

## CNTV\_TVAL\_EL0, Counter-timer Virtual Timer TimerValue Register

The CNTV\_TVAL\_EL0 characteristics are:

### Purpose

Holds the timer value for the EL1 virtual timer.

### Configuration

AArch64 System register CNTV\_TVAL\_EL0 bits [31:0] are architecturally mapped to AArch32 System register [CNTV\\_TVAL\[31:0\]](#).

### Attributes

CNTV\_TVAL\_EL0 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																															
TimerValue																															
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 [63:32]

Reserved, res0.

#### TimerValue, bits [31:0]

The TimerValue view of the EL1 virtual timer.

On a read of this register:

- If [CNTV\\_CTL\\_EL0](#).ENABLE is 0, the value returned is unknown.
- If [CNTV\\_CTL\\_EL0](#).ENABLE is 1, the value returned is ([CNTV\\_CVAL\\_EL0](#) - [CNTVCT\\_EL0](#)).

On a write of this register, [CNTV\\_CVAL\\_EL0](#) is set to ([CNTVCT\\_EL0](#) + TimerValue), where TimerValue is treated as a signed 32-bit integer.

When [CNTV\\_CTL\\_ELO](#).ENABLE is 1, the timer condition is met when ([CNTVCT\\_ELO](#) - [CNTV\\_CVAL\\_ELO](#)) is greater than or equal to zero. This means that TimerValue acts like a 32-bit downcounter timer. When the timer condition is met:

- [CNTV\\_CTL\\_ELO](#).ISTATUS is set to 1.
- If [CNTV\\_CTL\\_ELO](#).IMASK is 0, an interrupt is generated.

When [CNTV\\_CTL\\_ELO](#).ENABLE is 0, the timer condition is not met, but [CNTVCT\\_ELO](#) continues to count, so the TimerValue view appears to continue to count down.

The reset behavior of this field is:

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

## Accessing CNTV\_TVAL\_ELO

When [HCR\\_EL2](#).E2H is 1, without explicit synchronization, access from EL3 using the mnemonic CNTV\_TVAL\_ELO or CNTV\_TVAL\_EL02 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

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

### MRS <Xt>, CNTV\_TVAL\_ELO

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b0011	0b000

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11')
    && CNTKCTL_EL1.EL0VTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11'
    && CNTHCTL_EL2.EL0VTEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11'
    && CNTHCTL_EL2.EL1TVT == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11'
    && SCR_EL3.NS == '0' &&
    IsFeatureImplemented(FEAT_SEL2) then
        if CNTHVS_CTL_EL2.ENABLE == '0' then
            X[t, 64] = bits(64) UNKNOWN;
        else

```

[illegible]

```

        X[t, 64] = bits(64) UNKNOWN;
    else
        X[t, 64] = CNTV_CVAL_EL0 -
PhysicalCountInt();
    elseif PSTATE.EL == EL3 then
        if CNTV_CTL_EL0.ENABLE == '0' then
            X[t, 64] = bits(64) UNKNOWN;
        elseif HaveEL(EL2) && !ELUsingAArch32(EL2) then
            X[t, 64] = CNTV_CVAL_EL0 -
(PhysicalCountInt() - CNTVOFF_EL2);
        elseif HaveEL(EL2) && ELUsingAArch32(EL2) then
            X[t, 64] = CNTV_CVAL_EL0 -
(PhysicalCountInt() - CNTVOFF);
        else
            X[t, 64] = CNTV_CVAL_EL0 -
PhysicalCountInt();

```

## MSR CNTV\_TVAL\_EL0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b0011	0b000

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11')
    && CNTKCTL_EL1.EL0VTEN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11'
    && CNTHCTL_EL2.EL0VTEN == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11'
    && CNTHCTL_EL2.EL1TVT == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11'
    && SCR_EL3.NS == '0' &&
IsFeatureImplemented(FEAT_SEL2) then
            CNTHVS_CVAL_EL2 = SignExtend(X[t, 64]<31:0>,
64) + PhysicalCountInt();
        elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11'
    && SCR_EL3.NS == '1' then
            CNTHV_CVAL_EL2 = SignExtend(X[t, 64]<31:0>,
64) + PhysicalCountInt();
        elseif HaveEL(EL2) && (!EL2Enabled() ||
HCR_EL2.<E2H,TGE> != '11') then
            CNTV_CVAL_EL0 = (SignExtend(X[t, 64]<31:0>,
64) + PhysicalCountInt()) - CNTVOFF_EL2;
        else
            CNTV_CVAL_EL0 = SignExtend(X[t, 64]<31:0>,
64) + PhysicalCountInt();
    elseif PSTATE.EL == EL1 then
        if EL2Enabled() && CNTHCTL_EL2.EL1TVT == '1' then

