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## 1 eBPF Instruction Set Specification, v1.0

This document specifies version 1.0 of the eBPF instruction set.

The eBPF instruction set consists of eleven 64 bit registers, a program counter, and 512 bytes of stack space.

### 1.1 Documentation conventions

For brevity, this document uses the type notion "u64", "u32", etc. to mean an unsigned integer whose width is the specified number of bits, and "s32", etc. to mean a signed integer of the specified number of bits.

### 1.2 Registers and calling convention

eBPF has 10 general purpose registers and a read-only frame pointer register, all of which are 64-bits wide.

The eBPF calling convention is defined as:

- R0: return value from function calls, and exit value for eBPF programs
- R1 - R5: arguments for function calls
- R6 - R9: callee saved registers that function calls will preserve
- R10: read-only frame pointer to access stack

Registers R0 - R5 are scratch registers, meaning the BPF program needs to either spill them to the BPF stack or move them to callee saved registers if these arguments are to be reused across multiple function calls. Spilling means that the value in the register is moved to the BPF stack. The reverse operation of moving the variable from the BPF stack to the register is called filling. The reason for spilling/filling is due to the limited number of registers.

Upon entering execution of an eBPF program, registers R1 - R5 initially can contain the input arguments for the program (similar to the argc/argv pair for a typical C program). The actual number of registers used, and their meaning, is defined by the program type; for example, a networking program might have an argument that includes network packet data and/or metadata.

## 1.3 Instruction encoding

An eBPF program is a sequence of instructions.

eBPF has two instruction encodings:

- the basic instruction encoding, which uses 64 bits to encode an instruction
- the wide instruction encoding, which appends a second 64-bit immediate (i.e., constant) value after the basic instruction for a total of 128 bits.

The basic instruction encoding is as follows, where MSB and LSB mean the most significant bits and least significant bits, respectively:

32 bits (MSB)	16 bits	4 bits	4 bits	8 bits (LSB)
imm	offset	src	dst	opcode

### imm

signed integer immediate value

### offset

signed integer offset used with pointer arithmetic

### src

the source register number (0-10), except where otherwise specified ([64-bit immediate instructions](#) reuse this field for other purposes)

### dst

destination register number (0-10)

### opcode

operation to perform

Note that most instructions do not use all of the fields. Unused fields must be set to zero.

As discussed below in [64-bit immediate instructions](#), some instructions use a 64-bit immediate value that is constructed as follows. The 64 bits following the basic instruction contain a pseudo instruction using the same format but with opcode, dst, src, and offset all set to zero, and imm containing the high 32 bits of the immediate value.

64 bits (MSB)	64 bits (LSB)
basic instruction	pseudo instruction

Thus the 64-bit immediate value is constructed as follows:

$$\text{imm64} = \text{imm} + (\text{next\_imm} \ll 32)$$

where 'next\_imm' refers to the imm value of the pseudo instruction following the basic instruction.

In the remainder of this document 'src' and 'dst' refer to the values of the source and destination registers, respectively, rather than the register number.

### 1.3.1 Instruction classes

The encoding of the 'opcode' field varies and can be determined from the three least significant bits (LSB) of the 'opcode' field which holds the "instruction class", as follows:

class	value	description	reference
-------	-------	-------------	-----------

BPF_LD	0x00	non-standard load operations	<a href="#">Load and store instructions</a>
BPF_LD X	0x01	load into register operations	<a href="#">Load and store instructions</a>
BPF_ST	0x02	store from immediate operations	<a href="#">Load and store instructions</a>
BPF_ST X	0x03	store from register operations	<a href="#">Load and store instructions</a>
BPF_ALU	0x04	32-bit arithmetic operations	<a href="#">Arithmetic and jump instructions</a>
BPF_JMP	0x05	64-bit jump operations	<a href="#">Arithmetic and jump instructions</a>
BPF_JMP32	0x06	32-bit jump operations	<a href="#">Arithmetic and jump instructions</a>
BPF_ALU64	0x07	64-bit arithmetic operations	<a href="#">Arithmetic and jump instructions</a>

## 1.4 Arithmetic and jump instructions

For arithmetic and jump instructions (BPF\_ALU, BPF\_ALU64, BPF\_JMP and BPF\_JMP32), the 8-bit 'opcode' field is divided into three parts:

4 bits (MSB)	1 bit	3 bits (LSB)
code	source	instruction class

### code

the operation code, whose meaning varies by instruction class

### source

the source operand location, which unless otherwise specified is one of:

source	value	description
BPF_K	0x00	use 32-bit 'imm' value as source operand
BPF_X	0x08	use 'src' register value as source operand

### instruction class

the instruction class (see [Instruction classes](#))

### 1.4.1 Arithmetic instructions

Instruction class BPF\_ALU uses 32-bit wide operands (zeroing the upper 32 bits of the destination register) while BPF\_ALU64 uses 64-bit wide operands for otherwise identical operations.

