TLBI VALE3OS, TLBI VALE3OSNXS, TLB Invalidate by VA, Last level, EL3, Outer Shareable

The TLBI VALE3OS, TLBI VALE3OSNXS characteristics are:

Purpose

If EL3 is implemented, invalidates cached copies of translation table entries from TLBs that meet all the following requirements:

- The entry is a 64-bit stage 1 translation table entry, from the final level of the translation table walk.
 - Or, if FEAT_D128 is implemented, and the entry is a 128-bit stage 1 translation table entry, if TTL[3:2] is 0b00.
- The entry would be used to translate the specified VA using the EL3 translation regime.

The invalidation applies to all PEs in the same Outer Shareable shareability domain as the PE that executes this System instruction.

If FEAT_XS is implemented, the nXS variant of this System instruction is defined.

Both variants perform the same invalidation, but the TLBI System instruction without the nXS qualifier waits for all memory accesses using in-scope old translation information to complete before it is considered complete.

The TLBI System instruction with the nXS qualifier is considered complete when the subset of these memory accesses with XS attribute set to 0 are complete.

Configuration

This instruction is present only when FEAT_TLBIOS is implemented. Otherwise, direct accesses to TLBI VALE3OS, TLBI VALE3OSNXS are undefined.

Attributes

TLBI VALE3OS, TLBI VALE3OSNXS is a 64-bit System instruction.

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	ΠL	VA[55:12]				
VA[55:12]						

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 [63:48]

Reserved, res0.

TTL, bits [47:44] When FEAT_TTL is implemented:

Translation Table Level. Indicates the level of the translation table walk that holds the leaf entry for the address being invalidated.

TTL	Meaning
0b00xx	No information supplied as to
	the translation table level.
	Hardware must assume that the
	entry can be from any level. In
	this case, TTL<1:0> is res0.
0b01xx	The entry comes from a 4KB
	translation granule. The level of walk for the leaf level <code>Obxx</code> is
	encoded as: 0b00 : If FEAT LPA2 is
	implemented, level 0.
	Otherwise, treat as if TTL<3:2>
	is 0b00.
	0b01 : Level 1.
	0b10 : Level 2.
	0b11 : Level 3.
0b10xx	The entry comes from a 16KB
XXUIGU	translation granule. The level of
	walk for the leaf level Obxx is
	encoded as:
	0b00 : Reserved. Treat as if
	TTL<3:2> is 0b00.
	0b01: If FEAT LPA2 is
	implemented, level 1.
	Otherwise, treat as if TTL<3:2>
	is 0b00.
	0b10 : Level 2.
	0b11 : Level 3.

Oblixx The entry comes from a 64KB translation granule. The level of

walk for the leaf level Obxx is

encoded as:

0b00: Reserved. Treat as if

TTL<3:2> is 0b00.

0b01 : Level 1. 0b10 : Level 2. 0b11 : Level 3.

If an incorrect value of the TTL field is specified for the entry being invalidated by the instruction, then no entries are required by the architecture to be invalidated from the TLB.

Otherwise:

Reserved, res0.

VA[55:12], bits [43:0]

Bits[55:12] of the virtual address to match. Any appropriate TLB entries that match the ASID value (if appropriate) and VA will be affected by this System instruction.

If the TLB maintenance instructions are targeting a translation regime that is using AArch32, and so has a VA of only 32 bits, then the software must treat bits[55:32] as res0.

The treatment of the low-order bits of this field depends on the translation granule size, as follows:

- Where a 4KB translation granule is being used, all bits are valid and used for the invalidation.
- Where a 16KB translation granule is being used, bits [1:0] of this field are res0 and ignored when the instruction is executed, because VA[13:12] have no effect on the operation of the instruction.
- Where a 64KB translation granule is being used, bits [3:0] of this field are res0 and ignored when the instruction is executed, because VA[15:12] have no effect on the operation of the instruction.

Executing TLBI VALE3OS, TLBI VALE3OSNXS

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

TLBI VALE30S{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b110	0b1000	0b0001	0b101

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    AArch64.TLBI_VA(SecurityStateAtEL(EL3),
Regime_EL3, VMID_NONE, Shareability_OSH,
TLBILevel_Last, TLBI_AllAttr, X[t, 64]);
```

TLBI VALE30SNXS{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b110	0b1001	0b0001	0b101

```
if !IsFeatureImplemented(FEAT_XS) then
        UNDEFINED;
elsif PSTATE.EL == ELO then
        UNDEFINED;
elsif PSTATE.EL == EL1 then
        UNDEFINED;
elsif PSTATE.EL == EL2 then
        UNDEFINED;
elsif PSTATE.EL == EL3 then
        AArch64.TLBI_VA(SecurityStateAtEL(EL3),
Regime_EL3, VMID_NONE, Shareability_OSH,
TLBILevel_Last, TLBI_ExcludeXS, X[t, 64]);
```

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