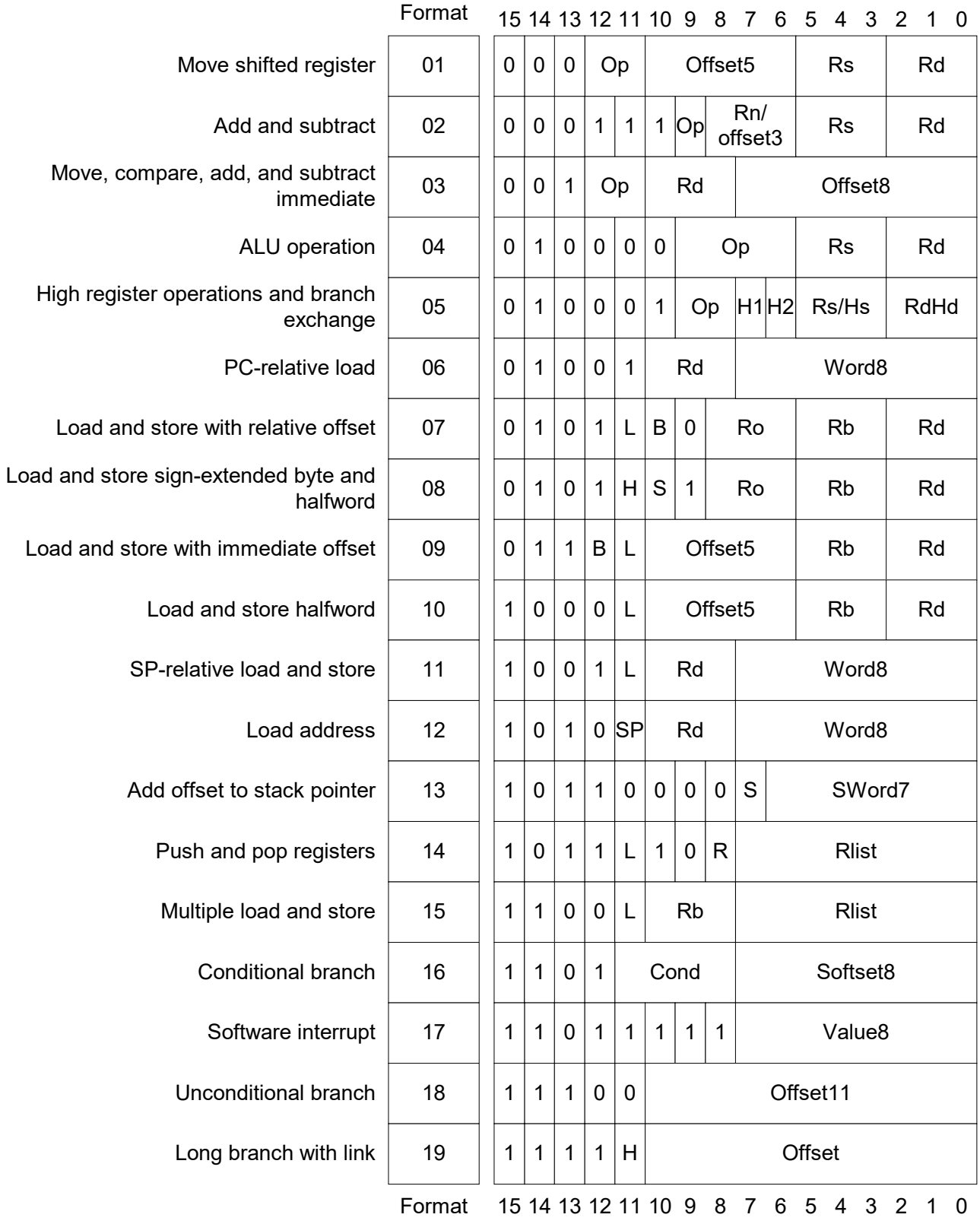
1.4.3. Thumb instruction summary

The Thumb instruction set formats are shown in Figure 1.6.

See the *ARM Architectural Reference Manual* for more information about the ARM instruction set formats.

Figure 1.6. Thumb instruction set formats



The Thumb instruction set summary is listed in Table 1.7.

