secure and Non-secure MPAM feature pages unless the register contents is different for Secure and Non-secure versions, when there must be separate registers in the Secure (MPAMF_CCAP_IDR_s) and Non-secure (MPAMF_CCAP_IDR_ns) MPAM feature pages.

When [MPAMF_IDR.HAS_RIS](#) is 1, MPAMF_CCAP_IDR shows the configuration of cache capacity partitioning for the cache resource instance selected by [MPAMCFG_PART_SEL.RIS](#). Fields that mention RIS in their field descriptions have values that track the implemented properties of the resource instance. Fields that do not mention RIS are constant across all resource instances.

MPAMF_CCAP_IDR can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_s	0x0038	MPAMF_CCAP_IDR_s

Accesses on this interface are **RO**.

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_ns	0x0038	MPAMF_CCAP_IDR_ns

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MPAMF_CPOR_IDR, MPAM Features Cache Portion Partitioning ID register

The MPAMF_CPOR_IDR characteristics are:

Purpose

Indicates the number of bits in [MPAMCFG_CPBM<n>](#). MPAMF_CPOR_IDR_s indicates the number of bits in the Secure instance of [MPAMCFG_CPBM<n>](#). MPAMF_CPOR_IDR_ns indicates the number of bits in the Non-secure instance of [MPAMCFG_CPBM<n>](#).

When [MPAMF_IDR.HAS_RIS](#) is 1, some fields in this register give information for the resource instance selector, [MPAMCFG_PART_SEL](#).RIS. The description of every field that is affected by [MPAMCFG_PART_SEL](#).RIS has information within the field description.

Configuration

The power domain of MPAMF_CPOR_IDR is IMPLEMENTATION DEFINED.

This register is present only when MPAMF_IDR.HAS_CPOR_PART == 1. Otherwise, direct accesses to MPAMF_CPOR_IDR are RES0.

Attributes

MPAMF_CPOR_IDR is a 32-bit register.

Field descriptions

The MPAMF_CPOR_IDR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																CPBM_WD															

Bits [31:16]

Reserved, RES0.

CPBM_WD, bits [15:0]

Number of bits in the cache portion partitioning bit map of this device. See [MPAMCFG_CPBM<n>](#).

This field must contain a value from 1 to 32768, inclusive. Values greater than 32 require a group of 32-bit registers to access the CPBM, up to 1024 if CPBM_WD is the largest value.

If RIS is implemented, this field indicates the number bits in the cache portion bitmap for the resource instance selected by [MPAMCFG_PART_SEL](#).RIS.

Accessing the MPAMF_CPOR_IDR

This register is within the MPAM feature page memory frames. In a system that supports Secure and Non-secure memory maps, there must be both Secure and Non-secure MPAM feature pages.

MPAMF_CPOR_IDR is read-only.

MPAMF_CPOR_IDR must be readable from the Non-secure and Secure MPAM feature pages.

MPAMF_CPOR_IDR is permitted to have the same contents when read from either the Secure and Non-secure MPAM feature pages unless the register contents is different for Secure and Non-secure versions, when there must be separate registers in the Secure (MPAMF_CPOR_IDR_s) and Non-secure (MPAMF_CPOR_IDR_ns) MPAM feature pages.

When [MPAMF_IDR.HAS_RIS](#) is 1, MPAMF_CPOR_IDR shows the configuration of cache portion partitioning for the cache resource instance selected by [MPAMCFG_PART_SEL.RIS](#). Fields that mention RIS in their field descriptions have values that track the implemented properties of the resource instance. Fields that do not mention RIS are constant across all resource instances.

MPAMF_CPOR_IDR can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_s	0x0030	MPAMF_CPOR_IDR_s

Accesses on this interface are **RO**.

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_ns	0x0030	MPAMF_CPOR_IDR_ns

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MPAMF_CSUMON_IDR, MPAM Features Cache Storage Usage Monitoring ID register

The MPAMF_CSUMON_IDR characteristics are:

Purpose

Indicates the number of cache storage usage monitor instances and other properties of the CSU monitoring. MPAMF_CSUMON_IDR_s indicates the number and properties of Secure cache storage usage monitoring. MPAMF_CSUMON_IDR_ns indicates the number and properties of Non-secure cache storage usage monitoring.

If [MPAMF_IDR.HAS_RIS](#) is 1, fields that mention RIS must reflect the properties of the resource instance currently selected by [MPAMCFG_PART_SEL.RIS](#). Fields that do not mention RIS are constant across all resource instances.

Configuration

The power domain of MPAMF_CSUMON_IDR is IMPLEMENTATION DEFINED.

This register is present only when MPAMF_IDR.HAS_MSMON == 1 and MPAMF_MSMON_IDR.MSMON_CSU == 1. Otherwise, direct accesses to MPAMF_CSUMON_IDR are RES0.

Attributes

MPAMF_CSUMON_IDR is a 32-bit register.

Field descriptions

The MPAMF_CSUMON_IDR 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
HAS_CAPTURE	CSU_RO	RES0														NUM_MON															

HAS_CAPTURE, bit [31]

The implementation supports copying an [MSMON_CSU](#) to the corresponding [MSMON_CSU_CAPTURE](#) on a capture event.

HAS_CAPTURE	Meaning
0b0	MSMON_CSU_CAPTURE is not implemented and there is no support for capture events in the CSU monitor.
0b1	The MSMON_CSU_CAPTURE register is implemented and the CSU monitor supports the capture event behavior.

If RIS is implemented, this field indicates that CSU monitor capture is implemented for the resource instance selected by [MPAMCFG_PART_SEL.RIS](#).

CSU_RO, bit [30]

The implementation of [MSMON_CSU](#) is read-only.

CSU_RO	Meaning
0b0	MSMON_CSU is read-write.
0b1	MSMON_CSU is read-only.

If RIS is implemented, this field indicates that the [MSMON_CSU](#) monitor register is read-only for the resource instance selected by [MPAMCFG_PART_SEL.RIS](#).

Bits [29:16]

Reserved, RES0.

NUM_MON, bits [15:0]

The number of cache storage usage monitor instances implemented.

The largest [MSMON_CFG_MON_SEL](#).MON_SEL value is NUM_MON minus 1.

If RIS is implemented, this field indicates the number of CSU monitor instances implemented for the resource instance selected by [MPAMCFG_PART_SEL](#).RIS.

Accessing the MPAMF_CSUMON_IDR

This register is within the MPAM feature page memory frames. In a system that supports Secure and Non-secure memory maps, there must be both Secure and Non-secure MPAM feature pages.

MPAMF_CSUMON_IDR is read-only.

MPAMF_CSUMON_IDR must be readable from the Non-secure and Secure MPAM feature pages.

MPAMF_CSUMON_IDR is permitted to have the same contents when read from either the Secure and Non-secure MPAM feature pages unless the register contents is different for Secure and Non-secure versions, when there must be separate registers in the Secure (MPAMF_CSUMON_IDR_s) and Non-secure (MPAMF_CSUMON_IDR_ns) MPAM feature pages.

When [MPAMF_IDR](#).HAS_RIS is 1, MPAMF_CSUMON_IDR shows the configuration of cache storage usage monitoring for the cache resource instance selected by [MPAMCFG_PART_SEL](#).RIS. Fields that mention RIS in their field descriptions have values that track the implemented properties of the resource instance. Fields that do not mention RIS are constant across all resource instances.

Access to MPAMF_CSUMON_IDR is not affected by [MSMON_CFG_MON_SEL](#).RIS.

MPAMF_CSUMON_IDR can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_s	0x0088	MPAMF_CSUMON_IDR_s

Accesses on this interface are **RO**.

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_ns	0x0088	MPAMF_CSUMON_IDR_ns

Accesses on this interface are **RO**.

MPAMF_ECR, MPAM Error Control Register

The MPAMF_ECR characteristics are:

Purpose

MPAMF_ECR is a 32-bit read-write register that controls MPAM error interrupts for this MSC. MPAMF_ECR_s controls Secure MPAM error handling. MPAMF_ECR_ns controls Non-secure MPAM error handling.

Configuration

The power domain of MPAMF_ECR is IMPLEMENTATION DEFINED.

If a MSC cannot encounter any of the error conditions listed in section 15.1, both the [MPAMF_ESR](#) and MPAMF_ECR must be RAZ/WI.

Attributes

MPAMF_ECR is a 32-bit register.

Field descriptions

The MPAMF_ECR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																INTEN															

Bits [31:1]

Reserved, RES0.

INTEN, bit [0]

Interrupt Enable.

INTEN	Meaning
0b0	MPAM error interrupts are not generated.
0b1	MPAM error interrupts are generated.

Accessing the MPAMF_ECR

This register is within the MPAM feature page memory frames. In a system that supports Secure and Non-secure memory maps, there must be both Secure and Non-secure MPAM feature pages.

MPAMF_ECR_s must be accessible from the Secure MPAM feature page. MPAMF_ECR_ns must be accessible from the Non-secure MPAM feature page.

MPAMF_ECR_s and MPAMF_ECR_ns must be separate registers. The Secure instance (MPAMF_ECR_s) accesses the error interrupt controls used for Secure PARTIDs, and the Non-secure instance (MPAMF_ECR_ns) accesses the error interrupt controls used for Non-secure PARTIDs.

MPAMF_ECR can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_s	0x00F0	MPAMF_ECR_s

Accesses on this interface are **RW**.

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_ns	0x00F0	MPAMF_ECR_ns

Accesses on this interface are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MPAMF_ESR, MPAM Error Status Register

The MPAMF_ESR characteristics are:

Purpose

Indicates MPAM error status for this MSC. MPAMF_ESR_s reports Secure MPAM errors. MPAMF_ESR_ns reports Non-secure MPAM errors.

Software should write this register after reading the status of an error to reset ERRCODE to 0x0000 and OVRWR to 0 so that future errors are not reported with OVRWR set.

Configuration

The power domain of MPAMF_ESR is IMPLEMENTATION DEFINED.

If a MSC cannot encounter any of the error conditions listed in 'Errors in MSCs' in Arm® Architecture Reference Manual Supplement, Memory System Resource Partitioning and Monitoring (MPAM), for Armv8-A (ARM DDI 0598), both the MPAMF_ESR and [MPAMF_ECR](#) must be RAZ/WI.

Attributes

MAMPF_ESR is 64-bit register when MPAM v0.1 or v1.1 is implemented and MPAMF_IDR.HAS_EXTD_ESR == 1. Otherwise, MAMPF_ESR is a 32-bit register.

Field descriptions

The MPAMF_ESR bit assignments are:

When (FEAT_MPAMv0p1 is implemented or FEAT_MPAMv1p1 is implemented) and MPAMF_IDR.HAS_EXTD_ESR == 1:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32					
RES0																														RIS						
OVRWR	RES0			ERRCODE				PMG										PARTID_MON																		
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0					

Bits [63:36]

Reserved, RES0.

RIS, bits [35:32]

When MPAMF_IDR.HAS_RIS == 1:

Resource Instance Selector. Where applicable to the ERRCODE, captures the RIS value for the error.

Otherwise:

Reserved, RES0.

OVRWR, bit [31]

Overwritten.

If 0 and ERRCODE == 0b0000, no errors have occurred.

If 0 and ERRCODE is non-zero, a single error has occurred and is recorded in this register.

If 1 and ERRCODE is non-zero, multiple errors have occurred and this register records the most recent error.

The state where this bit is 1 and ERRCODE is zero must not be produced by hardware and is only reached when software writes this combination into this register.

Bits [30:28]

Reserved, RES0.

ERRCODE, bits [27:24]

Error code.

ERRCODE	Meaning
0b0000	No error.
0b0001	PARTID_SEL_Range.
0b0010	Req_PARTID_Range.
0b0011	MSMONCFG_ID_RANGE.
0b0100	Req_PMG_Range.
0b0101	Monitor_Range.
0b0110	intPARTID_Range.
0b0111	Unexpected_INTERNAL.
0b1000	Undefined_RIS_PART_SEL.
0b1001	RIS_No_Control.
0b1010	Undefined_RIS_MON_SEL.
0b1011	RIS_No_Monitor.
0b1100	Reserved.
0b1101	Reserved.
0b1110	Reserved.
0b1111	Reserved.

PMG, bits [23:16]

Program monitoring group.

Set to the PMG on an error that captures PMG. Otherwise, set to 0x00 on an error that does not capture PMG.

PARTID_MON, bits [15:0]

PARTID or monitor.

Set to the PARTID on an error that captures PARTID.

Set to the monitor index on an error that captures MON.

On an error that captures neither PARTID nor MON, this field is set to 0.

Otherwise:

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
OVRWR	RES0		ERRCODE		PMG								PARTID MON																		

OVRWR, bit [31]

Overwritten.

If 0 and ERRCODE == 0b0000, no errors have occurred.

If 0 and ERRCODE is non-zero, a single error has occurred and is recorded in this register.

If 1 and ERRCODE is non-zero, multiple errors have occurred and this register records the most recent error.

The state where this bit is 1 and ERRCODE is 0 must not be produced by hardware and is only reached when software writes this combination into this register.

Bits [30:28]

Reserved, RES0.

ERRCODE, bits [27:24]

Error code.

ERRCODE	Meaning
0b0000	No error.
0b0001	PARTID_SEL_Range.
0b0010	Req_PARTID_Range.
0b0011	MSMONCFG_ID_RANGE.
0b0100	Req_PMG_Range.
0b0101	Monitor_Range.
0b0110	intPARTID_Range.
0b0111	Unexpected_INTERNAL.
0b1000	Reserved.
0b1001	Reserved.
0b1010	Reserved.
0b1011	Reserved.
0b1100	Reserved.
0b1101	Reserved.
0b1110	Reserved.
0b1111	Reserved.

PMG, bits [23:16]

Program monitoring group.

Set to the PMG on an error that captures PMG. Otherwise, set to 0x00 on an error that does not capture PMG.

PARTID_MON, bits [15:0]

PARTID or monitor.

Set to the PARTID on an error that captures PARTID.

Set to the monitor index on an error that captures MON.

On an error that captures neither PARTID nor MON, this field is set to 0x0000.

Accessing the MPAMF_ESR

This register is within the MPAM feature page memory frames. In a system that supports Secure and Non-secure memory maps, there must be both Secure and Non-secure MPAM feature pages.

MPAMF_ESR_s must be accessible from the Secure MPAM feature page. MPAMF_ESR_ns must be accessible from the Non-secure MPAM feature page.

MPAMF_ESR_s and MPAMF_ESR_ns must be separate registers. The Secure instance (MPAMF_ESR_s) accesses the error status used for Secure PARTIDs, and the Non-secure instance (MPAMF_ESR_ns) accesses the error status used for Non-secure PARTIDs.

MPAMF_ESR can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_s	0x00F8	MPAMF_ESR_s

Accesses on this interface are **RW**.

MPAMF_ESR, MPAM Error Status Register

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_ns	0x00F8	MPAMF_ESR_ns

Accesses on this interface are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MPAMF_IDR, MPAM Features Identification Register

The MPAMF_IDR characteristics are:

Purpose

Indicates which memory partitioning and monitoring features are present on this MSC. MPAMF_IDR_s indicates the MPAM features accessed from the Secure MPAM feature page. MPAMF_IDR_ns indicates the MPAM features accessed from the Non-secure MPAM feature page.

When MPAMF_IDR.HAS_RIS is 1, some fields in this register give information for the resource instance selected by [MPAMCFG_PART_SEL](#).RIS. The description of every field that is affected by [MPAMCFG_PART_SEL](#).RIS has that information within the field description.

Configuration

The power domain of MPAMF_IDR is IMPLEMENTATION DEFINED.

Attributes

MAMPF_IDR is 64-bit register when MPAM v0.1 or v1.1 is implemented.

Otherwise, MAMPF_IDR is a 32-bit register.

Field descriptions

The MPAMF_IDR bit assignments are:

When FEAT_MPAMv0p1 is implemented or FEAT_MPAMv1p1 is implemented:

63	62	61	60	59	58	57	56	55
RES0				RIS_MAX				
HAS_PARTID_NRW	HAS_MSMON	HAS_IMPL_IDR_EXT	HAS_PRI_PART	HAS_MBW_PART	HAS_CPOR_PART	HAS_CCAP_PART		
31	30	29	28	27	26	25	24	23

Bits [63:60]

Reserved, RES0.

RIS_MAX, bits [59:56]

When MPAMF_IDR.EXT == 1 and MPAMF_IDR.HAS_RIS == 1:

Maximum RIS value supported in [MPAMCFG_PART_SEL](#). Must be 0b0000 if [MPAMF_IDR](#).HAS_RIS == 0.

Otherwise:

Reserved, RES0.

Bits [55:40]

Reserved, RES0.

HAS_ESR, bit [39]

When **MPAMF_IDR.EXT == 1**:

[MPAMF_ESR](#) is implemented.

HAS_ESR	Meaning
0b0	MPAMF_ESR , MPAMF_ECR , and MPAM error handling are not implemented.
0b1	MPAMF_ESR , MPAMF_ECR , and MPAM error handling are implemented.

Otherwise:

Reserved, RES0.

HAS_EXTD_ESR, bit [38]

When **MPAMF_IDR.EXT == 1**:

[MPAMF_ESR](#) is 64 bits.

HAS_EXTD_ESR	Meaning
0b0	MPAMF_ESR is 32 bits.
0b1	MPAMF_ESR is 64 bits.

When [MPAMF_IDR.HAS_RIS](#) and [MPAMF_IDR.HAS_ESR](#), this field must be 1.

Otherwise:

Reserved, RES0.

NO_IMPL_MSMON, bit [37]

When **MPAMF_IDR.EXT == 1** and **MPAMF_IDR.HAS_IMPL_IDR == 1**:

[MPAMF_IMPL_IDR](#) defines no IMPLEMENTATION DEFINED resource monitors.

NO_IMPL_MSMON	Meaning
0b0	MPAMF_IMPL_IDR defines at least one IMPLEMENTATION DEFINED resource monitor.
0b1	MPAMF_IMPL_IDR does not define any IMPLEMENTATION DEFINED resource monitors.

If RIS is implemented, this field indicates the presence of IMPLEMENTATION DEFINED resource monitors described in [MPAMF_IMPL_IDR](#) for the selected resource instance.

Otherwise:

Reserved, RES0.

NO_IMPL_PART, bit [36]

When **MPAMF_IDR.EXT == 1** and **MPAMF_IDR.HAS_IMPL_IDR == 1**:

[MPAMF_IMPL_IDR](#) defines no IMPLEMENTATION DEFINED resource controls.

NO_IMPL_PART	Meaning
0b0	MPAMF_IMPL_IDR defines at least one IMPLEMENTATION DEFINED resource control.
0b1	MPAMF_IMPL_IDR does not define any IMPLEMENTATION DEFINED resource controls.

If RIS is implemented, this field indicates the presence of IMPLEMENTATION DEFINED resource controls described in [MPAMF_IMPL_IDR](#) for the selected resource instance.

Otherwise:

Reserved, RES0.

Bits [35:33]

Reserved, RES0.

HAS_RIS, bit [32]

When MPAMF_IDR.EXT == 1:

Has resource instance selector. Indicates that [MPAMCFG_PART_SEL](#) contains the RIS field that selects a resource instance to control.

HAS_RIS	Meaning
0b0	MPAMCFG_PART_SEL does not implement the MPAMCFG_PART_SEL .RIS field or multiple resource instance support.
0b1	MPAMCFG_PART_SEL implements the MPAMCFG_PART_SEL .RIS field and MPAM resource instance numbers up to and including MPAMF_IDR.RIS MAX.

Otherwise:

Reserved, RES0.

HAS_PARTID_NRW, bit [31]

Has PARTID narrowing.

HAS_PARTID_NRW	Meaning
0b0	Does not have MPAMF_PARTID_NRW_IDR , MPAMCFG_INTPARTID or intPARTID mapping support.
0b1	Supports the MPAMF_PARTID_NRW_IDR , MPAMCFG_INTPARTID registers.

HAS_MSMON, bit [30]

Has resource monitors. Indicates whether this MSC has MPAM resource monitors.

HAS_MSMON	Meaning
0b0	Does not support MPAM resource monitoring by groups or MPAMF_MSMON_IDR .
0b1	Supports resource monitoring by matching a combination of PARTID and PMG. See MPAMF_MSMON_IDR .

HAS_IMPL_IDR, bit [29]

Has [MPAMF_IMPL_IDR](#). Indicates whether this MSC has the implementation-specific MPAM features register, [MPAMF_IMPL_IDR](#).

HAS_IMPL_IDR	Meaning
0b0	Does not have MPAMF_IMPL_IDR .
0b1	Has MPAMF_IMPL_IDR .

EXT, bit [28]

When **FEAT_MPAMv0p1** is implemented or **FEAT_MPAMv1p1** is implemented:

Extended MPAMF_IDR.

EXT	Meaning
0b0	MPAMF_IDR has no defined bits in [63:32]. The register is effectively 32 bits.
0b1	MPAMF_IDR has bits defined in [63:32]. The register is 64-bits.

Otherwise:

Reserved, RES0.

HAS_PRI_PART, bit [27]

Has priority partitioning. Indicates that MPAM priority partitioning is implemented and [MPAMF_PRI_IDR](#) exists.

HAS_PRI_PART	Meaning
0b0	Does not support priority partitioning or have MPAMF_PRI_IDR .
0b1	Has priority partitioning and MPAMF_PRI_IDR .

If RIS is implemented, this field indicates the presence of priority partitioning resource controls as described in [MPAMF_PRI_IDR](#) for the selected resource instance.

HAS_MBW_PART, bit [26]

Has memory bandwidth partitioning. Indicates whether this MSC implements MPAM memory bandwidth partitioning and [MPAMF_MBW_IDR](#).

HAS_MBW_PART	Meaning
0b0	Does not support memory bandwidth partitioning or have MPAMF_MBW_IDR register.
0b1	Has MPAMF_MBW_IDR register.

If RIS is implemented, this field indicates the presence of memory bandwidth partitioning resource controls as described in [MPAMF_MBW_IDR](#) for the selected resource instance.

HAS_CPOR_PART, bit [25]

Has cache portion partitioning. Indicates whether this MSC implements MPAM cache portion partitioning and [MPAMF_CPOR_IDR](#).

HAS_CPOR_PART	Meaning
0b0	Does not support cache portion partitioning or have MPAMF_CPOR_IDR or MPAMCFG_CPBM<n> registers.
0b1	Has MPAMF_CPOR_IDR and MPAMCFG_CPBM<n> registers.

If RIS is implemented, this field indicates the presence of cache portion partitioning resource controls as described in [MPAMF_CPOR_IDR](#) for the selected resource instance.

HAS_CCAP_PART, bit [24]

Has cache capacity partitioning. Indicates whether this MSC implements MPAM cache capacity partitioning and the [MPAMF_CCAP_IDR](#) and [MPAMCFG_CMAX](#) registers.

HAS_CCAP_PART	Meaning
0b0	Does not support cache capacity partitioning or have MPAMF_CCAP_IDR and MPAMCFG_CMAX registers.
0b1	Has MPAMF_CCAP_IDR and MPAMCFG_CMAX registers.

If RIS is implemented, this field indicates the presence of cache capacity partitioning resource controls as described in [MPAMF_CPOR_IDR](#) for the selected resource instance.

PMG_MAX, bits [23:16]

Maximum value of Non-secure PMG supported by this component.

PARTID_MAX, bits [15:0]

Maximum value of Non-secure PARTID supported by this component.

Otherwise:

31	30	29	28	27	26	25	24	23
HAS_PARTID_NRW	HAS_MSMON	HAS_IMPL_IDR	EXT	HAS_PRI_PART	HAS_MBW_PART	HAS_CPOR_PART	HAS_CCAP_PART	

HAS_PARTID_NRW, bit [31]

Has PARTID narrowing.

HAS_PARTID_NRW	Meaning
0b0	Does not have MPAMF_PARTID_NRW_IDR , MPAMCFG_INTPARTID or intPARTID mapping support.
0b1	Supports the MPAMF_PARTID_NRW_IDR , MPAMCFG_INTPARTID registers.

HAS_MSMON, bit [30]

Has resource monitors. Indicates whether this MSC has MPAM resource monitors.

HAS_MSMON	Meaning
0b0	Does not support MPAM resource monitoring by groups or MPAMF_MSMON_IDR .
0b1	Supports resource monitoring by matching a combination of PARTID and PMG. See MPAMF_MSMON_IDR .

HAS_IMPL_IDR, bit [29]

Has [MPAMF_IMPL_IDR](#). Indicates whether this MSC has the implementation-specific MPAM features register, [MPAMF_IMPL_IDR](#).

HAS_IMPL_IDR	Meaning
0b0	Does not have MPAMF_IMPL_IDR .
0b1	Has MPAMF_IMPL_IDR .

EXT, bit [28]

When [FEAT_MPAMv0p1](#) is implemented or [FEAT_MPAMv1p1](#) is implemented:

Extended MPAMF_IDR.

EXT	Meaning
0b0	MPAMF_IDR has no defined bits in [63:32]. The register is effectively 32 bits.
0b1	MPAMF_IDR has bits defined in [63:32]. The register is 64-bits.

Otherwise:

Reserved, RES0.

HAS_PRI_PART, bit [27]

Has priority partitioning. Indicates whether this MSC implements MPAM priority partitioning and [MPAMF_PRI_IDR](#).

HAS_PRI_PART	Meaning
0b0	Does not support priority partitioning or have MPAMF_PRI_IDR .
0b1	Has MPAMF_PRI_IDR .