```

```

        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif HaveEL(EL2) then
        CNTV_CVAL_EL0 = (SignExtend(X[t, 64]<31:0>,
64) + PhysicalCountInt()) - CNTVOFF_EL2;
    else
        CNTV_CVAL_EL0 = SignExtend(X[t, 64]<31:0>,
64) + PhysicalCountInt();
    elsif PSTATE.EL == EL2 then
        if HCR_EL2.E2H == '1' && SCR_EL3.NS == '0' &&
IsFeatureImplemented(FEAT_SEL2) then
            CNTHVS_CVAL_EL2 = SignExtend(X[t, 64]<31:0>,
64) + PhysicalCountInt();
        elsif HCR_EL2.E2H == '1' && SCR_EL3.NS == '1'
then
            CNTHV_CVAL_EL2 = SignExtend(X[t, 64]<31:0>,
64) + PhysicalCountInt();
        elsif HCR_EL2.E2H == '0' then
            CNTV_CVAL_EL0 = (SignExtend(X[t, 64]<31:0>,
64) + PhysicalCountInt()) - CNTVOFF_EL2;
        else
            CNTV_CVAL_EL0 = SignExtend(X[t, 64]<31:0>,
64) + PhysicalCountInt();
    elsif PSTATE.EL == EL3 then
        if HaveEL(EL2) && !ELUsingAArch32(EL2) then
            CNTV_CVAL_EL0 = (SignExtend(X[t, 64]<31:0>,
64) + PhysicalCountInt()) - CNTVOFF_EL2;
        elsif HaveEL(EL2) && ELUsingAArch32(EL2) then
            CNTV_CVAL_EL0 = (SignExtend(X[t, 64]<31:0>,
64) + PhysicalCountInt()) - CNTVOFF;
        else
            CNTV_CVAL_EL0 = SignExtend(X[t, 64]<31:0>,
64) + PhysicalCountInt();

```

## MRS <Xt>, CNTV\_TVAL\_EL02

op0	op1	CRn	CRm	op2
0b11	0b101	0b1110	0b0011	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        if CNTV_CTL_EL0.ENABLE == '0' then
            X[t, 64] = bits(64) UNKNOWN;
        else
            X[t, 64] = CNTV_CVAL_EL0 -
(PhysicalCountInt() - CNTVOFF_EL2);
        else

```

```

        UNDEFINED;
    elsif PSTATE.EL == EL3 then
        if EL2Enabled() && !ELUsingAArch32(EL2) &&
HCR_EL2.E2H == '1' then
            if CNTV_CTL_EL0.ENABLE == '0' then
                X[t, 64] = bits(64) UNKNOWN;
            else
                X[t, 64] = CNTV_CVAL_EL0 -
(PhysicalCountInt() - CNTVOFF_EL2);
            else
                UNDEFINED;

```

## MSR CNTV\_TVAL\_EL02, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b101	0b1110	0b0011	0b000

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.NV == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        UNDEFINED;
elsif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        CNTV_CVAL_EL0 = (SignExtend(X[t, 64]<31:0>,
64) + PhysicalCountInt()) - CNTVOFF_EL2;
    else
        UNDEFINED;
elsif PSTATE.EL == EL3 then
    if EL2Enabled() && !ELUsingAArch32(EL2) &&
HCR_EL2.E2H == '1' then
        CNTV_CVAL_EL0 = (SignExtend(X[t, 64]<31:0>,
64) + PhysicalCountInt()) - CNTVOFF_EL2;
    else
        UNDEFINED;

```

[AArch32  
Registers](#)

[AArch64  
Registers](#)

[AArch32  
Instructions](#)

[AArch64  
Instructions](#)

[Index by  
Encoding](#)

[External  
Registers](#)

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