Table 1.7. Thumb instruction set summary

Operation		Assembly syntax
Move	Immediate	`MOV Rd, #8bit_Imm`
	High to Low	`MOV Rd, Hs`

Operation		Assembly syntax
	Low to High	`MOV Hd, Rs`
	High to High	`MOV Hd, Hs`
Arithmetic	Add	`ADD Rd, Rs, #3bit_Imm`
	Add Low, and Low	`ADD Rd, Rs, Rn`
	Add High to Low	`ADD Rd, Hs`
	Add Low to High	`ADD Hd, Rs`
	Add High to High	`ADD Hd, Hs`
	Add Immediate	`ADD Rd, #8bit_Imm`
	Add Value to SP	`ADD SP, #7bit_Imm ADD SP, #-7bit_Imm`
	Add with carry	`ADC Rd, Rs`
	Subtract	`SUB Rd, Rs, Rn SUB Rd, Rs, #3bit_Imm`
	Subtract Immediate	`SUB Rd, #8bit_Imm`
	Subtract with carry	`SBC Rd, Rs`
	Negate	`NEG Rd, Rs`
	Multiply	`MUL Rd, Rs`
	Compare Low, and Low	`CMP Rd, Rs`
	Compare Low, and High	`CMP Rd, Hs`
	Compare High, and Low	`CMP Hd, Rs`
	Compare High, and High	`CMP Hd, Hs`
	Compare Negative	`CMN Rd, Rs`
	Compare Immediate	`CMP Rd, #8bit_Imm`
Logical	AND	`AND Rd, Rs`
	EOR	`EOR Rd, Rs`
	OR	`ORR Rd, Rs`
	Bit clear	`BIC Rd, Rs`
	Move NOT	`MVN Rd, Rs`
	Test bits	`TST Rd, Rs`
Shift/Rotate	Logical shift left	`LSL Rd, Rs, #5bit_shift_imm LSL Rd, Rs`

Operation		Assembly syntax
	Logical shift right	`LSR Rd, Rs, #5bit_shift_imm LSR Rd, Rs`
	Arithmetic shift right	`ASR Rd, Rs, #5bit_shift_imm ASR Rd, Rs`
	Rotate right	`ROR Rd, Rs`
Branch	Conditional	-
	• if Z set	`BEQ label`
	• if Z clear	`BNE label`
	• if C set	`BCS label`
	• if C clear	`BCC label`
	• if N set	`BMI label`
	• if N clear	`BPL label`
	• if V set	`BVS label`
	• if V clear	`BVC label`
	• if C set and Z clear	`BHI label`
	• if C clear and Z set	`BLS label`
	• if ((N set and V set) or (N clear and V clear))	`BGE label`
	• if ((N set and V clear) or if (N clear and V set))	`BLT label`
	• if (Z clear and ((N or V set) or (N or V clear)))	`BGT label`
	• if (Z set or ((N set and V clear) or (N clear and V set)))	`BLE label`
	Unconditional	`B label`
	Long branch with link	`BL label`
	Optional state change	-
	• to address held in Lo reg	`BX Rs`
	• to address held in Hi reg	`BX Hs`

Operation		Assembly syntax
Load	With immediate offset	-
	• word	`LDR Rd, [Rb, #7bit_offset]`
	• halfword	`LDRH Rd, [Rb, #6bit_offset]`
	• byte	`LDRB Rd, [Rb, #5bit_offset]`
	With register offset	-
	• word	`LDR Rd, [Rb, Ro]`
	• halfword	`LDRH Rd, [Rb, Ro]`
	• signed halfword	`LDRSH Rd, [Rb, Ro]`
	• byte	`LDRB Rd, [Rb, Ro]`
	• signed byte	`LDRSB Rd, [Rb, Ro]`
	PC-relative	`LDR Rd, [PC, #10bit_Offset]`
	SP-relative	`LDR Rd, [SP, #10bit_Offset]`
	Address	-
	• using PC	`ADD Rd, PC, #10bit_Offset`
	• using SP	ADD Rd, SP, #10bit_Offset
	Multiple	`LDMIA Rb!, <reglist>`
Store	With immediate offset	-
	• word	`STR Rd, [Rb, #7bit_offset]`
	• halfword	`STRH Rd, [Rb, #6bit_offset]`
	• byte	`STRB Rd, [Rb, #5bit_offset]`
	With register offset	-
	• word	`STR Rd, [Rb, Ro]`
	• halfword	`STRH Rd, [Rb, Ro]`
	• byte	`STRB Rd, [Rb, Ro]`

Operation		Assembly syntax
	SP-relative	`STR Rd, [SP, #10bit_offset]`
	Multiple	`STMIA Rb!, <reglist>`
Push/Pop	Push registers onto stack	`PUSH <reglist>`
	Push LR, and registers onto stack	`PUSH <reglist, LR>`
	Pop registers from stack	`POP <reglist>`
	Pop registers, and pc from stack	`POP <reglist, PC>`
Software Interrupt	-	`SWI 8bit_Imm`