HAS_MBW_PART, bit [26]

Has memory bandwidth partitioning. Indicates whether this MSC implements MPAM memory bandwidth partitioning and MPAMF_MBW_IDR.

HAS_MBW_PART	Meaning
0b0	Does not support memory bandwidth partitioning or have MPAMF_MBW_IDR register.
0b1	Has MPAMF_MBW_IDR register.

HAS_CPOR_PART, bit [25]

Has cache portion partitioning. Indicates whether this MSC implements MPAM cache portion partitioning and [MPAMF_CPOR_IDR](#).

HAS_CPOR_PART	Meaning
0b0	Does not support cache portion partitioning or have MPAMF_CPOR_IDR or MPAMCFG_CPBM<n> registers.
0b1	Has MPAMF_CPOR_IDR and MPAMCFG_CPBM<n> registers.

HAS_CCAP_PART, bit [24]

Has cache capacity partitioning. Indicates whether this MSC implements MPAM cache capacity partitioning and the MPAMF_CCAP_IDR and MPAMCFG_CMAX registers.

HAS_CCAP_PART	Meaning
0b0	Does not support cache capacity partitioning or have MPAMF_CCAP_IDR and MPAMCFG_CMAX registers.
0b1	Has MPAMF_CCAP_IDR and MPAMCFG_CMAX registers.

PMG_MAX, bits [23:16]

Maximum value of Non-secure PMG supported by this component.

PARTID_MAX, bits [15:0]

Maximum value of Non-secure PARTID supported by this component.

Accessing the MPAMF_IDR

This register is within the MPAM feature page memory frames. In a system that supports Secure and Non-secure memory maps, there must be both Secure and Non-secure MPAM feature pages.

MPAMF_IDR is read-only.

MPAMF_IDR must be readable from the Non-secure and Secure MPAM feature pages.

MPAMF_IDR is permitted to have the same contents when read from either the Secure and Non-secure MPAM feature pages unless the register contents is different for Secure and Non-secure versions, when there must be separate registers in the Secure (MPAMF_IDR_s) and Non-secure (MPAMF_IDR_ns) MPAM feature pages.

When [MPAMF_IDR](#).HAS_RIS is 1, MPAMF_IDR shows the configuration of MSC MPAM for the resource instance selected by [MPAMCFG_PART_SEL](#).RIS. Fields that mention RIS in their field descriptions have values that track the implemented properties of the resource instance. Fields that do not mention RIS are constant across all resource instances.

MPAMF_IDR can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_s	0x0000	MPAMF_IDR_s

Accesses on this interface are **RO**.

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_ns	0x0000	MPAMF_IDR_ns

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MPAMF_IIDR, MPAM Implementation Identification Register

The MPAMF_IIDR characteristics are:

Purpose

Uniquely identifies the MSC implementation by the combination of implementer, product ID, variant and revision.

Configuration

The power domain of MPAMF_IIDR is IMPLEMENTATION DEFINED.

Attributes

MPAMF_IIDR is a 32-bit register.

Field descriptions

The MPAMF_IIDR 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
ProductID												Variant			Revision			Implementer													

ProductID, bits [31:20]

IMPLEMENTATION DEFINED value identifying the MPAM MSC.

The MSC implementer as identified in the MPAMF_IIDR.Implementer field must assure each product has a unique ProductID from any other with the same Implementer value.

Variant, bits [19:16]

IMPLEMENTATION DEFINED value used to distinguish product variants, or major revisions of the product.

Note

Implementations of ProductID with differing software interfaces are expected to have different values in the MPAMF_IIDR.Variant field.

Revision, bits [15:12]

IMPLEMENTATION DEFINED value used to distinguish minor revisions of the product.

Note

This field is intended to differentiate product revisions that are minor changes and are largely software compatible with previous revisions.

Implementer, bits [11:0]

Contains the JEP106 code of the company that implemented the MPAM MSC.

[11:8] must contain the JEP106 continuation code of the implementer.

[7] must always be 0.

[6:0] must contain the JEP106 identity code of the implementer.

For an Arm implementation, bits[11:0] are 0x43B.

Accessing the MPAMF_IIDR

This register is within the MPAM feature page memory frames. In a system that supports Secure and Non-secure memory maps, there must be both Secure and Non-secure MPAM feature pages.

MPAMF_IIDR is read-only.

MPAMF_IIDR must be readable from the Non-secure and Secure MPAM feature pages.

MPAMF_IIDR must have the same contents in the Secure and Non-secure MPAM feature pages.

MPAMF_IIDR can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_s	0x0018	MPAMF_IIDR

Accesses on this interface are **RO**.

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_ns	0x0018	MPAMF_IIDR

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MPAMF_IMPL_IDR, MPAM Implementation-Specific Partitioning Feature Identification Register

The MPAMF_IMPL_IDR characteristics are:

Purpose

Indicates the implementation-defined partitioning and monitoring features and parameters of the MSC.

MPAMF_IMPL_IDR_s indicates IMPLEMENTATION DEFINED partitioning and monitoring features accessed from the Secure MPAM feature page. MPAMF_IMPL_IDR_ns indicates those accessed from the Non-secure MPAM feature page.

If [MPAMF_IDR.HAS_RIS](#) is 1, this register gives the implementation-specific features and parameters of the resource instance selected by [MPAMCFG_PART_SEL.RIS](#) for any features that are specific to the resource.

Configuration

The power domain of MPAMF_IMPL_IDR is IMPLEMENTATION DEFINED.

This register is present only when MPAMF_IDR.HAS_IMPL_IDR == 1. Otherwise, direct accesses to MPAMF_IMPL_IDR are RES0.

Attributes

MPAMF_IMPL_IDR is a 32-bit register.

Field descriptions

The MPAMF_IMPL_IDR 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
																IMPLFEAT															

IMPLFEAT, bits [31:0]

All 32 bits of this register are available to be used as the implementer sees fit to indicate the presence of IMPLEMENTATION DEFINED MPAM features in this MSC and to give additional implementation-specific read-only information about the parameters of implementation-specific MPAM features to software.

If RIS is implemented, this register indicates the implementation-specific features and parameters of the resource instance selected by [MPAMCFG_PART_SEL.RIS](#).

Accessing the MPAMF_IMPL_IDR

This register is within the MPAM feature page memory frames. In a system that supports Secure and Non-secure memory maps, there must be both Secure and Non-secure MPAM feature pages.

MPAMF_IMPL_IDR is read-only.

MPAMF_IMPL_IDR must be readable from the Non-secure and Secure MPAM feature pages.

MPAMF_IMPL_IDR is permitted to have the same contents when read from either the Secure and Non-secure MPAM feature pages unless the register contents is different for Secure and Non-secure versions, when there must be separate registers in the Secure (MPAMF_IMPL_IDR_s) and Non-secure (MPAMF_IMPL_IDR_ns) MPAM feature pages.

When [MPAMF_IDR.HAS_RIS](#) is 1, MPAMF_IMPL_IDR shows the configuration of implementation-specific features for the resource instance selected by [MPAMCFG_PART_SEL.RIS](#). Fields that mention RIS in their field descriptions have values that track the implemented properties of the resource instance. Fields that do not mention RIS are constant across all resource instances.

MPAMF_IMPL_IDR can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_s	0x0028	MPAMF_IMPL_IDR_s

Accesses on this interface are **RO**.

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_ns	0x0028	MPAMF_IMPL_IDR_ns

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

Purpose

When [MPAMF_IDR.HAS_RIS](#) is 1, some fields in this register give information for the resource instance selected by [MPAMCFG_PART_SEL.RIS](#). The description of every field that is affected by [MPAMCFG_PART_SEL.RIS](#) has that information within the field description.

Configuration

This register is present only when MPAMF_IDR.HAS_MBW_PART == 1. Otherwise, direct accesses to MPAMF_MBW_IDR are RES0.

Attributes

Field descriptions

31302928272625242322212019181716															15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0	BWPBM WD														RES0	WINDWR	HAS PROP	HAS PBM	HAS MAX	HAS MIN	RES0	BWA WD								

WINDWR, bit [14]

Indicates the bandwidth accounting period register is writable.

WINDWR	Meaning
0b0	The bandwidth accounting period is readable from MPAMCFG_MBW_WINWD which might be fixed or vary due to clock rate reconfiguration of the memory channel or memory controller.
0b1	The bandwidth accounting width is readable and writable per partition in MPAMCFG_MBW_WINWD .

HAS_PROP, bit [13]

Indicates that this MSC implements proportional stride bandwidth partitioning and the [MPAMCFG_MBW_PROP](#) register can be accessed..

HAS_PROP	Meaning
0b0	There is no memory bandwidth proportional stride control and the MPAMCFG_MBW_PROP register is RES0.
0b1	The proportional stride memory bandwidth partitioning scheme is supported and the MPAMCFG_MBW_PROP register can be accessed.

If RIS is implemented, this field indicates the presence of the memory bandwidth proportional stride partitioning control for the resource instance selected by [MPAMCFG_PART_SEL](#).RIS.

HAS_PBM, bit [12]

Indicates that bandwidth portion partitioning is implemented and the [MPAMCFG_MBW_PBM<n>](#) register array can be accessed.

HAS_PBM	Meaning
0b0	There is no memory bandwidth portion control and the MPAMCFG_MBW_PBM is RES0.
0b1	The memory bandwidth portion allocation scheme exists and the MPAMCFG_MBW_PBM register can be accessed.

If RIS is implemented, this field indicates the presence of the memory bandwidth portion partitioning control for the resource instance selected by [MPAMCFG_PART_SEL](#).RIS.

HAS_MAX, bit [11]

Indicates that this MSC implements maximum bandwidth partitioning and the [MPAMCFG_MBW_MAX](#) register can be accessed.

HAS_MAX	Meaning
0b0	There is no maximum memory bandwidth control and the MPAMCFG_MBW_MAX register is RES0.
0b1	The maximum memory bandwidth allocation scheme is supported and the MPAMCFG_MBW_MAX register can be accessed.

If RIS is implemented, this field indicates the presence of the maximum bandwidth partitioning control for the resource instance selected by [MPAMCFG_PART_SEL](#).RIS.

HAS_MIN, bit [10]

Indicates that this MSC implements minimum bandwidth partitioning and the [MPAMCFG_MBW_MIN](#) register can be accessed.

HAS_MIN	Meaning
0b0	There is no minimum memory bandwidth control and the MPAMCFG_MBW_MIN register is RES0.
0b1	The minimum memory bandwidth allocation scheme is supported and the MPAMCFG_MBW_MIN register can be accessed.

If RIS is implemented, this field indicates the presence of the minimum bandwidth partitioning control for the resource instance selected by [MPAMCFG_PART_SEL](#).RIS.

Bits [9:6]

Reserved, RES0.

BWA_WD, bits [5:0]

Number of implemented bits in the bandwidth allocation fields: MIN, MAX and STRIDE. See [MPAMCFG_MBW_MIN](#), [MPAMCFG_MBW_MAX](#) and [MPAMCFG_MBW_PROP](#).

In any of these bandwidth allocation fields exist, this field must have a value from 1 to 16, inclusive. Otherwise, it is permitted to be 0.

If RIS is implemented, this field indicates the number of implemented bits in the bandwidth allocation control fields for the resource instance selected by [MPAMCFG_PART_SEL](#).RIS.

Accessing the MPAMF_MBW_IDR

This register is within the MPAM feature page memory frames. In a system that supports Secure and Non-secure memory maps, there must be both Secure and Non-secure MPAM feature pages.

MPAMF_MBW_IDR is read-only.

MPAMF_MBW_IDR must be readable from the Non-secure and Secure MPAM feature pages.

MPAMF_MBW_IDR is permitted to have the same contents when read from either the Secure and Non-secure MPAM feature pages unless the register contents is different for Secure and Non-secure versions, when there must be separate registers in the Secure (MPAMF_MBW_IDR_s) and Non-secure (MPAMF_MBW_IDR_ns) MPAM feature pages.

When [MPAMF_IDR](#).HAS_RIS is 1, MPAMF_MBW_IDR shows the configuration of memory bandwidth partitioning for the bandwidth resource instance selected by [MPAMCFG_PART_SEL](#).RIS. Fields that mention RIS in their field descriptions have values that track the implemented properties of the resource instance. Fields that do not mention RIS are constant across all resource instances.

MPAMF_MBW_IDR can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_s	0x0040	MPAMF_MBW_IDR_s

Accesses on this interface are **RO**.

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_ns	0x0040	MPAMF_MBW_IDR_ns

Accesses on this interface are **RO**.

MPAMF_MBWUMON_IDR, MPAM Features Memory Bandwidth Usage Monitoring ID register

The MPAMF_MBWUMON_IDR characteristics are:

Purpose

Indicates the number of memory bandwidth usage monitor instances implemented. This register also indicates several properties of MBWU monitoring, including whether the implementation supports capture, scaling or long counters.

MPAMF_MBWUMON_IDR_s indicates the number of Secure memory bandwidth usage monitor instances.

MPAMF_MBWUMON_IDR_ns indicates the number of Non-secure memory bandwidth usage monitor instances.

If [MPAMF_IDR.HAS_RIS](#) is 1, fields that mention RIS must reflect the properties of the resource instance currently selected by [MPAMCFG_PART_SEL.RIS](#). Fields that do not mention RIS are constant across all resource instances.

Configuration

The power domain of MPAMF_MBWUMON_IDR is IMPLEMENTATION DEFINED.

This register is present only when [MPAMF_IDR.HAS_MSMON](#) == 1 and [MPAMF_MSMON_IDR.MSMON_MBWU](#) == 1. Otherwise, direct accesses to MPAMF_MBWUMON_IDR are RES0.

Attributes

MPAMF_MBWUMON_IDR is a 32-bit register.

Field descriptions

The MPAMF_MBWUMON_IDR 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								
HAS_CAPTURE				HAS_LONG				LWD				HAS_RWBW				RES0				SCALE				NUM_MON															

HAS_CAPTURE, bit [31]

The implementation supports copying an [MSMON_MBWU](#) to the corresponding [MSMON_MBWU_CAPTURE](#) on a capture event.

HAS_CAPTURE	Meaning
0b0	MSMON_MBWU_CAPTURE is not implemented and there is no support for capture events in the MBWU monitor.
0b1	The MSMON_MBWU_CAPTURE register is implemented and the MBWU monitor supports the capture event behavior.

If RIS is implemented, this field indicates that MBWU monitor capture is implemented for the resource instance selected by [MPAMCFG_PART_SEL.RIS](#).

If [MPAMF_MBWUMON_IDR.HAS_LONG](#) is 1, this also indicates that [MSMON_MBWU_L_CAPTURE](#) is implemented.

HAS_LONG, bit [30]

When [FEAT_MPAMv0p1](#) is implemented or [FEAT_MPAMv1p1](#) is implemented:

Indicates whether [MSMON_MBWU_L](#) is implemented.

If [HAS_CAPTURE](#) is 1, indicates whether [MSMON_MBWU_L_CAPTURE](#) is implemented.

HAS_LONG	Meaning
0b0	Does not implement MSMON_MBWU_L or MSMON_MBWU_L_CAPTURE .
0b1	Implements MSMON_MBWU_L . If HAS_CAPTURE == 1, MSMON_MBWU_L_CAPTURE is also implemented.

If RIS is implemented, this field indicates that the long MBWU monitor is implemented for the resource instance selected by [MPAMCFG_PART_SEL](#).RIS.

If MPAMF_MBWUMON_IDR.HAS_CAPTURE is 1, this also indicates that [MSMON_MBWU_L_CAPTURE](#) is implemented.

Otherwise:

Reserved, RES0.

LWD, bit [29]

When FEAT_MPAMv0p1 is implemented or FEAT_MPAMv1p1 is implemented:

Long register VALUE width.

If [MPAMF_MBWUMON_IDR](#).HAS_LONG is 0, [MPAMF_MBWUMON_IDR](#).LWD must also be 0.

LWD	Meaning
0b0	If MPAMF_MBWUMON_IDR .HAS_LONG is 1, MSMON_MBWU_L has 44-bit VALUE field in bits [43:0]. Bits [62:44] are RES0. If HAS_LONG is 1 and MPAMF_MBWUMON_IDR .HAS_CAPTURE is 1, MSMON_MBWU_L_CAPTURE also has 44-bit VALUE field in bits [43:0].
0b1	MSMON_MBWU_L has 63-bit VALUE field in bits [62:0]. If MPAMF_MBWUMON_IDR .HAS_CAPTURE == 1, MSMON_MBWU_L_CAPTURE also has 63-bit VALUE field in bits [62:0].

If RIS is implemented, this field indicates the length of the [MSMON_MBWU_L](#).VALUE field implemented for the resource instance selected by [MPAMCFG_PART_SEL](#).RIS.

Otherwise:

Reserved, RES0.

HAS_RWBW, bit [28]

When FEAT_MPAMv0p1 is implemented or FEAT_MPAMv1p1 is implemented:

Read/write bandwidth selection is implemented in [MSMON_CFG_MBWU_FLT](#)

HAS_RWBW	Meaning
0b0	Read/write bandwidth selection is not implemented.
0b1	Read/write bandwidth selection is implemented

If RIS is implemented, this field indicates whether read/write bandwidth collection selection is available in [MSMON_CFG_MBWU_FLT](#) for resource instance selected by [MPAMCFG_PART_SEL](#).RIS.

Otherwise:

Reserved, RES0.

Bits [27:21]

Reserved, RES0.

SCALE, bits [20:16]

Scaling of [MSMON_MBWU.VALUE](#) in bits. If scaling is enabled by [MSMON_CFG_MBWU_CTL.SCLEN](#), the byte count in the VALUE field has been shifted by SCALE bits to the right.

SCALE	Meaning
0b00000	Scaling is not implemented.
0bxxxxx	Other values are right shift count when scaling is enabled.

If RIS is implemented, this field indicates the scale value for [MSMON_MBWU.VALUE](#) field for the resource instance selected by [MPAMCFG_PART_SEL.RIS](#).

NUM_MON, bits [15:0]

The number of memory bandwidth usage monitor instances implemented. The largest monitor instance selector, [MSMON_CFG_MON_SEL.MON_SEL](#), is NUM_MON minus 1.

If RIS is implemented, this field indicates the number of MBWU monitor instances for [MSMON_MBWU.VALUE](#) field for the resource instance selected by [MPAMCFG_PART_SEL.RIS](#).

Accessing the MPAMF_MBWUMON_IDR

This register is within the MPAM feature page memory frames. In a system that supports Secure and Non-secure memory maps, there must be both Secure and Non-secure MPAM feature pages.

MPAMF_MBWUMON_IDR is read-only.

MPAMF_MBWUMON_IDR must be readable from the Non-secure and Secure MPAM feature pages.

MPAMF_MBWUMON_IDR is permitted to have the same contents when read from either the Secure and Non-secure MPAM feature pages unless the register contents is different for Secure and Non-secure versions, when there must be separate registers in the Secure (MPAMF_MBWUMON_IDR_s) and Non-secure (MPAMF_MBWUMON_IDR_ns) MPAM feature pages.

When [MPAMF_IDR.HAS_RIS](#) is 1, MPAMF_MBWUMON_IDR shows the configuration of memory bandwidth monitoring for the bandwidth resource instance selected by [MPAMCFG_PART_SEL.RIS](#). Fields that mention RIS in their field descriptions have values that track the implemented properties of the resource instance. Fields that do not mention RIS are constant across all resource instances.

Access to MPAMF_MBWUMON_IDR is not affected by [MSMON_CFG_MON_SEL.RIS](#).

MPAMF_MBWUMON_IDR can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_s	0x0090	MPAMF_MBWUMON_IDR_s

Accesses on this interface are **RO**.

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_ns	0x0090	MPAMF_MBWUMON_IDR_ns

Accesses on this interface are **RO**.

MPAMF_MSMON_IDR, MPAM Resource Monitoring Identification Register

The MPAMF_MSMON_IDR characteristics are:

Purpose

Indicates which MPAM monitoring features are present on this MSC. MPAMF_MSMON_IDR_s indicates Secure monitoring features. MPAMF_MSMON_IDR_ns indicates Non-secure monitoring features.

If [MPAMF_IDR.HAS_RIS](#) is 1, fields that mention RIS must reflect the properties of the resource instance currently selected by [MPAMCFG_PART_SEL.RIS](#). Fields that do not mention RIS are constant across all resource instances.

Configuration

The power domain of MPAMF_MSMON_IDR is IMPLEMENTATION DEFINED.

This register is present only when MPAMF_IDR.HAS_MSMON == 1. Otherwise, direct accesses to MPAMF_MSMON_IDR are RES0.

Attributes

MPAMF_MSMON_IDR is a 32-bit register.

Field descriptions

The MPAMF_MSMON_IDR bit assignments are:

31	30292827262524232221201918	17	16	1514131211109876543210
HAS_LOCAL_CAPT_EVNT	RES0	MSMON_MBWU	MSMON_CSU	RES0

HAS_LOCAL_CAPT_EVNT, bit [31]

Has local capture event generator. Indicates whether this MSC has the MPAM local capture event generator and the [MSMON_CAPT_EVNT](#) register.

HAS_LOCAL_CAPT_EVNT	Meaning
0b0	Does not support MPAM local capture event generator or MSMON_CAPT_EVNT .
0b1	Supports the MPAM local capture event generator and the MSMON_CAPT_EVNT register.

Bits [30:18]

Reserved, RES0.

MSMON_MBWU, bit [17]

Memory bandwidth usage monitoring. Indicates whether MPAM monitoring for Memory Bandwidth Usage by PARTID and PMG is implemented and whether the following bandwidth usage registers are accessible:

- [MPAMF_MBWUMON_IDR](#), [MSMON_CFG_MBWU_CTL](#), [MSMON_CFG_MBWU_FLT](#), [MSMON_MBWU](#).
- The optional [MSMON_MBWU_CAPTURE](#).
- If MPAM v0.1 or MPAM v1.1 is implemented, the optional [MSMON_MBWU_L](#) and the optional [MSMON_MBWU_L_CAPTURE](#).

MSMON_MBWU	Meaning
0b0	Does not have monitoring for memory bandwidth usage and does not use the bandwidth usage registers.
0b1	Has monitoring of memory bandwidth usage and uses the bandwidth usage registers.

If RIS is implemented, this field indicates that memory bandwidth usage monitoring is implemented for the resource instance selected by [MPAMCFG_PART_SEL](#).RIS as described in [MPAMF_MBWUMON_IDR](#).

MSMON_CSU, bit [16]

Cache storage usage monitoring. Indicates whether MPAM monitoring of cache storage usage by PARTID and PMG is implemented and the following registers are accessible:

- [MPAMF_CSUMON_IDR](#), [MSMON_CFG_CSU_CTL](#), [MSMON_CFG_CSU_FLT](#), [MSMON_CSU](#).
- The optional [MSMON_CSU_CAPTURE](#).

MSMON_CSU	Meaning
0b0	Does not have monitoring for cache storage usage or the MPAMF_CSUMON_IDR , MSMON_CFG_CSU_CTL , MSMON_CFG_CSU_FLT , MSMON_CSU or MSMON_CSU_CAPTURE registers.
0b1	Has monitoring of cache storage usage and the MPAMF_CSUMON_IDR , MSMON_CFG_CSU_CTL , MSMON_CFG_CSU_FLT , MSMON_CSU and optional MSMON_CSU_CAPTURE registers.

If RIS is implemented, this field indicates that cache storage usage monitoring is implemented for the resource instance selected by [MPAMCFG_PART_SEL](#).RIS as described in [MPAMF_CSUMON_IDR](#).

Bits [15:0]

Reserved, RES0.

Accessing the MPAMF_MSMON_IDR

This register is within the MPAM feature page memory frames. In a system that supports Secure and Non-secure memory maps, there must be both Secure and Non-secure MPAM feature pages.

MPAMF_MSMON_IDR is read-only.

MPAMF_MSMON_IDR must be readable from the Non-secure and Secure MPAM feature pages.

MPAMF_MSMON_IDR is permitted to have the same contents when read from either the Secure and Non-secure MPAM feature pages unless the register contents is different for Secure and Non-secure versions, when there must be separate registers in the Secure (MPAMF_MSMON_IDR_s) and Non-secure (MPAMF_MSMON_IDR_ns) MPAM feature pages.

When [MPAMF_IDR](#).HAS_RIS is 1, MPAMF_MSMON_IDR shows the configuration of memory system monitoring for the resource instance selected by [MPAMCFG_PART_SEL](#).RIS. Fields that mention RIS in their field descriptions have values that track the implemented properties of the resource instance. Fields that do not mention RIS are constant across all resource instances.

Access to MPAMF_MSMON_IDR is not affected by [MSMON_CFG_MON_SEL](#).RIS.

MPAMF_MSMON_IDR can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_s	0x0080	MPAMF_MSMON_IDR_s

Accesses on this interface are **RO**.

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_ns	0x0080	MPAMF_MSMON_IDR_ns

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MPAMF_PARTID_NRW_IDR, MPAM PARTID Narrowing ID register

The MPAMF_PARTID_NRW_IDR characteristics are:

Purpose

Indicates the largest internal PARTID for this MSC. MPAMF_PARTID_NRW_IDR_s indicates the largest Secure internal PARTID. MPAMF_PARTID_NRW_IDR_ns indicates the largest Non-secure internal PARTID.

PARTID narrowing is global to the MSC and does not vary by resource instance.

Configuration

The power domain of MPAMF_PARTID_NRW_IDR is IMPLEMENTATION DEFINED.

