

Version: 4.1 (Superseded) ▾

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# Instruction summary

Table 4 gives an overview of the instructions available in the ARM, Thumb, and ThumbEE instruction sets. Use it to locate individual instructions and pseudo-instructions.

## Note

Unless stated otherwise, ThumbEE instructions are identical to Thumb instructions.

Table 4. Location of instructions

Mnemonic	Brief description	See	Arch. <sup>[a]</sup>
<a href="#">ADC</a> , <a href="#">ADD</a>	Add with Carry, Add	<a href="#">ADD</a> , <a href="#">SUB</a> , <a href="#">RSB</a> , <a href="#">ADC</a> , <a href="#">SBC</a> , and <a href="#">RSC</a>	All
<a href="#">ADR</a>	Load program or register-relative address (short range)	<a href="#">ADR</a> (PC-relative)	All
<a href="#">ADRL</a> pseudo-instruction	Load program or register-relative address (medium range)	<a href="#">ADRL</a> pseudo-instruction	x6M
<a href="#">AND</a>	Logical AND	<a href="#">AND</a> , <a href="#">ORR</a> , <a href="#">EOR</a> , <a href="#">BIC</a> , and <a href="#">ORN</a>	All
<a href="#">ASR</a>	Arithmetic Shift Right	<a href="#">ASR</a> , <a href="#">LSL</a> , <a href="#">LSR</a> , <a href="#">ROR</a> , and <a href="#">RRX</a>	All
<a href="#">B</a>	Branch	<a href="#">B</a> , <a href="#">BL</a> , <a href="#">BX</a> , <a href="#">BLX</a> , and <a href="#">BXJ</a>	All
<a href="#">BFC</a> , <a href="#">BFI</a>	Bit Field Clear and Insert	<a href="#">BFC</a> and <a href="#">BFI</a>	T2
<a href="#">BIC</a>	Bit Clear	<a href="#">AND</a> , <a href="#">ORR</a> , <a href="#">EOR</a> , <a href="#">BIC</a> , and <a href="#">ORN</a>	All
<a href="#">BKPT</a>	Breakpoint	<a href="#">BKPT</a>	5
<a href="#">BL</a>	Branch with Link	<a href="#">B</a> , <a href="#">BL</a> , <a href="#">BX</a> , <a href="#">BLX</a> , and <a href="#">BXJ</a>	All
<a href="#">BLX</a>	Branch with Link, change instruction set	<a href="#">B</a> , <a href="#">BL</a> , <a href="#">BX</a> , <a href="#">BLX</a> , and <a href="#">BXJ</a>	T
<a href="#">BX</a>	Branch, change instruction set	<a href="#">B</a> , <a href="#">BL</a> , <a href="#">BX</a> , <a href="#">BLX</a> , and <a href="#">BXJ</a>	T
<a href="#">BXJ</a>	Branch, change to Jazelle	<a href="#">B</a> , <a href="#">BL</a> , <a href="#">BX</a> , <a href="#">BLX</a> , and <a href="#">BXJ</a>	J, x7M
<a href="#">CBZ</a> , <a href="#">CBNZ</a>	Compare and Branch if [Non]Zero	<a href="#">CBZ</a> and <a href="#">CBNZ</a>	T2
<a href="#">CDP</a>	Coprocessor Data Processing operation	<a href="#">CDP</a> and <a href="#">CDP2</a>	x6M
<a href="#">CDP2</a>	Coprocessor Data Processing operation	<a href="#">CDP</a> and <a href="#">CDP2</a>	5, x6M
