Arm Cortex-M0+ Instruction Set Summary

Operation	Description	Assembler
	8-bit immediate	MOVS Rd, # <imm></imm>
Move	Lo to Lo	MOVS Rd, Rm
Move	Any to Any	MOV Rd, Rm
	Any to PC	MOV PC, Rm
	3-bit immediate	ADDS Rd, Rn, # <imm></imm>
	All registers Lo	ADDS Rd, Rn, Rm
	Any to Any	ADD Rd, Rd, Rm
	Any to PC	ADD PC, PC, Rm
Add	8-bit immediate	ADDS Rd, Rd, # <imm></imm>
	With carry	ADCS Rd, Rd, Rm
	Immediate to SP	ADD SP, SP, # <imm></imm>
	Form address from SP	ADD Rd, SP, # <imm></imm>
	Form address from PC	ADR Rd, <label></label>
	Lo and Lo	SUBS Rd, Rn, Rm
	3-bit immediate	SUBS Rd, Rn, # <imm></imm>
Subtract	8-bit immediate	SUBS Rd, Rd, # <imm></imm>
	With carry	SBCS Rd, Rd, Rm
	Negate	RSBS Rd, Rn, #0
Multiply	Multiply	MULS Rd, Rm, Rd
	Compare	CMP Rn, Rm
Compare	Negative	CMN Rn, Rm
	Immediate	CMP Rn, # <imm></imm>
	AND	ANDS Rd, Rd, Rm
	Exclusive OR	EORS Rd, Rd, Rm
Logical	OR	ORRS Rd, Rd, Rm
Logical	Bit clear	BICS Rd, Rd, Rm
	Move NOT	MVNS Rd, Rm
	AND test	TST Rn, Rm
	Logical shift left by immediate	LSLS Rd, Rm, # <shift></shift>
	Logical shift left by register	LSLS Rd, Rd, Rs
Shift	Logical shift right by immediate	LSRS Rd, Rm, # <shift></shift>
SHIIL	Logical shift right by register	LSRS Rd, Rd, Rs
	Arithmetic shift right	ASRS Rd, Rm, # <shift></shift>
	Arithmetic shift right by register	ASRS Rd, Rd, Rs
Rotate	Rotate right by register	RORS Rd, Rd, Rs
	Word, immediate offset	LDR Rd, [Rn, # <imm>]</imm>
	Halfword, immediate offset	LDRH Rd, [Rn, # <imm>]</imm>
	Byte, immediate offset	LDRB Rd, [Rn, # <imm>]</imm>
	Word, register offset	LDR Rd, [Rn, Rm]
Load	Halfword, register offset	LDRH Rd, [Rn, Rm]
	Signed halfword, register offset	LDRSH Rd, [Rn, Rm]
	Signed byte, register offset	LDRSB Rd, [Rn, Rm]
	PC-relative	LDR Rd, <label></label>
	SP-relative	LDR Rd, [SP, # <imm>]</imm>
	Multiple, excluding base	LDM Rn!, { <loreglist>}</loreglist>
	Multiple, including base	LDM Rn, { <loreglist>}</loreglist>

	Word, immediate offset STR Rd, [Rn, # <imm>]</imm>		
	Halfword, immediate offset	STRH Rd, [Rn, # <imm>]</imm>	
	Byte, immediate offset	STRB Rd, [Rn, # <imm>]</imm>	
Store	Word, register offset	STR Rd, [Rn, Rm]	
Store	Halfword, register offset	STRH Rd, [Rn, Rm]	
	Byte, register offset	STRB Rd, [Rn, Rm]	
	SP-relative	STR Rd, [SP, # <imm>]</imm>	
	Multiple	STM Rn!, { <loreglist>}</loreglist>	
Push	Push	PUSH { <loreglist>}</loreglist>	
Pusii	Push with link register	PUSH { <loreglist>, LR}</loreglist>	
Don	Pop	POP { <loreglist>}</loreglist>	
Pop	Pop and return	POP { <loreglist>, PC}</loreglist>	
	Conditional	B <cc> <label></label></cc>	
	Unconditional	B <label></label>	
Branch	With link	BL <label></label>	
	With exchange	BX Rm	
	With link and exchange	BLX Rm	
	Signed halfword to word	SXTH Rd, Rm	
Extend	Signed byte to word	SXTB Rd, Rm	
Extend	Unsigned halfword	UXTH Rd, Rm	
	Unsigned byte	UXTB Rd, Rm	
	Bytes in word	REV Rd, Rm	
Reverse	Bytes in both halfwords	words REV16 Rd, Rm	
	Signed bottom half word	REVSH Rd, Rm	

Condition code suffixes

Suffix	Flags	Meaning
EQ	Z = 1	Equal, last flag setting result was zero
NE	Z = 0	Not equal, last flag setting result was non-zero
CS or HS	C = 1	Higher or same, unsigned
CC or LO	C = 0	Lower, unsigned
MI	N = 1	Negative
PL	N = 0	Positive or zero
VS	V = 1	Overflow
VC	V = 0	No overflow
HI	C = 1 and $Z = 0$	Higher, unsigned
LS	C = 0 or Z = 1	Lower or same, unsigned
GE	N = V	Greater than or equal, signed
LT	N != V	Less than, signed
GT	Z = 0 and $N = V$	Greater than, signed
LE	Z = 1 and $N != V$	Less than or equal, signed
AL	Can have any value	Always. This is the default when no suffix is specified.