The 4-bit 'code' field encodes the operation as follows:

code	value	description
BPF_ADD	0x00	dst += src
BPF_SUB	0x10	dst -= src
BPF_MUL	0x20	dst *= src

BPF_DIV	0x30	$\text{dst} = (\text{src} \neq 0) ? (\text{dst} / \text{src}) : 0$
BPF_OR	0x40	$\text{dst}  = \text{src}$
BPF_AND	0x50	$\text{dst} \&= \text{src}$
BPF_LSH	0x60	$\text{dst} \ll= \text{src}$
BPF_RSH	0x70	$\text{dst} \gg= \text{src}$
BPF_NEG	0x80	$\text{dst} = \sim \text{src}$
BPF_MOD	0x90	$\text{dst} = (\text{src} \neq 0) ? (\text{dst} \% \text{src}) : \text{dst}$
BPF_XOR	0xa0	$\text{dst} \wedge= \text{src}$
BPF_MOV	0xb0	$\text{dst} = \text{src}$
BPF_ARSH	0xc0	sign extending shift right
BPF_END	0xd0	byte swap operations (see <a href="#">Byte swap instructions</a> below)

where 'src' is the source operand value.

Underflow and overflow are allowed during arithmetic operations, meaning the 64-bit or 32-bit value will wrap. If eBPF program execution would result in division by zero, the destination register is instead set to zero. If execution would result in modulo by zero, the destination register is instead left unchanged.

Examples:

BPF\_ADD | BPF\_X | BPF\_ALU (0x0c) means:

```
dst = (u32) (dst + src)
```

where '(u32)' indicates truncation to 32 bits.

BPF\_ADD | BPF\_X | BPF\_ALU64 (0x0f) means:

```
dst = dst + src
```

BPF\_XOR | BPF\_K | BPF\_ALU (0xa4) means:

```
src = (u32) src ^ (u32) imm
```

BPF\_XOR | BPF\_K | BPF\_ALU64 (0xa7) means:

```
src = src ^ imm
```

Also note that the modulo operation often varies by language when the dividend or divisor are negative, where Python, Ruby, etc. differ from C, Go, Java, etc. This specification requires that modulo use truncated division (where  $-13 \% 3 == -1$ ) as implemented in C, Go, etc.:

$$a \% n = a - n * \text{trunc}(a / n)$$

#### 1.4.1.1 Byte swap instructions

The byte swap instructions use an instruction class of `BPF_ALU` and a 4-bit 'code' field of `BPF_END`.

The byte swap instructions operate on the destination register only and do not use a separate source register or immediate value.

Byte swap instructions use the 1-bit 'source' field in the 'opcode' field as follows. Instead of indicating the source operator, it is instead used to select what byte order the operation converts from or to:

source	value	description
BPF_TO_LE	0x00	convert between host byte order and little endian
BPF_TO_BE	0x08	convert between host byte order and big endian

The 'imm' field encodes the width of the swap operations. The following widths are supported: 16, 32 and 64. The following table summarizes the resulting possibilities:

opcode construction	opcode	imm	mnemonic	pseudocode
BPF_END   BPF_TO_LE   BPF_ALU	0xd4	16	le16 dst	dst = htole16(dst)
BPF_END   BPF_TO_LE   BPF_ALU	0xd4	32	le32 dst	dst = htole32(dst)
BPF_END   BPF_TO_LE   BPF_ALU	0xd4	64	le64 dst	dst = htole64(dst)
BPF_END   BPF_TO_BE   BPF_ALU	0xdc	16	be16 dst	dst = htobe16(dst)
BPF_END   BPF_TO_BE   BPF_ALU	0xdc	32	be32 dst	dst = htobe32(dst)
BPF_END   BPF_TO_BE   BPF_ALU	0xdc	64	be64 dst	dst = htobe64(dst)

where

- mnemonic indicates a short form that might be displayed by some tools such as disassemblers
- 'htoleNN()' indicates converting a NN-bit value from host byte order to little-endian byte order
- 'htobeNN()' indicates converting a NN-bit value from host byte order to big-endian byte order

#### 1.4.2 Jump instructions

Instruction class `BPF_JMP32` uses 32-bit wide operands while `BPF_JMP` uses 64-bit wide operands for otherwise identical operations.