This register is present only when MPAMF_IDR.HAS_PARTID_NRW == 1. Otherwise, direct accesses to MPAMF_PARTID_NRW_IDR are RES0.

Attributes

MPAMF_PARTID_NRW_IDR is a 32-bit register.

Field descriptions

The MPAMF_PARTID_NRW_IDR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																INTPARTID_MAX															

Bits [31:16]

Reserved, RES0.

INTPARTID_MAX, bits [15:0]

The largest intPARTID supported in this MSC.

Accessing the MPAMF_PARTID_NRW_IDR

This register is within the MPAM feature page memory frames. In a system that supports Secure and Non-secure memory maps, there must be both Secure and Non-secure MPAM feature pages.

MPAMF_PARTID_NRW_IDR is read-only.

MPAMF_PARTID_NRW_IDR must be readable from the Non-secure and Secure MPAM feature pages.

MPAMF_PARTID_NRW_IDR is permitted to have the same contents when read from either the Secure and Non-secure MPAM feature pages unless the register contents is different for Secure and Non-secure versions, when there must be separate registers in the Secure (MPAMF_PARTID_NRW_IDR_s) and Non-secure (MPAMF_PARTID_NRW_IDR_ns) MPAM feature pages.

MPAMF_PARTID_NRW_IDR can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
-----------	-------	--------	----------

MPAM	MPAMF_BASE_s	0x0050	MPAMF_PARTID_NRW_IDR_s
------	--------------	--------	------------------------

Accesses on this interface are **RO**.

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_ns	0x0050	MPAMF_PARTID_NRW_IDR_ns

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MPAMF_PRI_IDR, MPAM Priority Partitioning Identification Register

The MPAMF_PRI_IDR characteristics are:

Purpose

Indicates which MPAM priority partitioning features are present on this MSC. MPAMF_PRI_IDR_s indicates priority partitioning features accessed from the Secure MPAM feature page. MPAMF_PRI_IDR_ns indicates priority partitioning features accessed from the Non-secure MPAM feature page.

When MPAMF_IDR.HAS_RIS is 1, some fields in this register give information for the resource instance selected by [MPAMCFG_PART_SEL](#).RIS. The description of every field that is affected by [MPAMCFG_PART_SEL](#).RIS has that information within the field description.

Configuration

The power domain of MPAMF_PRI_IDR is IMPLEMENTATION DEFINED.

This register is present only when MPAMF_IDR.HAS_PRI_PART == 1. Otherwise, direct accesses to MPAMF_PRI_IDR are RES0.

Attributes

MPAMF_PRI_IDR is a 32-bit register.

Field descriptions

The MPAMF_PRI_IDR bit assignments are:

3130292827262524232221201918										17	16	15141312111098765432										1	0	
RES0		DSPRI_WD		RES0		DSPRI_0_IS_LOW		HAS_DSPRI		RES0		INTPRI_WD		RES0		INTPRI_0_IS_LOW		HAS_INTPRI						

Bits [31:26]

Reserved, RES0.

DSPRI_WD, bits [25:20]

Number of implemented bits in the downstream priority field (DSPRI) of [MPAMCFG_PRI](#).

If HAS_DSPRI == 1, this field must contain a value from 1 to 16, inclusive.

If HAS_DSPRI == 0, this field must be 0.

If RIS is implemented, this field indicates the number of downstream priority bits for the resource instance selected by [MPAMCFG_PART_SEL](#).RIS.

Bits [19:18]

Reserved, RES0.

DSPRI_0_IS_LOW, bit [17]

Indicates whether 0 in [MPAMCFG_PRI](#).DSPRI is the lowest or the highest downstream priority.

DSPRI_0_IS_LOW	Meaning
0b0	In the MPAMCFG_PRI .DSPRI field, a value of 0 means the highest priority.
0b1	In the MPAMCFG_PRI .DSPRI field, a value of 0 means the lowest priority.

If RIS is implemented, this field indicates that 0 is the lowest downstream priority for the resource instance selected by [MPAMCFG_PART_SEL](#).RIS.

HAS_DSPRI, bit [16]

Indicates that the [MPAMCFG_PRI](#) register implements the DSPRI field.

HAS_DSPRI	Meaning
0b0	This MSC supports priority partitioning, but does not implement a downstream priority (DSPRI) field in the MPAMCFG_PRI register.
0b1	This MSC supports downstream priority partitioning and implements the downstream priority (DSPRI) field in the MPAMCFG_PRI register.

If RIS is implemented, this field indicates that downstream priority is implemented for the resource instance selected by [MPAMCFG_PART_SEL](#).RIS.

Bits [15:10]

Reserved, RES0.

INTPRI_WD, bits [9:4]

Number of implemented bits in the internal priority field (INTPRI) in the [MPAMCFG_PRI](#) register.

If HAS_INTPRI == 1, this field must contain a value from 1 to 16, inclusive.

If HAS_INTPRI == 0, this field must be 0.

If RIS is implemented, this field indicates the number of internal priority bits for the resource instance selected by [MPAMCFG_PART_SEL](#).RIS.

Bits [3:2]

Reserved, RES0.

INTPRI_0_IS_LOW, bit [1]

Indicates whether 0 in [MPAMCFG_PRI](#).INTPRI is the lowest or the highest internal priority.

INTPRI_0_IS_LOW	Meaning
0b0	In the MPAMCFG_PRI .INTPRI field, a value of 0 means the highest priority.
0b1	In the MPAMCFG_PRI .INTPRI field, a value of 0 means the lowest priority.

If RIS is implemented, this field indicates that 0 is the lowest internal priority for the resource instance selected by [MPAMCFG_PART_SEL](#).RIS.

HAS_INTPRI, bit [0]

Indicates that this MSC implements the INTPRI field in the [MPAMCFG_PRI](#) register.

HAS_INTPRI	Meaning
0b0	This MSC supports priority partitioning, but does not implement the internal priority (INTPRI) field in the MPAMCFG_PRI register.
0b1	This MSC supports internal priority partitioning and implements the internal priority (INTPRI) field in the MPAMCFG_PRI register.

If RIS is implemented, this field indicates that internal priority is implemented for the resource instance selected by [MPAMCFG_PART_SEL](#).RIS.

Accessing the MPAMF_PRI_IDR

This register is within the MPAM feature page memory frames. In a system that supports Secure and Non-secure memory maps, there must be both Secure and Non-secure MPAM feature pages.

MPAMF_PRI_IDR is read-only.

MPAMF_PRI_IDR must be readable from the Non-secure and Secure MPAM feature pages.

MPAMF_PRI_IDR is permitted to have the same contents when read from either the Secure and Non-secure MPAM feature pages unless the register contents is different for Secure and Non-secure versions, when there must be separate registers in the Secure (MPAMF_PRI_IDR_s) and Non-secure (MPAMF_PRI_IDR_ns) MPAM feature pages.

When [MPAMF_IDR](#).HAS_RIS is 1, MPAMF_PRI_IDR shows the configuration of priority partitioning for the resource instance selected by [MPAMCFG_PART_SEL](#).RIS. Fields that mention RIS in their field descriptions have values that track the implemented properties of the resource instance. Fields that do not mention RIS are constant across all resource instances.

MPAMF_PRI_IDR can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_s	0x0048	MPAMF_PRI_IDR_s

Accesses on this interface are **RO**.

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_ns	0x0048	MPAMF_PRI_IDR_ns

Accesses on this interface are **RO**.

MPAMF_SIDR, MPAM Features Secure Identification Register

The MPAMF_SIDR characteristics are:

Purpose

The MPAMF_SIDR is a 32-bit read-only register that indicates the maximum Secure PARTID and Secure PMG on this MSC.

Configuration

The power domain of MPAMF_SIDR is IMPLEMENTATION DEFINED.

Attributes

MPAMF_SIDR is a 32-bit register.

Field descriptions

The MPAMF_SIDR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0								S_PMG_MAX								S_PARTID_MAX															

Bits [31:24]

Reserved, RES0.

S_PMG_MAX, bits [23:16]

Maximum value of Secure PMG supported by this component.

S_PARTID_MAX, bits [15:0]

Maximum value of Secure PARTID supported by this component.

Accessing the MPAMF_SIDR

This register is only within the Secure MPAM feature page memory frame.

MPAMF_SIDR is read-only.

MPAMF_SIDR must only be readable from the Secure MPAM feature page. If the system or the MSC does not support the Secure address map, this register must not be accessible.

MPAMF_SIDR can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_s	0x0008	MPAMF_SIDR_s

Accesses on this interface are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MSMON_CAPT_EVNT, MPAM Capture Event Generation Register

The MSMON_CAPT_EVNT characteristics are:

Purpose

Generates a local capture event when written with bit[0] as 1. MSMON_CAPT_EVNT_s generates local capture events for Secure monitors only or for Secure and Non-secure monitors. MSMON_CAPT_EVNT_ns generates local capture events for Non-secure monitors only.

Configuration

The power domain of MSMON_CAPT_EVNT is IMPLEMENTATION DEFINED.

This register is present only when MPAMF_IDR.HAS_MSMON == 1 and MPAMF_MSMON_IDR.HAS_LOCAL_CAPT_EVNT == 1. Otherwise, direct accesses to MSMON_CAPT_EVNT are RES0.

Attributes

MSMON_CAPT_EVNT is a 32-bit register.

Field descriptions

The MSMON_CAPT_EVNT bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																ALL		NOW													

Bits [31:2]

Reserved, RES0.

ALL, bit [1]

In the Secure instance of this register, if ALL written as 1 and NOW is also written as 1, signal a capture event to Secure and Non-secure monitor instances in this MSC that are configured with CAPT_EVNT = 7.

If written as 0 and NOW is written as 1, signal a capture event to Secure monitor instances in this MSC that are configured with CAPT_EVNT = 7.

In the Non-secure instance of this register, this bit is RAZ/WI.

This bit always reads as zero.

ALL	Meaning
0b0	Send capture event to Secure monitors only.
0b1	Send capture event to both Secure and Non-secure monitors.

NOW, bit [0]

When written as 1, this bit causes an event to all monitors in this MSC with CAPT_EVNT set to the value of 7.

When this bit is written as 0, no event is signaled.

This bit always reads as zero.

Accessing the MSMON_CAPT_EVNT

This register is within the MPAM feature page memory frames. In a system that supports Secure and Non-secure memory maps, there must be both Secure and Non-secure MPAM feature pages.

MSMON_CAPT_EVNT_s must be accessible from the Secure MPAM feature page. MSMON_CAPT_EVENT_ns must be accessible from the Non-secure MPAM feature page.

The two instances of MSMON_CAPT_EVNT must be separate registers. The Secure instance (MSMON_CAPT_EVNT_s) can generate capture events for both Secure and Non-secure PARTID monitors, and the Non-secure instance (MSMON_CAPT_EVNT_ns) can generate capture events for Non-secure PARTID monitors only.

MSMON_CAPT_EVNT can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_s	0x0808	MSMON_CAPT_EVNT_s

Accesses on this interface are **RW**.

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_ns	0x0808	MSMON_CAPT_EVNT_ns

Accesses on this interface are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MSMON_CFG_CSU_CTL, MPAM Memory System Monitor Configure Cache Storage Usage Monitor Control Register

The MSMON_CFG_CSU_CTL characteristics are:

Purpose

Controls the CSU monitor selected by [MSMON_CFG_MON_SEL](#). MSMON_CFG_CSU_CTL_s controls the Secure cache storage usage monitor instance selected by the Secure instance of [MSMON_CFG_MON_SEL](#). MSMON_CFG_CSU_CTL_ns controls Non-secure cache storage usage monitor instance selected by the Non-secure instance of [MSMON_CFG_MON_SEL](#).

If [MPAMF_IDR.HAS_RIS](#) is 1, the monitor instance configuration accessed is for the resource instance currently selected by [MSMON_CFG_MON_SEL.RIS](#) and the monitor instance of that resource instance selected by [MSMON_CFG_MON_SEL.MON_SEL](#).

Configuration

The power domain of MSMON_CFG_CSU_CTL is IMPLEMENTATION DEFINED.

This register is present only when MPAMF_IDR.HAS_MSMON == 1 and MPAMF_MSMON_IDR.MSMON_CSU == 1. Otherwise, direct accesses to MSMON_CFG_CSU_CTL are RES0.

Attributes

MSMON_CFG_CSU_CTL is a 32-bit register.

Field descriptions

The MSMON_CFG_CSU_CTL bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14
EN	CAPT_EVNT	CAPT_RESET	OFLOW_STATUS	OFLOW_INTR	OFLOW_FRZ	SUBTYPE	RES0	MATCH_PMG	MATCH_PARTID								

EN, bit [31]

Enabled.

EN	Meaning
0b0	The monitor instance is disabled and must not collect any information.
0b1	The monitor instance is enabled to collect information according to the configuration of the instance.

CAPT_EVNT, bits [30:28]

Capture event selector.

Select the event that triggers capture from the following:

CAPT_EVNT	Meaning
0b000	No capture event is triggered.
0b001	External capture event 1 (optional but recommended)
0b010	External capture event 2 (optional)
0b011	External capture event 3 (optional)
0b100	External capture event 4 (optional)
0b101	External capture event 5 (optional)
0b110	External capture event 6 (optional)
0b111	Capture occurs when a MSMON_CAPT_EVNT register in this MSC is written and causes a capture event for the security state of this monitor. (optional)

The values marked as optional indicate capture event sources that can be omitted in an implementation. Those values representing non-implemented event sources must not trigger a capture event.

If capture is not implemented for the CSU monitor type as indicated by [MPAMF_CSUMON_IDR](#).HAS_CAPTURE = 0, this field is RAZ/WI.

CAPT_RESET, bit [27]

Reset after capture.

Controls whether the value of [MSMON_CSU](#) is reset to zero immediately after being copied to [MSMON_CSU_CAPTURE](#).

CAPT_RESET	Meaning
0b0	Monitor is not reset on capture.
0b1	Monitor is reset on capture.

If capture is not implemented for the CSU monitor type as indicated by [MPAMF_CSUMON_IDR](#).HAS_CAPTURE = 0, this field is RAZ/WI.

Because the CSU monitor type produces a measurement rather than a count, it might not make sense to ever reset the value after a capture. If there is no reason to ever reset a CSU monitor, this field is RAZ/WI.

OFLOW_STATUS, bit [26]

Overflow status.

Indicates whether the value of [MSMON_CSU](#) has overflowed.

OFLOW_STATUS	Meaning
0b0	No overflow has occurred.
0b1	At least one overflow has occurred since this bit was last written to zero.

If overflow is not possible for a CSU monitor in the implementation, this field is RAZ/WI.

OFLOW_INTR, bit [25]

Overflow Interrupt.

Controls whether an overflow interrupt is generated when the value of [MSMON_CSU](#) has overflowed.

OFLOW_INTR	Meaning
0b0	No interrupt is signaled on an overflow of MSMON_CSU .
0b1	On overflow, an implementation-specific interrupt is signaled.

If OFLOW_INTR is not supported by the implementation, this field is RAZ/WI.

OFLOW_FRZ, bit [24]

Freeze Monitor on Overflow.

Controls whether the value of [MSMON_CSU](#) freezes on an overflow.

OFLOW_FRZ	Meaning
0b0	Monitor count wraps on overflow.
0b1	Monitor count freezes on overflow. The frozen value might be 0 or another value if the monitor overflowed with an increment larger than 1.

If overflow is not possible for a CSU monitor in the implementation, this field is RAZ/WI.

SUBTYPE, bits [23:20]

Subtype. Type of bandwidth counted by this monitor.

This field is not currently used for CSU monitors, but reserved for future use.

This field is RAZ/WI.

Bits [19:18]

Reserved, RES0.

MATCH_PMG, bit [17]

Match PMG.

Controls whether the monitor measures only storage used with PMG matching [MSMON_CFG_CSU_FLT](#).PMG.

MATCH_PMG	Meaning
0b0	The monitor measures storage used with any PMG value.
0b1	The monitor only measures storage used with the PMG value matching MSMON_CFG_CSU_FLT .PMG.

If MATCH_PMG == 1 and MATCH_PARTID == 0, it is CONSTRAINED UNPREDICTABLE whether the monitor instance:

- Measures the storage used with matching PMG and with any PARTID.
- Measures no storage usage, that is, [MSMON_CSU](#).VALUE is zero.
- Measures the storage used with matching PMG and PARTID, that is, treats MATCH_PARTID as == 1.

MATCH_PARTID, bit [16]

Match PARTID.

Controls whether the monitor measures only storage used with PARTID matching [MSMON_CFG_CSU_FLT](#).PARTID.

MATCH_PARTID	Meaning
0b0	The monitor measures storage used with any PARTID value.
0b1	The monitor only measures storage used with the PARTID value matching MSMON_CFG_CSU_FLT .PARTID.

Bits [15:8]

Reserved, RES0.

TYPE, bits [7:0]

Monitor Type Code. The CSU monitor is TYPE = 0x43.

TYPE is a read-only constant indicating the type of the monitor.

Reads as 0x43.

Accessing the MSMON_CFG_CSU_CTL

This register is within the MPAM feature page memory frames. In a system that supports Secure and Non-secure memory maps, there must be both Secure and Non-secure MPAM feature pages.

MSMON_CFG_CSU_CTL_s must be accessible from the Secure MPAM feature page. MSMON_CFG_CSU_CTL_ns must be accessible from the Non-secure MPAM feature page.

MSMON_CFG_CSU_CTL_s and MSMON_CFG_CSU_CTL_ns must be separate registers. The Secure instance (MSMON_CFG_CSU_CTL_s) accesses the cache storage usage monitor controls used for Secure PARTIDs, and the Non-secure instance (MSMON_CFG_CSU_CTL_ns) accesses the cache storage usage monitor controls used for Non-secure PARTIDs.

When RIS is implemented, loads and stores to MSMON_CFG_CSU_CTL access the cache storage usage monitor configuration settings for the cache resource instance selected by [MSMON_CFG_MON_SEL](#).RIS and the cache storage usage monitor instance selected by [MSMON_CFG_MON_SEL](#).MON_SEL.

When RIS is not implemented, loads and stores to MSMON_CFG_CSU_CTL access the cache storage usage monitor configuration settings for the cache storage usage monitor instance selected by [MSMON_CFG_MON_SEL](#).MON_SEL.

MSMON_CFG_CSU_CTL can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_s	0x0818	MSMON_CFG_CSU_CTL_s

Accesses on this interface are **RW**.

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_ns	0x0818	MSMON_CFG_CSU_CTL_ns

Accesses on this interface are **RW**.

MSMON_CFG_CSU_FLT, MPAM Memory System Monitor Configure Cache Storage Usage Monitor Filter Register

The MSMON_CFG_CSU_FLT characteristics are:

Purpose

Configures PARTID and PMG to measure or count in the CSU monitor selected by [MSMON_CFG_MON_SEL](#). MSMON_CFG_CSU_FLT_s sets filter conditions for the Secure cache storage usage monitor instance selected by the Secure instance of [MSMON_CFG_MON_SEL](#). MSMON_CFG_CSU_CTL_ns sets filter conditions for the Non-secure cache storage usage monitor instance selected by the Non-secure instance of [MSMON_CFG_MON_SEL](#).

If [MPAMF_IDR.HAS_RIS](#) is 1, the monitor instance filter configuration accessed is for the resource instance currently selected by [MSMON_CFG_MON_SEL.RIS](#) and the monitor instance of that resource instance selected by [MSMON_CFG_MON_SEL.MON_SEL](#).

Configuration

The power domain of MSMON_CFG_CSU_FLT is IMPLEMENTATION DEFINED.

This register is present only when MPAMF_IDR.HAS_MSMON == 1 and MPAMF_MSMON_IDR.MSMON_CSU == 1. Otherwise, direct accesses to MSMON_CFG_CSU_FLT are RES0.

Attributes

MSMON_CFG_CSU_FLT is a 32-bit register.

Field descriptions

The MSMON_CFG_CSU_FLT bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0								PMG								PARTID															

Bits [31:24]

Reserved, RES0.

PMG, bits [23:16]

Performance monitoring group to filter cache storage usage monitoring.

If [MSMON_CFG_CSU_CTL.MATCH_PMG](#) == 0, this field is not used to match cache storage to a PMG and the contents of this field is ignored.

If [MSMON_CFG_CSU_CTL.MATCH_PMG](#) == 1 and [MSMON_CFG_CSU_CTL.MATCH_PARTID](#) == 1, the monitor instance selected by [MSMON_CFG_MON_SEL](#) measures or counts cache storage labeled with PMG equal to this field and PARTID equal to the PARTID field.

If [MSMON_CFG_CSU_CTL.MATCH_PMG](#) == 1 and [MSMON_CFG_CSU_CTL.MATCH_PARTID](#) == 0, the behavior of the monitor instance selected by [MSMON_CFG_MON_SEL](#) is CONSTRAINED UNPREDICTABLE. See [MSMON_CFG_CSU_CTL.MATCH_PMG](#) for more information.

PARTID, bits [15:0]

Partition ID to filter cache storage usage monitoring.

If [MSMON_CFG_CSU_CTL.MATCH_PARTID](#) == 0 and [MSMON_CFG_CSU_CTL.MATCH_PMG](#) == 0, the monitor measures all allocated cache storage.

If [MSMON_CFG_CSU_CTL.MATCH_PARTID](#) == 0 and [MSMON_CFG_CSU_CTL.MATCH_PMG](#) == 1, the behavior of the monitor is CONSTRAINED UNPREDICTABLE. See the description of [MSMON_CFG_CSU_CTL.MATCH_PMG](#).

If [MSMON_CFG_CSU_CTL.MATCH_PARTID](#) == 1 and [MSMON_CFG_CSU_CTL.MATCH_PMG](#) == 0, the monitor selected by [MSMON_CFG_MON_SEL](#) measures or counts cache storage labeled with PARTID equal to this field.

If [MSMON_CFG_CSU_CTL.MATCH_PARTID](#) == 1 and [MSMON_CFG_CSU_CTL.MATCH_PMG](#) == 1, the monitor selected by [MSMON_CFG_MON_SEL](#) measures or counts cache storage labeled with PARTID equal to this field and PMG equal to the PMG field.

Accessing the MSMON_CFG_CSU_FLT

This register is within the MPAM feature page memory frames. In a system that supports Secure and Non-secure memory maps, there must be both Secure and Non-secure MPAM feature pages.

MSMON_CFG_CSU_FLT_s must be accessible from the Secure MPAM feature page. MSMON_CFG_CSU_FLT_ns must be accessible from the Non-secure MPAM feature page.

MSMON_CFG_CSU_FLT_s and MSMON_CFG_CSU_FLT_ns must be separate registers. The Secure instance (MSMON_CFG_CSU_FLT_s) accesses the PARTID and PMG matching for a cache storage usage monitor used for Secure PARTIDs, and the Non-secure instance (MSMON_CFG_CSU_FLT_ns) accesses the PARTID and PMG matching for a cache storage usage monitor used for Non-secure PARTIDs.

When RIS is implemented, loads and stores to MSMON_CFG_CSU_FLT access the monitor configuration settings for the resource instance selected by [MSMON_CFG_MON_SEL.RIS](#) and the cache storage usage monitor instance selected by [MSMON_CFG_MON_SEL.MON_SEL](#).

When RIS is not implemented, loads and stores to MSMON_CFG_CSU_FLT access the monitor configuration settings for the cache storage usage monitor instance selected by [MSMON_CFG_MON_SEL.MON_SEL](#).

MSMON_CFG_CSU_FLT can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_s	0x0810	MSMON_CFG_CSU_FLT_s

Accesses on this interface are **RW**.

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_ns	0x0810	MSMON_CFG_CSU_FLT_ns

Accesses on this interface are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MSMON_CFG_MBWU_CTL, MPAM Memory System Monitor Configure Memory Bandwidth Usage Monitor Control Register

The MSMON_CFG_MBWU_CTL characteristics are:

Purpose

Controls the MBWU monitor selected by [MSMON_CFG_MON_SEL](#). MSMON_CFG_MBWU_CTL_s controls the Secure memory bandwidth usage monitor instance selected by the Secure instance of [MSMON_CFG_MON_SEL](#). MSMON_CFG_MBWU_CTL_ns controls Non-secure memory bandwidth usage monitor instance selected by the Non-secure instance of [MSMON_CFG_MON_SEL](#).

If [MPAMF_IDR.HAS_RIS](#) is 1, the monitor instance configuration accessed is for the resource instance currently selected by [MSMON_CFG_MON_SEL.RIS](#) and the monitor instance of that resource instance selected by [MSMON_CFG_MON_SEL.MON_SEL](#).

Configuration

The power domain of MSMON_CFG_MBWU_CTL is IMPLEMENTATION DEFINED.

This register is present only when MPAMF_IDR.HAS_MSMON == 1 and MPAMF_MSMON_IDR.MSMON_MBWU == 1. Otherwise, direct accesses to MSMON_CFG_MBWU_CTL are RES0.

Attributes

MSMON_CFG_MBWU_CTL is a 32-bit register.

Field descriptions

The MSMON_CFG_MBWU_CTL bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
EN	CAPT_EVNT	CAPT_RESET	OFLOW_STATUS	OFLOW_INTR	OFLOW_FRZ	SUBTYPE	SCLEN	RES0	MATCH_PMG	MATCH_PART					

EN, bit [31]

Enabled.

EN	Meaning
0b0	The monitor instance is disabled and must not collect any information.
0b1	The monitor instance is enabled to collect information according to the configuration of the instance.

CAPT_EVNT, bits [30:28]

Capture event selector.