<a href="#">CHKA</a>	Check array	<a href="#">CHKA</a>	EE
<a href="#">CLREX</a>	Clear Exclusive	<a href="#">CLREX</a>	K, x6M
<a href="#">CLZ</a>	Count leading zeros	<a href="#">CLZ</a>	5, x6M
<a href="#">CMN</a> , <a href="#">CMP</a>	Compare Negative, Compare	<a href="#">CMP</a> and <a href="#">CMN</a>	All
<a href="#">CPS</a>	Change Processor State	<a href="#">CPS</a>	6
<a href="#">DBG</a>	Debug	<a href="#">DBG</a>	7
<a href="#">DMB</a> , <a href="#">DSB</a>	Data Memory Barrier, Data Synchronization Barrier	<a href="#">DMB</a> , <a href="#">DSB</a> , and <a href="#">ISB</a>	7, 6M
<a href="#">ENTERX</a> , <a href="#">LEAVEX</a>	Change state to or from ThumbEE	<a href="#">ENTERX</a> and <a href="#">LEAVEX</a>	EE
<a href="#">EOR</a>	Exclusive OR	<a href="#">AND</a> , <a href="#">ORR</a> , <a href="#">EOR</a> , <a href="#">BIC</a> , and <a href="#">ORN</a>	All
<a href="#">HB</a> , <a href="#">HBL</a> , <a href="#">HBLP</a> , <a href="#">HBP</a>	Handler Branch, branches to a specified handler	<a href="#">HB</a> , <a href="#">HBL</a> , <a href="#">HBLP</a> , and <a href="#">HBP</a>	EE
<a href="#">IT</a>	Interlocked Thumb Instruction	<a href="#">DMB</a> , <a href="#">DSB</a> , and <a href="#">ISB</a>	7, 6M
<a href="#">LDC</a> , <a href="#">LDC2</a> , <a href="#">STC</a> , and <a href="#">STC2</a>	Load/Store with Conditional Execution	<a href="#">IT</a>	T2
<a href="#">LDM</a>	Load Multiple registers	<a href="#">LDC</a> , <a href="#">LDC2</a> , <a href="#">STC</a> , and <a href="#">STC2</a>	x6M
<a href="#">LDR</a>	Load Register with word	<a href="#">LDC</a> , <a href="#">LDC2</a> , <a href="#">STC</a> , and <a href="#">STC2</a>	5, x6M
<a href="#">LDR</a> pseudo-instruction	Load Register pseudo-instruction	<a href="#">LDM</a> and <a href="#">STM</a>	All
<a href="#">LDRB</a>	Load Register with byte	<a href="#">Memory access instructions</a>	All
<a href="#">LDRBT</a>	Load Register with byte, user mode	<a href="#">Memory access instructions</a>	x6M
<a href="#">LDRD</a>	Load Registers with two words	<a href="#">Memory access instructions</a>	5E, x6M
<a href="#">LDREX</a>	Load Register Exclusive	<a href="#">LDREX</a> and <a href="#">STREX</a>	6, x6M
<a href="#">LDREXB</a> , <a href="#">LDREXH</a>	Load Register Exclusive Byte, Halfword	<a href="#">LDREX</a> and <a href="#">STREX</a>	K, x6M
<a href="#">LDREXD</a>	Load Register Exclusive Doubleword	<a href="#">LDREX</a> and <a href="#">STREX</a>	K, x7M
<a href="#">LDRH</a>	Load Register with halfword	<a href="#">Memory access instructions</a>	All
<a href="#">LDRHT</a>	Load Register with halfword, user mode	<a href="#">Memory access instructions</a>	T2