The 4-bit 'code' field encodes the operation as below, where PC is the program counter:

code	value	src	description	notes
BPF_JA	0x0	0x0	PC += offset	BPF_JMP only
BPF_JEQ	0x1	any	PC += offset if dst == src	

BPF_JGT	0x2	a n y	PC += offset if dst > src	unsigned
BPF_JGE	0x3	a n y	PC += offset if dst >= src	unsigned
BPF_JSET	0x4	a n y	PC += offset if dst & src	
BPF_JNE	0x5	a n y	PC += offset if dst != src	
BPF_JSGT	0x6	a n y	PC += offset if dst > src	signed
BPF_JSGE	0x7	a n y	PC += offset if dst >= src	signed
BPF_CALL	0x8	0 x 0	call helper function imm	see <a href="#">Helper functions</a>
BPF_CALL	0x8	0 x 1	call PC += offset	see <a href="#">eBPF functions</a>
BPF_CALL	0x8	0 x 2	call runtime function imm	see <a href="#">Runtime functions</a>
BPF_EXIT	0x9	0 x 0	return	BPF_JMP only
BPF_JLT	0xa	a n y	PC += offset if dst < src	unsigned
BPF_JLE	0xb	a n y	PC += offset if dst <= src	unsigned
BPF_JSLT	0xc	a n y	PC += offset if dst < src	signed
BPF_JSLE	0xd	a n y	PC += offset if dst <= src	signed

#### 1.4.2.1 Helper functions

Helper functions are a concept whereby BPF programs can call into a set of function calls exposed by the eBPF runtime. Each helper function is identified by an integer used in a `BPF_CALL` instruction. The available helper functions may differ for each eBPF program type.

Conceptually, each helper function is implemented with a commonly shared function signature defined as:

u64 function(u64 r1, u64 r2, u64 r3, u64 r4, u64 r5)

In actuality, each helper function is defined as taking between 0 and 5 arguments, with the remaining registers being ignored. The definition of a helper function is responsible for specifying the type (e.g., integer, pointer, etc.) of the value returned, the number of arguments, and the type of each argument.

Note that `BPF_CALL` | `BPF_X` | `BPF_JMP` (0x8d), where the helper function integer would be read from a specified register, is reserved and currently not permitted.

#### 1.4.2.2 Runtime functions

Runtime functions are like helper functions except that they are not specific to eBPF programs. They use a different numbering space from helper functions, but otherwise the same considerations apply.

#### 1.4.2.3 eBPF functions

eBPF functions are functions exposed by the same eBPF program as the caller, and are referenced by offset from the call instruction, similar to `BPF_JA`. A `BPF_EXIT` within the eBPF function will return to the caller.

## 1.5 Load and store instructions

For load and store instructions (`BPF_LD`, `BPF_LDX`, `BPF_ST`, and `BPF_STX`), the 8-bit 'opcode' field is divided as:

3 bits (MSB)	2 bits	3 bits (LSB)
mode	size	instruction class

### mode

one of:

mode modifier	value	description	reference
<code>BPF_IMM</code>	0x00	64-bit immediate instructions	<a href="#">64-bit immediate instructions</a>
<code>BPF_ABS</code>	0x20	legacy BPF packet access (absolute)	<a href="#">Legacy BPF Packet access instructions</a>
<code>BPF_IND</code>	0x40	legacy BPF packet access (indirect)	<a href="#">Legacy BPF Packet access instructions</a>
<code>BPF_MEM</code>	0x60	regular load and store operations	<a href="#">Regular load and store operations</a>
<code>BPF_ATOMIC</code>	0xc0	atomic operations	<a href="#">Atomic operations</a>

### size

one of:

size modifier	value	description
<code>BPF_W</code>	0x00	word (4 bytes)
<code>BPF_H</code>	0x08	half word (2 bytes)
<code>BPF_B</code>	0x10	byte
<code>BPF_DW</code>	0x18	double word (8 bytes)

### instruction class

the instruction class (see [Instruction classes](#))

### 1.5.1 Regular load and store operations

The `BPF_MEM` mode modifier is used to encode regular load and store instructions that transfer data between a register and memory.

