

## F5.1.47 EOR, EORS (register-shifted register)

Bitwise Exclusive OR (register-shifted register) performs a bitwise Exclusive OR of a register value and a register-shifted register value. It writes the result to the destination register, and can optionally update the condition flags based on the result.

### A1

|        |    |    |    |    |    |    |    |    |    |    |    |    |    |      |   |    |   |   |   |   |   |
|--------|----|----|----|----|----|----|----|----|----|----|----|----|----|------|---|----|---|---|---|---|---|
| 31     | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 16 | 15 | 12 | 11   | 8 | 7  | 6 | 5 | 4 | 3 | 0 |
| !=1111 | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  | S  | Rn | Rd | Rs | 0  | type | 1 | Rm |   |   |   |   |   |
| cond   |    |    |    |    |    |    |    |    |    |    |    |    |    |      |   |    |   |   |   |   |   |

#### Flag setting variant

Applies when S == 1.

EORS{<c>}{<q>} {<Rd>}, {<Rn>}, <Rm>, <type> <Rs>

#### Not flag setting variant

Applies when S == 0.

EOR{<c>}{<q>} {<Rd>}, {<Rn>}, <Rm>, <type> <Rs>

#### Decode for all variants of this encoding

```
d = UInt(Rd); n = UInt(Rn); m = UInt(Rm); s = UInt(Rs);
setflags = (S == '1'); shift_t = DecodeRegShift(type);
if d == 15 || n == 15 || m == 15 || s == 15 then UNPREDICTABLE;
```

#### Notes for all encodings

For more information about the CONSTRAINED UNPREDICTABLE behavior, see [Appendix K1 Architectural Constraints on UNPREDICTABLE behaviors](#).

#### Assembler symbols

|        |   |     |                |     |                |     |                |     |                |
|--------|---|-----|----------------|-----|----------------|-----|----------------|-----|----------------|
| <c>    | See <a href="#">Standard assembler syntax fields on page F2-2848</a> .  |     |                |     |                |     |                |     |                |
| <q>    | See <a href="#">Standard assembler syntax fields on page F2-2848</a> .  |     |                |     |                |     |                |     |                |
| <Rd>   | Is the general-purpose destination register, encoded in the "Rd" field.   |     |                |     |                |     |                |     |                |
| <Rn>   | Is the first general-purpose source register, encoded in the "Rn" field.  |     |                |     |                |     |                |     |                |
| <Rm>   | Is the second general-purpose source register, encoded in the "Rm" field.   |     |                |     |                |     |                |     |                |
| <type> | Is the type of shift to be applied to the second source register, encoded in the "type" field. It can have the following values: <table> <tr> <td>LSL</td><td>when type = 00</td></tr> <tr> <td>LSR</td><td>when type = 01</td></tr> <tr> <td>ASR</td><td>when type = 10</td></tr> <tr> <td>ROR</td><td>when type = 11</td></tr> </table> | LSL | when type = 00 | LSR | when type = 01 | ASR | when type = 10 | ROR | when type = 11 |
| LSL    | when type = 00  |     |                |     |                |     |                |     |                |
| LSR    | when type = 01  |     |                |     |                |     |                |     |                |
| ASR    | when type = 10  |     |                |     |                |     |                |     |                |
| ROR    | when type = 11  |     |                |     |                |     |                |     |                |
| <Rs>   | Is the third general-purpose source register holding a shift amount in its bottom 8 bits, encoded in the "Rs" field.  |     |                |     |                |     |                |     |                |

## Operation

```
if ConditionPassed() then
    EncodingSpecificOperations();
    shift_n = UInt(R[s]<7:0>);
    (shifted, carry) = Shift_C(R[m], shift_t, shift_n, PSTATE.C);
    result = R[n] EOR shifted;
    R[d] = result;
    if setflags then
        PSTATE.N = result<31>;
        PSTATE.Z = IsZeroBit(result);
        PSTATE.C = carry;
        // PSTATE.V unchanged
```