When the selected capture event occurs, [MSMON_MBWU](#) of the monitor instance is copied to [MSMON_MBWU_CAPTURE](#) of the same instance. If the long counter is also implemented, [MSMON_MBWU_L](#) is also copied to [MSMON_MBWU_L_CAPTURE](#).

Select the event that triggers capture from the following:

CAPT_EVNT	Meaning
0b000	No capture event is triggered.
0b001	External capture event 1 (optional but recommended)
0b010	External capture event 2 (optional)
0b011	External capture event 3 (optional)
0b100	External capture event 4 (optional)
0b101	External capture event 5 (optional)
0b110	External capture event 6 (optional)
0b111	Capture occurs when a MSMON_CAPT_EVNT register in this MSC is written and causes a capture event for the security state of this monitor. (optional)

The values marked as optional indicate capture event sources that can be omitted in an implementation. Those values representing non-implemented event sources must not trigger a capture event.

If capture is not implemented for the MBWU monitor type as indicated by [MPAMF_MBWUMON_IDR](#).HAS_CAPTURE = 0, this field is RAZ/WI.

CAPT_RESET, bit [27]

Reset [MSMON_MBWU](#).VALUE after capture.

Controls whether the VALUE field of the monitor instance is reset to zero immediately after being copied to the corresponding capture register.

CAPT_RESET	Meaning
0b0	MSMON_MBWU .VALUE field of the monitor instance is not reset on capture.
0b1	MSMON_MBWU .VALUE field of the monitor instance is reset on capture.

If capture is not implemented for the MBWU monitor type as indicated by [MPAMF_MBWUMON_IDR](#).HAS_CAPTURE = 0, this field is RAZ/WI.

This control bit affects both [MSMON_MBWU](#) and [MSMON_MBWU_L](#) in implementations that include [MSMON_MBWU_L](#).

OFLOW_STATUS, bit [26]

Overflow status.

Indicates whether the value of [MSMON_MBWU](#) has overflowed.

OFLOW_STATUS	Meaning
0b0	MSMON_MBWU .VALUE has not overflowed.
0b1	MSMON_MBWU .VALUE has overflowed at least once since this bit was last written to zero.

If overflow is not possible for an MBWU monitor in the MSC implementation, this field is RAZ/WI.

Overflow status for [MSMON_MBWU_L](#).VALUE is reported in [MSMON_CFG_MBWU_CTL](#).OFLOW_STATUS_L.

OFLOW_INTR, bit [25]

Enable interrupt on overflow of [MSMON_MBWU](#).VALUE.

OFLOW_INTR	Meaning
0b0	No interrupt is signaled on an overflow of MSMON_MBWU .VALUE.
0b1	An implementation-specific interrupt is signaled on an overflow of MSMON_MBWU .VALUE.

If overflow is not possible for an MBWU monitor in the MSC implementation, this field is RAZ/WI.

If overflow interrupt is not supported by the MSC implementation, this field is RAZ/WI.

Interrupt enable for overflow of [MSMON_MBWU_L.VALUE](#) is controlled by [MSMON_CFG_MBWU_CTL.OFLOW_INTR_L](#).

OFLOW_FRZ, bit [24]

Freeze monitor instance on overflow.

Controls whether [MSMON_MBWU.VALUE](#) field of the monitor instance freezes on an overflow.

OFLOW_FRZ	Meaning
0b0	MSMON_MBWU.VALUE field of the monitor instance wraps on overflow.
0b1	MSMON_MBWU.VALUE field of the monitor instance freezes on overflow. If the increment that caused the overflow was 1, the frozen value is the post-increment value of 0. If the increment that caused the overflow was larger than 1, the frozen value of the monitor might be 0 or a larger value less than the final increment.

If overflow is not possible for the instance of the MBWU monitor in the implementation, this field is RAZ/WI.

This control bit affects both [MSMON_MBWU](#) and [MSMON_MBWU_L](#) in implementations that include [MSMON_MBWU_L](#).

SUBTYPE, bits [23:20]

Subtype. Type of bandwidth counted by this monitor.

This field is not currently used for MBWU monitors, but reserved for future use.

This field is RAZ/WI.

SCLEN, bit [19]

[MSMON_MBWU.VALUE](#) Scaling Enable.

Enables scaling of [MSMON_MBWU.VALUE](#) by [MPAMF_MBWUMON_IDR.SCALE](#).

SCLEN	Meaning
0b0	MSMON_MBWU.VALUE has bytes counted by the monitor instance.
0b1	MSMON_MBWU.VALUE has bytes counted by the monitor instance, shifted right by MPAMF_MBWUMON_IDR.SCALE .

Bit [18]

Reserved, RES0.

MATCH_PMG, bit [17]

Match PMG.

Controls whether the monitor instance only counts data transferred with PMG matching [MSMON_CFG_MBWU_FLT.PMG](#).

MATCH_PMG	Meaning
0b0	The monitor instance counts data transferred with any PMG value.
0b1	The monitor instance only counts data transferred with the PMG value matching MSMON_CFG_MBWU_FLT.PMG .

MATCH_PARTID, bit [16]

Match PARTID.

Controls whether the monitor instance counts only data transferred with PARTID matching [MSMON_CFG_MBWU_FLT](#).PARTID.

MATCH_PARTID	Meaning
0b0	The monitor instance counts data transferred with any PARTID value.
0b1	The monitor instance only counts data transferred with the PARTID value matching MSMON_CFG_MBWU_FLT .PARTID.

OFLOW_STATUS_L, bit [15]

When FEAT_MPAMv0p1 is implemented or FEAT_MPAMv1p1 is implemented:

Overflow Status of [MSMON_MBWU_L](#).VALUE of the monitor instance.

Indicates whether [MSMON_MBWU_L](#).VALUE has overflowed.

OFLOW_STATUS_L	Meaning
0b0	MSMON_MBWU_L .VALUE has not overflowed.
0b1	MSMON_MBWU_L .VALUE has overflowed at least once since this bit was last written to zero.

If [MPAMF_MBWUMON_IDR](#).HAS_LONG == 0, this bit is RES0.

Overflow status of [MSMON_MBWU](#).VALUE is reported in [MSMON_CFG_MBWU_CTL](#).OFLOW_STATUS.

Otherwise:

Reserved, RES0.

OFLOW_INTR_L, bit [14]

When FEAT_MPAMv0p1 is implemented or FEAT_MPAMv1p1 is implemented:

Overflow Interrupt for [MSMON_MBWU_L](#).

Controls whether an MPAM overflow interrupt is generated when [MSMON_MBWU_L](#).VALUE overflows.

OFLOW_INTR_L	Meaning
0b0	No interrupt is signaled on an overflow of MSMON_MBWU_L .VALUE.
0b1	An implementation-specific interrupt is signalled on overflow of MSMON_MBWU_L .VALUE.

If overflow is not possible for an MBWU monitor in the MSC implementation, this field is RAZ/WI.

If the overflow interrupt is not supported by the MSC implementation, this field is RAZ/WI.

If [MPAMF_MBWUMON_IDR](#).HAS_LONG == 0, this bit is RES0.

Otherwise:

Reserved, RES0.

Bits [13:8]

Reserved, RES0.

TYPE, bits [7:0]

Monitor Type Code. The MBWU monitor is TYPE = 0x42.

TYPE is a read-only constant indicating the type of the monitor.

Reads as 0x42.

Accessing the MSMON_CFG_MBWU_CTL

This register is within the MPAM feature page memory frames. In a system that supports Secure and Non-secure memory maps, there must be both Secure and Non-secure MPAM feature pages.

MSMON_CFG_MBWU_CTL_s must be accessible from the Secure MPAM feature page. MSMON_CFG_MBWU_CTL_ns must be accessible from the Non-secure MPAM feature page.

MSMON_CFG_MBWU_CTL_s and MSMON_CFG_MBWU_CTL_ns must be separate registers. The Secure instance (MSMON_CFG_MBWU_CTL_s) accesses the memory bandwidth usage monitor controls used for Secure PARTIDs, and the Non-secure instance (MSMON_CFG_MBWU_CTL_ns) accesses the memory bandwidth usage monitor controls used for Non-secure PARTIDs.

When RIS is implemented, loads and stores to MSMON_CFG_MBWU_CTL access the monitor configuration settings for the bandwidth resource instance selected by [MSMON_CFG_MON_SEL](#).RIS and the memory bandwidth usage monitor instance selected by [MSMON_CFG_MON_SEL](#).MON_SEL.

When RIS is not implemented, loads and stores to MSMON_CFG_MBWU_CTL access the monitor configuration settings for the memory bandwidth usage monitor instance selected by [MSMON_CFG_MON_SEL](#).MON_SEL.

MSMON_CFG_MBWU_CTL can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_s	0x0828	MSMON_CFG_MBWU_CTL_s

Accesses on this interface are **RW**.

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_ns	0x0828	MSMON_CFG_MBWU_CTL_ns

Accesses on this interface are **RW**.

MSMON_CFG_MBWU_FLT, MPAM Memory System Monitor Configure Memory Bandwidth Usage Monitor Filter Register

The MSMON_CFG_MBWU_FLT characteristics are:

Purpose

Controls PARTID and PMG to measure or count in the MBWU monitor selected by [MSMON_CFG_MON_SEL](#). MSMON_CFG_MBWU_FLT_s sets filter conditions for the Secure memory bandwidth usage monitor instance selected by the Secure instance of [MSMON_CFG_MON_SEL](#). MSMON_CFG_MBWU_CTL_ns sets filter conditions for the Non-secure memory bandwidth usage monitor instance selected by the Non-secure instance of [MSMON_CFG_MON_SEL](#).

If [MPAMF_IDR.HAS_RIS](#) is 1, the monitor instance filter configuration accessed is for the resource instance currently selected by [MSMON_CFG_MON_SEL.RIS](#) and the monitor instance of that resource instance selected by [MSMON_CFG_MON_SEL.MON_SEL](#).

Configuration

The power domain of MSMON_CFG_MBWU_FLT is IMPLEMENTATION DEFINED.

This register is present only when MPAMF_IDR.HAS_MSMON == 1 and MPAMF_MSMON_IDR.MSMON_MBWU == 1. Otherwise, direct accesses to MSMON_CFG_MBWU_FLT are RES0.

Attributes

MSMON_CFG_MBWU_FLT is a 32-bit register.

Field descriptions

The MSMON_CFG_MBWU_FLT bit assignments are:

When FEAT_MPAMv0p1 is implemented or FEAT_MPAMv1p1 is implemented:

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
RWBW				RES0				PMG				PARTID																			

RW filtering.

RWBW, bits [31:30]

When MPAMF_MBWUMON_IDR.HAS_RWBW == 1:

Read/write bandwidth filter. Configures the selected monitor instance to count all bandwidth, only read bandwidth or only write bandwidth.

RWBW	Meaning
0b00	Monitor instance counts read bandwidth and write bandwidth.
0b01	Monitor instance counts write bandwidth only.
0b10	Monitor instance counts read bandwidth only.
0b11	Reserved.

Otherwise:

Reserved, RES0.

Bits [29:24]

Reserved, RES0.

PMG, bits [23:16]

Performance monitoring group to filter memory bandwidth usage monitoring.

If [MSMON_CFG_MBWU_CTL.MATCH_PMG](#) == 0, this field is not used to match memory bandwidth to a PMG and the contents of this field is ignored.

If [MSMON_CFG_MBWU_CTL.MATCH_PMG](#) == 1, the monitor selected by [MSMON_CFG_MON_SEL](#) measures or counts memory bandwidth labeled with PMG equal to this field.

PARTID, bits [15:0]

Partition ID to filter memory bandwidth usage monitoring.

If [MSMON_CFG_MBWU_CTL.MATCH_PARTID](#) == 0, this field is not used to match memory bandwidth to a PARTID and the contents of this field is ignored.

If [MSMON_CFG_MBWU_CTL.MATCH_PARTID](#) == 1, the monitor selected by [MSMON_CFG_MON_SEL](#) measures or counts memory bandwidth labeled with PARTID equal to this field.

Otherwise:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0								PMG								PARTID															

Bits [31:24]

Reserved, RES0.

PMG, bits [23:16]

Performance monitoring group to filter memory bandwidth usage monitoring.

If [MSMON_CFG_MBWU_CTL.MATCH_PMG](#) == 0, this field is not used to match memory bandwidth to a PMG and the contents of this field is ignored.

If [MSMON_CFG_MBWU_CTL.MATCH_PMG](#) == 1, the monitor selected by [MSMON_CFG_MON_SEL](#) measures or counts memory bandwidth labeled with PMG equal to this field.

PARTID, bits [15:0]

Partition ID to filter memory bandwidth usage monitoring.

If [MSMON_CFG_MBWU_CTL.MATCH_PARTID](#) == 0, this field is not used to match memory bandwidth to a PARTID and the contents of this field is ignored.

If [MSMON_CFG_MBWU_CTL.MATCH_PARTID](#) == 1, the monitor selected by [MSMON_CFG_MON_SEL](#) measures or counts memory bandwidth labeled with PARTID equal to this field.

Accessing the MSMON_CFG_MBWU_FLT

This register is within the MPAM feature page memory frames. In a system that supports Secure and Non-secure memory maps, there must be both Secure and Non-secure MPAM feature pages.

MSMON_CFG_MBWU_FLT_s must be accessible from the Secure MPAM feature page. MSMON_CFG_MBWU_FLT_ns must be accessible from the Non-secure MPAM feature page.

MSMON_CFG_MBWU_FLT_s and MSMON_CFG_MBWU_FLT_ns must be separate registers. The Secure instance (MSMON_CFG_MBWU_FLT_s) accesses the PARTID and PMG matching for a memory bandwidth usage monitor used

for Secure PARTIDs, and the Non-secure instance (MSMON_CFG_MBWU_FLT_ns) accesses the PARTID and PMG matching for a memory bandwidth usage monitor used for Non-secure PARTIDs.

When RIS is implemented, loads and stores to MSMON_CFG_MBWU_FLT access the monitor configuration settings for the bandwidth resource instance selected by [MSMON_CFG_MON_SEL](#).RIS and the memory bandwidth usage monitor instance selected by [MSMON_CFG_MON_SEL](#).MON_SEL.

When RIS is not implemented, loads and stores to MSMON_CFG_MBWU_FLT access the monitor configuration settings for the memory bandwidth usage monitor instance selected by [MSMON_CFG_MON_SEL](#).MON_SEL.

MSMON_CFG_MBWU_FLT can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_s	0x0820	MSMON_CFG_MBWU_FLT_s

Accesses on this interface are **RW**.

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_ns	0x0820	MSMON_CFG_MBWU_FLT_ns

Accesses on this interface are **RW**.

MSMON_CFG_MON_SEL, MPAM Monitor Instance Selection Register

The MSMON_CFG_MON_SEL characteristics are:

Purpose

Selects a monitor instance to access through the MSMON configuration and counter registers.
 MSMON_CFG_MON_SEL_s selects a Secure monitor instance to access via the Secure MPAM feature page.
 MSMON_CFG_MON_SEL_ns selects a Non-secure monitor instance to access via the Non-secure MPAM feature page.

Note

Different performance monitoring features within a MSC could have different numbers of monitor instances. See the NUM_MON field in the corresponding ID register. This means that a monitor out-of-bounds error might be signaled when an MSMON_CFG register is accessed because the value in MSMON_CFG_MON_SEL.MON_SEL is too large for the particular monitoring feature.

To configure a monitor, set MON_SEL in this register to the index of the monitor instance to configure, then write to the MSMON_CFG_x register to set the configuration of the monitor. At a later time, read the monitor register (for example MSMON_MBWU) to get the value of the monitor.

Configuration

The power domain of MSMON_CFG_MON_SEL is IMPLEMENTATION DEFINED.

This register is present only when MPAMF_IDR.HAS_MSMON == 1, or (MPAMF_IDR.HAS_IMPL_IDR == 1 and MPAMF_IDR.EXT == 0) or (MPAMF_IDR.HAS_IMPL_IDR == 1, MPAMF_IDR.EXT == 1 and MPAMF_IDR.NO_IMPL_MSMON == 0). Otherwise, direct accesses to MSMON_CFG_MON_SEL are RES0.

Attributes

MSMON_CFG_MON_SEL is a 32-bit register.

Field descriptions

The MSMON_CFG_MON_SEL bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0				RIS				RES0								MON_SEL															

Bits [31:28]

Reserved, RES0.

RIS, bits [27:24]

When (FEAT_MPAMvOp1 is implemented or FEAT_MPAMv1p1 is implemented), MPAMF_IDR.EXT == 1 and MPAMF_IDR.HAS_RIS == 1:

Resource Instance Selector. RIS selects one resource to configure through MSMON_CFG registers.

Otherwise:

Reserved, RES0.

Bits [23:16]

Reserved, RES0.

MON_SEL, bits [15:0]

Selects the monitor instance to configure or read.

Reads and writes to other MSMON registers are indexed by MON_SEL and by the NS bit used to access MSMON_CFG_MON_SEL to access the configuration for a single monitor.

Accessing the MSMON_CFG_MON_SEL

This register is within the MPAM feature page memory frames. In a system that supports Secure and Non-secure memory maps, there must be both Secure and Non-secure MPAM feature pages.

MSMON_CFG_MON_SEL_s must be accessible from the Secure MPAM feature page. MSMON_CFG_MON_SEL_ns must be accessible from the Non-secure MPAM feature page.

MSMON_CFG_MON_SEL_s and MSMON_CFG_MON_SEL_ns must be separate registers. The Secure instance (MSMON_CFG_MON_SEL_s) accesses the monitor instance selector used for Secure PARTIDs, and the Non-secure instance (MSMON_CFG_MON_SEL_ns) accesses the monitor instance selector used for Non-secure PARTIDs.

MSMON_CFG_MON_SEL can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_s	0x0800	MSMON_CFG_MON_SEL_s

Accesses on this interface are **RW**.

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_ns	0x0800	MSMON_CFG_MON_SEL_ns

Accesses on this interface are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MSMON_CSU, MPAM Cache Storage Usage Monitor Register

The MSMON_CSU characteristics are:

Purpose

Accesses the CSU monitor instance selected by [MSMON_CFG_MON_SEL](#). MSMON_CSU_s is a Secure cache storage usage monitor instance selected by the Secure instance of [MSMON_CFG_MON_SEL](#). MSMON_CSU_ns is a Non-secure cache storage usage monitor instance selected by the Non-secure instance of [MSMON_CFG_MON_SEL](#).

If [MPAMF_IDR.HAS_RIS](#) is 1, the monitor instance accessed is for the resource instance currently selected by [MSMON_CFG_MON_SEL.RIS](#) and the monitor instance of that resource instance selected by [MSMON_CFG_MON_SEL.MON_SEL](#).

Configuration

The power domain of MSMON_CSU is IMPLEMENTATION DEFINED.

This register is present only when [MPAMF_IDR.HAS_MSMON](#) == 1 and [MPAMF_MSMON_IDR.MSMON_CSU](#) == 1. Otherwise, direct accesses to MSMON_CSU are RES0.

Attributes

MSMON_CSU is a 32-bit register.

Field descriptions

The MSMON_CSU 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
NRDY	VALUE																														

NRDY, bit [31]

Not Ready. Indicates whether the monitor instance has possibly inaccurate data.

NRDY	Meaning
0b0	The monitor instance is ready and the MSMON_CSU.VALUE field is accurate.
0b1	The monitor instance is not ready and the contents of the MSMON_CSU.VALUE field might be inaccurate or otherwise not represent the actual cache storage usage.

VALUE, bits [30:0]

Cache storage usage measurement value if MSMON_CSU.NRDY is 0. Invalid if MSMON_CSU.NRDY is 1.

VALUE is the cache storage usage measured in bytes meeting the criteria set in [MSMON_CFG_CSU_FLT](#) and [MSMON_CFG_CSU_CTL](#) for the monitor instance selected by [MSMON_CFG_MON_SEL](#).

Accessing the MSMON_CSU

This register is within the MPAM feature page memory frames. In a system that supports Secure and Non-secure memory maps, there must be both Secure and Non-secure MPAM feature pages.

MSMON_CSU_s must be accessible from the Secure MPAM feature page. MSMON_CSU_ns must be accessible from the Non-secure MPAM feature page.

MSMON_CSU_s and MSMON_CSU_ns must be separate registers. The Secure instance (MSMON_CSU_s) accesses the cache storage usage monitor used for Secure PARTIDs, and the Non-secure instance (MSMON_CSU_ns) accesses the cache storage usage monitor used for Non-secure PARTIDs.

When RIS is implemented, reads and writes to MSMON_CSU access the cache storage usage monitor monitor instance for the cache resource instance selected by [MSMON_CFG_MON_SEL](#).RIS and the cache storage usage monitor instance selected by [MSMON_CFG_MON_SEL](#).MON_SEL.

When RIS is not implemented, reads and writes to MSMON_CSU access the cache storage usage monitor monitor instance for the cache storage usage monitor instance selected by [MSMON_CFG_MON_SEL](#).MON_SEL.

MSMON_CSU can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_s	0x0840	MSMON_CSU_s

This interface is accessible as follows:

- When MPAMF_CSUMON_IDR.CSU_RO == 0 accesses to this register are **RW**.
- When MPAMF_CSUMON_IDR.CSU_RO == 1 accesses to this register are **RO**.

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_ns	0x0840	MSMON_CSU_ns

This interface is accessible as follows:

- When MPAMF_CSUMON_IDR.CSU_RO == 0 accesses to this register are **RW**.
- When MPAMF_CSUMON_IDR.CSU_RO == 1 accesses to this register are **RO**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MSMON_CSU_CAPTURE, MPAM Cache Storage Usage Monitor Capture Register

The MSMON_CSU_CAPTURE characteristics are:

Purpose

MSMON_CSU_CAPTURE is a 32-bit read-write register that accesses the captured [MSMON_CSU](#) monitor instance selected by [MSMON_CFG_MON_SEL](#). MSMON_CSU_CAPTURE_s is the Secure cache storage usage monitor capture instance selected by the Secure instance of [MSMON_CFG_MON_SEL](#). MSMON_CSU_CAPTURE_ns is the Non-secure cache storage usage monitor capture instance selected by the Non-secure instance of [MSMON_CFG_MON_SEL](#).

If [MPAMF_IDR.HAS_RIS](#) is 1, the monitor instance capture register accessed is for the resource instance currently selected by [MSMON_CFG_MON_SEL.RIS](#) and the monitor instance of that resource instance selected by [MSMON_CFG_MON_SEL.MON_SEL](#).

Configuration

The power domain of MSMON_CSU_CAPTURE is IMPLEMENTATION DEFINED.

This register is present only when [MPAMF_IDR.HAS_MSMON](#) == 1, [MPAMF_MSMON_IDR.MSMON_CSU](#) == 1 and [MPAMF_CSUMON_IDR.HAS_CAPTURE](#) == 1. Otherwise, direct accesses to MSMON_CSU_CAPTURE are RES0.

Attributes

MSMON_CSU_CAPTURE is a 32-bit register.

Field descriptions

The MSMON_CSU_CAPTURE 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
NRDY	VALUE																														

NRDY, bit [31]

Not Ready. Indicates whether the captured monitor value has possibly inaccurate data.

NRDY	Meaning
0b0	The captured monitor instance was ready and the MSMON_CSU_CAPTURE.VALUE field is accurate.
0b1	The captured monitor instance was not ready and the contents of the MSMON_CSU_CAPTURE.VALUE field might be inaccurate or otherwise not represent the actual cache storage usage.

VALUE, bits [30:0]

Captured cache storage usage measurement if MSMON_CSU_CAPTURE.NRDY is 0. Invalid if MSMON_CSU_CAPTURE.NRDY is 1.

VALUE is the captured cache storage usage measurement in bytes meeting the criteria set in [MSMON_CFG_CSU_FLT](#) and [MSMON_CFG_CSU_CTL](#) for the monitor instance selected by [MSMON_CFG_MON_SEL](#).

Accessing the MSMON_CSU_CAPTURE

This register is within the MPAM feature page memory frames. In a system that supports Secure and Non-secure memory maps, there must be both Secure and Non-secure MPAM feature pages.

MSMON_CSU_CAPTURE_s must be accessible from the Secure MPAM feature page. MSMON_CSU_CAPTURE_ns must be accessible from the Non-secure MPAM feature page.

MSMON_CSU_CAPTURE_s and MSMON_CSU_CAPTURE_ns must be separate registers. The Secure instance (MSMON_CSU_CAPTURE_s) accesses the captured cache storage usage monitor used for Secure PARTIDs, and the Non-secure instance (MSMON_CSU_CAPTURE_ns) accesses the captured cache storage usage monitor used for Non-secure PARTIDs.

When RIS is implemented, reads and writes to MSMON_CSU_CAPTURE access the monitor instance for the cache resource instance selected by [MSMON_CFG_MON_SEL](#).RIS and the cache storage usage monitor instance selected by [MSMON_CFG_MON_SEL](#).MON_SEL.

When RIS is not implemented, reads and writes to MSMON_CSU_CAPTURE access the monitor instance for the cache storage usage monitor instance selected by [MSMON_CFG_MON_SEL](#).MON_SEL.

MSMON_CSU_CAPTURE can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_s	0x0848	MSMON_CSU_CAPTURE_s

Accesses on this interface are **RW**.

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_ns	0x0848	MSMON_CSU_CAPTURE_ns

Accesses on this interface are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MSMON_MBWU, MPAM Memory Bandwidth Usage Monitor Register

The MSMON_MBWU characteristics are:

Purpose

Accesses the monitor instance selected by [MSMON_CFG_MON_SEL](#). MSMON_MBWU_s is the Secure memory bandwidth usage monitor instance selected by MSMON_CFG_MON_SEL_s. MSMON_MBWU_ns is the Non-secure memory bandwidth usage monitor instance selected by MSMON_CFG_MON_SEL_ns.