opcode construction	opcode	pseudocode
<code>BPF_MEM   BPF_B   BPF_LDX</code>	0x71	<code>dst = *(u8 *) (src + offset)</code>
<code>BPF_MEM   BPF_H   BPF_LDX</code>	0x69	<code>dst = *(u16 *) (src + offset)</code>
<code>BPF_MEM   BPF_W   BPF_LDX</code>	0x61	<code>dst = *(u32 *) (src + offset)</code>
<code>BPF_MEM   BPF_DW   BPF_LDX</code>	0x79	<code>dst = *(u64 *) (src + offset)</code>
<code>BPF_MEM   BPF_B   BPF_ST</code>	0x72	<code>*(u8 *) (dst + offset) = imm</code>
<code>BPF_MEM   BPF_H   BPF_ST</code>	0x6a	<code>*(u16 *) (dst + offset) = imm</code>
<code>BPF_MEM   BPF_W   BPF_ST</code>	0x62	<code>*(u32 *) (dst + offset) = imm</code>
<code>BPF_MEM   BPF_DW   BPF_ST</code>	0x7a	<code>*(u64 *) (dst + offset) = imm</code>
<code>BPF_MEM   BPF_B   BPF_STX</code>	0x73	<code>*(u8 *) (dst + offset) = src</code>
<code>BPF_MEM   BPF_H   BPF_STX</code>	0x6b	<code>*(u16 *) (dst + offset) = src</code>
<code>BPF_MEM   BPF_W   BPF_STX</code>	0x63	<code>*(u32 *) (dst + offset) = src</code>
<code>BPF_MEM   BPF_DW   BPF_STX</code>	0x7b	<code>*(u64 *) (dst + offset) = src</code>

### 1.5.2 Atomic operations

Atomic operations are operations that operate on memory and can not be interrupted or corrupted by other access to the same memory region by other eBPF programs or means outside of this specification.

All atomic operations supported by eBPF are encoded as store operations that use the `BPF_ATOMIC` mode modifier as follows:

- `BPF_ATOMIC | BPF_W | BPF_STX (0xc3)` for 32-bit operations
- `BPF_ATOMIC | BPF_DW | BPF_STX (0xdb)` for 64-bit operations

Note that 8-bit (`BPF_B`) and 16-bit (`BPF_H`) wide atomic operations are not supported, nor is `BPF_ATOMIC | <size> | BPF_ST`.

The 'imm' field is used to encode the actual atomic operation. Simple atomic operation use a subset of the values defined to encode arithmetic operations in the 'imm' field to encode the atomic operation:

imm	value	description
<code>BPF_ADD</code>	0x00	atomic add
<code>BPF_OR</code>	0x40	atomic or
<code>BPF_AND</code>	0x50	atomic and
<code>BPF_XOR</code>	0xa0	atomic xor

`BPF_ATOMIC | BPF_W | BPF_STX (0xc3)` with 'imm' = `BPF_ADD` means:

```
*(u32 *) (dst + offset) += src
```

`BPF_ATOMIC | BPF_DW | BPF_STX (0xdb)` with 'imm' = `BPF_ADD` means:

```
*(u64 *) (dst + offset) += src
```

In addition to the simple atomic operations above, there also is a modifier and two complex atomic operations:



imm	value	description
BPF_FETCH	0x01	modifier: return old value
BPF_XCHG	0xe0   BPF_FETCH	atomic exchange
BPF_CMPXCHG	0xf0   BPF_FETCH	atomic compare and exchange

The `BPF_FETCH` modifier is optional for simple atomic operations, and always set for the complex atomic operations. If the `BPF_FETCH` flag is set, then the operation also overwrites `src` with the value that was in memory before it was modified.

The `BPF_XCHG` operation atomically exchanges `src` with the value addressed by `dst + offset`.

The `BPF_CMPXCHG` operation atomically compares the value addressed by `dst + offset` with `R0`. If they match, the value addressed by `dst + offset` is replaced with `src`. In either case, the value that was at `dst + offset` before the operation is zero-extended and loaded back to `R0`.

### 1.5.3 64-bit immediate instructions

Instructions with the `BPF_IMM` 'mode' modifier use the wide instruction encoding defined in [Instruction encoding](#), and use the 'src' field of the basic instruction to hold an opcode subtype.

The following instructions are defined, and use additional concepts defined below:

opcode construction	opcode	src	pseudocode	imm type	dst type
BPF_IMM   BPF_DW   BPF_LD	0x18	0x0	<code>dst = imm64</code>	integer	integer
BPF_IMM   BPF_DW   BPF_LD	0x18	0x1	<code>dst = map_by_fd(imm)</code>	map fd	map
BPF_IMM   BPF_DW   BPF_LD	0x18	0x2	<code>dst = mva(map_by_fd(imm)) + next_imm</code>	map fd	data pointer
BPF_IMM   BPF_DW   BPF_LD	0x18	0x3	<code>dst = variable_addr(imm)</code>	variable id	data pointer
BPF_IMM   BPF_DW   BPF_LD	0x18	0x4	<code>dst = code_addr(imm)</code>	integer	code pointer
BPF_IMM   BPF_DW   BPF_LD	0x18	0x5	<code>dst = map_by_idx(imm)</code>	map index	map
BPF_IMM   BPF_DW   BPF_LD	0x18	0x6	<code>dst = mva(map_by_idx(imm)) + next_imm</code>	map index	data pointer

where

- `map_by_fd(fd)` means to convert a 32-bit POSIX file descriptor into an address of a map object (see [Map objects](#))
- `map_by_index(index)` means to convert a 32-bit index into an address of a map object
- `mva(map)` gets the address of the first value in a given map object
- `variable_addr(id)` gets the address of a variable (see [Variables](#)) with a given id

