

# ID\_AA64MMFR3\_EL1, AArch64 Memory Model Feature Register 3

The ID\_AA64MMFR3\_EL1 characteristics are:

## Purpose

Provides information about the implemented memory model and memory management support in AArch64 state.

## Configuration

### Note

Prior to the introduction of the features described by this register, this register was unnamed and reserved, res0 from EL1, EL2, and EL3.

## Attributes

ID\_AA64MMFR3\_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="#">Spec_FPACC</a>				<a href="#">CADERR</a>				<a href="#">SDERR</a>				<a href="#">RES0</a>				<a href="#">ANERR</a>				<a href="#">SNERR</a>				<a href="#">D128_2</a>				<a href="#">D128</a>			
<a href="#">MEC</a>				<a href="#">AIE</a>				<a href="#">S2POE</a>				<a href="#">S1POE</a>				<a href="#">S2PIE</a>				<a href="#">S1PIE</a>				<a href="#">SCTLRX</a>				<a href="#">TCRX</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

**Spec\_FPACC, bits [63:60]**  
When FEAT\_FPACCOMBINE is implemented:

Speculative behavior in the event of a PAC authentication failure in an implementation that includes FEAT\_FPACCOMBINE. Defined values are:

Spec_FPACC	Meaning
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0b0000	The implementation does not disclose whether the speculative use of pointers processed by a PAC Authentication is materially different in terms of the impact on cached microarchitectural state between passing and failing of the PAC Authentication.
0b0001	The speculative use of pointers processed by a PAC Authentication is not materially different in terms of the impact on cached microarchitectural state between passing and failing of the PAC Authentication.

All other values are reserved.

For the purpose of this definition, cached microarchitecture state is the state of caching agents such as instruction caches, data caches and TLBs which can be altered as a result of speculation caused by a mispredicted execution, but is not restored to the state prior to the speculation when the misprediction is corrected.

#### Otherwise:

Reserved, res0.

#### ADERR, bits [59:56]

Asynchronous Device error exceptions. With ID\_AA64MMFR3\_EL1.SDERR, describes the PE behavior for error exceptions on Device memory loads. Defined values are:

ADERR	Meaning
0b0000	If FEAT_RASv2 is not implemented and ID_AA64MMFR3_EL1.SDERR is 0b0000, then the behavior is not described. Otherwise, the behavior is described by ID_AA64MMFR3_EL1.SDERR.

0b0001	Some error exceptions for Device memory loads are taken asynchronously.
0b0010	FEAT_ADERR is implemented. SCTLR2_ELx.EnADERR and <a href="#">HCRX_EL2.EnSDERR</a> are implemented.

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All other values are reserved.

When FEAT\_RASv2 is implemented and ID\_AA64MMFR3\_EL1.SDERR is 0b0000, the value of this field is 0b0001.

When ID\_AA64MMFR3\_EL1.SDERR is 0b0001, the value of this field is 0b0000.

When ID\_AA64MMFR3\_EL1.SDERR is 0b0010, the value of this field is 0b0010.

FEAT\_ADERR implements the functionality described by the value 0b0010.

## SDERR, bits [55:52]

Synchronous Device error exceptions. With ID\_AA64MMFR3\_EL1.ADERR, describes the PE behavior for error exceptions on Device memory loads. Defined values are:

SDERR	Meaning
0b0000	If FEAT_RASv2 is not implemented and ID_AA64MMFR3_EL1.ADERR is 0b0000, then the behavior is not described. Otherwise, the behavior is described by ID_AA64MMFR3_EL1.ADERR.
0b0001	All error exceptions for Device memory loads are taken synchronously.
0b0010	FEAT_ADERR is implemented. SCTLR2_ELx.EnADERR and <a href="#">HCRX_EL2.EnSDERR</a> are implemented.

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All other values are reserved.

When FEAT\_RASv2 is implemented and ID\_AA64MMFR3\_EL1.ADERR is 0b0000, the value of this field is 0b0001.

