# ATmega16/32, ATmega406 Instruction Set

The Assembler accepts mnemonic instructions from the instruction set. A summary of the instruction set mnemonics and their parameters is given here. For a detailed description of the Instruction set, refer to the AVR Data Book.

#### **Arithmetic and Logic Instructions**

Mnemonic	Operands	Description	Operation	Flags	Cycles
<u>ADD</u>	Rd,Rr	Add without Carry	Rd = Rd + Rr	Z,C,N,V,H,S	1
<u>ADC</u>	Rd,Rr	Add with Carry	Rd = Rd + Rr + C	Z,C,N,V,H,S	1
ADIW	Rd, K	Add Immediate To Word	Rd+1:Rd,K	Z,C,N,V,S	2
<u>SUB</u>	Rd,Rr	Subtract without Carry	Rd = Rd - Rr	Z,C,N,V,H,S	1
<u>SUBI</u>	<u>Rd,K8</u>	Subtract Immediate	Rd = Rd - K8	Z,C,N,V,H,S	1
<u>SBC</u>	Rd,Rr	Subtract with Carry	Rd = Rd - Rr - C	Z,C,N,V,H,S	1
<u>SBCI</u>	<u>Rd,K8</u>	Subtract with Carry Immedtiate	Rd = Rd - K8 - C	Z,C,N,V,H,S	1
<u>AND</u>	Rd,Rr	Logical AND	Rd = Rd · Rr	Z,N,V,S	1
<u>ANDI</u>	<u>Rd,K8</u>	Logical AND with Immediate	Rd = Rd · K8	Z,N,V,S	1
<u>OR</u>	Rd,Rr	Logical OR	Rd = Rd V Rr	Z,N,V,S	1
<u>ORI</u>	<u>Rd,K8</u>	Logical OR with Immediate	Rd = Rd V K8	Z,N,V,S	1
<u>EOR</u>	Rd,Rr	Logical Exclusive OR	Rd = Rd EOR Rr	Z,N,V,S	1
COM	<u>Rd</u>	One's Complement	Rd = \$FF - Rd	Z,C,N,V,S	1
<u>NEG</u>	<u>Rd</u>	Two's Complement	Rd = \$00 <b>-</b> Rd	Z,C,N,V,H,S	1
<u>SBR</u>	<u>Rd,K8</u>	Set Bit(s) in Register	Rd = Rd V K8	Z,C,N,V,S	1
<u>CBR</u>	<u>Rd,K8</u>	Clear Bit(s) in Register	Rd = Rd · (\$FF - K8)	Z,C,N,V,S	1
<u>INC</u>	<u>Rd</u>	Increment Register	Rd = Rd + 1	Z,N,V,S	1
<u>DEC</u>	<u>Rd</u>	Decrement Register	Rd = Rd -1	Z,N,V,S	1
<u>TST</u>	<u>Rd</u>	Test for Zero or Negative	Rd = Rd · Rd	Z,C,N,V,S	1
CLR	<u>Rd</u>	Clear Register	Rd = 0	Z,C,N,V,S	1
<u>SER</u>	<u>Rd</u>	Set Register	Rd = \$FF	None	1
<u>SBIW</u>	RdI,K6	Subtract Immediate from Word	Rdh:Rdl = Rdh:Rdl - K 6	Z,C,N,V,S	2
<u>MUL</u>	Rd,Rr	Multiply Unsigned	R1:R0 = Rd * Rr	Z,C	2
MULS	Rd,Rr	Multiply Signed	R1:R0 = Rd * Rr	Z,C	2
MULSU	Rd,Rr	Multiply Signed with Unsigned	R1:R0 = Rd * Rr	Z,C	2
<u>FMUL</u>	Rd,Rr	Fractional Multiply Unsigned	R1:R0 = (Rd * Rr) << 1	Z,C	2
<u>FMULS</u>	Rd,Rr	Fractional Multiply Signed	R1:R0 = (Rd *Rr) << 1	Z,C	2
<u>FMULSU</u>	Rd,Rr	Fractional Multiply Signed with Unsigned	R1:R0 = (Rd * Rr) << 1	Z,C	2