- `code_addr(offset)` gets the address of the instruction at a specified relative offset in units of 64-bit blocks
- the 'imm type' can be used by disassemblers for display
- the 'dst type' can be used for verification and JIT compilation purposes

#### 1.5.3.1 Map objects

Maps are shared memory regions accessible by eBPF programs on some platforms, where we use the term "map object" to refer to an object containing the data and metadata (e.g., size) about the memory region. A map can have various semantics as defined in a separate document, and may or may not have a single contiguous memory region, but the 'mva(map)' is currently only defined for maps that do have a single contiguous memory region. Support for maps is optional.

Each map object can have a POSIX file descriptor (fd) if supported by the platform, where 'map\_by\_fd(fd)' means to get the map with the specified file descriptor. Each eBPF program can also be defined to use a set of maps associated with the program at load time, and 'map\_by\_index(index)' means to get the map with the given index in the set associated with the eBPF program containing the instruction.

#### 1.5.3.2 Variables

Variables are memory regions, identified by integer ids, accessible by eBPF programs on some platforms. The 'variable\_addr(id)' operation means to get the address of the memory region identified by the given id. Support for such variables is optional.

#### 1.5.4 Legacy BPF Packet access instructions

eBPF previously introduced special instructions for access to packet data that were carried over from classic BPF. However, these instructions are deprecated and should no longer be used.

## 1.6 Appendix

For reference, the following table lists opcodes in order by value.

op co de	s r c	i m m	description	reference
0x 00	0 x 0	a n y	(additional immediate value)	<a href="#">64-bit immediate instructions</a>
0x 04	0 x 0	a n y	dst = (u32)(dst + imm)	<a href="#">Arithmetic instructions</a>
0x 05	0 x 0	0 x 0 0	goto +offset	<a href="#">Jump instructions</a>
0x 07	0 x 0	a n y	dst += imm	<a href="#">Arithmetic instructions</a>
0x 0c	a n y	0 x 0 0	dst = (u32)(dst + src)	<a href="#">Arithmetic instructions</a>
0x 0f	a n y	0 x 0 0	dst += src	<a href="#">Arithmetic instructions</a>

0x14	0 x 0	a n y	dst = (u32)(dst - imm)	Arithmetic instructions
0x15	0 x 0	a n y	if dst == imm goto +offset	Jump instructions
0x16	0 x 0	a n y	if (u32)dst == imm goto +offset	Jump instructions
0x17	0 x 0	a n y	dst -= imm	Arithmetic instructions
0x18	0 x 0	a n y	dst = imm64	64-bit immediate instructions
0x18	0 x 1	a n y	dst = map_by_fd(imm)	64-bit immediate instructions
0x18	0 x 2	a n y	dst = mva(map_by_fd(imm)) + next_imm	64-bit immediate instructions
0x18	0 x 3	a n y	dst = variable_addr(imm)	64-bit immediate instructions
0x18	0 x 4	a n y	dst = code_addr(imm)	64-bit immediate instructions
0x18	0 x 5	a n y	dst = map_by_idx(imm)	64-bit immediate instructions
0x18	0 x 6	a n y	dst = mva(map_by_idx(imm)) + next_imm	64-bit immediate instructions
0x1c	a n y	0 x 0 0	dst = (u32)(dst - src)	Arithmetic instructions
0x1d	a n y	0 x 0 0	if dst == src goto +offset	Jump instructions
0x1e	a n y	0 x 0 0	if (u32)dst == (u32)src goto +offset	Jump instructions
0x1f	a n y	0 x 0 0	dst -= src	Arithmetic instructions