When ID\_AA64MMFR3\_EL1.ADERR is 0b0001, the value of this field is 0b0000.

When ID\_AA64MMFR3\_EL1.ADERR is 0b0010, the value of this field is 0b0010.

FEAT\_ADERR implements the functionality described by the value 0b0010.

#### **Bits [51:48]**

Reserved, res0.

#### **ANERR, bits [47:44]**

Asynchronous Normal error exceptions. With ID\_AA64MMFR3\_EL1.SNERR, describes the PE behavior for error exceptions on Normal memory loads. Defined values are:

<b>ANERR</b>	<b>Meaning</b>
0b0000	If FEAT_RASv2 is not implemented and ID_AA64MMFR3_EL1.SNERR is 0b0000, then the behavior is not described. Otherwise, the behavior is described by ID_AA64MMFR3_EL1.SNERR.
0b0001	Some error exceptions for Normal memory loads are taken asynchronously.
0b0010	FEAT_ANERR is implemented. SCTLR2_ELx.EnANERR and <a href="#">HCRX_EL2.EnSNERR</a> are implemented.

All other values are reserved.

When FEAT\_RASv2 is implemented and ID\_AA64MMFR3\_EL1.SNERR is 0b0000, the value of this field is 0b0001.

When ID\_AA64MMFR3\_EL1.SNERR is 0b0001, the value of this field is 0b0000.

When ID\_AA64MMFR3\_EL1.SNERR is 0b0010, the value of this field is 0b0010.

FEAT\_ANERR implements the functionality described by the value 0b0010.

## SNERR, bits [43:40]

Synchronous Normal error exceptions. With ID\_AA64MMFR3\_EL1.ANERR, describes the PE behavior for error exceptions on Normal memory loads. Defined values are:

SNERR	Meaning
0b0000	If FEAT_RASv2 is not implemented and ID_AA64MMFR3_EL1.ANERR is 0b0000, then the behavior is not described. Otherwise, the behavior is described by ID_AA64MMFR3_EL1.ANERR.
0b0001	All error exceptions for Normal memory loads are taken synchronously.
0b0010	FEAT_ANERR is implemented. SCTLR2_ELx.EnANERR and <a href="#">HCRX_EL2.EnSNERR</a> are implemented.

All other values are reserved.

When FEAT\_RASv2 is implemented and ID\_AA64MMFR3\_EL1.ANERR is 0b0000, the value of this field is 0b0001.

When ID\_AA64MMFR3\_EL1.ANERR is 0b0001, the value of this field is 0b0000.

When ID\_AA64MMFR3\_EL1.ANERR is 0b0010, the value of this field is 0b0010.

FEAT\_ANERR implements the functionality described by the value 0b0010.

## D128\_2, bits [39:36]

128-bit Page Table Descriptor at stage 2. Indicates support for 128-bit Page Table Descriptor at stage 2. Defined values are:

D128_2	Meaning
0b0000	128-bit Page Table Descriptor Extension at stage 2 is not supported.
0b0001	128-bit Page Table Descriptor Extension at stage 2 is supported.

All other values are reserved.

### **D128, bits [35:32]**

128-bit Page Table Descriptor. Indicates support for 128-bit Page Table Descriptor. Defined values are:

<b>D128</b>	<b>Meaning</b>
0b0000	128-bit Page Table Descriptor Extension is not supported.
0b0001	128-bit Page Table Descriptor Extension is supported.

All other values are reserved.

### **MEC, bits [31:28]**

Indicates support for Memory Encryption Contexts. Defined values are:

<b>MEC</b>	<b>Meaning</b>
0b0000	Memory Encryption Contexts is not supported.
0b0001	Memory Encryption Contexts is supported for Realm physical address space.

All other values are reserved.

FEAT\_MEC implements the functionality identified by the value 0b0001.

