ICV_IAR1_EL1, Interrupt Controller Virtual Interrupt Acknowledge Register 1

The ICV_IAR1_EL1 characteristics are:

Purpose

The PE reads this register to obtain the INTID of the signaled virtual Group 1 interrupt. This read acts as an acknowledge for the interrupt.

Configuration

AArch64 System register ICV_IAR1_EL1 performs the same function as AArch32 System register [ICV_IAR1](#).

This register is present only when FEAT_GICv3 is implemented and EL2 is implemented. Otherwise, direct accesses to ICV_IAR1_EL1 are undefined.

To allow software to ensure appropriate observability of actions initiated by GIC register accesses, the PE and CPU interface logic must ensure that reads of this register are self-synchronising when interrupts are masked by the PE (that is when PSTATE.{I,F} == {0,0}). This ensures that the effect of activating an interrupt on the signaling of interrupt exceptions is observed when a read of this register is architecturally executed so that no spurious interrupt exception occurs if interrupts are unmasked by an instruction immediately following the read. For more information, see 'Observability of the effects of accesses to the GIC registers' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

Attributes

ICV_IAR1_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
RES0																															
RES0								INTID																							
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 [63:24]

Reserved, res0.

INTID, bits [23:0]

The INTID of the signaled virtual interrupt.

This is the INTID of the highest priority pending virtual interrupt, if that interrupt is of sufficient priority for it to be signaled to the PE, and if it can be acknowledged.

If the highest priority pending interrupt is not observable, this field contains a special INTID to indicate the reason. For more information, see 'Special INTIDs' in ARMÂ® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

This field has either 16 or 24 bits implemented. The number of implemented bits can be found in ICV_CTLR_EL1.IDbits. If only 16 bits are implemented, bits [23:16] of this register are res0.

Accessing ICV_IAR1_EL1

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

MRS <Xt>, ICC_IAR1_EL1

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

```
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.IRQ == '1' then
        UNDEFINED;
    elsif ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TALL1 == '1'
then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.IMO == '1' then
        X[t, 64] = ICV_IAR1_EL1;
    elsif HaveEL(EL3) && SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = ICC_IAR1_EL1;
elsif PSTATE.EL == EL2 then
    if Halted() && HaveEL(EL3) && EDSCR.SDD == '1'
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```
               && boolean IMPLEMENTATION_DEFINED "EL3 trap priority
when SDD == '1'" && SCR_EL3.IRQ == '1' then
                UNDEFINED;
        elsif ICC_SRE_EL2.SRE == '0' then
                AArch64.SystemAccessTrap(EL2, 0x18);
        elsif HaveEL(EL3) && SCR_EL3.IRQ == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.SystemAccessTrap(EL3, 0x18);
        else
                X[t, 64] = ICC_IAR1_EL1;
elsif PSTATE.EL == EL3 then
        if ICC_SRE_EL3.SRE == '0' then
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
                X[t, 64] = ICC_IAR1_EL1;
```

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