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Table 4. Location of instructions

Mnemonic	Brief description	See	Arch. <sup>[a]</sup>
<a href="#">LDRSB</a>	Load Register with signed byte	<a href="#">Memory access instructions</a>	All
<a href="#">LDRSBT</a>	Load Register with signed byte, user mode	<a href="#">Memory access instructions</a>	T2
<a href="#">LDRSH</a>	Load Register with signed halfword	<a href="#">Memory access instructions</a>	All
<a href="#">LDRSHT</a>	Load Register with signed halfword, user mode	<a href="#">Memory access instructions</a>	T2
<a href="#">LDRT</a>	Load Register with word, user mode	<a href="#">Memory access instructions</a>	x6M
<a href="#">LSL</a> , <a href="#">LSR</a>	Logical Shift Left, Logical Shift Right	<a href="#">ASR</a> , <a href="#">LSL</a> , <a href="#">LSR</a> , <a href="#">ROR</a> , and <a href="#">RRX</a>	All
<a href="#">MAR</a>	Move from Registers to 40-bit Accumulator	<a href="#">MAR</a> and <a href="#">MRA</a>	XScale
<a href="#">MCR</a>	Move from Register to Coprocessor	<a href="#">MCR</a> , <a href="#">MCR2</a> , <a href="#">MCRR</a> , and <a href="#">MCRR2</a>	x6M
<a href="#">MCR2</a>	Move from Register to Coprocessor	<a href="#">MCR</a> , <a href="#">MCR2</a> , <a href="#">MCRR</a> , and <a href="#">MCRR2</a>	5, x6M
<a href="#">MCRR</a>	Move from Registers to Coprocessor	<a href="#">MCR</a> , <a href="#">MCR2</a> , <a href="#">MCRR</a> , and <a href="#">MCRR2</a>	5E, x6M
<a href="#">MCRR2</a>	Move from Registers to Coprocessor	<a href="#">MCR</a> , <a href="#">MCR2</a> , <a href="#">MCRR</a> , and <a href="#">MCRR2</a>	6, x6M
<a href="#">MIA</a> , <a href="#">MIAPH</a> , <a href="#">MIAxy</a>	Multiply with Internal 40-bit Accumulate	<a href="#">MIA</a> , <a href="#">MIAPH</a> , and <a href="#">MIAxy</a>	XScale
<a href="#">MLA</a>	Multiply Accumulate	<a href="#">MUL</a> , <a href="#">MLA</a> , and <a href="#">MLS</a>	x6M
<a href="#">MLS</a>	Multiply and Subtract	<a href="#">MUL</a> , <a href="#">MLA</a> , and <a href="#">MLS</a>	T2
<a href="#">MOV</a>	Move	<a href="#">MOV</a> and <a href="#">MVN</a>	All
<a href="#">MOVT</a>	Move Top	<a href="#">MOVT</a>	T2
<a href="#">MOV32</a> pseudo-instruction	Move 32-bit immediate to register	<a href="#">MOV32 pseudo--instruction</a>	T2
<a href="#">MRA</a>	Move from 40-bit Accumulator to Registers	<a href="#">MAR</a> and <a href="#">MRA</a>	XScale
<a href="#">MRC</a>	Move from Coprocessor to Register	<a href="#">MRC</a> , <a href="#">MRC2</a> , <a href="#">MRRC</a> and <a href="#">MRRC2</a>	x6M
<a href="#">MRC2</a>	Move from Coprocessor to Register	<a href="#">MRC</a> , <a href="#">MRC2</a> , <a href="#">MRRC</a> and <a href="#">MRRC2</a>	5, x6M
<a href="#">MRRC</a>	Move from Coprocessor to Registers	<a href="#">MRC</a> , <a href="#">MRC2</a> , <a href="#">MRRC</a> and <a href="#">MRRC2</a>	5E, x6M
<a href="#">MRRC2</a>	Move from Coprocessor to Registers	<a href="#">MRC</a> , <a href="#">MRC2</a> , <a href="#">MRRC</a> and <a href="#">MRRC2</a>	6, x6M
<a href="#">MRS</a>	Move from PSR to register	<a href="#">MRS</a>	All
<a href="#">MRS</a>	Move from system Coprocessor to Register	<a href="#">MRS</a>	7A, 7R
<a href="#">MSR</a>	Move from register to PSR	<a href="#">MSR</a>	All