### **AIE, bits [27:24]**

Attribute Indexing. Indicates support for the Attribute Index Enhancement. Defined values are:

<b>AIE</b>	<b>Meaning</b>
0b0000	The Attribute Index Enhancement is not supported.
0b0001	The Attribute Index Enhancement at Stage 1 is supported.

All other values are reserved.

FEAT\_AIE implements the functionality identified by the value 0b0001.

### **S2POE, bits [23:20]**

Stage 2 Permission Overlay. Indicates support for Permission Overlay at Stage 2. Defined values are:

<b>S2POE</b>	<b>Meaning</b>
0b0000	Permission Overlay at Stage 2 is not supported.
0b0001	Permission Overlay at Stage 2 is supported.

All other values are reserved.

FEAT\_S2POE implements the functionality identified by the value 0b0001.

### **S1POE, bits [19:16]**

Stage 1 Permission Overlay. Indicates support for Permission Overlay at Stage 1. Defined values are:

<b>S1POE</b>	<b>Meaning</b>
0b0000	Permission Overlay at Stage 1 is not supported.
0b0001	Permission Overlay at Stage 1 is supported.

All other values are reserved.

FEAT\_S1POE implements the functionality identified by the value 0b0001.

### **S2PIE, bits [15:12]**

Stage 2 Permission Indirection. Indicates support for Permission Indirection at Stage 2. Defined values are:

<b>S2PIE</b>	<b>Meaning</b>
0b0000	Permission Indirection at Stage 2 is not supported.
0b0001	Permission Indirection at Stage 2 is supported.

All other values are reserved.

FEAT\_S2PIE implements the functionality identified by the value 0b0001.

### **S1PIE, bits [11:8]**

Stage 1 Permission Indirection. Indicates support for Permission Indirection at Stage 1. Defined values are:

<b>S1PIE</b>	<b>Meaning</b>
0b0000	Permission Indirection at Stage 1 is not supported.

0b0001	Permission Indirection at Stage 1 is supported.
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All other values are reserved.

FEAT\_S1PIE implements the functionality identified by the value 0b0001.

### SCTLRX, bits [7:4]

SCTLRX Extension. Indicates support for Extension of [SCTLR\\_EL1](#). Defined values are:

SCTLRX	Meaning
0b0000	<a href="#">SCTLR2_EL1</a> , <a href="#">SCTLR2_EL2</a> and their associated trap controls are not implemented.
0b0001	<a href="#">SCTLR2_EL1</a> , <a href="#">SCTLR2_EL2</a> and their associated trap controls are implemented.

All other values are reserved.

### TCRX, bits [3:0]

TCR Extension. Indicates support for Extension of [TCR\\_EL1](#). Defined values are:

TCRX	Meaning
0b0000	<a href="#">TCR2_EL1</a> , <a href="#">TCR2_EL2</a> and their associated trap controls are not implemented.
0b0001	<a href="#">TCR2_EL1</a> , <a href="#">TCR2_EL2</a> and their associated trap controls are implemented.

All other values are reserved.

## Accessing ID\_AA64MMFR3\_EL1

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

MRS <Xt>, ID\_AA64MMFR3\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0111	0b011



```

if PSTATE.EL == EL0 then
    if IsFeatureImplemented(FEAT_IDST) then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        else
            UNDEFINED;
    elseif PSTATE.EL == EL1 then
        if EL2Enabled() &&
        (IsFeatureImplemented(FEAT_FGT) || !
        IsZero(ID_AA64MMFR3_EL1) || boolean
        IMPLEMENTATION_DEFINED "ID_AA64MMFR3_EL1 trapped by
        HCR_EL2.TID3") && HCR_EL2.TID3 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            X[t, 64] = ID_AA64MMFR3_EL1;
    elseif PSTATE.EL == EL2 then
        X[t, 64] = ID_AA64MMFR3_EL1;
    elseif PSTATE.EL == EL3 then
        X[t, 64] = ID_AA64MMFR3_EL1;

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