#### **Branch Instructions**

Mnemonic	Operands	Description	Operation	Flags	Cycles
RJMP	<u>k</u>	Relative Jump	PC = PC + k +1	None	2
<u>IJMP</u>	None	Indirect Jump to (Z)	PC = Z	None	2
<u>JMP</u>	<u>k</u>	Jump	PC = k	None	3
RCALL	<u>k</u>	Relative Call Subroutine	STACK = PC+1, PC = PC + k + 1	None	3/4*

<u>ICALL</u>	None	Indirect Call to ( <u>Z</u> )	STACK = PC+1, PC = Z	None	3/4*
CALL	<u>k</u>	Call Subroutine	STACK = PC+2, PC = k	None	4/5*
<u>RET</u>	None	Subroutine Return	PC = STACK	None	4/5*
<u>RETI</u>	None	Interrupt Return	PC = STACK	I	4/5*
<u>CPSE</u>	Rd,Rr	Compare, Skip if equal	if (Rd ==Rr) PC = PC 2 or 3	None	1/2/3
<u>CP</u>	Rd,Rr	Compare	Rd -Rr	Z,C,N,V,H,S	1
<u>CPC</u>	Rd,Rr	Compare with Carry	Rd - Rr - C	Z,C,N,V,H,S	1
<u>CPI</u>	Rd,K8	Compare with Immediate	Rd - K	Z,C,N,V,H,S	1
SBRC	<u>Rr,b</u>	Skip if bit in register cleared	if(Rr(b)==0) PC = PC + 2 or 3	None	1/2/3
<u>SBRS</u>	<u>Rr,b</u>	Skip if bit in register set	if(Rr(b)==1) PC = PC + 2 or 3	None	1/2/3
SBIC	<u>P,b</u>	Skip if bit in I/O register cleared	if(I/O(P,b)==0) PC = PC + 2 or 3	None	1/2/3
<u>SBIS</u>	<u>P,b</u>	Skip if bit in I/O register set	if(I/O(P,b)==1) PC = PC + 2 or 3	None	1/2/3
<u>BRBC</u>	<u>s,k</u>	Branch if Status flag cleared	if(SREG(s)==0) PC = PC + k + 1	None	1/2
<u>BRBS</u>	<u>s,k</u>	Branch if Status flag set	if(SREG(s)==1) PC = PC + k + 1	None	1/2
BREQ	<u>k</u>	Branch if equal	if(Z==1) PC = PC + k + 1	None	1/2
<u>BRNE</u>	<u>k</u>	Branch if not equal	if(Z==0) PC = PC + k + 1	None	1/2
BRCS	<u>k</u>	Branch if carry set	if(C==1) PC = PC + k + 1	None	1/2
BRCC	<u>k</u>	Branch if carry cleared	if(C==0) PC = PC + k + 1	None	1/2
<u>BRSH</u>	<u>k</u>	Branch if same or higher	if(C==0) PC = PC + k + 1	None	1/2
<u>BRLO</u>	<u>k</u>	Branch if lower	if(C==1) PC = PC + k + 1	None	1/2
<u>BRMI</u>	<u>k</u>	Branch if minus	if(N==1) PC = PC + k + 1	None	1/2
BRPL	<u>k</u>	Branch if plus	if(N==0) PC = PC + k + 1	None	1/2
BRGE	<u>k</u>	Branch if greater than or equal (signed)	if(S==0) PC = PC + k + 1	None	1/2
<u>BRLT</u>	<u>k</u>	Branch if less than (signed)	if(S==1) PC = PC + k + 1	None	1/2
<u>BRHS</u>	<u>k</u>	Branch if half carry flag set	if(H==1) PC = PC + k + 1	None	1/2
BRHC	<u>k</u>	Branch if half carry flag cleared	if(H==0) PC = PC + k + 1	None	1/2
<u>BRTS</u>	<u>k</u>	Branch if T flag set	if(T==1) PC = PC + k + 1	None	1/2
<u>BRTC</u>	<u>k</u>	Branch if T flag cleared	if(T==0) PC = PC + k + 1	None	1/2
<u>BRVS</u>	<u>k</u>	Branch if overflow flag set	if(V==1) PC = PC + k + 1	None	1/2
BRVC	<u>k</u>	Branch if overflow flag cleared	if(V==0) PC = PC + k + 1	None	1/2
BRIE	<u>k</u>	Branch if interrupt enabled	if(I==1) PC = PC + k + 1	None	1/2
<u>BRID</u>	<u>k</u>	Branch if interrupt disabled	if(I==0) PC = PC + k + 1	None	1/2

