AArch64 Instructions Index by Encoding

External Registers

# VBAR\_EL3, Vector Base Address Register (EL3)

The VBAR EL3 characteristics are:

## **Purpose**

Holds the vector base address for any exception that is taken to EL3.

# **Configuration**

This register is present only when EL3 is implemented. Otherwise, direct accesses to VBAR EL3 are undefined.

#### **Attributes**

VBAR EL3 is a 64-bit register.

# Field descriptions

63 62 61 60 59 58 57 56 55 54 53 52 51 50 49 48 47 46 45 44 43 42 41 40 39 38 37 36 35 34 33 32

03 02 01 00 33 30 37 30 33 31 33 32 31 30 13 10 17 10 13 11 13	12 11 10 33 30 37 30 33 31 33 32						
Vector Base Address							
Vector Base Address	RES0						
21 20 20 20 27 26 25 24 22 22 21 20 10 10 17 16 15 14 12 12 11	10 0 0 7 6 5 4 3 3 1 0						

31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0

#### Bits [63:11]

Vector Base Address. Base address of the exception vectors for exceptions taken to EL3.

#### Note

If the implementation supports FEAT\_LVA3, then:

• If tagged addresses are not being used, bits [63:56] of VBAR\_EL3 must be 0 or else the use of the vector address will result in a recursive exception.

#### Otherwise:

If the implementation supports FEAT\_LVA, then:

- If tagged addresses are being used, bits [55:52] of VBAR\_EL3 must be 0 or else the use of the vector address will result in a recursive exception.
- If tagged addresses are not being used, bits [63:52] of VBAR\_EL3 must be 0 or else the use of the vector address will result in a recursive exception.

If the implementation does not support FEAT LVA, then:

- If tagged addresses are being used, bits [55:48] of VBAR\_EL3 must be 0 or else the use of the vector address will result in a recursive exception.
- If tagged addresses are not being used, bits [63:48] of VBAR\_EL3 must be 0 or else the use of the vector address will result in a recursive exception.

The reset behavior of this field is:

• On a Warm reset, this field resets to an architecturally unknown value.

#### Bits [10:0]

Reserved, res0.

### Accessing VBAR\_EL3

Accesses to this register use the following encodings in the System register encoding space:

# MRS <Xt>, VBAR\_EL3

op0	op1	CRn	CRm	op2
0b11	0b110	0b1100	0b0000	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
```

```
UNDEFINED;
elsif PSTATE.EL == EL3 then
  X[t, 64] = VBAR_EL3;
```

# MSR VBAR\_EL3, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b1100	0b0000	0b000

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    VBAR_EL3 = X[t, 64];
```

AArch32AArch64AArch32AArch64Index byExternalRegistersRegistersInstructionsEncodingRegisters

28/03/2023 16:02; 72747e43966d6b97dcbd230a1b3f0421d1ea3d94

Copyright © 2010-2023 Arm Limited or its affiliates. All rights reserved. This document is Non-Confidential.