0x 20	a n y	a n y	(deprecated, implementation-specific)	Legacy BPF Packet access instructions
0x 24	0 x 0	a n y	dst = (u32)(dst * imm)	Arithmetic instructions
0x 25	0 x 0	a n y	if dst > imm goto +offset	Jump instructions
0x 26	0 x 0	a n y	if (u32)dst > imm goto +offset	Jump instructions
0x 27	0 x 0	a n y	dst *= imm	Arithmetic instructions
0x 28	a n y	a n y	(deprecated, implementation-specific)	Legacy BPF Packet access instructions
0x 2c	a n y	0 x 0 0	dst = (u32)(dst * src)	Arithmetic instructions
0x 2d	a n y	0 x 0 0	if dst > src goto +offset	Jump instructions
0x 2e	a n y	0 x 0 0	if (u32)dst > (u32)src goto +offset	Jump instructions
0x 2f	a n y	0 x 0 0	dst *= src	Arithmetic instructions
0x 30	a n y	a n y	(deprecated, implementation-specific)	Legacy BPF Packet access instructions
0x 34	0 x 0	a n y	dst = (u32)((imm != 0) ? (dst / imm) : 0)	Arithmetic instructions
0x 35	0 x 0	a n y	if dst >= imm goto +offset	Jump instructions
0x 36	0 x 0	a n y	if (u32)dst >= imm goto +offset	Jump instructions
0x 37	0 x 0	a n y	dst = (imm != 0) ? (dst / imm) : 0	Arithmetic instructions

0x38	any	any	(deprecated, implementation-specific)	Legacy BPF Packet access instructions
0x3c	any	0x00	$\text{dst} = (\text{u32})((\text{imm} \neq 0) ? (\text{dst} / \text{src}) : 0)$	Arithmetic instructions
0x3d	any	0x00	if $\text{dst} \geq \text{src}$ goto +offset	Jump instructions
0x3e	any	0x00	if $(\text{u32})\text{dst} \geq (\text{u32})\text{src}$ goto +offset	Jump instructions
0x3f	any	0x00	$\text{dst} = (\text{src} \neq 0) ? (\text{dst} / \text{src}) : 0$	Arithmetic instructions
0x40	any	any	(deprecated, implementation-specific)	Legacy BPF Packet access instructions
0x44	0x0	any	$\text{dst} = (\text{u32})(\text{dst}   \text{imm})$	Arithmetic instructions
0x45	0x0	any	if $\text{dst} \& \text{imm}$ goto +offset	Jump instructions
0x46	0x0	any	if $(\text{u32})\text{dst} \& \text{imm}$ goto +offset	Jump instructions
0x47	0x0	any	$\text{dst}  = \text{imm}$	Arithmetic instructions
0x48	any	any	(deprecated, implementation-specific)	Legacy BPF Packet access instructions
0x4c	any	0x00	$\text{dst} = (\text{u32})(\text{dst}   \text{src})$	Arithmetic instructions
0x4d	any	0x00	if $\text{dst} \& \text{src}$ goto +offset	Jump instructions
0x4e	any	0x00	if $(\text{u32})\text{dst} \& (\text{u32})\text{src}$ goto +offset	Jump instructions

0x 4f	a n y	0 x 0 0	dst  = src	Arithmetic instructions
0x 50	a n y	a n y	(deprecated, implementation-specific)	Legacy BPF Packet access instructions
0x 54	0 x 0	a n y	dst = (u32)(dst & imm)	Arithmetic instructions
0x 55	0 x 0	a n y	if dst != imm goto +offset	Jump instructions
0x 56	0 x 0	a n y	if (u32)dst != imm goto +offset	Jump instructions
0x 57	0 x 0	a n y	dst &= imm	Arithmetic instructions
0x 58	a n y	a n y	(deprecated, implementation-specific)	Legacy BPF Packet access instructions
0x 5c	a n y	0 x 0 0	dst = (u32)(dst & src)	Arithmetic instructions
0x 5d	a n y	0 x 0 0	if dst != src goto +offset	Jump instructions
0x 5e	a n y	0 x 0 0	if (u32)dst != (u32)src goto +offset	Jump instructions
0x 5f	a n y	0 x 0 0	dst &= src	Arithmetic instructions
0x 61	a n y	0 x 0 0	dst = *(u32 *)(src + offset)	Load and store instructions
0x 62	0 x 0	a n y	*(u32 *)(dst + offset) = imm	Load and store instructions
0x 63	a n y	0 x 0 0	*(u32 *)(dst + offset) = src	Load and store instructions