If [MPAMF_IDR.HAS_RIS](#) is 1, the monitor instance register accessed is for the resource instance currently selected by [MSMON_CFG_MON_SEL.RIS](#) and the monitor instance of that resource instance selected by [MSMON_CFG_MON_SEL.MON_SEL](#).

Configuration

The power domain of MSMON_MBWU is IMPLEMENTATION DEFINED.

This register is present only when MPAMF_IDR.HAS_MSMON == 1 and MPAMF_MSMON_IDR.MSMON_MBWU == 1. Otherwise, direct accesses to MSMON_MBWU are RES0.

Attributes

MSMON_MBWU is a 32-bit register.

Field descriptions

The MSMON_MBWU 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
NRDY	VALUE																														

NRDY, bit [31]

Not Ready. Indicates whether the monitor has possibly inaccurate data.

NRDY	Meaning
0b0	The monitor instance is ready and the MSMON_MBWU.VALUE field is accurate.
0b1	The monitor instance is not ready and the contents of the MSMON_MBWU.VALUE field might be inaccurate or otherwise not represent the actual memory bandwidth usage.

VALUE, bits [30:0]

Memory bandwidth usage counter value if MSMON_MBWU.NRDY is 0. Invalid if MSMON_MBWU.NRDY is 1.

VALUE is the scaled count of bytes transferred since the monitor was last reset that meet the criteria set in [MSMON_CFG_MBWU_FLT](#) and [MSMON_CFG_MBWU_CTL](#) for the monitor instance selected by [MSMON_CFG_MON_SEL](#).

If [MSMON_CFG_MBWU_CTL.SCLN](#) enables scaling, the count in VALUE is the number of bytes shifted right by [MPAMF_MBWUMON_IDR.SCALE](#) bit positions and rounded.

Accessing the MSMON_MBWU

This register is within the MPAM feature page memory frames. In a system that supports Secure and Non-secure memory maps, there must be both Secure and Non-secure MPAM feature pages.

MSMON_MBWU_s must be accessible from the Secure MPAM feature page. MSMON_MBWU_ns must be accessible from the Non-secure MPAM feature page.

MSMON_MBWU_s and MSMON_MBWU_ns must be separate registers. The Secure instance (MSMON_MBWU_s) accesses the memory bandwidth usage monitor used for Secure PARTIDs, and the Non-secure instance (MSMON_MBWU_ns) accesses the memory bandwidth usage monitor used for Non-secure PARTIDs.

When RIS is implemented, reads and writes to MSMON_MBWU access the memory bandwidth usage monitor instance for the resource instance selected by [MSMON_CFG_MON_SEL](#).RIS and the memory bandwidth usage monitor instance selected by [MSMON_CFG_MON_SEL](#).MON_SEL.

When RIS is not implemented, reads and writes to MSMON_MBWU access the memory bandwidth usage monitor instance for the memory bandwidth usage monitor instance selected by [MSMON_CFG_MON_SEL](#).MON_SEL.

MSMON_MBWU can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_s	0x0860	MSMON_MBWU_s

Accesses on this interface are **RW**.

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_ns	0x0860	MSMON_MBWU_ns

Accesses on this interface are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MSMON_MBWU_CAPTURE, MPAM Memory Bandwidth Usage Monitor Capture Register

The MSMON_MBWU_CAPTURE characteristics are:

Purpose

Accesses the captured MSMON_MBWU monitor instance selected by [MSMON_CFG_MON_SEL](#). MSMON_MBWU_CAPTURE_s is the Secure memory bandwidth usage monitor capture instance selected by the Secure instance of [MSMON_CFG_MON_SEL](#). MSMON_MBWU_CAPTURE_ns is the Non-secure memory bandwidth usage monitor capture instance selected by the Non-secure instance of [MSMON_CFG_MON_SEL](#).

If [MPAMF_IDR.HAS_RIS](#) is 1, the monitor instance capture register accessed is for the resource instance currently selected by [MSMON_CFG_MON_SEL.RIS](#) and the monitor instance of that resource instance selected by [MSMON_CFG_MON_SEL.MON_SEL](#).

Configuration

The power domain of MSMON_MBWU_CAPTURE is IMPLEMENTATION DEFINED.

This register is present only when [MPAMF_IDR.HAS_MSMON](#) == 1, [MPAMF_MSMON_IDR.MSMON_MBWU](#) == 1 and [MPAMF_MBWUMON_IDR.HAS_CAPTURE](#) == 1. Otherwise, direct accesses to MSMON_MBWU_CAPTURE are RES0.

Attributes

MSMON_MBWU_CAPTURE is a 32-bit register.

Field descriptions

The MSMON_MBWU_CAPTURE 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
NRDY	VALUE																														

NRDY, bit [31]

Not Ready. The captured NRDY bit from the corresponding instance of [MSMON_MBWU](#). This bit indicates whether the captured monitor value has possibly inaccurate data.

NRDY	Meaning
0b0	The captured monitor instance was ready and the MSMON_MBWU_CAPTURE.VALUE field is accurate.
0b1	The captured monitor instance was not ready and the contents of the MSMON_MBWU_CAPTURE.VALUE field might be inaccurate or otherwise not represent the actual memory bandwidth usage.

VALUE, bits [30:0]

Captured memory bandwidth usage counter value if MSMON_MBWU_CAPTURE.NRDY is 0. Invalid if MSMON_MBWU_CAPTURE.NRDY is 1.

VALUE is the captured VALUE field from the corresponding instance of [MSMON_MBWU](#), the count of bytes transferred since the monitor was last reset that meet the criteria set in [MSMON_CFG_MBWU_FLT](#) and [MSMON_CFG_MBWU_CTL](#) for the monitor instance selected by [MSMON_CFG_MON_SEL](#).

VALUE captures the [MSMON_MBWU.VALUE](#) and preserves any scaling that had been performed on the VALUE field in that register.

Accessing the MSMON_MBWU_CAPTURE

This register is within the MPAM feature page memory frames. In a system that supports Secure and Non-secure memory maps, there must be both Secure and Non-secure MPAM feature pages.

MSMON_MBWU_CAPTURE_s must be accessible from the Secure MPAM feature page. MSMON_MBWU_CAPTURE_ns must be accessible from the Non-secure MPAM feature page.

MSMON_MBWU_CAPTURE_s and MSMON_MBWU_CAPTURE_ns must be separate registers. The Secure instance (MSMON_MBWU_CAPTURE_s) accesses the captured memory bandwidth usage monitor used for Secure PARTIDs, and the Non-secure instance (MSMON_MBWU_CAPTURE_ns) accesses the captured memory bandwidth usage monitor used for Non-secure PARTIDs.

When RIS is implemented, reads and writes to MSMON_MBWU_CAPTURE access the monitor instance for the bandwidth resource instance selected by [MSMON_CFG_MON_SEL](#).RIS and the memory bandwidth usage monitor instance selected by [MSMON_CFG_MON_SEL](#).MON_SEL.

When RIS is not implemented, reads and writes to MSMON_MBWU_CAPTURE access the monitor instance for the memory bandwidth usage monitor instance selected by [MSMON_CFG_MON_SEL](#).MON_SEL.

MSMON_MBWU_CAPTURE can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_s	0x0868	MSMON_MBWU_CAPTURE_s

Accesses on this interface are **RW**.

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_ns	0x0868	MSMON_MBWU_CAPTURE_ns

Accesses on this interface are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MSMON_MBWU_L, MPAM Long Memory Bandwidth Usage Monitor Register

The MSMON_MBWU_L characteristics are:

Purpose

Accesses the monitor instance selected by [MSMON_CFG_MON_SEL](#). MSMON_MBWU_L_s is the Secure memory bandwidth usage monitor instance selected by the Secure instance of [MSMON_CFG_MON_SEL](#). MSMON_MBWU_L_ns is the Non-secure memory bandwidth usage monitor instance selected by the Non-secure instance of [MSMON_CFG_MON_SEL](#).

If [MPAMF_IDR.HAS_RIS](#) is 1, the monitor instance long monitor register accessed is for the resource instance currently selected by [MSMON_CFG_MON_SEL.RIS](#) and the monitor instance of that resource instance selected by [MSMON_CFG_MON_SEL.MON_SEL](#).

Configuration

The power domain of MSMON_MBWU_L is IMPLEMENTATION DEFINED.

This register is present only when [MPAMF_IDR.HAS_MSMON](#) == 1, [MPAMF_MSMON_IDR.MSMON_MBWU](#) == 1 and [MPAMF_MBWUMON_IDR.HAS_LONG](#) == 1. Otherwise, direct accesses to MSMON_MBWU_L are RES0.

Attributes

MSMON_MBWU_L is a 64-bit register.

Field descriptions

The MSMON_MBWU_L bit assignments are:

When [MPAMF_MBWUMON_IDR.LWD](#) == 0:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
NRDY	RES0																			VALUE											
	VALUE																														
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

NRDY, bit [63]

Not Ready. Indicates whether the monitor instance has possibly inaccurate data.

NRDY	Meaning
0b0	The monitor instance is ready and the MSMON_MBWU_L.VALUE field is accurate.
0b1	The monitor instance is not ready and the contents of the MSMON_MBWU_L.VALUE field might be inaccurate or otherwise not represent the actual memory bandwidth usage.

Bits [62:44]

Reserved, RES0.

VALUE, bits [43:0]

Long (44-bit) memory bandwidth usage counter value if MSMON_MBWU_L.NRDY is 0. Invalid if MSMON_MBWU_L.NRDY is 1.

VALUE is the long count of bytes transferred since the monitor was last reset that meet the criteria set in [MSMON_CFG_MBWU_FLT](#) and [MSMON_CFG_MBWU_CTL](#) for the monitor instance selected by [MSMON_CFG_MON_SEL](#).

When MPAMF_MBWUMON_IDR.LWD == 1:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
NRDY				VALUE																												
VALUE																																
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	

NRDY, bit [63]

Not Ready. Indicates whether the monitor instance has possibly inaccurate data.

NRDY	Meaning
0b0	The monitor instance is ready and the MSMON_MBWU_L.VALUE field is accurate.
0b1	The monitor instance is not ready and the contents of the MSMON_MBWU_L.VALUE field might be inaccurate or otherwise not represent the actual memory bandwidth usage.

VALUE, bits [62:0]

Long (63-bit) memory bandwidth usage counter value if MSMON_MBWU_L.NRDY is 0. Invalid if MSMON_MBWU_L.NRDY is 1.

VALUE is the long count of bytes transferred since the monitor instance was last reset that meet the criteria set in [MSMON_CFG_MBWU_FLT](#) and [MSMON_CFG_MBWU_CTL](#) for the monitor instance selected by [MSMON_CFG_MON_SEL](#).

Accessing the MSMON_MBWU_L

This register is within the MPAM feature page memory frames. In a system that supports Secure and Non-secure memory maps, there must be both Secure and Non-secure MPAM feature pages.

MSMON_MBWU_L_s must be accessible from the Secure MPAM feature page. MSMON_MBWU_L_ns must be accessible from the Non-secure MPAM feature page.

MSMON_MBWU_L_s and MSMON_MBWU_L_ns must be separate registers. The Secure instance (MSMON_MBWU_L_s) accesses the long memory bandwidth usage monitor used for Secure PARTIDs, and the Non-secure instance (MSMON_MBWU_L_ns) accesses the long memory bandwidth usage monitor used for Non-secure PARTIDs.

When RIS is implemented, reads and writes to MSMON_MBWU_L access the long memory bandwidth usage monitor instance for the bandwidth resource instance selected by [MSMON_CFG_MON_SEL](#).RIS and the monitor instance selected by [MSMON_CFG_MON_SEL](#).MON_SEL.

When RIS is not implemented, reads and writes to MSMON_MBWU_L access the long memory bandwidth usage monitor instance for the monitor instance selected by [MSMON_CFG_MON_SEL](#).MON_SEL.

MSMON_MBWU_L can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_s	0x0880	MSMON_MBWU_s

Accesses on this interface are **RW**.

MSMON_MBWU_L, MPAM Long Memory Bandwidth Usage Monitor Register

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_ns	0x0880	MSMON_MBWU_ns

Accesses on this interface are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

MSMON_MBWU_L_CAPTURE, MPAM Long Memory Bandwidth Usage Monitor Capture Register

The MSMON_MBWU_L_CAPTURE characteristics are:

Purpose

Accesses the captured [MSMON_MBWU_L](#) monitor instance selected by [MSMON_CFG_MON_SEL](#).

MSMON_MBWU_L_CAPTURE_s is the Secure memory bandwidth usage monitor capture instance selected by the Secure instance of [MSMON_CFG_MON_SEL](#).

MSMON_MBWU_L_CAPTURE_ns is the Non-secure memory bandwidth usage monitor capture instance selected by the Non-secure instance of [MSMON_CFG_MON_SEL](#).

If [MPAMF_IDR.HAS_RIS](#) is 1, the monitor instance long capture register accessed is for the resource instance currently selected by [MSMON_CFG_MON_SEL.RIS](#) and the monitor instance of that resource instance selected by [MSMON_CFG_MON_SEL.MON_SEL](#).

Configuration

The power domain of MSMON_MBWU_L_CAPTURE is IMPLEMENTATION_DEFINED.

This register is present only when MPAMF_IDR.HAS_MSMON == 1, MPAMF_MSMON_IDR.MSMON_MBWU == 1, MPAMF_MBWUMON_IDR.HAS_CAPTURE == 1 and MPAMF_MBWUMON_IDR.HAS_LONG == 1. Otherwise, direct accesses to MSMON_MBWU_L_CAPTURE are RES0.

Attributes

MSMON_MBWU_L_CAPTURE is a 64-bit register.

Field descriptions

The MSMON_MBWU_L_CAPTURE bit assignments are:

When MPAMF_MBWUMON_IDR.LWD == 0:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
NRDY	RES0																			VALUE											
VALUE																															
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

NRDY, bit [63]

Not Ready. Indicates whether the monitor has possibly inaccurate data.

NRDY	Meaning
0b0	The captured monitor instance was ready and the MSMON_MBWU_L_CAPTURE.VALUE field is accurate.
0b1	The captured monitor instance was not ready and the contents of the MSMON_MBWU_L_CAPTURE.VALUE field might be inaccurate or otherwise not represent the actual memory bandwidth usage.

Bits [62:44]

Reserved, RES0.

VALUE, bits [43:0]

Captured long memory bandwidth usage counter value if MSMON_MBWU_L_CAPTURE.NRDY is 0. Invalid if MSMON_MBWU_L_CAPTURE.NRDY is 1.

VALUE is the captured 44-bit count of bytes transferred since the monitor instance was last reset that meet the criteria set in [MSMON_CFG_MBWU_FLT](#) and [MSMON_CFG_MBWU_CTL](#) for the monitor instance selected by [MSMON_CFG_MON_SEL](#).

When MPAMF MBWUMON IDR.LWD == 1:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
NRDY	VALUE																														
VALUE																															
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

NRDY, bit [63]

Not Ready. Indicates whether the monitor has possibly inaccurate data.

NRDY	Meaning
0b0	The captured monitor instance was ready and the MSMON_MBWU_L_CAPTURE.VALUE field is accurate.
0b1	The captured monitor instance was not ready and the contents of the MSMON_MBWU_L_CAPTURE.VALUE field might be inaccurate or otherwise not represent the actual memory bandwidth usage.

VALUE, bits [62:0]

The captured long memory bandwidth usage counter value if MSMON_MBWU_L_CAPTURE.NRDY is 0. Invalid if MSMON_MBWU_L_CAPTURE.NRDY is 1.

VALUE is the captured 63-bit count of bytes transferred since the monitor instance was last reset that meet the criteria set in [MSMON_CFG_MBWU_FLT](#) and [MSMON_CFG_MBWU_CTL](#) for the monitor instance selected by [MSMON_CFG_MON_SEL](#).

Accessing the MSMON_MBWU_L CAPTURE

This register is within the MPAM feature page memory frames. In a system that supports Secure and Non-secure memory maps, there must be both Secure and Non-secure MPAM feature pages.

MSMON MBWU L CAPTURE s must be accessible from the Secure MPAM feature page.

MSMON MBWU L CAPTURE ns must be accessible from the Non-secure MPAM feature page.

MSMON_MBWU_L_CAPTURE_s and MSMON_MBWU_L_CAPTURE_ns must be separate registers. The Secure instance (MSMON_MBWU_L_CAPTURE_s) accesses the captured long memory bandwidth usage monitor used for Secure PARTIDs, and the Non-secure instance (MSMON_MBWU_L_CAPTURE_ns) accesses the captured long memory bandwidth usage monitor used for Non-secure PARTIDs.

When RIS is implemented, reads and writes to `MSMON_MBWU_L_CAPTURE` access the monitor instance for the bandwidth resource instance selected by `MSMON_CFG_MON_SEL.RIS` and the memory bandwidth usage monitor instance selected by `MSMON_CFG_MON_SEL.MON_SEL`.

When RIS is not implemented, reads and writes to `MSMON_MBWU_L_CAPTURE` access the monitor instance for the memory bandwidth usage monitor instance selected by `MSMON_CFG_MON_SEL.MON_SEL`.

MSMON MBWU L CAPTURE can be accessed through the memory-mapped interfaces:

Component	Frame	Offset	Instance
MPAM	MPAMF BASE s	0x0890	MSMON MBWU CAPTURE s

Accesses on this interface are **RW**.

Component	Frame	Offset	Instance
MPAM	MPAMF_BASE_ns	0x0890	MSMON_MBWU_CAPTURE_ns

Accesses on this interface are **RW**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

OSLAR_EL1, OS Lock Access Register

The OSLAR_EL1 characteristics are:

Purpose

Used to lock or unlock the OS lock.

Configuration

External register OSLAR_EL1 bits [31:0] are architecturally mapped to AArch64 System register [OSLAR_EL1\[31:0\]](#).

External register OSLAR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [DBGOSLAR\[31:0\]](#).

OSLAR_EL1 is in the Core power domain.

If FEAT_Debugv8p2 is not implemented, it is IMPLEMENTATION DEFINED whether external debug accesses to OSLAR_EL1 are ignored and return an error when AllowExternalDebugAccess() returns FALSE for the access.

If FEAT_Debugv8p2 is implemented, external debug accesses to OSLAR_EL1 are ignored and return an error when AllowExternalDebugAccess() returns FALSE for the access.

Attributes

OSLAR_EL1 is a 32-bit register.

Field descriptions

The OSLAR_EL1 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																															OSLK

Bits [31:1]

Reserved, RES0.

OSLK, bit [0]

On writes to OSLAR_EL1, bit[0] is copied to the OS lock.

Use [EDPRSR.OSLK](#) to check the current status of the lock.

Accessing the OSLAR_EL1

Note

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

OSLAR_EL1 can be accessed through the external debug interface:

Component	Offset	Instance
Debug	0x300	OSLAR_EL1

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus(), AllowExternalDebugAccess() and SoftwareLockStatus() accesses to this register are **WI**.
- When IsCorePowered(), !DoubleLockStatus(), AllowExternalDebugAccess() and !SoftwareLockStatus() accesses to this register are **WO**.
- When IsCorePowered(), !DoubleLockStatus(), !AllowExternalDebugAccess() and FEAT_Debugv8p2 is not implemented accesses to this register are **IMPDEF**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMAUTHSTATUS, Performance Monitors Authentication Status register

The PMAUTHSTATUS characteristics are:

Purpose

Provides information about the state of the IMPLEMENTATION DEFINED authentication interface for Performance Monitors.

Configuration

If FEAT_DoPD is implemented, this register is in the Core power domain. If FEAT_DoPD is not implemented, this register is in the Debug power domain.

This register is OPTIONAL, and is required for CoreSight compliance. Arm recommends that this register is implemented.

Attributes

PMAUTHSTATUS is a 32-bit register.

Field descriptions

The PMAUTHSTATUS bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
												RES0												SNID		SID		NSNID		NSID	

Bits [31:8]

Reserved, RES0.

SNID, bits [7:6]

Holds the same value as [DBGAUTHSTATUS_EL1](#).SNID.

SID, bits [5:4]

Secure invasive debug. Possible values of this field are:

SID	Meaning
0b00	Not implemented.

All other values are reserved.

NSNID, bits [3:2]

Holds the same value as [DBGAUTHSTATUS_EL1](#).NSNID.

NSID, bits [1:0]

Non-secure invasive debug. Possible values of this field are:

NSID	Meaning
0b00	Not implemented.

All other values are reserved.

Accessing the PMAUTHSTATUS

PMAUTHSTATUS can be accessed through the external debug interface:

Component	Offset	Instance
PMU	0xFB8	PMAUTHSTATUS

This interface is accessible as follows:

- When FEAT_DoPD is not implemented or IsCorePowered() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMCCFILTR_EL0, Performance Monitors Cycle Counter Filter Register

The PMCCFILTR_EL0 characteristics are:

Purpose

Determines the modes in which the Cycle Counter, [PMCCNTR_EL0](#), increments.

Configuration

External register PMCCFILTR_EL0 bits [31:0] are architecturally mapped to AArch64 System register [PMCCFILTR_EL0\[31:0\]](#).

External register PMCCFILTR_EL0 bits [31:0] are architecturally mapped to AArch32 System register [PMCCFILTR\[31:0\]](#).

PMCCFILTR_EL0 is in the Core power domain.

On a Warm or Cold reset, RW fields in this register reset:

- To architecturally UNKNOWN values if the reset is to an Exception level that is using AArch64.
- To 0 if the reset is to an Exception level that is using AArch32.

The register is not affected by an External debug reset.

Attributes

PMCCFILTR_EL0 is a 32-bit register.

Field descriptions

The PMCCFILTR_EL0 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
P	U	NSK	NSU	NSH	M	RES0	SH																								

P, bit [31]

Privileged filtering bit. Controls counting in EL1.

If EL3 is implemented, then counting in Non-secure EL1 is further controlled by the PMCCFILTR_EL0.NSK bit.

P	Meaning
0b0	Count cycles in EL1.
0b1	Do not count cycles in EL1.

U, bit [30]

User filtering bit. Controls counting in EL0.

If EL3 is implemented, then counting in Non-secure EL0 is further controlled by the PMCCFILTR_EL0.NSU bit.

U	Meaning
0b0	Count cycles in EL0.
0b1	Do not count cycles in EL0.

NSK, bit [29]**When EL3 is implemented:**

Non-secure EL1 (kernel) modes filtering bit. Controls counting in Non-secure EL1.

If the value of this bit is equal to the value of the PMCCFILTR_EL0.P bit, cycles in Non-secure EL1 are counted.

Otherwise, cycles in Non-secure EL1 are not counted.

Otherwise:

Reserved, RES0.

NSU, bit [28]**When EL3 is implemented:**

Non-secure EL0 (Unprivileged) filtering bit. Controls counting in Non-secure EL0.

If the value of this bit is equal to the value of the PMCCFILTR_EL0.U bit, cycles in Non-secure EL0 are counted.

Otherwise, cycles in Non-secure EL0 are not counted.

Otherwise:

Reserved, RES0.

NSH, bit [27]**When EL2 is implemented:**

EL2 (Hypervisor) filtering bit. Controls counting in EL2.

If Secure EL2 is implemented, and EL3 is implemented, counting in Secure EL2 is further controlled by the PMCCFILTR_EL0.SH bit.

NSH	Meaning
0b0	Do not count cycles in EL2.
0b1	Count cycles in EL2.

Otherwise:

Reserved, RES0.

M, bit [26]**When EL3 is implemented:**

Secure EL3 filtering bit.

If the value of this bit is equal to the value of the PMCCFILTR_EL0.P bit, cycles in Secure EL3 are counted.

Otherwise, cycles in Secure EL3 are not counted.

Most applications can ignore this field and set its value to 0.

Note

This field is not visible in the AArch32 [PMCCFILTR](#) System register.

Otherwise:

Reserved, RES0.

Bit [25]

Reserved, RES0.

SH, bit [24]**When FEAT_SEL2 is implemented:**

Secure EL2 filtering.

If the value of this bit is not equal to the value of the PMCCFILTR_EL0.NSH bit, cycles in Secure EL2 are counted.

Otherwise, cycles in Secure EL2 are not counted.

If Secure EL2 is disabled, this field is RES0.

Note

This field is not visible in the AArch32 [PMCCFILTR](#) System register.

Otherwise:

Reserved, RES0.

Bits [23:0]

Reserved, RES0.

Accessing the PMCCFILTR_EL0**Note**

SoftwareLockStatus() depends on the type of access attempted and AllowExternalPMUAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

PMCCFILTR_EL0 can be accessed through the external debug interface:

Component	Offset	Instance
PMU	0x47C	PMCCFILTR_EL0

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus(), AllowExternalPMUAccess() and SoftwareLockStatus() accesses to this register are **RO**.
- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus(), AllowExternalPMUAccess() and !SoftwareLockStatus() accesses to this register are **RW**.
- Otherwise accesses to this register generate an error response.

PMCCNTR_EL0, Performance Monitors Cycle Counter

The PMCCNTR_EL0 characteristics are:

Purpose

Holds the value of the processor Cycle Counter, CCNT, that counts processor clock cycles. For more information, see 'Time as measured by the Performance Monitors cycle counter'.

[PMCCFILTR_EL0](#) determines the modes and states in which the PMCCNTR_EL0 can increment.