## **Data Transfer Instructions**

Mnemonic	Operands	Description	Operation	Flags	Cycles
MOV	Rd,Rr	Copy register	Rd = Rr	None	1
<u>MOVW</u>	Rd,Rr	Copy register pair	Rd+1:Rd = Rr+1:Rr, r,d even	None	1
<u>LDI</u>	Rd,K8	Load Immediate	Rd = K	None	1
<u>LDS</u>	Rd,k	Load Direct	Rd = (k)	None	2*
<u>LD</u>	Rd,X	Load Indirect	Rd = (X)	None	2*
<u>LD</u>	Rd,X+	Load Indirect and Post-Increment	Rd = (X), X = X + 1	None	2*
<u>LD</u>	Rd,-X	Load Indirect and Pre-Decrement	X=X-1, Rd = (X)	None	2*
<u>LD</u>	Rd,Y	Load Indirect	Rd = (Y)	None	2*

<u>LD</u>	Rd,Y+	Load Indirect and Post-Increment	Rd = (Y), Y=Y+1	None	2*
<u>LD</u>	Rd,-Y	Load Indirect and Pre-Decrement	Y=Y-1, Rd = (Y)	None	2*
<u>LDD</u>	<u>Rd,Y</u> + <u>q</u>	Load Indirect with displacement	Rd = (Y+q)	None	2*
<u>LD</u>	Rd,Z	Load Indirect	Rd = (Z)	None	2*
<u>LD</u>	<u>Rd,Z+</u>	Load Indirect and Post-Increment	Rd = (Z), Z=Z+1	None	2*
<u>LD</u>	Rd,-Z	Load Indirect and Pre-Decrement	Z=Z-1, Rd = (Z)	None	2*
<u>LDD</u>	Rd,Z+q	Load Indirect with displacement	Rd = (Z+q)	None	2*
<u>STS</u>	k, <u>Rr</u>	Store Direct	(k) = Rr	None	2*
<u>ST</u>	X,Rr	Store Indirect	(X) = Rr	None	2*
<u>ST</u>	X+,Rr	Store Indirect and Post-Increment	(X) = Rr, X=X+1	None	2*
<u>ST</u>	<u>-X,Rr</u>	Store Indirect and Pre-Decrement	X=X-1, (X)=Rr	None	2*
<u>ST</u>	Y,Rr	Store Indirect	(Y) = Rr	None	2*
<u>ST</u>	<u>Y+,Rr</u>	Store Indirect and Post-Increment	(Y) = Rr, Y=Y+1	None	2
<u>ST</u>	<u>-Y,Rr</u>	Store Indirect and Pre-Decrement	Y=Y-1, (Y) = Rr	None	2
ST ST	Y+g,Rr	Store Indirect with displacement	(Y+q) = Rr	None	2
<u>ST</u>	Z,Rr	Store Indirect	(Z) = Rr	None	2
<u>ST</u>	Z+,Rr	Store Indirect and Post-Increment	(Z) = Rr, Z=Z+1	None	2
<u>ST</u>	<u>-Z,Rr</u>	Store Indirect and Pre-Decrement	Z=Z-1, (Z) = Rr	None	2
<u>ST</u>	Z+q,Rr	Store Indirect with displacement	(Z+q) = Rr	None	2
<u>LPM</u>	None	Load Program Memory	$R0 = (\underline{Z})$	None	3
<u>LPM</u>	Rd,Z	Load Program Memory	Rd = ( <u>Z</u> )	None	3
<u>LPM</u>	Rd,Z+	Load Program Memory and Post-Increment	Rd = ( <u>Z</u> ), Z=Z+1	None	3
<u>SPM</u>	None	Store Program Memory	( <u>Z</u> ) = R1:R0	None	-
<u>IN</u>	Rd,P	In Port	Rd = P	None	1
<u>OUT</u>	<u>P,Rr</u>	Out Port	P = Rr	None	1
<u>PUSH</u>	Rr	Push register on Stack	STACK = Rr	None	2
POP	Rd	Pop register from Stack	Rd = STACK	None	2