0x64	0 x 0	a n y	dst = (u32)(dst << imm)	Arithmetic instructions
0x65	0 x 0	a n y	if dst s> imm goto +offset	Jump instructions
0x66	0 x 0	a n y	if (s32)dst s> (s32)imm goto +offset	Jump instructions
0x67	0 x 0	a n y	dst <=<= imm	Arithmetic instructions
0x69	a n y	0 x 0 0	dst = *(u16 *)(src + offset)	Load and store instructions
0x6a	0 x 0	a n y	*(u16 *)(dst + offset) = imm	Load and store instructions
0x6b	a n y	0 x 0 0	*(u16 *)(dst + offset) = src	Load and store instructions
0x6c	a n y	0 x 0 0	dst = (u32)(dst << src)	Arithmetic instructions
0x6d	a n y	0 x 0 0	if dst s> src goto +offset	Jump instructions
0x6e	a n y	0 x 0 0	if (s32)dst s> (s32)src goto +offset	Jump instructions
0x6f	a n y	0 x 0 0	dst <=<= src	Arithmetic instructions
0x71	a n y	0 x 0 0	dst = *(u8 *)(src + offset)	Load and store instructions
0x72	0 x 0	a n y	*(u8 *)(dst + offset) = imm	Load and store instructions
0x73	a n y	0 x 0 0	*(u8 *)(dst + offset) = src	Load and store instructions

0x 74	0 x 0	a n y	dst = (u32)(dst >> imm)	Arithmetic instructions
0x 75	0 x 0	a n y	if dst s>= imm goto +offset	Jump instructions
0x 76	0 x 0	a n y	if (s32)dst s>= (s32)imm goto +offset	Jump instructions
0x 77	0 x 0	a n y	dst >>= imm	Arithmetic instructions
0x 79	a n y	0 x 0 0	dst = *(u64 *)(src + offset)	Load and store instructions
0x 7a	0 x 0	a n y	*(u64 *)(dst + offset) = imm	Load and store instructions
0x 7b	a n y	0 x 0 0	*(u64 *)(dst + offset) = src	Load and store instructions
0x 7c	a n y	0 x 0 0	dst = (u32)(dst >> src)	Arithmetic instructions
0x 7d	a n y	0 x 0 0	if dst s>= src goto +offset	Jump instructions
0x 7e	a n y	0 x 0 0	if (s32)dst s>= (s32)src goto +offset	Jump instructions
0x 7f	a n y	0 x 0 0	dst >>= src	Arithmetic instructions
0x 84	0 x 0 0 0	0 x 0 0 0	dst = (u32)-dst	Arithmetic instructions
0x 85	0 x 0	a n y	call helper function imm	Helper functions
0x 85	0 x 1	a n y	call PC += offset	eBPF functions



0x85	0 x 2	a n y	call runtime function imm	Runtime functions
0x87	0 x 0	0 x 0 0	dst = -dst	Arithmetic instructions
0x94	0 x 0	a n y	dst = (u32)((imm != 0) ? (dst % imm) : dst)	Arithmetic instructions
0x95	0 x 0	0 x 0 0	return	Jump instructions
0x97	0 x 0	a n y	dst = (imm != 0) ? (dst % imm) : dst	Arithmetic instructions
0x9c	a n y	0 x 0 0	dst = (u32)((src != 0) ? (dst % src) : dst)	Arithmetic instructions
0x9f	a n y	0 x 0 0	dst = (src != 0) ? (dst % src) : dst	Arithmetic instructions
0xa4	0 x 0	a n y	dst = (u32)(dst ^ imm)	Arithmetic instructions
0xa5	0 x 0	a n y	if dst < imm goto +offset	Jump instructions
0xa6	0 x 0	a n y	if (u32)dst < imm goto +offset	Jump instructions
0xa7	0 x 0	a n y	dst ^= imm	Arithmetic instructions
0xac	a n y	0 x 0 0	dst = (u32)(dst ^ src)	Arithmetic instructions
0xad	a n y	0 x 0 0	if dst < src goto +offset	Jump instructions
0xae	a n y	0 x 0 0	if (u32)dst < (u32)src goto +offset	Jump instructions

0xaf	any	0x00	dst ^= src	Arithmetic instructions
0xb4	any	0x0a	dst = (u32) imm	Arithmetic instructions
0xb5	any	0x0a	if dst <= imm goto +offset	Jump instructions
0xa6	any	0x0a	if (u32)dst <= imm goto +offset	Jump instructions
0xb7	any	0x0a	dst = imm	Arithmetic instructions
0xbc	any	0x0a	dst = (u32) src	Arithmetic instructions
0xbd	any	0x0a	if dst <= src goto +offset	Jump instructions
0xbe	any	0x0a	if (u32)dst <= (u32)src goto +offset	Jump instructions
0xbf	any	0x0a	dst = src	Arithmetic instructions
0xc3	any	0x00	lock *(u32 *) (dst + offset) += src	Atomic operations
0xc3	any	0x01	lock: <div> *(u32 *) (dst + offset) += src  src = *(u32 *) (dst + offset) </div>	Atomic operations
0xc3	any	0x04	*(u32 *) (dst + offset)  = src	Atomic operations
0xc3	any	0x01	lock: <div> *(u32 *) (dst + offset)  = src  src = *(u32 *) (dst + offset) </div>	Atomic operations

