

APIAKeyHi_EL1, Pointer Authentication Key A for Instruction (bits[127:64])

The APIAKeyHi_EL1 characteristics are:

Purpose

Holds bits[127:64] of key A used for authentication of instruction pointer values.

Note

The term APIAKey_EL1 is used to describe the concatenation of [APIAKeyHi_EL1](#): [APIAKeyLo_EL1](#).

Configuration

This register is present only when FEAT_PAuth is implemented. Otherwise, direct accesses to APIAKeyHi_EL1 are undefined.

Attributes

APIAKeyHi_EL1 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 |
| 64 bit value, bits[127:64] of the 128 bit pointer authentication key value | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 64 bit value, bits[127:64] of the 128 bit pointer authentication key value | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 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 [63:0]

64 bit value, bits[127:64] of the 128 bit pointer authentication key value.

The reset behavior of this field is:

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

Accessing APIAKeyHi_EL1

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

MRS <Xt>, APIAKeyHi_EL1

| op0 | op1 | CRn | CRm | op2 |
|------|-------|--------|--------|-------|
| 0b11 | 0b000 | 0b0010 | 0b0001 | 0b001 |

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1'
    && boolean IMPLEMENTATION_DEFINED "EL3 trap priority
    when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.APK == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() &&
    IsFeatureImplemented(FEAT_FGT) && (!HaveEL(EL3) ||
    SCR_EL3.FGTEn == '1') && HFGTR_EL2.APIAKey == '1'
    then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = APIAKeyHi_EL1;
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1'
        && boolean IMPLEMENTATION_DEFINED "EL3 trap priority
        when SDD == '1'" && SCR_EL3.APK == '0' then
            UNDEFINED;
        elsif HaveEL(EL3) && SCR_EL3.APK == '0' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = APIAKeyHi_EL1;
    elsif PSTATE.EL == EL3 then
        X[t, 64] = APIAKeyHi_EL1;
```

MSR APIAKeyHi_EL1, <Xt>

| op0 | op1 | CRn | CRm | op2 |
|------|-------|--------|--------|-------|
| 0b11 | 0b000 | 0b0010 | 0b0001 | 0b001 |

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1'
    && boolean IMPLEMENTATION_DEFINED "EL3 trap priority
when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elseif EL2Enabled() && HCR_EL2.APK == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() &&
IsFeatureImplemented(FEAT_FGT) && (!HaveEL(EL3) ||
SCR_EL3.FGTEn == '1') && HFGWTR_EL2.APIAKey == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            APIAKeyHi_EL1 = X[t, 64];
elseif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1'
    && boolean IMPLEMENTATION_DEFINED "EL3 trap priority
when SDD == '1'" && SCR_EL3.APK == '0' then
        UNDEFINED;
    elseif HaveEL(EL3) && SCR_EL3.APK == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            APIAKeyHi_EL1 = X[t, 64];
elseif PSTATE.EL == EL3 then
    APIAKeyHi_EL1 = X[t, 64];
```

[AArch32
Registers](#)

[AArch64
Registers](#)

[AArch32
Instructions](#)

[AArch64
Instructions](#)

[Index by
Encoding](#)

[External
Registers](#)

28/03/2023 16:02; 72747e43966d6b97dcbd230a1b3f0421d1ea3d94

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