

# ARMv8-A A64 Instruction Cheatsheet

Based on ARM Architecture Reference Manual (DDI0487)

## General Notes

- Registers: X0—X30 (64-bit), W0—W30 (32-bit)
- XZR/WZR: Zero register
- SP: Stack Pointer
- Flags: N (Negative), Z (Zero), C (Carry), V (Overflow)
- Instructions with S suffix update NZCV

## Arithmetic Instructions

### Addition

- ADD Rd, Rn, Rm/#imm**  
Add operands, no flags updated.
- ADDS Rd, Rn, Rm/#imm**  
Add and update NZCV.
- ADC Rd, Rn, Rm**  
Add with carry flag.
- ADCS Rd, Rn, Rm**  
Add with carry, update NZCV.

### Subtraction

- SUB Rd, Rn, Rm/#imm**  
Subtract operands.
- SUBS Rd, Rn, Rm/#imm**  
Subtract and update NZCV.
- SBC Rd, Rn, Rm**  
Subtract with borrow.
- SBCS Rd, Rn, Rm**  
Subtract with borrow, update NZCV.

### Logical & Bitwise

- AND Rd, Rn, Rm/#imm**  
Bitwise AND.
- ANDS Rd, Rn, Rm**  
AND and update NZCV.
- ORR Rd, Rn, Rm/#imm**  
Bitwise OR.
- EOR Rd, Rn, Rm**  
Exclusive OR.
- BIC Rd, Rn, Rm**  
Bit clear: Rn & ~Rm.

### Shift & Bitfield

- LSL Rd, Rn, #imm**  
Logical shift left.

- LSR Rd, Rn, #imm**  
Logical shift right.
- ASR Rd, Rn, #imm**  
Arithmetic shift right.
- ROR Rd, Rn, #imm**  
Rotate right.
- CLZ Rd, Rn**  
Count leading zeros.
- CLS Rd, Rn**  
Count leading sign bits.
- RBIT Rd, Rn**  
Reverse bits.
- REV/REV16/REV32**  
Reverse byte order.

## Advanced

- LDP/STP Rt1, Rt2, [Rn]**  
Load/store pair.
- LDUR/STUR**  
Unscaled offset.
- LDXR/STXR**  
Exclusive (atomic).
- PRFM**  
Prefetch memory.

## Floating Point

- FADD/FMSUB/FMUL/FDIV**  
Floating-point arithmetic.
- FNEG/FABS**  
Negate / absolute value.
- FCMP/FCMPE**  
Compare floating-point, update NZCV.
- FCVT**  
Convert FP  $\leftrightarrow$  integer.
- FCVTZS/FCVTZU**  
FP to int (round to zero).

## Compare & Test

- CMP Rn, Rm/#imm**  
Compare (SUBS without result).
- CMN Rn, Rm**  
Compare negative (ADDS).
- TST Rn, Rm**  
Test bits (ANDS).

## Branches

- B label**  
Unconditional branch.
- BL label**  
Branch with link (call).
- RET**  
Return from subroutine.
- BR Rn**  
Branch to register.
- B.{cond} label**  
Conditional branch (EQ, NE, LT, GT, etc.).
- CBZ/CBNZ Rt, label**  
Compare register to zero.
- TBZ/TBNZ Rt, #bit, label**  
Test bit and branch.

## Load / Store

### Basic

- LDR Rt, [Rn, #imm]**  
Load 32/64-bit.
- STR Rt, [Rn, #imm]**  
Store 32/64-bit.
- LDRB/LDRH**  
Load byte / halfword.
- LDRSB/LDRSH**  
Load signed byte / halfword.

## SIMD / NEON

- VADD, VSUB, VMUL**  
Vector arithmetic.
- VLD1, VST1**  
Vector load/store.
- VCNT**  
Count bits per element.

## System Instructions

- MRS Xt, sysreg**  
Read system register.
- MSR sysreg, Xt**  
Write system register.
- SVC #imm**  
Supervisor call.
- HLT #imm**  
Halt (debug).
- NOP**  
No operation.
- WFI / WFE**  
Wait for interrupt / event.
- SEV / SEVL**  
Send event.
- DMB / DSB / ISB**  
Memory and instruction barriers.