Configuration

External register PMCCNTR_EL0 bits [63:0] are architecturally mapped to AArch64 System register [PMCCNTR_EL0\[63:0\]](#).

External register PMCCNTR_EL0 bits [63:0] are architecturally mapped to AArch32 System register [PMCCNTR\[63:0\]](#).

PMCCNTR_EL0 is in the Core power domain.

Attributes

PMCCNTR_EL0 is a 64-bit register.

Field descriptions

The PMCCNTR_EL0 bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
																CCNT															
																CCNT															
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

CCNT, bits [63:0]

Cycle count. Depending on the values of [PMCR_EL0](#).{LC,D}, the cycle count increments in one of the following ways:

- Every processor clock cycle.
- Every 64th processor clock cycle.

Writing 1 to [PMCR_EL0](#).C sets this field to 0.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the PMCCNTR_EL0

Note

SoftwareLockStatus() depends on the type of access attempted and AllowExternalPMUAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

PMCCNTR_EL0 can be accessed through the external debug interface:

Component	Offset	Instance	Range
PMU	0x0F8	PMCCNTR_EL0	31:0

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus(), AllowExternalPMUAccess() and SoftwareLockStatus() accesses to this register are **RO**.
- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus(), AllowExternalPMUAccess() and !SoftwareLockStatus() accesses to this register are **RW**.
- Otherwise accesses to this register generate an error response.

Component	Offset	Instance	Range
PMU	0x0FC	PMCCNTR_EL0	63:32

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus(), AllowExternalPMUAccess() and SoftwareLockStatus() accesses to this register are **RO**.
- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus(), AllowExternalPMUAccess() and !SoftwareLockStatus() accesses to this register are **RW**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMCEID0, Performance Monitors Common Event Identification register 0

The PMCEID0 characteristics are:

Purpose

Defines which common architectural events and common microarchitectural events are implemented, or counted, using PMU events in the range 0x0000 to 0x001F

When the value of a bit in the register is 1 the corresponding common event is implemented and counted.

For more information about the common events and the use of the PMCEIDn registers, see 'The PMU event number space and common events'.

Note

- Arm recommends that, if a common event is never counted, the value of the corresponding register bit is 0.
- This view of the register was previously called PMCEID0_EL0.

Configuration

External register PMCEID0 bits [31:0] are architecturally mapped to AArch64 System register [PMCEID0_EL0\[31:0\]](#).

External register PMCEID0 bits [31:0] are architecturally mapped to AArch32 System register [PMCEID0\[31:0\]](#).

PMCEID0 is in the Core power domain.

Attributes

PMCEID0 is a 32-bit register.

Field descriptions

The PMCEID0 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
ID31	ID30	ID29	ID28	ID27	ID26	ID25	ID24	ID23	ID22	ID21	ID20	ID19	ID18	ID17	ID16	ID15	ID14	ID13	ID12	ID11	ID10	ID9	ID8	ID7

ID<n>, bit [n], for n = 0 to 31

ID[n] corresponds to common event n.

For each bit:

ID<n>	Meaning
0b0	The common event is not implemented, or not counted.
0b1	The common event is implemented.

A bit that corresponds to a reserved event number is reserved. The value might be used in a future revision of the architecture to identify an additional common event.

Note

Such an event might be added retrospectively to an earlier version of the PMU architecture, provided the event does not require any additional PMU features and has an event number that can be represented in the PMCEID<n> registers of that earlier version of the PMU architecture.

Accessing the PMCEID0

Note

AllowExternalPMUAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

PMCEID0 can be accessed through the external debug interface:

Component	Offset	Instance
PMU	0xE20	PMCEID0

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus() and AllowExternalPMUAccess() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMCEID1, Performance Monitors Common Event Identification register 1

The PMCEID1 characteristics are:

Purpose

Defines which common architectural events and common microarchitectural events are implemented, or counted, using PMU events in the range 0x020 to 0x03F.

When the value of a bit in the register is 1 the corresponding common event is implemented and counted.

For more information about the common events and the use of the PMCEIDn registers, see 'The PMU event number space and common events'.

Note

- Arm recommends that, if a common event is never counted, the value of the corresponding register bit is 0.
- This view of the register was previously called PMCEID1_EL0.

Configuration

External register PMCEID1 bits [31:0] are architecturally mapped to AArch64 System register [PMCEID1_EL0\[31:0\]](#).

External register PMCEID1 bits [31:0] are architecturally mapped to AArch32 System register [PMCEID1\[31:0\]](#).

PMCEID1 is in the Core power domain.

Attributes

PMCEID1 is a 32-bit register.

Field descriptions

The PMCEID1 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
ID31	ID30	ID29	ID28	ID27	ID26	ID25	ID24	ID23	ID22	ID21	ID20	ID19	ID18	ID17	ID16	ID15	ID14	ID13	ID12	ID11	ID10	ID9	ID8	ID7

ID<n>, bit [n], for n = 0 to 31

ID[n] corresponds to common event (0x0020 + n).

For each bit:

ID<n>	Meaning
0b0	The common event is not implemented, or not counted.
0b1	The common event is implemented.

A bit that corresponds to a reserved event number is reserved. The value might be used in a future revision of the architecture to identify an additional common event.

Note

Such an event might be added retrospectively to an earlier version of the PMU architecture, provided the event does not require any additional PMU features and has an event number that can be represented in the PMCEID<n> registers of that earlier version of the PMU architecture.

Accessing the PMCEID1

Note

AllowExternalPMUAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

PMCEID1 can be accessed through the external debug interface:

Component	Offset	Instance
PMU	0xE24	PMCEID1

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus() and AllowExternalPMUAccess() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMCEID2, Performance Monitors Common Event Identification register 2

The PMCEID2 characteristics are:

Purpose

Defines which common architectural events and common microarchitectural events are implemented, or counted, using PMU events in the range 0x4000 to 0x401F.

When the value of a bit in the register is 1 the corresponding common event is implemented and counted.

Note

Arm recommends that, if a common event is never counted, the value of the corresponding register bit is 0.

For more information about the common events and the use of the PMCEIDn registers, see 'The PMU event number space and common events'.

Configuration

External register PMCEID2 bits [31:0] are architecturally mapped to AArch64 System register [PMCEID0_EL0\[63:32\]](#).

External register PMCEID2 bits [63:32] are architecturally mapped to AArch32 System register [PMCEID2\[31:0\]](#).

PMCEID2 is in the Core power domain.

This register is present only when FEAT_PMUv3p1 is implemented. Otherwise, direct accesses to PMCEID2 are RES0.

Attributes

PMCEID2 is a 32-bit register.

Field descriptions

The PMCEID2 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
IDhi<n>, bit [n], for n = 0 to 31																															

IDhi<n>, bit [n], for n = 0 to 31

IDhi[n] corresponds to common event (0x4000 + n).

For each bit:

IDhi<n>	Meaning
0b0	The common event is not implemented, or not counted.
0b1	The common event is implemented.

A bit that corresponds to a reserved event number is reserved. The value might be used in a future revision of the architecture to identify an additional common event.

Note

Such an event might be added retrospectively to an earlier version of the PMU architecture, provided the event does not require any additional PMU features and has an event number that can be represented in the PMCEID<n> registers of that earlier version of the PMU architecture.

Accessing the PMCEID2

Note

AllowExternalPMUAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

PMCEID2 can be accessed through the external debug interface:

Component	Offset	Instance
PMU	0xE28	PMCEID2

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus() and AllowExternalPMUAccess() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMCEID3, Performance Monitors Common Event Identification register 3

The PMCEID3 characteristics are:

Purpose

Defines which common architectural events and common microarchitectural events are implemented, or counted, using PMU events in the range 0x4020 to 0x403F.

When the value of a bit in the register is 1 the corresponding common event is implemented and counted.

Note

Arm recommends that, if a common event is never counted, the value of the corresponding register bit is 0.

For more information about the common events and the use of the PMCEIDn registers, see 'The PMU event number space and common events'.

Configuration

External register PMCEID3 bits [31:0] are architecturally mapped to AArch64 System register [PMCEID1_EL0\[63:32\]](#).

External register PMCEID3 bits [63:32] are architecturally mapped to AArch32 System register [PMCEID3\[31:0\]](#).

PMCEID3 is in the Core power domain.

This register is present only when FEAT_PMUv3p1 is implemented. Otherwise, direct accesses to PMCEID3 are RES0.

Attributes

PMCEID3 is a 32-bit register.

Field descriptions

The PMCEID3 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
IDhi<n>, bit [n], for n = 0 to 31																															

IDhi<n>, bit [n], for n = 0 to 31

IDhi[n] corresponds to common event (0x4020 + n).

For each bit:

IDhi<n>	Meaning
0b0	The common event is not implemented, or not counted.
0b1	The common event is implemented.

A bit that corresponds to a reserved event number is reserved. The value might be used in a future revision of the architecture to identify an additional common event.

Note

Such an event might be added retrospectively to an earlier version of the PMU architecture, provided the event does not require any additional PMU features and has an event number that can be represented in the PMCEID<n> registers of that earlier version of the PMU architecture.

Accessing the PMCEID3

Note

AllowExternalPMUAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

PMCEID3 can be accessed through the external debug interface:

Component	Offset	Instance
PMU	0xE2C	PMCEID3

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus() and AllowExternalPMUAccess() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMCFGR, Performance Monitors Configuration Register

The PMCFGR characteristics are:

Purpose

Contains PMU-specific configuration data.

Configuration

PMCFGR is in the Core power domain.

Attributes

PMCFGR is a 32-bit register.

Field descriptions

The PMCFGR 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				
NCG				RES0								UENWTNAEX				CCDCC				SIZE								N							

NCG, bits [31:28]

This feature is not supported, so this field is RAZ.

Bits [27:20]

Reserved, RES0.

UEN, bit [19]

User-mode Enable Register supported. [PMUSERENR_ELO](#) is not visible in the external debug interface, so this bit is RAZ.

WT, bit [18]

This feature is not supported, so this bit is RAZ.

NA, bit [17]

This feature is not supported, so this bit is RAZ.

EX, bit [16]

Export supported. Value is IMPLEMENTATION DEFINED.

EX	Meaning
0b0	PMCR_ELO .X is RES0.
0b1	PMCR_ELO .X is read/write.

CCD, bit [15]

Cycle counter has prescale.

This is RES1 if AArch32 is supported at any Exception level, and RAZ otherwise.

CCD	Meaning
0b0	PMCR_ELO .D is RES0.
0b1	PMCR_ELO .D is read/write.

CC, bit [14]

Dedicated cycle counter (counter 31) supported. This bit is RAO.

SIZE, bits [13:8]

Size of counters, minus one. This field defines the size of the largest counter implemented by the Performance Monitors Unit.

From Armv8, the largest counter is 64-bits, so the value of this field is 0b111111.

This field is used by software to determine the spacing of the counters in the memory-map. From Armv8, the counters are a doubleword-aligned addresses.

N, bits [7:0]

Number of counters implemented in addition to the cycle counter, [PMCCNTR_ELO](#). The maximum number of event counters is 31.

N	Meaning
0x00	Only PMCCNTR_ELO implemented.
0x01	PMCCNTR_ELO plus one event counter implemented.

and so on up to 0b00011111, which indicates [PMCCNTR_ELO](#) and 31 event counters implemented.

Accessing the PMCFGR**Note**

AllowExternalPMUAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

PMCFGR can be accessed through the external debug interface:

Component	Offset	Instance
PMU	0xE00	PMCFGR

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus() and AllowExternalPMUAccess() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

PMCID1SR, CONTEXTIDR_EL1 Sample Register

The PMCID1SR characteristics are:

Purpose

Contains the sampled value of [CONTEXTIDR_EL1](#), captured on reading [PMPCSR](#)[31:0].

Configuration

PMCID1SR is in the Core power domain.

This register is present only when FEAT_PCSRv8p2 is implemented. Otherwise, direct accesses to PMCID1SR are RES0.

Note

Before Armv8.2, the PC Sample-based Profiling Extension can be implemented in the external debug register space, as indicated by the value of [EDDEVID](#).PCSample.

Attributes

PMCID1SR is a 32-bit register.

Field descriptions

The PMCID1SR 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
CONTEXTIDR_EL1																															

CONTEXTIDR_EL1, bits [31:0]

Context ID. The value of CONTEXTIDR that is associated with the most recent [PMPCSR](#) sample. When the most recent [PMPCSR](#) sample was generated:

- If EL1 is using AArch64, then the Context ID is sampled from [CONTEXTIDR_EL1](#).
- If EL1 is using AArch32, then the Context ID is sampled from [CONTEXTIDR](#).
- If EL3 is implemented and is using AArch32, then [CONTEXTIDR](#) is a banked register and PMCID1SR samples the current banked copy of [CONTEXTIDR](#) for the Security state that is associated with the most recent [PMPCSR](#) sample.

Because the value written to PMCID1SR is an indirect read of CONTEXTIDR, it is CONSTRAINED UNPREDICTABLE whether PMCID1SR is set to the original or new value if [PMPCSR](#) samples:

- An instruction that writes to CONTEXTIDR.
- The next Context synchronization event.
- Any instruction executed between these two instructions.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Accessing the PMCID1SR

IMPLEMENTATION DEFINED extensions to external debug might make the value of this register UNKNOWN, see 'Permitted behavior that might make the PC Sample-based profiling registers UNKNOWN'.

PMCID1SR can be accessed through the external debug interface:

Component	Offset	Instance
PMU	0x208	PMCID1SR

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus() and !OSLockStatus() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

Component	Offset	Instance
PMU	0x228	PMCID1SR

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus() and !OSLockStatus() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMCID2SR, CONTEXTIDR_EL2 Sample Register

The PMCID2SR characteristics are:

Purpose

Contains the sampled value of [CONTEXTIDR_EL2](#), captured on reading [PMPCSR](#)[31:0].

Configuration

PMCID2SR is in the Core power domain.

This register is present only when FEAT_PCSRv8p2 is implemented and EL2 is implemented. Otherwise, direct accesses to PMCID2SR are RES0.

Note

If FEAT_PCSRv8p2 is not implemented, the PC Sample-based Profiling Extension can be implemented in the external debug register space, as indicated by the value of [EDDEVID](#).PCSample.

Attributes

PMCID2SR is a 32-bit register.

Field descriptions

The PMCID2SR 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
CONTEXTIDR_EL2																															

CONTEXTIDR_EL2, bits [31:0]

Context ID. The value of [CONTEXTIDR_EL2](#) that is associated with the most recent [PMPCSR](#) sample. When the most recent [PMPCSR](#) sample was generated:

- If EL2 is using AArch64, then this field is set to the Context ID sampled from [CONTEXTIDR_EL2](#).
- If EL2 is using AArch32, then this field is set to an UNKNOWN value.

Because the value written to PMCID2SR is an indirect read of [CONTEXTIDR_EL2](#), it is CONSTRAINED UNPREDICTABLE whether PMCID2SR is set to the original or new value if [PMPCSR](#) samples:

- An instruction that writes to [CONTEXTIDR_EL2](#).
- The next Context synchronization event.
- Any instruction executed between these two instructions.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Accessing the PMCID2SR

IMPLEMENTATION DEFINED extensions to external debug might make the value of this register UNKNOWN, see 'Permitted behavior that might make the PC Sample-based profiling registers UNKNOWN'.

PMCID2SR can be accessed through the external debug interface:

Component	Offset	Instance
PMU	0x22C	PMCID2SR

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus() and !OSLockStatus() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMCIDR0, Performance Monitors Component Identification Register 0

The PMCIDR0 characteristics are:

Purpose

Provides information to identify a Performance Monitor component.

For more information, see 'About the Component Identification scheme'.

Configuration

Implementation of this register is OPTIONAL.

If FEAT_DoPD is implemented, this register is in the Core power domain. If FEAT_DoPD is not implemented, this register is in the Debug power domain.

This register is required for CoreSight compliance.

Attributes

PMCIDR0 is a 32-bit register.

Field descriptions

The PMCIDR0 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								PRMBL_0							

Bits [31:8]

Reserved, RES0.

PRMBL_0, bits [7:0]

Preamble.

Reads as 0x0D.

Accessing the PMCIDR0

PMCIDR0 can be accessed through the external debug interface:

Component	Offset	Instance
PMU	0xFF0	PMCIDR0

This interface is accessible as follows:

- When FEAT_DoPD is not implemented or IsCorePowered() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

PMCIDR1, Performance Monitors Component Identification Register 1

The PMCIDR1 characteristics are:

Purpose

Provides information to identify a Performance Monitor component.

For more information, see 'About the Component Identification scheme'.

Configuration

Implementation of this register is OPTIONAL.

If FEAT_DoPD is implemented, this register is in the Core power domain. If FEAT_DoPD is not implemented, this register is in the Debug power domain.

This register is required for CoreSight compliance.

Attributes

PMCIDR1 is a 32-bit register.

Field descriptions

The PMCIDR1 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								CLASS			PRMBL_1				

Bits [31:8]

Reserved, RES0.

CLASS, bits [7:4]

Component class.

CLASS	Meaning
0b1001	CoreSight component.

Other values are defined by the CoreSight Architecture.

This field reads as 0x9.

PRMBL_1, bits [3:0]

Preamble. RAZ.

Reads as 0b0000.

Accessing the PMCIDR1

PMCIDR1 can be accessed through the external debug interface:

Component	Offset	Instance
PMU	0xFF4	PMCIDR1

This interface is accessible as follows:

- When FEAT_DoPD is not implemented or IsCorePowered() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMCIDR2, Performance Monitors Component Identification Register 2

The PMCIDR2 characteristics are:

Purpose

Provides information to identify a Performance Monitor component.

For more information, see 'About the Component Identification scheme'.

Configuration

Implementation of this register is OPTIONAL.

If FEAT_DoPD is implemented, this register is in the Core power domain. If FEAT_DoPD is not implemented, this register is in the Debug power domain.

This register is required for CoreSight compliance.

Attributes

PMCIDR2 is a 32-bit register.

Field descriptions

The PMCIDR2 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								PRMBL_2							

Bits [31:8]

Reserved, RES0.

PRMBL_2, bits [7:0]

Preamble.

Reads as 0x05.

Accessing the PMCIDR2

PMCIDR2 can be accessed through the external debug interface:

Component	Offset	Instance
PMU	0xFF8	PMCIDR2

This interface is accessible as follows:

- When FEAT_DoPD is not implemented or IsCorePowered() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

PMCIDR3, Performance Monitors Component Identification Register 3

The PMCIDR3 characteristics are:

Purpose

Provides information to identify a Performance Monitor component.

For more information, see 'About the Component Identification scheme'.

Configuration

Implementation of this register is OPTIONAL.

If FEAT_DoPD is implemented, this register is in the Core power domain. If FEAT_DoPD is not implemented, this register is in the Debug power domain.

This register is required for CoreSight compliance.

Attributes

PMCIDR3 is a 32-bit register.

Field descriptions

The PMCIDR3 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								PRMBL_3							

Bits [31:8]

Reserved, RES0.

PRMBL_3, bits [7:0]

Preamble.

Reads as 0xB1.

Accessing the PMCIDR3

PMCIDR3 can be accessed through the external debug interface:

Component	Offset	Instance
PMU	0xFFC	PMCIDR3

This interface is accessible as follows:

- When FEAT_DoPD is not implemented or IsCorePowered() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

PMCNTENCLR_EL0, Performance Monitors Count Enable Clear register

The PMCNTENCLR_EL0 characteristics are:

Purpose

Disables the Cycle Count Register, [PMCCNTR_EL0](#), and any implemented event counters [PMEVCNTR<n>](#). Reading this register shows which counters are enabled.

Configuration

External register PMCNTENCLR_EL0 bits [31:0] are architecturally mapped to AArch64 System register [PMCNTENCLR_EL0\[31:0\]](#).

External register PMCNTENCLR_EL0 bits [31:0] are architecturally mapped to AArch32 System register [PMCNTENCLR\[31:0\]](#).

PMCNTENCLR_EL0 is in the Core power domain.

Attributes

PMCNTENCLR_EL0 is a 32-bit register.

Field descriptions

The PMCNTENCLR_EL0 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
C	P<n>, bit [n]																														

C, bit [31]

[PMCCNTR_EL0](#) disable bit. Disables the cycle counter register. Possible values are:

C	Meaning
0b0	When read, means the cycle counter is disabled. When written, has no effect.
0b1	When read, means the cycle counter is enabled. When written, disables the cycle counter.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

P<n>, bit [n], for n = 0 to 30

Event counter disable bit for [PMEVCNTR<n>_EL0](#).

If [PMCFGR.N](#) is less than 31, bits [30:[PMCFGR.N](#)] are RAZ/WI.

P<n>	Meaning
0b0	When read, means that PMEVCNTR<n>_EL0 is disabled. When written, has no effect.
0b1	When read, means that PMEVCNTR<n>_EL0 is enabled. When written, disables PMEVCNTR<n>_EL0 .

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the PMCNTENCLR_ELO

Note

SoftwareLockStatus() depends on the type of access attempted and AllowExternalPMUAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

PMCNTENCLR_ELO can be accessed through the external debug interface:

Component	Offset	Instance
PMU	0xC20	PMCNTENCLR_ELO

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus(), AllowExternalPMUAccess() and SoftwareLockStatus() accesses to this register are **RO**.
- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus(), AllowExternalPMUAccess() and !SoftwareLockStatus() accesses to this register are **RW**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMCNTENSET_EL0, Performance Monitors Count Enable Set register

The PMCNTENSET_EL0 characteristics are:

Purpose

Enables the Cycle Count Register, [PMCCNTR_EL0](#), and any implemented event counters [PMEVCNTR<n>](#). Reading this register shows which counters are enabled.

Configuration

External register PMCNTENSET_EL0 bits [31:0] are architecturally mapped to AArch64 System register [PMCNTENSET_EL0\[31:0\]](#).

External register PMCNTENSET_EL0 bits [31:0] are architecturally mapped to AArch32 System register [PMCNTENSET\[31:0\]](#).

PMCNTENSET_EL0 is in the Core power domain.

Attributes

PMCNTENSET_EL0 is a 32-bit register.

Field descriptions

The PMCNTENSET_EL0 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
C	P<n>, bit [n]																														

C, bit [31]

[PMCCNTR_EL0](#) enable bit. Enables the cycle counter register. Possible values are:

C	Meaning
0b0	When read, means the cycle counter is disabled. When written, has no effect.
0b1	When read, means the cycle counter is enabled. When written, enables the cycle counter.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

P<n>, bit [n], for n = 0 to 30

Event counter enable bit for [PMEVCNTR<n>_EL0](#).

If [PMCFGR.N](#) is less than 31, bits [30:[PMCFGR.N](#)] are RAZ/WI.

P<n>	Meaning
0b0	When read, means that PMEVCNTR<n>_EL0 is disabled. When written, has no effect.
0b1	When read, means that PMEVCNTR<n>_EL0 event counter is enabled. When written, enables PMEVCNTR<n>_EL0 .

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the PMCNTENSET_EL0

Note

SoftwareLockStatus() depends on the type of access attempted and AllowExternalPMUAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

PMCNTENSET_EL0 can be accessed through the external debug interface:

Component	Offset	Instance
PMU	0xC00	PMCNTENSET_EL0

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus(), AllowExternalPMUAccess() and SoftwareLockStatus() accesses to this register are **RO**.
- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus(), AllowExternalPMUAccess() and !SoftwareLockStatus() accesses to this register are **RW**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMCR_EL0, Performance Monitors Control Register

The PMCR_EL0 characteristics are:

Purpose

Provides details of the Performance Monitors implementation, including the number of counters implemented, and configures and controls the counters.

Configuration

External register PMCR_EL0 bits [7:0] are architecturally mapped to AArch32 System register [PMCR\[7:0\]](#).

External register PMCR_EL0 bits [7:0] are architecturally mapped to AArch64 System register [PMCR_EL0\[7:0\]](#).

PMCR_EL0 is in the Core power domain.

This register is only partially mapped to the internal [PMCR](#) System register. An external agent must use other means to discover the information held in [PMCR](#)[31:11], such as accessing [PMCFGR](#) and the ID registers.

Attributes

PMCR_EL0 is a 32-bit register.

Field descriptions

The PMCR_EL0 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
RAZ/WI																					RES0		LP	LC	DP	X	D	C	P	E	

Bits [31:11]

Reserved, RAZ/WI.

Hardware must implement this field as RAZ/WI. Software must not rely on the register reading as zero, and must use a read-modify-write sequence to write to the register.

Bits [10:8]

Reserved, RES0.

LP, bit [7]

When **FEAT_PMUv3p5** is implemented:

Long event counter enable. Determines when unsigned overflow is recorded by a counter overflow bit.

LP	Meaning
0b0	Event counter overflow on increment that causes unsigned overflow of PMEVCNTR<n>_EL0 [31:0].
0b1	Event counter overflow on increment that causes unsigned overflow of PMEVCNTR<n>_EL0 [63:0].

If EL2 is implemented and [MDCR_EL2](#).HPMN is less than PMCR_EL0.N, this bit does not affect the operation of event counters in the range [[MDCR_EL2](#).HPMN:(PMCR_EL0.N-1)].

If EL2 is implemented and [HDCR](#).HPMN is less than PMCR_EL0.N, this bit does not affect the operation of event counters in the range [[HDCR](#).HPMN..(PMCR_EL0.N-1)].

Note

The effect of [MDCR_EL2.HPMN](#) or [HDCR.HPMN](#) on the operation of this bit always applies if EL2 is implemented, at all Exception levels including EL2 and EL3, and regardless of whether EL2 is enabled in the current Security state. For more information, see the description of [MDCR_EL2.HPMN](#) or [HDCR.HPMN](#).