<a href="#">MSR</a>	Move from Register to system Coprocessor	<a href="#">MSR</a>	7A, 7R
<a href="#">MUL</a>	Multiply	<a href="#">MUL</a> , <a href="#">MLA</a> , and <a href="#">MLS</a>	All
<a href="#">MVN</a>	Move Not	<a href="#">MOV</a> and <a href="#">MVN</a>	All
<a href="#">NOP</a>	No Operation	<a href="#">NOP</a>	All
<a href="#">ORN</a>	Logical OR NOT	<a href="#">AND</a> , <a href="#">ORR</a> , <a href="#">EOR</a> , <a href="#">BIC</a> , and <a href="#">ORN</a>	T2
<a href="#">ORR</a>	Logical OR	<a href="#">AND</a> , <a href="#">ORR</a> , <a href="#">EOR</a> , <a href="#">BIC</a> , and <a href="#">ORN</a>	All
<a href="#">PKHBT</a> , <a href="#">PKHTB</a>	Pack Halfwords	<a href="#">PKHBT</a> and <a href="#">PKHTB</a>	6, 7EM
<a href="#">PLD</a>	Preload Data	<a href="#">PLD</a> , <a href="#">PLDW</a> , and <a href="#">PLI</a>	5E, x6M
<a href="#">PLDW</a>	Preload Data with intent to Write	<a href="#">PLD</a> , <a href="#">PLDW</a> , and <a href="#">PLI</a>	7MP
<a href="#">PLI</a>	Preload Instruction	<a href="#">PLD</a> , <a href="#">PLDW</a> , and <a href="#">PLI</a>	7
<a href="#">PUSH</a> , <a href="#">POP</a>	PUSH registers to stack, POP registers from stack	<a href="#">PUSH</a> and <a href="#">POP</a>	All
<a href="#">QADD</a> , <a href="#">QDADD</a> , <a href="#">QDSUB</a> , <a href="#">QSUB</a>	Saturating Arithmetic	<a href="#">QADD</a> , <a href="#">QSUB</a> , <a href="#">QDADD</a> , and <a href="#">QDSUB</a>	5E, 7EM
<a href="#">QADD8</a> , <a href="#">QADD16</a> , <a href="#">QASX</a> , <a href="#">QSUB8</a> , <a href="#">QSUB16</a> , <a href="#">QSAX</a>	Parallel signed Saturating Arithmetic	<a href="#">Parallel add and subtract</a>	6, 7EM
<a href="#">RBIT</a>	Reverse Bits	<a href="#">REV</a> , <a href="#">REV16</a> , <a href="#">REVSH</a> , and <a href="#">RBIT</a>	T2
<a href="#">REV</a> , <a href="#">REV16</a> , <a href="#">REVSH</a>	Reverse byte order	<a href="#">REV</a> , <a href="#">REV16</a> , <a href="#">REVSH</a> , and <a href="#">RBIT</a>	6
<a href="#">RFE</a>	Return From Exception	<a href="#">RFE</a>	T2, x7M
<a href="#">ROR</a>	Rotate Right Register	<a href="#">ASR</a> , <a href="#">LSL</a> , <a href="#">LSR</a> , <a href="#">ROR</a> , and <a href="#">RRX</a>	All
<a href="#">RRX</a>	Rotate Right with Extend	<a href="#">ASR</a> , <a href="#">LSL</a> , <a href="#">LSR</a> , <a href="#">ROR</a> , and <a href="#">RRX</a>	x6M
<a href="#">RSB</a>	Reverse Subtract	<a href="#">ADD</a> , <a href="#">SUB</a> , <a href="#">RSB</a> , <a href="#">ADC</a> , <a href="#">SBC</a> , and <a href="#">RSC</a>	All
<a href="#">RSC</a>	Reverse Subtract with Carry	<a href="#">ADD</a> , <a href="#">SUB</a> , <a href="#">RSB</a> , <a href="#">ADC</a> , <a href="#">SBC</a> , and <a href="#">RSC</a>	x7M
<a href="#">SADD8</a> , <a href="#">SADD16</a> , <a href="#">SASX</a>	Parallel signed arithmetic	<a href="#">Parallel add and subtract</a>	6, 7EM
<a href="#">SBC</a>	Subtract with Carry	<a href="#">ADD</a> , <a href="#">SUB</a> , <a href="#">RSB</a> , <a href="#">ADC</a> , <a href="#">SBC</a> , and <a href="#">RSC</a>	All
<a href="#">SBFX</a> , <a href="#">UBFX</a>	Signed, Unsigned Bit Field eXtract	<a href="#">SBFX</a> and <a href="#">UBFX</a>	T2
<a href="#">SDIV</a>	Signed divide	<a href="#">SDIV</a> and <a href="#">UDIV</a>	7M, 7R

