

## POR\_EL1, Permission Overlay Register 1 (EL1)

The POR\_EL1 characteristics are:

### Purpose

Stage 1 Permission Overlay Register for privileged access of the EL1&0 translation regime.

### Configuration

This register is present only when FEAT\_S1POE is implemented. Otherwise, direct accesses to POR\_EL1 are undefined.

### Attributes

POR\_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
<a href="#">Perm15</a>	<a href="#">Perm14</a>	<a href="#">Perm13</a>	<a href="#">Perm12</a>	<a href="#">Perm11</a>	<a href="#">Perm10</a>	<a href="#">Perm9</a>	<a href="#">Perm8</a>																								
<a href="#">Perm7</a>	<a href="#">Perm6</a>	<a href="#">Perm5</a>	<a href="#">Perm4</a>	<a href="#">Perm3</a>	<a href="#">Perm2</a>	<a href="#">Perm1</a>	<a href="#">Perm0</a>																								
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

**Perm<m>, bits [4m+3:4m], for m = 15 to 0**

Perm Represents Stage 1 Overlay Permissions.

Perm<m>	Meaning
0b0000	No access.
0b0001	Read.
0b0010	Execute.
0b0011	Read, Execute.
0b0100	Write.
0b0101	Write, Read.
0b0110	Write, Execute.
0b0111	Read, Write, Execute.
0b1xxx	Reserved - treated as No access

When VMSAv9-128 is not in use, fields Perm[8] to Perm[15] are not used.

This field is not permitted to be cached in a TLB.

When Stage 1 Overlay mechanism is disabled, this register is ignored.

The reset behavior of this field is:

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

## Accessing POR\_EL1

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

MRS <Xt>, POR\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1010	0b0010	0b100

```
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.PIEn == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.TRVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() &&
    IsFeatureImplemented(FEAT_FGT) && (!HaveEL(EL3) ||
    SCR_EL3.FGTEn == '1') && HFGTR_EL2.nPOR_EL1 == '0'
    then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.PIEn == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> ==
    '111' then
        X[t, 64] = NVMem[0x2A8];
    else
        X[t, 64] = POR_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1'
    && boolean IMPLEMENTATION_DEFINED "EL3 trap priority
    when SDD == '1'" && SCR_EL3.PIEn == '0' then
        UNDEFINED;
    elsif HaveEL(EL3) && SCR_EL3.PIEn == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
```

```

        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HCR_EL2.E2H == '1' then
            X[t, 64] = POR_EL2;
        else
            X[t, 64] = POR_EL1;
    elsif PSTATE.EL == EL3 then
        X[t, 64] = POR_EL1;

```

## MSR POR\_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1010	0b0010	0b100

```

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.PIEn == '0' then
        UNDEFINED;
    elsif EL2Enabled() && HCR_EL2.TVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() &&
    IsFeatureImplemented(FEAT_FGT) && (!HaveEL(EL3) ||
    SCR_EL3.FGTEn == '1') && HFGWTR_EL2.nPOR_EL1 == '0'
    then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL3) && SCR_EL3.PIEn == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        elsif EL2Enabled() && HCR_EL2.<NV2,NV1,NV> ==
        '111' then
            NVMem[0x2A8] = X[t, 64];
        else
            POR_EL1 = X[t, 64];
    elsif PSTATE.EL == EL2 then
        if Halted() && HaveEL(EL3) && EDSCR.SDD == '1'
        && boolean IMPLEMENTATION_DEFINED "EL3 trap priority
        when SDD == '1'" && SCR_EL3.PIEn == '0' then
            UNDEFINED;
        elsif HaveEL(EL3) && SCR_EL3.PIEn == '0' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        elsif HCR_EL2.E2H == '1' then
            POR_EL2 = X[t, 64];
        else
            POR_EL1 = X[t, 64];
    elsif PSTATE.EL == EL3 then

```

```
POR_EL1 = X[t, 64];
```

## MRS <Xt>, POR\_EL12

op0	op1	CRn	CRm	op2
0b11	0b101	0b1010	0b0010	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101'
    then
        X[t, 64] = NVMem[0x2A8];
    elsif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        if Halted() && HaveEL(EL3) && EDSCR.SDD ==
        '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
        priority when SDD == '1'" && SCR_EL3.PIEn == '0' then
            UNDEFINED;
        elsif HaveEL(EL3) && SCR_EL3.PIEn == '0' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = POR_EL1;
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) &&
    HCR_EL2.E2H == '1' then
        X[t, 64] = POR_EL1;
    else
        UNDEFINED;

```

## MSR POR\_EL12, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b101	0b1010	0b0010	0b100

```

if PSTATE.EL == EL0 then
    UNDEFINED;

```

```

elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.<NV2,NV1,NV> == '101'
    then
        NVMem[0x2A8] = X[t, 64];
    elseif EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        if Halted() && HaveEL(EL3) && EDSCR.SDD ==
        '1' && boolean IMPLEMENTATION_DEFINED "EL3 trap
        priority when SDD == '1'" && SCR_EL3.PIEn == '0' then
            UNDEFINED;
        elseif HaveEL(EL3) && SCR_EL3.PIEn == '0' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                POR_EL1 = X[t, 64];
        else
            UNDEFINED;
elseif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) &&
    HCR_EL2.E2H == '1' then
        POR_EL1 = X[t, 64];
    else
        UNDEFINED;

```

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