If the highest implemented Exception level is using AArch32, it is IMPLEMENTATION DEFINED whether this bit is RW or RAZ/WI.

Otherwise:

Reserved, RES0.

LC, bit [6]**When AArch32 is supported at any Exception level:**

Long cycle counter enable. Determines when unsigned overflow is recorded by the cycle counter overflow bit.

LC	Meaning
0b0	Cycle counter overflow on increment that causes unsigned overflow of PMCCNTR_EL0 [31:0].
0b1	Cycle counter overflow on increment that causes unsigned overflow of PMCCNTR_EL0 [63:0].

Arm deprecates use of [PMCR_EL0.LC](#) = 0.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES1.

DP, bit [5]**When EL3 is implemented or (FEAT_PMUv3p1 is implemented and EL2 is implemented):**

Disable cycle counter when event counting is prohibited. The possible values of this bit are:

DP	Meaning
0b0	Cycle counting by PMCCNTR_EL0 is not affected by this bit.
0b1	When event counting for counters in the range [0..(MDCR_EL2.HPMN -1)] is prohibited, cycle counting by PMCCNTR_EL0 is disabled.

For more information, see 'Prohibiting event counting'.

When this register has an architecturally-defined reset value, if this field is implemented as an RW field it resets to:

- A value that is architecturally UNKNOWN if the reset is into an Exception level that is using AArch64.
- 0 if the reset is into an Exception level that is using AArch32.

Otherwise:

Reserved, RES0.

X, bit [4]

When the implementation includes a PMU event export bus:

Enable export of events in an IMPLEMENTATION DEFINED PMU event export bus.

X	Meaning
0b0	Do not export events.
0b1	Export events where not prohibited.

This field enables the exporting of events over an IMPLEMENTATION DEFINED PMU event export bus to another device, for example to an OPTIONAL PE trace unit.

No events are exported when counting is prohibited.

This field does not affect the generation of Performance Monitors overflow interrupt requests or signaling to a cross-trigger interface (CTI) that can be implemented as signals exported from the PE.

When this register has an architecturally-defined reset value, if this field is implemented as an RW field it resets to:

- A value that is architecturally UNKNOWN if the reset is into an Exception level that is using AArch64.
- 0 if the reset is into an Exception level that is using AArch32.

Otherwise:

Reserved, RAZ/WI.

D, bit [3]

When AArch32 is supported at any Exception level:

Clock divider.

D	Meaning
0b0	When enabled, PMCCNTR_EL0 counts every clock cycle.
0b1	When enabled, PMCCNTR_EL0 counts once every 64 clock cycles.

If PMCR_EL0.LC == 1, this bit is ignored and the cycle counter counts every clock cycle.

Arm deprecates use of PMCR_EL0.D = 1.

When this register has an architecturally-defined reset value, if this field is implemented as an RW field it resets to:

- A value that is architecturally UNKNOWN if the reset is into an Exception level that is using AArch64.
- 0 if the reset is into an Exception level that is using AArch32.

Otherwise:

Reserved, RES0.

C, bit [2]

Cycle counter reset. The effects of writing to this bit are:

C	Meaning
0b0	No action.
0b1	Reset PMCCNTR_EL0 to zero.

This bit is always RAZ.

Note

Resetting [PMCCNTR_EL0](#) does not change the cycle counter overflow bit.

Access to this field is **WO**.

P, bit [1]

Event counter reset. The effects of writing to this bit are:

P	Meaning
0b0	No action.
0b1	Reset all event counters, not including PMCCNTR_EL0 , to zero.

This bit is always RAZ.

Note

Resetting the event counters does not change the event counter overflow bits.

If FEAT_PMUv3p5 is implemented, the value of [MDCR_EL2.HLP](#), or [PMCR_EL0.LP](#) is ignored and bits [63:0] of all event counters are reset.

Access to this field is **WO**.

E, bit [0]

Enable.

E	Meaning
0b0	All event counters in the range [0..(PMN-1)] and PMCCNTR_EL0 , are disabled.
0b1	All event counters in the range [0..(PMN-1)] and PMCCNTR_EL0 , are enabled by PMCNTENSET_EL0 .

If EL2 is implemented then:

- If EL2 is using AArch32, PMN is [HDCR.HPMN](#).
- If EL2 is using AArch64, PMN is [MDCR_EL2.HPMN](#).
- If PMN is less than [PMCR_EL0.N](#), this bit does not affect the operation of event counters in the range [PMN..(PMCR_EL0.N-1)].

If EL2 is not implemented, PMN is [PMCR_EL0.N](#).

Note

The effect of the following fields on the operation of this bit applies if EL2 is implemented regardless of whether EL2 is enabled in the current Security state:

- [HDCR.HPMN](#). See the description of [HDCR.HPMN](#) for more information.
- [MDCR_EL2.HPMN](#). See the description of [MDCR_EL2.HPMN](#) for more information.

On a Warm reset, this field resets to 0.

Accessing the PMCR_EL0

Note

SoftwareLockStatus() depends on the type of access attempted and AllowExternalPMUAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

PMCR_EL0 can be accessed through the external debug interface:

Component	Offset	Instance
PMU	0xE04	PMCR_EL0

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus(), AllowExternalPMUAccess() and SoftwareLockStatus() accesses to this register are **RO**.
- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus(), AllowExternalPMUAccess() and !SoftwareLockStatus() accesses to this register are **RW**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMDEVAFF0, Performance Monitors Device Affinity register 0

The PMDEVAFF0 characteristics are:

Purpose

Copy of the low half of the PE [MPIDR_EL1](#) register that allows a debugger to determine which PE in a multiprocessor system the Performance Monitor component relates to.

Configuration

If FEAT_DoPD is implemented, this register is in the Core power domain. If FEAT_DoPD is not implemented, this register is in the Debug power domain.

This register is required if the external interface to the PMU is implemented.

Attributes

PMDEVAFF0 is a 32-bit register.

Field descriptions

The PMDEVAFF0 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
																MPIDR_EL1 _{lo}															

MPIDR_EL1_{lo}, bits [31:0]

[MPIDR_EL1](#) low half. Read-only copy of the low half of [MPIDR_EL1](#), as seen from the highest implemented Exception level.

Accessing the PMDEVAFF0

PMDEVAFF0 can be accessed through the external debug interface:

Component	Offset	Instance
PMU	0xFA8	PMDEVAFF0

This interface is accessible as follows:

- When FEAT_DoPD is not implemented or IsCorePowered() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

PMDEVAFF1, Performance Monitors Device Affinity register 1

The PMDEVAFF1 characteristics are:

Purpose

Copy of the high half of the PE [MPIDR_EL1](#) register that allows a debugger to determine which PE in a multiprocessor system the Performance Monitor component relates to.

Configuration

If FEAT_DoPD is implemented, this register is in the Core power domain. If FEAT_DoPD is not implemented, this register is in the Debug power domain.

This register is required if the external interface to the PMU is implemented.

Attributes

PMDEVAFF1 is a 32-bit register.

Field descriptions

The PMDEVAFF1 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
																MPIDR_EL1hi															

MPIDR_EL1hi, bits [31:0]

[MPIDR_EL1](#) high half. Read-only copy of the high half of [MPIDR_EL1](#), as seen from the highest implemented Exception level.

Accessing the PMDEVAFF1

PMDEVAFF1 can be accessed through the external debug interface:

Component	Offset	Instance
PMU	0xFAC	PMDEVAFF1

This interface is accessible as follows:

- When FEAT_DoPD is not implemented or IsCorePowered() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

PMDEVARCH, Performance Monitors Device Architecture register

The PMDEVARCH characteristics are:

Purpose

Identifies the programmers' model architecture of the Performance Monitor component.

Configuration

If FEAT_DoPD is implemented, this register is in the Core power domain. If FEAT_DoPD is not implemented, this register is in the Debug power domain.

Attributes

PMDEVARCH is a 32-bit register.

Field descriptions

The PMDEVARCH 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
ARCHITECT											PRESENT	REVISION				ARCHID															

ARCHITECT, bits [31:21]

Defines the architecture of the component. For Performance Monitors, this is Arm Limited.

Bits [31:28] are the JEP106 continuation code, 0x4.

Bits [27:21] are the JEP106 ID code, 0x3B.

PRESENT, bit [20]

When set to 1, indicates that the DEVARCH is present.

This field is 1 in Armv8.

REVISION, bits [19:16]

Defines the architecture revision. For architectures defined by Arm this is the minor revision.

For Performance Monitors, the revision defined by Armv8 is 0x0.

All other values are reserved.

ARCHID, bits [15:0]

Defines this part to be an Armv8 debug component. For architectures defined by Arm this is further subdivided.

For Performance Monitors:

- Bits [15:12] are the architecture version, 0x2.
- Bits [11:0] are the architecture part number, 0xA16.

This corresponds to Performance Monitors architecture version PMUv3.

Note

The PMUv3 memory-mapped programmers' model can be used by devices other than Armv8 processors. Software must determine whether the PMU is attached to an Armv8 processor by using the [PMDEVAFF0](#) and [PMDEVAFF1](#) registers to discover the affinity of the PMU to any Armv8 processors.

Accessing the PMDEVARCH

PMDEVARCH can be accessed through the external debug interface:

Component	Offset	Instance
PMU	0xFBC	PMDEVARCH

This interface is accessible as follows:

- When FEAT_DoPD is not implemented or IsCorePowered() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMDEVID, Performance Monitors Device ID register

The PMDEVID characteristics are:

Purpose

Provides information about features of the Performance Monitors implementation.

Configuration

If FEAT_DoPD is implemented, this register is in the Core power domain.

If FEAT_DoPD is not implemented, this register is in the Debug power domain.

This register is required from Armv8.2 and in any implementation that includes FEAT_PCSRv8p2. Otherwise, its location is RES0.

Note

Before Armv8.2, the PC Sample-based Profiling Extension can be implemented in the external debug register space, as indicated by the value of [EDDEVID.PCSample](#).

Attributes

PMDEVID is a 32-bit register.

Field descriptions

The PMDEVID 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
<div><div>RES0</div><div>PCSample</div></div>																															

Bits [31:4]

Reserved, RES0.

PCSample, bits [3:0]

Indicates the level of PC Sample-based Profiling support using Performance Monitors registers.

PCSample	Meaning
0b0000	PC Sample-based Profiling Extension is not implemented in the Performance Monitors register space.
0b0001	PC Sample-based Profiling Extension is implemented in the Performance Monitors register space.

All other values are reserved.

FEAT_PCSRv8p2 implements the functionality identified by the value 0b0001.

Accessing the PMDEVID

PMDEVID can be accessed through the external debug interface:

Component	Offset	Instance
PMU	0xFC8	PMDEVID

This interface is accessible as follows:

- When FEAT_DoPD is not implemented or IsCorePowered() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMDEVTYPE, Performance Monitors Device Type register

The PMDEVTYPE characteristics are:

Purpose

Indicates to a debugger that this component is part of a PE's performance monitor interface.

Configuration

Implementation of this register is OPTIONAL.

If FEAT_DoPD is implemented, this register is in the Core power domain. If FEAT_DoPD is not implemented, this register is in the Debug power domain.

Attributes

PMDEVTYPE is a 32-bit register.

Field descriptions

The PMDEVTYPE bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
												RES0												SUB			MAJOR				

Bits [31:8]

Reserved, RES0.

SUB, bits [7:4]

Subtype. Must read as 0x1 to indicate this is a component within a PE.

MAJOR, bits [3:0]

Major type. Must read as 0x6 to indicate this is a performance monitor component.

Accessing the PMDEVTYPE

PMDEVTYPE can be accessed through the external debug interface:

Component	Offset	Instance
PMU	0xFCC	PMDEVTYPE

This interface is accessible as follows:

- When FEAT_DoPD is not implemented or IsCorePowered() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

PMEVCNTR<n>_EL0, Performance Monitors Event Count Registers, n = 0 - 30

The PMEVCNTR<n>_EL0 characteristics are:

Purpose

Holds event counter n, which counts events, where n is 0 to 30.

Configuration

External register PMEVCNTR<n>_EL0 bits [31:0] are architecturally mapped to AArch64 System register [PMEVCNTR<n>_EL0\[31:0\]](#).

External register PMEVCNTR<n>_EL0 bits [31:0] are architecturally mapped to AArch32 System register [PMEVCNTR<n>\[31:0\]](#).

PMEVCNTR<n>_EL0 is in the Core power domain.

Attributes

PMEVCNTR<n>_EL0 is a 64-bit register.

Field descriptions

The PMEVCNTR<n>_EL0 bit assignments are:

When FEAT_PMUv3p5 is implemented:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
Event counter n																															
Event counter n																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Bits [63:0]

Event counter n. Value of event counter n, where n is the number of this register and is a number from 0 to 30.

If the highest implemented Exception level is using AArch32, the optional external interface to the performance monitors is implemented, and the [PMCR.LP](#) and [HDCR.HLP](#) bits are RAZ/WI, then locations in the external interface to the performance monitors that map to PMEVCNTR<n>_EL0[63:32] return UNKNOWN values on reads.

If the implementation does not support AArch64 at any Exception level, bits [63:32] of the event counters are not required to be implemented.

This field resets to an architecturally UNKNOWN value.

Otherwise:

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
Event counter n																															

Bits [31:0]

Event counter n. Value of event counter n, where n is the number of this register and is a number from 0 to 30.

This field resets to an architecturally UNKNOWN value.

Accessing the PMEVCNTR<n>_EL0

External accesses to the performance monitors ignore [PMUSERENR_EL0](#) and, if implemented, [MDCR_EL2](#).{TPM, TPMCR, HPMN} and [MDCR_EL3](#).TPM. This means that all counters are accessible regardless of the current Exception level or privilege of the access.

If FEAT_PMUv3p5 is not implemented, when IsCorePowered(), DoubleLockStatus(), OSLockStatus() or !AllowExternalPMUAccess(), 32-bit accesses to 0x004+8×n have a CONSTRAINED UNPREDICTABLE behavior.

Note

SoftwareLockStatus() depends on the type of access attempted and AllowExternalPMUAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

PMEVCNTR<n>_EL0 can be accessed through the external debug interface:

Component	Offset	Instance
PMU	0x000 + (8 * n)	PMEVCNTR<n>_EL0

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus(), AllowExternalPMUAccess() and SoftwareLockStatus() accesses to this register are **RO**.
- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus(), AllowExternalPMUAccess() and !SoftwareLockStatus() accesses to this register are **RW**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMEVTYPER<n>_EL0, Performance Monitors Event Type Registers, n = 0 - 30

The PMEVTYPER<n>_EL0 characteristics are:

Purpose

Configures event counter n, where n is 0 to 30.

Configuration

External register PMEVTYPER<n>_EL0 bits [31:0] are architecturally mapped to AArch64 System register [PMEVTYPER<n>_EL0\[31:0\]](#).

External register PMEVTYPER<n>_EL0 bits [31:0] are architecturally mapped to AArch32 System register [PMEVTYPER<n>\[31:0\]](#).

PMEVTYPER<n>_EL0 is in the Core power domain.

If event counter n is not implemented then accesses to this register are:

- RES0 when IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalPMUAccess().
- A CONSTRAINED UNPREDICTABLE choice of RES0 or ERROR otherwise.

Attributes

PMEVTYPER<n>_EL0 is a 32-bit register.

Field descriptions

The PMEVTYPER<n>_EL0 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
P	U	NSK	NSU	NSH	M	MT	SH	RES0								evtCount[15:10]						evtCount[9:0]									

P, bit [31]

Privileged filtering bit. Controls counting in EL1.

If EL3 is implemented, then counting in Non-secure EL1 is further controlled by the PMEVTYPER<n>_EL0.NSK bit.

P	Meaning
0b0	Count events in EL1.
0b1	Do not count events in EL1.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

U, bit [30]

User filtering bit. Controls counting in EL0.

If EL3 is implemented, then counting in Non-secure EL0 is further controlled by the PMEVTYPER<n>_EL0.NSU bit.

U	Meaning
0b0	Count events in EL0.
0b1	Do not count events in EL0.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

NSK, bit [29]**When EL3 is implemented:**

Non-secure EL1 (kernel) modes filtering bit. Controls counting in Non-secure EL1.

If the value of this bit is equal to the value of the PMEVTYPER<n>_EL0.P bit, events in Non-secure EL1 are counted.

Otherwise, events in Non-secure EL1 are not counted.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

NSU, bit [28]**When EL3 is implemented:**

Non-secure EL0 (Unprivileged) filtering bit. Controls counting in Non-secure EL0.

If the value of this bit is equal to the value of the PMEVTYPER<n>_EL0.U bit, events in Non-secure EL0 are counted.

Otherwise, events in Non-secure EL0 are not counted.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

NSH, bit [27]**When EL2 is implemented:**

EL2 (Hypervisor) filtering bit. Controls counting in EL2.

If Secure EL2 is implemented, and EL3 is implemented, counting in Secure EL2 is further controlled by the PMEVTYPER<n>_EL0.SH bit.

NSH	Meaning
0b0	Do not count events in EL2.
0b1	Count events in EL2.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

M, bit [26]**When EL3 is implemented:**

Secure EL3 filtering bit.

If the value of this bit is equal to the value of the PMEVTYPER<n>_EL0.P bit, events in Secure EL3 are counted.

Otherwise, events in Secure EL3 are not counted.

Most applications can ignore this field and set its value to 0b0.

Note

This field is not visible in the AArch32 [PMEVTYPER<n>](#) System register.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

MT, bit [25]

When (FEAT_MTPMU is implemented and enabled) or an IMPLEMENTATION DEFINED multi-threaded PMU Extension is implemented:

Multithreading.

MT	Meaning
0b0	Count events only on controlling PE.
0b1	Count events from any PE with the same affinity at level 1 and above as this PE.

Note

- When the lowest level of affinity consists of logical PEs that are implemented using a multi-threading type approach, an implementation is described as multi-threaded. That is, the performance of PEs at the lowest affinity level is highly interdependent.
- Events from a different thread of a multithreaded implementation are not Attributable to the thread counting the event.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

SH, bit [24]

When FEAT_SEL2 is implemented:

Secure EL2 filtering.

If the value of this bit is not equal to the value of the PMEVTYPER<n>_EL0.NSH bit, events in Secure EL2 are counted.

Otherwise, events in Secure EL2 are not counted.

Note

This field is not visible in the AArch32 [PMEVTYPER<n>](#) System register.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

Bits [23:16]

Reserved, RES0.

evtCount[15:10], bits [15:10]**When FEAT_PMUv3p1 is implemented:**

Extension to evtCount[9:0]. See evtCount[9:0] for more details.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Otherwise:

Reserved, RES0.

evtCount[9:0], bits [9:0]

Event to count. The event number of the event that is counted by event counter [PMEVCNTR<n>_EL0](#).

Software must program this field with an event that is supported by the PE being programmed.

The ranges of event numbers allocated to each type of event are shown in 'Allocation of the PMU event number space'.

If evtCount is programmed to an event that is reserved or not supported by the PE, the behavior depends on the value written:

- For the range 0x0000 to 0x003F, no events are counted, and the value returned by a direct or external read of the evtCount field is the value written to the field.
- If 16-bit evtCount is implemented, for the range 0x4000 to 0x403F, no events are counted, and the value returned by a direct or external read of the evtCount field is the value written to the field.
- For IMPLEMENTATION DEFINED events, it is UNPREDICTABLE what event, if any, is counted, and the value returned by a direct or external read of the evtCount field is UNKNOWN.

Note

UNPREDICTABLE means the event must not expose privileged information.

Arm recommends that the behavior across a family of implementations is defined such that if a given implementation does not include an event from a set of common IMPLEMENTATION DEFINED events, then no event is counted and the value read back on evtCount is the value written.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the PMEVTYPER<n>_EL0**Note**

SoftwareLockStatus() depends on the type of access attempted and AllowExternalPMUAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

PMEVTYPER<n>_EL0 can be accessed through the external debug interface:

Component	Offset	Instance
PMU	0x400 + (4 * n)	PMEVTYPER<n>_EL0

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus(), AllowExternalPMUAccess() and SoftwareLockStatus() accesses to this register are **RO**.
- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus(), AllowExternalPMUAccess() and !SoftwareLockStatus() accesses to this register are **RW**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMINTENCLR_EL1, Performance Monitors Interrupt Enable Clear register

The PMINTENCLR_EL1 characteristics are:

Purpose

Disables the generation of interrupt requests on overflows from the Cycle Count Register, [PMCCNTR_EL0](#), and the event counters [PMEVCNTR<n>_EL0](#). Reading the register shows which overflow interrupt requests are enabled.

Configuration

External register PMINTENCLR_EL1 bits [31:0] are architecturally mapped to AArch64 System register [PMINTENCLR_EL1\[31:0\]](#).

External register PMINTENCLR_EL1 bits [31:0] are architecturally mapped to AArch32 System register [PMINTENCLR\[31:0\]](#).

PMINTENCLR_EL1 is in the Core power domain.

Attributes

PMINTENCLR_EL1 is a 32-bit register.

Field descriptions

The PMINTENCLR_EL1 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
C	P<n>, bit [n]																														

C, bit [31]

[PMCCNTR_EL0](#) overflow interrupt request disable bit. Possible values are:

C	Meaning
0b0	When read, means the cycle counter overflow interrupt request is disabled. When written, has no effect.
0b1	When read, means the cycle counter overflow interrupt request is enabled. When written, disables the cycle count overflow interrupt request.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

P<n>, bit [n], for n = 0 to 30

Event counter overflow interrupt request disable bit for [PMEVCNTR<n>_EL0](#).

If [PMCFGR.N](#) is less than 31, bits [30:[PMCFGR.N](#)] are RAZ/WI.

P<n>	Meaning
0b0	When read, means that the PMEVCNTR<n>_EL0 event counter interrupt request is disabled. When written, has no effect.
0b1	When read, means that the PMEVCNTR<n>_EL0 event counter interrupt request is enabled. When written, disables the PMEVCNTR<n>_EL0 interrupt request.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the PMINTENCLR_EL1

Note

SoftwareLockStatus() depends on the type of access attempted and AllowExternalPMUAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

PMINTENCLR_EL1 can be accessed through the external debug interface:

Component	Offset	Instance
PMU	0xC60	PMINTENCLR_EL1

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus(), AllowExternalPMUAccess() and SoftwareLockStatus() accesses to this register are **RO**.
- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus(), AllowExternalPMUAccess() and !SoftwareLockStatus() accesses to this register are **RW**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMINTENSET_EL1, Performance Monitors Interrupt Enable Set register

The PMINTENSET_EL1 characteristics are:

Purpose

Enables the generation of interrupt requests on overflows from the Cycle Count Register, [PMCCNTR_EL0](#), and the event counters [PMEVCNTR<n>_EL0](#). Reading the register shows which overflow interrupt requests are enabled.

Configuration

External register PMINTENSET_EL1 bits [31:0] are architecturally mapped to AArch64 System register [PMINTENSET_EL1\[31:0\]](#).

External register PMINTENSET_EL1 bits [31:0] are architecturally mapped to AArch32 System register [PMINTENSET\[31:0\]](#).

PMINTENSET_EL1 is in the Core power domain.

Attributes

PMINTENSET_EL1 is a 32-bit register.

Field descriptions

The PMINTENSET_EL1 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
C	P<n>, bit [n]																														

C, bit [31]

[PMCCNTR_EL0](#) overflow interrupt request enable bit. Possible values are:

C	Meaning
0b0	When read, means the cycle counter overflow interrupt request is disabled. When written, has no effect.
0b1	When read, means the cycle counter overflow interrupt request is enabled. When written, enables the cycle count overflow interrupt request.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

P<n>, bit [n], for n = 0 to 30

Event counter overflow interrupt request enable bit for [PMEVCNTR<n>_EL0](#).

If [PMCFGR.N](#) is less than 31, bits [30:[PMCFGR.N](#)] are RAZ/WI.

P<n>	Meaning
0b0	When read, means that the PMEVCNTR<n>_EL0 event counter interrupt request is disabled. When written, has no effect.
0b1	When read, means that the PMEVCNTR<n>_EL0 event counter interrupt request is enabled. When written, enables the PMEVCNTR<n>_EL0 interrupt request.

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the PMINTENSET_EL1

Note

SoftwareLockStatus() depends on the type of access attempted and AllowExternalPMUAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

PMINTENSET_EL1 can be accessed through the external debug interface:

Component	Offset	Instance
PMU	0xC40	PMINTENSET_EL1

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus(), AllowExternalPMUAccess() and SoftwareLockStatus() accesses to this register are **RO**.
- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus(), AllowExternalPMUAccess() and !SoftwareLockStatus() accesses to this register are **RW**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMITCTRL, Performance Monitors Integration mode Control register

The PMITCTRL characteristics are:

Purpose

Enables the Performance Monitors to switch from default mode into integration mode, where test software can control directly the inputs and outputs of the PE, for integration testing or topology detection.

Configuration

It is IMPLEMENTATION DEFINED whether PMITCTRL is implemented in the Core power domain or in the Debug power domain.

Implementation of this register is OPTIONAL.

Attributes

PMITCTRL is a 32-bit register.

Field descriptions

The PMITCTRL bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																IME															

Bits [31:1]

Reserved, RES0.

IME, bit [0]

Integration mode enable. When IME == 1, the device reverts to an integration mode to enable integration testing or topology detection. The integration mode behavior is IMPLEMENTATION DEFINED.