### **Bit and Bit-test Instructions**

Mnemonic	Operands	Description	Operation	Flags	Cycles
<u>LSL</u>	<u>Rd</u>	Logical shift left	Rd(n+1)=Rd(n), Rd(0)=0, C=Rd(7)	Z,C,N,V,H,S	1
<u>LSR</u>	<u>Rd</u>	Logical shift right	Rd(n)=Rd(n+1), Rd(7)=0, C=Rd(0)	Z,C,N,V,S	1
ROL	<u>Rd</u>	Rotate left through carry	Rd(0)=C, Rd(n+1)=Rd(n), C=Rd(7)	Z,C,N,V,H,S	1
ROR	<u>Rd</u>	Rotate right through carry	Rd(7)=C, Rd(n)=Rd(n+1), C=Rd(0)	Z,C,N,V,S	1
<u>ASR</u>	<u>Rd</u>	Arithmetic shift right	Rd(n)=Rd(n+1), n=0,,6	Z,C,N,V,S	1
<u>SWAP</u>	<u>Rd</u>	Swap nibbles	Rd(30) = Rd(74), Rd(74) = Rd(30)	None	1
<u>BSET</u>	<u>s</u>	Set flag	SREG(s) = 1	SREG(s)	1
<u>BCLR</u>	<u>s</u>	Clear flag	SREG(s) = 0	SREG(s)	1
<u>SBI</u>	<u>P,b</u>	Set bit in I/O register	I/O(P,b) = 1	None	2
<u>CBI</u>	<u>P,b</u>	Clear bit in I/O register	I/O(P,b) = 0	None	2
<u>BST</u>	<u>Rr,b</u>	Bit store from register to T	T = Rr(b)	Т	1
BLD	Rd,b	Bit load from register to T	Rd(b) = T	None	1
<u>SEC</u>	None	Set carry flag	C =1	С	1

<u>CLC</u>	None	Clear carry flag	C = 0	С	1
<u>SEN</u>	None	Set negative flag	N = 1	N	1
CLN	None	Clear negative flag	N = 0	N	1
<u>SEZ</u>	None	Set zero flag	Z = 1	Z	1
CLZ	None	Clear zero flag	Z = 0	Z	1
<u>SEI</u>	None	Set interrupt flag	I = 1	I	1
CLI	None	Clear interrupt flag	I = 0	I	1
<u>SES</u>	None	Set signed flag	S = 1	S	1
CLN	None	Clear signed flag	S = 0	S	1
<u>SEV</u>	None	Set overflow flag	V = 1	V	1
CLV	None	Clear overflow flag	V = 0	V	1
<u>SET</u>	None	Set T-flag	T = 1	Т	1
CLT	None	Clear T-flag	T = 0	Т	1
<u>SEH</u>	None	Set half carry flag	H = 1	Н	1
<u>CLH</u>	None	Clear half carry flag	H = 0	Н	1
<u>NOP</u>	None	No operation	None	None	1
SLEEP	None	Sleep	See instruction manual	None	1
<u>WDR</u>	None	Watchdog Reset	See instruction manual	None	1

The Assembler is not case sensitive.

The operands have the following forms:

Rd: Destination (and source) register in the register file

Rr: Source register in the register file

b: Constant (0-7), can be a constant expression

s: Constant (0-7), can be a constant expression

P: Constant (0-31/63), can be a constant expression

K6; Constant (0-63), can be a constant expression

K8: Constant (0-255), can be a constant expression

k: Constant, value range depending on instruction. Can be a constant expression

q: Constant (0-63), can be a constant expression

Rdl: R24, R26, R28, R30. For ADIW and SBIW instructions

X,Y,Z: Indirect address registers (X=R27:R26, Y=R29:R28, Z=R31:R30)