Table 4. Location of instructions

Mnemonic	Brief description	See	Arch. <sup>[a]</sup>
<a href="#">SEL</a>	Select bytes according to APSR GE flags	<a href="#">SEL</a>	6, 7EM
<a href="#">SETEND</a>	Set Endianness for memory accesses	<a href="#">SETEND</a>	6, x7M
<a href="#">SEV</a>	Set Event	<a href="#">SEV</a> , <a href="#">WFE</a> , <a href="#">WFI</a> , and <a href="#">YIELD</a>	K, 6M
<a href="#">SHADD8</a> , <a href="#">SHADD16</a> , <a href="#">SHASX</a> , <a href="#">SHSUB8</a> , <a href="#">SHSUB16</a> , <a href="#">SHSAX</a>	Parallel signed Halving arithmetic	<a href="#">Parallel add and subtract</a>	6, 7EM
<a href="#">SMC</a>	Secure Monitor Call	<a href="#">SMC</a>	Z
<a href="#">SMLAxy</a>	Signed Multiply with Accumulate (32 <= 16 x 16 + 32)	<a href="#">SMULxy</a> and <a href="#">SMLAxy</a>	5E, 7EM
<a href="#">SMLAD</a>	Dual Signed Multiply Accumulate	<a href="#">SMLAD</a> and <a href="#">SMLSD</a>	6, 7EM
	(32 <= 32 + 16 x 16 + 16 x 16)		
<a href="#">SMLAL</a>	Signed Multiply Accumulate (64 <= 64 + 32 x 32)	<a href="#">UMULL</a> , <a href="#">UMLAL</a> , <a href="#">SMULL</a> , and <a href="#">SMLAL</a>	x6M
<a href="#">SMLALxy</a>	Signed Multiply Accumulate (64 <= 64 + 16 x 16)	<a href="#">SMLALxy</a>	5E, 7EM
<a href="#">SMLALD</a>	Dual Signed Multiply Accumulate Long	<a href="#">SMLALD</a> and <a href="#">SMLSLD</a>	6, 7EM
	(64 <= 64 + 16 x 16 + 16 x 16)		
<a href="#">SMLAWy</a>	Signed Multiply with Accumulate (32 <= 32 x 16 + 32)	<a href="#">SMULWy</a> and <a href="#">SMLAWy</a>	5E, 7EM
<a href="#">SMLSD</a>	Dual Signed Multiply Subtract Accumulate	<a href="#">SMLAD</a> and <a href="#">SMLSD</a>	6, 7EM
	(32 <= 32 + 16 x 16 - 16 x 16)		
<a href="#">SMLSLD</a>	Dual Signed Multiply Subtract Accumulate Long	<a href="#">SMLALD</a> and <a href="#">SMLSLD</a>	6, 7EM
	(64 <= 64 + 16 x 16 - 16 x 16)		
<a href="#">SMMLA</a>	Signed top word Multiply with Accumulate (32 <= TopWord(32 x 32 + 32))	<a href="#">SMMUL</a> , <a href="#">SMMLA</a> , and <a href="#">SMMLS</a>	6, 7EM
<a href="#">SMMLS</a>	Signed top word Multiply with Subtract (32 <= TopWord(32 - 32 x 32))	<a href="#">SMMUL</a> , <a href="#">SMMLA</a> , and <a href="#">SMMLS</a>	6, 7EM
<a href="#">SMMUL</a>	Signed top word Multiply (32 <= TopWord(32 x 32))	<a href="#">SMMUL</a> , <a href="#">SMMLA</a> , and <a href="#">SMMLS</a>	6, 7EM
<a href="#">SMUAD</a> , <a href="#">SMUSD</a>	Dual Signed Multiply, and Add or Subtract products	<a href="#">SMUAD[X]</a> and <a href="#">SMUSD[X]</a>	6, 7EM
<a href="#">SMULxy</a>	Signed Multiply (32 <= 16 x 16)	<a href="#">SMULxy</a> and <a href="#">SMLAxy</a>	5E, 7EM
<a href="#">SMULL</a>	Signed Multiply (64 <= 32 x 32)	<a href="#">UMULL</a> , <a href="#">UMLAL</a> , <a href="#">SMULL</a> , and <a href="#">SMLAL</a>	x6M