IME	Meaning
0b0	Normal operation.
0b1	Integration mode enabled.

The following resets apply:

- If the register is implemented in the Core power domain:
 - On a Cold reset, this field resets to 0.
 - On an External debug reset, the value of this field is unchanged.
 - On a Warm reset, the value of this field is unchanged.
- If the register is implemented in the External debug power domain:
 - On a Cold reset, the value of this field is unchanged.
 - On an External debug reset, this field resets to 0.
 - On a Warm reset, the value of this field is unchanged.

Accessing the PMITCTRL

PMITCTRL can be accessed through the external debug interface:

Component	Offset	Instance
PMU	0xF00	PMITCTRL

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus() and SoftwareLockStatus() accesses to this register are **RO**.
- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus() and !SoftwareLockStatus() accesses to this register are **RW**.
- Otherwise accesses to this register are **IMPDEF**.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMLAR, Performance Monitors Lock Access Register

The PMLAR characteristics are:

Purpose

Allows or disallows access to the Performance Monitors registers through a memory-mapped interface.

The optional Software Lock provides a lock to prevent memory-mapped writes to the Performance Monitors registers. Use of this lock mechanism reduces the risk of accidental damage to the contents of the Performance Monitors registers. It does not, and cannot, prevent all accidental or malicious damage.

Configuration

If FEAT_DoPD is implemented, Software Lock is not implemented by the architecturally-defined debug components of the PE in the Core power domain.

If FEAT_DoPD is not implemented, this register is in the Debug power domain.

Software uses PMLAR to set or clear the lock, and [PMLSR](#) to check the current status of the lock.

Attributes

PMLAR is a 32-bit register.

Field descriptions

The PMLAR bit assignments are:

When Software Lock is implemented:

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

KEY, bits [31:0]

Lock Access control. Writing the key value 0xC5ACCE55 to this field unlocks the lock, enabling write accesses to this component's registers through a memory-mapped interface.

Writing any other value to this register locks the lock, disabling write accesses to this component's registers through a memory mapped interface.

Otherwise:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
																RES0															

Otherwise

Bits [31:0]

Reserved, RES0.

Accessing the PMLAR

PMLAR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
PMU	0xFB0	PMLAR

This interface is accessible as follows:

- When FEAT_DoPD is not implemented or IsCorePowered() accesses to this register are **WO**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMLSR, Performance Monitors Lock Status Register

The PMLSR characteristics are:

Purpose

Indicates the current status of the software lock for Performance Monitors registers.

The optional Software Lock provides a lock to prevent memory-mapped writes to the Performance Monitors registers. Use of this lock mechanism reduces the risk of accidental damage to the contents of the Performance Monitors registers. It does not, and cannot, prevent all accidental or malicious damage.

Configuration

If FEAT_DoPD is implemented, Software Lock is not implemented by the architecturally-defined debug components of the PE in the Core power domain.

If FEAT_DoPD is not implemented, this register is in the Debug power domain.

Software uses [PMLAR](#) to set or clear the lock, and PMLSR to check the current status of the lock.

Attributes

PMLSR is a 32-bit register.

Field descriptions

The PMLSR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																	nTTSLKSLI														

Bits [31:3]

Reserved, RES0.

nTT, bit [2]

Not thirty-two bit access required. RAZ.

SLK, bit [1]

When Software Lock is implemented and FEAT_DoPD is not implemented:

Software Lock status for this component. For an access to LSR that is not a memory-mapped access, or when Software Lock is not implemented, this field is RES0.

For memory-mapped accesses when Software Lock is implemented, possible values of this field are:

SLK	Meaning
0b0	Lock clear. Writes are permitted to this component's registers.
0b1	Lock set. Writes to this component's registers are ignored, and reads have no side effects.

On a Cold reset, the value of this field is unchanged.

On an External debug reset, this field resets to 1.

On a Warm reset, the value of this field is unchanged.

Otherwise:

Reserved, RAZ.

SLI, bit [0]

Software Lock implemented. For an access to LSR that is not a memory-mapped access, this field is RAZ. For memory-mapped accesses, the value of this field is IMPLEMENTATION DEFINED. Permitted values are:

SLI	Meaning
0b0	Software Lock not implemented or not memory-mapped access.
0b1	Software Lock implemented and memory-mapped access.

Accessing the PMLSR

PMLSR can be accessed through the memory-mapped interfaces:

Component	Offset	Instance
PMU	0xFB4	PMLSR

This interface is accessible as follows:

- When FEAT_DoPD is not implemented or IsCorePowered() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMMIR, Performance Monitors Machine Identification Register

The PMMIR characteristics are:

Purpose

Describes Performance Monitors parameters specific to the implementation.

Configuration

PMMIR is in the Core power domain.

This register is present only when FEAT_PMUv3p4 is implemented. Otherwise, direct accesses to PMMIR are RES0.

Attributes

PMMIR is a 32-bit register.

Field descriptions

The PMMIR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																SLOTS															

Bits [31:8]

Reserved, RES0.

SLOTS, bits [7:0]

Operation width. The largest value by which the STALL_SLOT event might increment by in a single cycle. If the STALL_SLOT event is implemented, this field must not be zero.

Accessing the PMMIR

If the Core power domain is off or in a low-power state, access on this interface returns an Error.

PMMIR can be accessed through the external debug interface:

Component	Offset	Instance
PMU	0xE40	PMMIR

This interface is accessible as follows:

- When !IsCorePowered(), or DoubleLockStatus(), or OSLockStatus() or !AllowExternalPMUAccess() accesses to this register generate an error response.
- Otherwise accesses to this register are **RO**.

PMOVSLR_EL0, Performance Monitors Overflow Flag Status Clear register

The PMOVSLR_EL0 characteristics are:

Purpose

Contains the state of the overflow bit for the Cycle Count Register, [PMCCNTR_EL0](#), and each of the implemented event counters [PMEVCNTR<n>](#). Writing to this register clears these bits.

Configuration

External register PMOVSLR_EL0 bits [31:0] are architecturally mapped to AArch64 System register [PMOVSLR_EL0\[31:0\]](#).
External register PMOVSLR_EL0 bits [31:0] are architecturally mapped to AArch32 System register [PMOVSR\[31:0\]](#).
PMOVSLR_EL0 is in the Core power domain.

Attributes

PMOVSLR_EL0 is a 32-bit register.

Field descriptions

The PMOVSLR_EL0 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
C	P<n>, bit [n]																														

C, bit [31]

Cycle counter overflow clear bit.

C	Meaning
0b0	When read, means the cycle counter has not overflowed since this bit was last cleared. When written, has no effect.
0b1	When read, means the cycle counter has overflowed since this bit was last cleared. When written, clears the cycle counter overflow bit to 0.

[PMCR_EL0](#).LC controls whether an overflow is detected from unsigned overflow of [PMCCNTR_EL0](#)[31:0] or unsigned overflow of [PMCCNTR_EL0](#)[63:0].
On a Warm reset, this field resets to an architecturally UNKNOWN value.

P<n>, bit [n], for n = 0 to 30

Event counter overflow clear bit for [PMEVCNTR<n>_EL0](#).
If [PMCFGR](#).N is less than 31, bits [30:[PMCFGR](#).N] are RAZ/WI.

P<n>	Meaning
0b0	When read, means that PMEVCNTR<n>_EL0 has not overflowed since this bit was last cleared. When written, has no effect.
0b1	When read, means that PMEVCNTR<n>_EL0 has overflowed since this bit was last cleared. When written, clears the PMEVCNTR<n>_EL0 overflow bit to 0.

If FEAT_PMuV3p5 is implemented, [MDCR_EL2.HLP](#) and [PMCR_EL0.LP](#) control whether an overflow is detected from unsigned overflow of [PMEVCNTR<n>_EL0](#)[31:0] or unsigned overflow of [PMEVCNTR<n>_EL0](#)[63:0].

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the PMOVSLR_EL0

Note

SoftwareLockStatus() depends on the type of access attempted and AllowExternalPMUAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

PMOVSLR_EL0 can be accessed through the external debug interface:

Component	Offset	Instance
PMU	0xC80	PMOVSLR_EL0

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus(), AllowExternalPMUAccess() and SoftwareLockStatus() accesses to this register are **RO**.
- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus(), AllowExternalPMUAccess() and !SoftwareLockStatus() accesses to this register are **RW**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMOVSSET_EL0, Performance Monitors Overflow Flag Status Set register

The PMOVSSET_EL0 characteristics are:

Purpose

Sets the state of the overflow bit for the Cycle Count Register, [PMCCNTR_EL0](#), and each of the implemented event counters [PMEVCNTR<n>](#).

Configuration

External register PMOVSSET_EL0 bits [31:0] are architecturally mapped to AArch64 System register [PMOVSSET_EL0\[31:0\]](#).

External register PMOVSSET_EL0 bits [31:0] are architecturally mapped to AArch32 System register [PMOVSSET\[31:0\]](#).

PMOVSSET_EL0 is in the Core power domain.

Attributes

PMOVSSET_EL0 is a 32-bit register.

Field descriptions

The PMOVSSET_EL0 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
C	P<n>, bit [n]																														

C, bit [31]

Cycle counter overflow set bit.

C	Meaning
0b0	When read, means the cycle counter has not overflowed since this bit was last cleared. When written, has no effect.
0b1	When read, means the cycle counter has overflowed since this bit was last cleared. When written, sets the cycle counter overflow bit to 1.

[PMCR_EL0](#).LC controls whether an overflow is detected from unsigned overflow of [PMCCNTR_EL0](#)[31:0] or unsigned overflow of [PMCCNTR_EL0](#)[63:0].

On a Warm reset, this field resets to an architecturally UNKNOWN value.

P<n>, bit [n], for n = 0 to 30

Event counter overflow set bit for [PMEVCNTR<n>_EL0](#).

If [PMCFGR](#).N is less than 31, bits [30:[PMCFGR](#).N] are RAZ/WI.

P<n>	Meaning
0b0	When read, means that PMEVCNTR<n>_EL0 has not overflowed since this bit was last cleared. When written, has no effect.
0b1	When read, means that PMEVCNTR<n>_EL0 has overflowed since this bit was last cleared. When written, sets the PMEVCNTR<n>_EL0 overflow bit to 1.

If FEAT_PMuV3p5 is implemented, [MDCR_EL2.HLP](#) and [PMCR_EL0.LP](#) control whether an overflow is detected from unsigned overflow of [PMEVCNTR<n>_EL0](#)[31:0] or unsigned overflow of [PMEVCNTR<n>_EL0](#)[63:0].

On a Warm reset, this field resets to an architecturally UNKNOWN value.

Accessing the PMOVSSET_EL0

Note

SoftwareLockStatus() depends on the type of access attempted and AllowExternalPMUAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

PMOVSSET_EL0 can be accessed through the external debug interface:

Component	Offset	Instance
PMU	0xCC0	PMOVSSET_EL0

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus(), AllowExternalPMUAccess() and SoftwareLockStatus() accesses to this register are **RO**.
- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus(), AllowExternalPMUAccess() and !SoftwareLockStatus() accesses to this register are **RW**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMPCSR, Program Counter Sample Register

The PMPCSR characteristics are:

Purpose

Holds a sampled instruction address value.

Configuration

PMPCSR is in the Core power domain.

This register is present only when FEAT_PCSRv8p2 is implemented. Otherwise, direct accesses to PMPCSR are RES0.

Note

Before Armv8.2, the PC Sample-based Profiling Extension can be implemented in the external debug register space, as indicated by the value of [EDDEVID](#).PCSample.

Support for 64-bit atomic reads is IMPLEMENTATION DEFINED. If 64-bit atomic reads are implemented, a 64-bit read of PMPCSR has the same side-effect as a 32-bit read of PMCSR[31:0] followed by a 32-bit read of PMPCSR[63:32], returning the combined value. For example, if the PE is in Debug state then a 64-bit atomic read returns bits[31:0] == 0xFFFFFFFF and bits[63:32] UNKNOWN.

Attributes

PMPCSR is a 64-bit register.

Field descriptions

The PMPCSR bit assignments are:

63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	
NS	EL	RES0						PCSample[55:32]																								
PCSample[31:0]																																
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	

NS, bit [63]

Non-secure state sample. Indicates the Security state that is associated with the most recent PMPCSR sample or, when it is read as a single atomic 64-bit read, the current PMPCSR sample.

If EL3 is not implemented, this bit indicates the Effective value of SCR.NS.

NS	Meaning
0b0	Sample is from Secure state.
0b1	Sample is from Non-secure state.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

EL, bits [62:61]

Exception level status sample. Indicates the Exception level that is associated with the most recent PMPCSR sample or, when it is read as a single atomic 64-bit read, the current PMPCSR sample.

EL	Meaning
0b00	Sample is from EL0.
0b01	Sample is from EL1.
0b10	Sample is from EL2.
0b11	Sample is from EL3.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Bits [60:56]

Reserved, RES0.

PCSample[55:32], bits [55:32]

Bits[55:32] of the sampled instruction address value. The translation regime that PMPCSR samples can be determined from PMPCSR.{NS,EL}.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

PCSample[31:0], bits [31:0]

Bits[31:0] of the sampled instruction address value.

PMPCSR[31:0] reads as 0xFFFFFFFF when any of the following are true:

- The PE is in Debug state.
- PC Sample-based profiling is prohibited.

If an instruction has retired since the PE left Reset state, then the first read of PMPCSR[31:0] is permitted but not required to return 0xFFFFFFFF.

PMPCSR[31:0] reads as an UNKNOWN value when any of the following are true:

- The PE is in Reset state.
- No instruction has retired since the PE left Reset state, Debug state, or a state where PC Sample-based Profiling is prohibited.
- No instruction has retired since the last read of PMPCSR[31:0].

For the cases where a read of PMPCSR[31:0] returns 0xFFFFFFFF or an UNKNOWN value, the read has the side-effect of setting PMPCSR[63:32], [PMCID1SR](#), [PMCID2SR](#), and [PMVIDSR](#) to UNKNOWN values.

Otherwise, a read of PMPCSR[31:0] returns bits [31:0] of the sampled instruction address value and has the side-effect of indirectly writing to PMPCSR[63:32], [PMCID1SR](#), [PMCID2SR](#), and [PMVIDSR](#). The translation regime that PMPCSR samples can be determined from PMPCSR.{NS,EL}.

For a read of PMPCSR[31:0] from the memory-mapped interface, if PMLSR.SLK == 1, meaning the OPTIONAL Software Lock is locked, then the side-effect of the access does not occur and PMPCSR[63:32], [PMCID1SR](#), [PMCID2SR](#), and [PMVIDSR](#) are unchanged.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Accessing the PMPCSR

IMPLEMENTATION DEFINED extensions to external debug might make the value of this register UNKNOWN, see 'Permitted behavior that might make the PC Sample-based profiling registers UNKNOWN'.

PMPCSR can be accessed through the external debug interface:

Component	Offset	Instance	Range
PMU	0x200	PMPCSR	31:0

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus() and !OSLockStatus() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

Component	Offset	Instance	Range
PMU	0x204	PMPCSR	63:32

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus() and !OSLockStatus() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

Component	Offset	Instance	Range
PMU	0x220	PMPCSR	31:0

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus() and !OSLockStatus() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

Component	Offset	Instance	Range
PMU	0x224	PMPCSR	63:32

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus() and !OSLockStatus() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMPIDR0, Performance Monitors Peripheral Identification Register 0

The PMPIDR0 characteristics are:

Purpose

Provides information to identify a Performance Monitor component.

For more information, see 'About the Peripheral identification scheme'.

Configuration

Implementation of this register is OPTIONAL.

If FEAT_DoPD is implemented, this register is in the Core power domain. If FEAT_DoPD is not implemented, this register is in the Debug power domain.

This register is required for CoreSight compliance.

Attributes

PMPIDR0 is a 32-bit register.

Field descriptions

The PMPIDR0 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								PART_0							

Bits [31:8]

Reserved, RES0.

PART_0, bits [7:0]

Part number, least significant byte.

Accessing the PMPIDR0

PMPIDR0 can be accessed through the external debug interface:

Component	Offset	Instance
PMU	0xFE0	PMPIDR0

This interface is accessible as follows:

- When FEAT_DoPD is not implemented or IsCorePowered() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

PMPIDR1, Performance Monitors Peripheral Identification Register 1

The PMPIDR1 characteristics are:

Purpose

Provides information to identify a Performance Monitor component.

For more information, see 'About the Peripheral identification scheme'.

Configuration

Implementation of this register is OPTIONAL.

If FEAT_DoPD is implemented, this register is in the Core power domain. If FEAT_DoPD is not implemented, this register is in the Debug power domain.

This register is required for CoreSight compliance.

Attributes

PMPIDR1 is a 32-bit register.

Field descriptions

The PMPIDR1 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								DES_0			PART_1				

Bits [31:8]

Reserved, RES0.

DES_0, bits [7:4]

Designer, least significant nibble of JEP106 ID code. For Arm Limited, this field is 0b1011.

PART_1, bits [3:0]

Part number, most significant nibble.

Accessing the PMPIDR1

PMPIDR1 can be accessed through the external debug interface:

Component	Offset	Instance
PMU	0xFE4	PMPIDR1

This interface is accessible as follows:

- When FEAT_DoPD is not implemented or IsCorePowered() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMPIDR2, Performance Monitors Peripheral Identification Register 2

The PMPIDR2 characteristics are:

Purpose

Provides information to identify a Performance Monitor component.
For more information, see 'About the Peripheral identification scheme'.

Configuration

Implementation of this register is OPTIONAL.
If FEAT_DoPD is implemented, this register is in the Core power domain. If FEAT_DoPD is not implemented, this register is in the Debug power domain.
This register is required for CoreSight compliance.

Attributes

PMPIDR2 is a 32-bit register.

Field descriptions

The PMPIDR2 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								REVISION			JEDEC	DES_1			

Bits [31:8]

Reserved, RES0.

REVISION, bits [7:4]

Part major revision. Parts can also use this field to extend Part number to 16-bits.

JEDEC, bit [3]

RAO. Indicates a JEP106 identity code is used.

DES_1, bits [2:0]

Designer, most significant bits of JEP106 ID code. For Arm Limited, this field is 0b011.

Accessing the PMPIDR2

PMPIDR2 can be accessed through the external debug interface:

Component	Offset	Instance
PMU	0xFE8	PMPIDR2

This interface is accessible as follows:

- When FEAT_DoPD is not implemented or IsCorePowered() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMPIDR3, Performance Monitors Peripheral Identification Register 3

The PMPIDR3 characteristics are:

Purpose

Provides information to identify a Performance Monitor component.
For more information, see 'About the Peripheral identification scheme'.

Configuration

Implementation of this register is OPTIONAL.
If FEAT_DoPD is implemented, this register is in the Core power domain. If FEAT_DoPD is not implemented, this register is in the Debug power domain.
This register is required for CoreSight compliance.

Attributes

PMPIDR3 is a 32-bit register.

Field descriptions

The PMPIDR3 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								REVAND			CMOD				

Bits [31:8]

Reserved, RES0.

REVAND, bits [7:4]

Part minor revision. Parts using PMPIDR2.REVISION as an extension to the Part number must use this field as a major revision number.

CMOD, bits [3:0]

Customer modified. Indicates someone other than the Designer has modified the component.

Accessing the PMPIDR3

PMPIDR3 can be accessed through the external debug interface:

Component	Offset	Instance
PMU	0xFEC	PMPIDR3

This interface is accessible as follows:

- When FEAT_DoPD is not implemented or IsCorePowered() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMPIDR4, Performance Monitors Peripheral Identification Register 4

The PMPIDR4 characteristics are:

Purpose

Provides information to identify a Performance Monitor component.

For more information, see 'About the Peripheral identification scheme'.

Configuration

Implementation of this register is OPTIONAL.

If FEAT_DoPD is implemented, this register is in the Core power domain. If FEAT_DoPD is not implemented, this register is in the Debug power domain.

This register is required for CoreSight compliance.

Attributes

PMPIDR4 is a 32-bit register.

Field descriptions

The PMPIDR4 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																								SIZE				DES_2			

Bits [31:8]

Reserved, RES0.

SIZE, bits [7:4]

Size of the component. RAZ. Log2 of the number of 4KB pages from the start of the component to the end of the component ID registers.

DES_2, bits [3:0]

Designer, JEP106 continuation code, least significant nibble. For Arm Limited, this field is 0b0100.

Accessing the PMPIDR4

PMPIDR4 can be accessed through the external debug interface:

Component	Offset	Instance
PMU	0xFD0	PMPIDR4

This interface is accessible as follows:

- When FEAT_DoPD is not implemented or IsCorePowered() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMSWINC_EL0, Performance Monitors Software Increment register

The PMSWINC_EL0 characteristics are:

Purpose

Increments a counter that is configured to count the Software increment event, event 0x00. For more information, see SW_INCR.

Configuration

External register PMSWINC_EL0 bits [31:0] are architecturally mapped to AArch64 System register [PMSWINC_EL0\[31:0\]](#).

External register PMSWINC_EL0 bits [31:0] are architecturally mapped to AArch32 System register [PMSWINC\[31:0\]](#).

PMSWINC_EL0 is in the Core power domain.

Implementation of this register is OPTIONAL.

If this register is implemented, use of it is deprecated.

If 1 is written to bit [n] from the external debug interface, it is CONSTRAINED UNPREDICTABLE whether or not a SW_INCR event is created for counter n. This is consistent with not implementing the register in the external debug interface.

Attributes

PMSWINC_EL0 is a 32-bit register.

Field descriptions

The PMSWINC_EL0 bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0	P<n>, bit [n]																														

Bit [31]

Reserved, RES0.

P<n>, bit [n], for n = 0 to 30

Event counter software increment bit for [PMEVCNTR<n>_EL0](#).

If [PMCFGR.N](#) is less than 31, bits [30:[PMCFGR.N](#)] are WI.

P<n>	Meaning
0b0	No action. The write to this bit is ignored.
0b1	It is CONSTRAINED UNPREDICTABLE whether a SW_INCR event is generated for event counter n.

Accessing the PMSWINC_EL0

Note

SoftwareLockStatus() depends on the type of access attempted and AllowExternalPMUAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

PMSWINC_EL0 can be accessed through the external debug interface:

Component	Offset	Instance
PMU	0xCA0	PMSWINC_EL0

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus(), AllowExternalPMUAccess() and SoftwareLockStatus() accesses to this register are **WI**.
- When IsCorePowered(), !DoubleLockStatus(), !OSLockStatus(), AllowExternalPMUAccess() and !SoftwareLockStatus() accesses to this register are **WO**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.

PMVIDSR, VMID Sample Register

The PMVIDSR characteristics are:

Purpose

Contains the sampled VMID value that is captured on reading [PMPCSR](#)[31:0].

Configuration

PMVIDSR is in the Core power domain.

This register is present only when FEAT_PCSRv8p2 is implemented and EL2 is implemented. Otherwise, direct accesses to PMVIDSR are RES0.

Note

Before Armv8.2, the PC Sample-based Profiling Extension can be implemented in the external debug register space, as indicated by the value of [EDDEVID](#).PCSample.

Attributes

PMVIDSR is a 32-bit register.

Field descriptions

The PMVIDSR bit assignments are:

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RES0																VMID[15:8]								VMID							

Bits [31:16]

Reserved, RES0.

VMID[15:8], bits [15:8]

When FEAT_VMID16 is implemented:

Extension to VMID[7:0]. See VMID[7:0] for more details.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Otherwise:

Reserved, RES0.

VMID, bits [7:0]

VMID sample. The VMID associated with the most recent [PMPCSR](#) sample. When the most recent [PMPCSR](#) sample was generated:

- This field is set to an UNKNOWN value if any of the following apply:
 - EL2 is disabled in the current Security state.
 - The PE is executing at EL2.
 - EL2 is enabled in the current Security state, the PE is executing at EL0, EL2 is using AArch64, HCR_EL2.E2H == 1, and HCR_EL2.TGE == 1.
- Otherwise:
 - If EL2 is using AArch64 and either FEAT_VMID16 is not implemented or [VTCR_EL2.VS](#) is 1, this field is set to [VTTBR_EL2.VMID](#).
 - If EL2 is using AArch64, FEAT_VMID16 is implemented, and [VTCR_EL2.VS](#) is 0, PMVIDSR.VMID[7:0] is set to [VTTBR_EL2.VMID\[7:0\]](#) and PMVIDSR.VMID[15:8] is RES0.
 - If EL2 is using AArch32, this field is set to [VTTBR.VMID](#).

Because the value written to PMVIDR is an indirect read of the VMID value, it is CONSTRAINED UNPREDICTABLE whether PMVIDSR is set to the original or new value if [PMPCSR](#) samples:

- An instruction that writes to the VMID value.
- The next Context synchronization event.
- Any instruction executed between these two instructions.

On a Cold reset, this field resets to an architecturally UNKNOWN value.

On an External debug reset, the value of this field is unchanged.

On a Warm reset, the value of this field is unchanged.

Accessing the PMVIDSR

IMPLEMENTATION DEFINED extensions to external debug might make the value of this register UNKNOWN, see 'Permitted behavior that might make the PC Sample-based profiling registers UNKNOWN'.

PMVIDSR can be accessed through the external debug interface:

Component	Offset	Instance
PMU	0x20C	PMVIDSR

This interface is accessible as follows:

- When IsCorePowered(), !DoubleLockStatus() and !OSLockStatus() accesses to this register are **RO**.
- Otherwise accesses to this register generate an error response.

01/07/2020 15:57; 80324f0b9997bede489cc15ad1565345720bcd2a

Copyright © 2010-2020 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.