ARM assembly language reference card

MOV*cd*S	*reg*, *arg*	copy argument (S = set flags)
MVN*cd*S	*reg*, *arg*	copy bitwise NOT of argument
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*, reg_a, arg_b	bitwise reg_a AND (NOT arg_b)
ADD*cd*S	*reg*, *reg*, *arg*	add
SUB*cd*S	*reg*, *reg*, *arg*	subtract
RSB*cd*S	*reg*, *reg*, *arg*	subtract reversed arguments
ADC*cd*S	*reg*, *reg*, *arg*	add with carry flag
SBC*cd*S	*reg*, *reg*, *arg*	subtract with carry flag
RSC*cd*S	*reg*, *reg*, *arg*	reverse subtract with carry flag
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

B*cd*	*imm* $_2$	branch to *imm* $_2$ words away
BL*cd*	*imm* $_2$	copy PC to LR, then branch
BX*cd*	*reg*	copy *reg* to PC
SWI*cd*	imm_{24}	software interrupt
LDR*cd*B	*reg*, *mem*	loads word/byte from memory
STR*cd*B	*reg*, *mem*	stores word/byte to memory
LDM*cdum*	*reg*!, *mreg*	loads into multiple registers
STM*cdum*	*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

MUL*cd*S	reg_d, reg_a, reg_b	multiply reg_a and reg_b, places lower 32 bits into reg_d
MLA*cd*S	reg_d, reg_a, reg_b, reg_c	places lower 32 bits of $reg_a \cdot reg_b$ reg_c into reg_d
UMULL*cd*S	*reg* , reg_u, reg_a, reg_b	multiply reg_a and reg_b, place 64-bit unsigned result into {reg_u, *reg* }
UMLAL*cd*S	*reg* , reg_u, reg_a, reg_b	place unsigned $reg_a \cdot reg_b$ {reg_u, *reg* } into {reg_u, *reg* }
SMULL*cd*S	*reg* , reg_u, reg_a, reg_b	multiply reg_a and reg_b, place 64-bit signed result into {reg_u, *reg* }
SMLAL*cd*S	*reg* , reg_u, reg_a, reg_b	place signed $reg_a \cdot reg_b$ {reg_u, *reg* } into {reg_u, *reg* }

reg: register

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

um: update mode

IA	increment, starting from *reg*
IB	increment, starting from *reg* 4
DA	decrement, starting from *reg*
DB	decrement, starting from *reg* 4

cd: condition code

AL or omitted	always
EQ	equal (zero)
NE	nonequal (nonzero)
CS	carry set (same as HS)
CC	carry clear (same as LO)
MI	minus
PL	positive or zero
VS	overflow set
VC	overflow clear
HS	unsigned higher or same
LO	unsigned lower
HI	unsigned higher
LS	unsigned lower or same
GE	signed greater than or equal
LT	signed less than
GT	signed greater than
LE	signed less than or equal

arg: right-hand argument

#imm_8	immediate (rotated into 8 bits)
reg	register
reg, *shift*	register shifted by distance

mem: memory address

[*reg*, #±*imm* $_2$]	*reg* offset by constant
[*reg*, ±*reg*]	*reg* offset by variable bytes
[reg_a, ±reg_b, *shift*]	reg_a offset by shifted variable reg_b
[*reg*, #±*imm* $_2$]!	update *reg* by constant, then access memory
[*reg*, ±*reg*]!	update *reg* by variable bytes, access memory
[*reg*, ±*reg*, *shift*]!	update *reg* by shifted variable , access memory
[*reg*], #±*imm* $_2$	access address *reg*, then update *reg* by offset
[*reg*], ±*reg*	access address *reg*, then update *reg* by variable
[*reg*], ±*reg*, *shift*	access address *reg*, update *reg* by shifted variable shift distance must be by constant

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