<a href="#">SMULWy</a>	Signed Multiply (32 <= 32 x 16)	<a href="#">SMULWy</a> and <a href="#">SMLAWy</a>	5E, 7EM
<a href="#">SRS</a>	Store Return State	<a href="#">SRS</a>	T2, x7M
<a href="#">SSAT</a>	Signed Saturate	<a href="#">SSAT</a> and <a href="#">USAT</a>	6, x6M
<a href="#">SSAT16</a>	Signed Saturate, parallel halfwords	<a href="#">SSAT16</a> and <a href="#">USAT16</a>	6, 7EM
<a href="#">SSUB8</a> , <a href="#">SSUB16</a> , <a href="#">SSAX</a>	Parallel signed arithmetic	<a href="#">Parallel add and subtract</a>	6, 7EM
<a href="#">STC</a>	Store Coprocessor	<a href="#">LDC</a> , <a href="#">LDC2</a> , <a href="#">STC</a> , and <a href="#">STC2</a>	x6M
<a href="#">STC2</a>	Store Coprocessor	<a href="#">LDC</a> , <a href="#">LDC2</a> , <a href="#">STC</a> , and <a href="#">STC2</a>	5, x6M
<a href="#">STM</a>	Store Multiple registers	<a href="#">LDM</a> and <a href="#">STM</a>	All
<a href="#">STR</a>	Store Register with word	<a href="#">Memory access instructions</a>	All
<a href="#">STRB</a>	Store Register with byte	<a href="#">Memory access instructions</a>	All
<a href="#">STRBT</a>	Store Register with byte, user mode	<a href="#">Memory access instructions</a>	x6M
<a href="#">STRD</a>	Store Registers with two words	<a href="#">Memory access instructions</a>	5E, x6M
<a href="#">STREX</a>	Store Register Exclusive	<a href="#">LDREX</a> and <a href="#">STREX</a>	6, x6M
<a href="#">STREXB</a> , <a href="#">STREXH</a>	Store Register Exclusive Byte, Halfword	<a href="#">LDREX</a> and <a href="#">STREX</a>	K, x6M
<a href="#">STREXD</a>	Store Register Exclusive Doubleword	<a href="#">LDREX</a> and <a href="#">STREX</a>	K, x7M
<a href="#">STRH</a>	Store Register with halfword	<a href="#">Memory access instructions</a>	All
<a href="#">STRHT</a>	Store Register with halfword, user mode	<a href="#">Memory access instructions</a>	T2
<a href="#">STRT</a>	Store Register with word, user mode	<a href="#">Memory access instructions</a>	x6M
<a href="#">SUB</a>	Subtract	<a href="#">ADD</a> , <a href="#">SUB</a> , <a href="#">RSB</a> , <a href="#">ADC</a> , <a href="#">SBC</a> , and <a href="#">RSC</a>	All
<a href="#">SUBS</a> <a href="#">pc</a> , <a href="#">lr</a>	Exception return, no stack	<a href="#">SUBS</a> <a href="#">pc</a> , <a href="#">lr</a>	T2, x7M
<a href="#">SVC</a> (formerly <a href="#">SWI</a> )	SuperVisor Call	<a href="#">SVC</a>	All
<a href="#">SWP</a> , <a href="#">SWPB</a>	Swap registers and memory (ARM only)	<a href="#">SWP</a> and <a href="#">SWPB</a>	All, x7M
<a href="#">SXTAB</a> , <a href="#">SXTAB16</a> , <a href="#">SXTAH</a>	Signed extend, with Addition	<a href="#">SXT</a> , <a href="#">SXTA</a> , <a href="#">UXT</a> , and <a href="#">UXTA</a>	6, 7EM

