ARM Cheatsheet arranged by instruction type

ARM Instructions

Arithmetic	ADD*cd*S[†]	*reg*, *reg*, *arg*	add
	SUB*cd*S	*reg*, *reg*, *arg*	subtract
	RSB*cd*S	*reg*, *reg*, *arg*	subtract reversed operands
	ADC*cd*S	*reg*, *reg*, *arg*	add both operands and carry flag
	SBC*cd*S	*reg*, *reg*, *arg*	subtract both operands and adds carry flag − 1
	RSC*cd*S	*reg*, *reg*, *arg*	reverse subtract both operands and adds carry flag − 1
	MUL*cd*S	reg_d, reg_m, reg_s	multiply reg_m and reg_s, places lower 32 bits into reg_d
	MLA*cd*S	reg_d, reg_m, reg_s, reg_n	places lower 32 bits of $reg_m \cdot reg_s + reg_n$ into reg_d
	UMULL*cd*S	reg_{lo}, reg_{hi}, reg_m, reg_s	multiply reg_m and reg_s place 64-bit unsigned result into $\{reg_{hi}, reg_{lo}\}$
	UMLAL*cd*S	reg_{lo}, reg_{hi}, reg_m, reg_s	place unsigned $reg_m \cdot reg_s + \{reg_{hi}, reg_{lo}\}$ into $\{reg_{hi}, reg_{lo}\}$
	SMULL*cd*S	reg_{lo}, reg_{hi}, reg_m, reg_s	multiply reg_m and reg_s, place 64-bit signed result into $\{reg_{hi}, reg_{lo}\}$
	SMLAL*cd*S	reg_{lo}, reg_{hi}, reg_m, reg_s	place signed $reg_m \cdot reg_s + \{reg_{hi}, reg_{lo}\}$ into $\{reg_{hi}, reg_{lo}\}$
Bitwise logic	AND*cd*S	*reg*, *reg*, *arg*	bitwise AND
	ORR*cd*S	*reg*, *reg*, *arg*	bitwise OR
	EOR*cd*S	*reg*, *reg*, *arg*	bitwise exclusive-OR
	BIC*cd*S	reg_a, arg_b	bitwise reg_a AND (NOT arg_b)
Comparison	CMP*cd*	*reg*, *arg*	update flags based on subtraction
	CMN*cd*	*reg*, *arg*	update flags based on addition
	TST*cd*	*reg*, *arg*	update flags based on bitwise AND
	TEQ*cd*	*reg*, *arg*	update flags based on bitwise exclusive-OR
Data movement	MOV*cd*S	*reg*, *arg*	copy argument
	MVN*cd*S	*reg*, *arg*	copy bitwise NOT of argument
Memory access	LDR*cd*B[‡]	*reg*, *mem*	loads word/ byte/ half from memory into a register
	STR*cd*B	*reg*, *mem*	stores word/ byte/ half to memory from a register
	LDM*cd**um*	*reg*!, *mreg*	loads into multiple registers
	STM*cd**um*	*reg*!, *mreg*	stores multiple registers
	SWP*cd*B	reg_d, reg_m, $[reg_n]$	copies reg_m to memory at reg_n, old value at address reg_n to reg_d
Branching	B*cd*	imm_{24}	branch to imm_{24} words away
	BL*cd*	imm_{24}	copy PC to LR, then branch
	BX*cd*	*reg*	copy *reg* to PC, and exchange instruction sets (T flag := *reg*[0])
	SWI*cd*	imm_{24}	software interrupt

[†] S = set condition flags

[‡] B = byte, can be replaced by H for half word(2 bytes)

cd: condition code

AL or omitted	always	(ignored)
EQ	equal	$Z = 1$
NE	not equal	$Z = 0$
CS	carry set (same as HS)	$C = 1$
CC	carry clear (same as LO)	$C = 0$
MI	minus	$N = 1$
PL	positive or zero	$N = 0$
VS	overflow	$V = 1$
VC	no overflow	$V = 0$
HS	unsigned higher or same	$C = 1$
LO	unsigned lower	$C = 0$
HI	unsigned higher	$C = 1 \wedge Z = 0$
LS	unsigned lower or same	$C = 0 \vee Z = 1$
GE	signed greater than or equal	$N = V$
LT	signed less than	$N \neq V$
GT	signed greater than	$Z = 0 \wedge N = V$
LE	signed less than or equal	$Z = 1 \vee N \neq V$

um: update mode

FA / IA	ascending, starting from *reg*
EA / IB	ascending, starting from $reg + 4$
FD / DB	descending, starting from *reg*
ED / DA	descending, starting from $reg - 4$

reg: register

R0 to R15	register according to number
SP	register 13
LR	register 14
PC	register 15

arg: right-hand argument

$\#imm_8$	immediate on 8 bits, possibly rotated right
reg	register
reg, *shift*	register shifted by distance

shift: shift register value

LSL $\#imm_5$	shift left 0 to 31
LSR $\#imm_5$	logical shift right 1 to 32
ASR $\#imm_5$	arithmetic shift right 1 to 32
ROR $\#imm_5$	rotate right 1 to 31
RRX	rotate carry bit into top bit
LSL *reg*	shift left by register
LSR *reg*	logical shift right by register
ASR *reg*	arithmetic shift right by register
ROR *reg*	rotate right by register

mem: memory address

[*reg*, $\#\pm imm_{12}$]	*reg* offset by constant
[*reg*, $\pm reg$]	*reg* offset by variable bytes
[reg_a, $\pm reg_b$, *shift*]	reg_a offset by shifted variable reg_b [†]
[*reg*, $\#\pm imm_{12}$] !	update *reg* by constant, then access memory
[*reg*, $\pm reg$] !	update *reg* by variable bytes, then access memory
[*reg*, $\pm reg$, *shift*] !	update *reg* by shifted variable, then access memory [†]
[*reg*], $\#\pm imm_{12}$	access address *reg*, then update *reg* by offset
[*reg*], $\pm reg$	access address *reg*, then update *reg* by variable
[*reg*], $\pm reg$, *shift*	access address *reg*, then update *reg* by shifted variable [†]

[†] shift distance must be by constant