0xc3	any	0x50	<code>*(u32*)(dst + offset) &amp;= src</code>	Atomic operations
0xc3	any	0x51	lock: <div><code>*(u32*)(dst + offset) &amp;= src src = *(u32*)(dst + offset)</code></div>	Atomic operations
0xc3	any	0xa0	<code>*(u32*)(dst + offset) ^= src</code>	Atomic operations
0xc3	any	0xa1	lock: <div><code>*(u32*)(dst + offset) ^= src src = *(u32*)(dst + offset)</code></div>	Atomic operations
0xc3	any	0xe1	lock: <div><code>temp = *(u32*)(dst + offset) *(u32*)(dst + offset) = src src = temp</code></div>	Atomic operations
0xc3	any	0xf1	lock: <div><code>temp = *(u32*)(dst + offset) if *(u32)(dst + offset) == R0     *(u32)(dst + offset) = src R0 = temp</code></div>	Atomic operations
0xc4	0x0	any	<code>dst = (u32)(dst s&gt;&gt; imm)</code>	Arithmetic instructions
0xc5	0x0	any	<code>if dst s&lt; imm goto +offset</code>	Jump instructions
0xc6	0x0	any	<code>if (s32)dst s&lt; (s32)imm goto +offset</code>	Jump instructions
0xc7	0x0	any	<code>dst s&gt;&gt;= imm</code>	Arithmetic instructions
0xc	any	0x00	<code>dst = (u32)(dst s&gt;&gt; src)</code>	Arithmetic instructions
0xcd	any	0x00	<code>if dst s&lt; src goto +offset</code>	Jump instructions

0xc e	a n y	0 x 0 0	if (s32)dst s< (s32)src goto +offset	Jump instructions
0xc f	a n y	0 x 0 0	dst s>>= src	Arithmetic instructions
0x d4	0 x 0	0 x 1 0	dst = htole16(dst)	Byte swap instructions
0x d4	0 x 0	0 x 2 0	dst = htole32(dst)	Byte swap instructions
0x d4	0 x 0	0 x 4 0	dst = htole64(dst)	Byte swap instructions
0x d5	0 x 0	a n y	if dst s<= imm goto +offset	Jump instructions
0x d6	0 x 0	a n y	if (s32)dst s<= (s32)imm goto +offset	Jump instructions
0x db	a n y	0 x 0 0	lock *(u64 *) (dst + offset) += src	Atomic operations
0x db	a n y	0 x 0 1	lock: <div>*(u64 *) (dst + offset) += src src = *(u64 *) (dst + offset)</div>	Atomic operations
0x db	a n y	0 x 4 0	*(u64 *) (dst + offset)  = src	Atomic operations
0x db	a n y	0 x 4 1	lock: <div>*(u64 *) (dst + offset)  = src lock src = *(u64 *) (dst + offset)</div>	Atomic operations
0x db	a n y	0 x 5 0	*(u64 *) (dst + offset) &= src	Atomic operations

0x db	a n y	0 x 5 1	lock:  <pre>*(u64 *) (dst + offset) &amp;= src src = *(u64 *) (dst + offset)</pre>	Atomic operations
0x db	a n y	0 x a 0	*(u64 *) (dst + offset) ^= src	Atomic operations
0x db	a n y	0 x a 1	lock:  <pre>*(u64 *) (dst + offset) ^= src src = *(u64 *) (dst + offset)</pre>	Atomic operations
0x db	a n y	0 x e 1	lock:  <pre>temp = *(u64 *) (dst + offset) *(u64 *) (dst + offset) = src src = temp</pre>	Atomic operations
0x db	a n y	0 x f 1	lock:  <pre>temp = *(u64 *) (dst + offset) if *(u64) (dst + offset) == R0     *(u64) (dst + offset) = src R0 = temp</pre>	Atomic operations
0x dc	0 x 0	0 x 1 0	dst = htobe16(dst)	Byte swap instructions
0x dc	0 x 0	0 x 2 0	dst = htobe32(dst)	Byte swap instructions
0x dc	0 x 0	0 x 4 0	dst = htobe64(dst)	Byte swap instructions
0x dd	a n y	0 x 0 0	if dst s<= src goto +offset	Jump instructions
0x de	a n y	0 x 0 0	if (s32)dst s<= (s32)src goto +offset	Jump instructions