Table 4. Location of instructions

Mnemonic	Brief description	See	Arch. <sup>[a]</sup>
<a href="#">SXTB</a> , <a href="#">SXTB.H</a>	Signed extend	<a href="#">SXT</a> , <a href="#">SXTA</a> , <a href="#">UXT</a> , and <a href="#">UXTA</a>	6
<a href="#">SXTB16</a>	Signed extend	<a href="#">SXT</a> , <a href="#">SXTA</a> , <a href="#">UXT</a> , and <a href="#">UXTA</a>	6, 7EM
<a href="#">SYS</a>	Execute system coprocessor instruction	<a href="#">SYS</a>	7A, 7R
<a href="#">TBB</a> , <a href="#">TBH</a>	Table Branch Byte, Halfword	<a href="#">TBB</a> and <a href="#">TBH</a>	T2
<a href="#">TEQ</a>	Test Equivalence	<a href="#">TST</a> and <a href="#">TEQ</a>	x6M
<a href="#">TST</a>	Test	<a href="#">TST</a> and <a href="#">TEQ</a>	All
<a href="#">UADD8</a> , <a href="#">UADD16</a> , <a href="#">UASX</a>	Parallel Unsigned Arithmetic	<a href="#">Parallel add and subtract</a>	6, 7EM
<a href="#">UDIV</a>	Unsigned divide	<a href="#">SDIV</a> and <a href="#">UDIV</a>	7M, 7R
<a href="#">UHADD8</a> , <a href="#">UHADD16</a> , <a href="#">UHASX</a> , <a href="#">UHSUB8</a> , <a href="#">UHSUB16</a> , <a href="#">UHSAX</a>	Parallel Unsigned Halving Arithmetic	<a href="#">Parallel add and subtract</a>	6, 7EM
<a href="#">UMAAL</a>	Unsigned Multiply Accumulate Accumulate Long	<a href="#">UMAAL</a>	6, 7EM
	(64 <= 32 + 32 + 32 x 32)		
<a href="#">UMLAL</a> , <a href="#">UMULL</a>	Unsigned Multiply Accumulate, Unsigned Multiply	<a href="#">UMULL</a> , <a href="#">UMLAL</a> , <a href="#">SMULL</a> , and <a href="#">SMLAL</a>	x6M
	(64 <= 32 x 32 + 64), (64 <= 32 x 32)		
<a href="#">UQADD8</a> , <a href="#">UQADD16</a> , <a href="#">UQASX</a> , <a href="#">UQSUB8</a> , <a href="#">UQSUB16</a> , <a href="#">UQSAX</a>	Parallel Unsigned Saturating Arithmetic	<a href="#">Parallel add and subtract</a>	6, 7EM
<a href="#">USAD8</a>	Unsigned Sum of Absolute Differences	<a href="#">USAD8</a> and <a href="#">USADA8</a>	6, 7EM
<a href="#">USADA8</a>	Accumulate Unsigned Sum of Absolute Differences	<a href="#">USAD8</a> and <a href="#">USADA8</a>	6, 7EM
<a href="#">USAT</a>	Unsigned Saturate	<a href="#">SSAT</a> and <a href="#">USAT</a>	6, x6M
<a href="#">USAT16</a>	Unsigned Saturate, parallel halfwords	<a href="#">SSAT16</a> and <a href="#">USAT16</a>	6, 7EM
<a href="#">USUB8</a> , <a href="#">USUB16</a> , <a href="#">USAX</a>	Parallel unsigned arithmetic	<a href="#">Parallel add and subtract</a>	6, 7EM
<a href="#">UXTAB</a> , <a href="#">UXTAB16</a> , <a href="#">UXTAH</a>	Unsigned extend with Addition	<a href="#">SXT</a> , <a href="#">SXTA</a> , <a href="#">UXT</a> , and <a href="#">UXTA</a>	6, 7EM
<a href="#">UXTB</a> , <a href="#">UXTB.H</a>	Unsigned extend	<a href="#">SXT</a> , <a href="#">SXTA</a> , <a href="#">UXT</a> , and <a href="#">UXTA</a>	6
<a href="#">UXTB16</a>	Unsigned extend	<a href="#">SXT</a> , <a href="#">SXTA</a> , <a href="#">UXT</a> , and <a href="#">UXTA</a>	6, 7EM
<a href="#">V*</a>	See <a href="#">NEON and VFP Programming</a>		
<a href="#">WFE</a> , <a href="#">WFI</a> , <a href="#">YIELD</a>	Wait For Event, Wait For Interrupt, Yield	<a href="#">SEV</a> , <a href="#">WFE</a> , <a href="#">WFI</a> , and <a href="#">YIELD</a>	T2, 6M

<sup>[a]</sup> Entries in the Architecture column have the following meanings:

**All**  
These instructions are available in all versions of the ARM architecture.

**5**  
These instructions are available in the ARMv5T\*, ARMv6\*, and ARMv7 architectures.

**5E**  
These instructions are available in the ARMv5TE, ARMv6\*, and ARMv7 architectures.

**6**  
These instructions are available in the ARMv6\* and ARMv7 architectures.

**6M**  
These instructions are available in the ARMv6-M and ARMv7 architectures.

**x6M**  
These instructions are not available in the ARMv6-M architecture.

**7**  
These instructions are available in the ARMv7 architectures.

**7M**  
These instructions are available in the ARMv7-M architecture, including ARMv7E-M implementations.

**x7M**  
These instructions are not available in the ARMv6-M or ARMv7-M architecture, or any ARMv7E-M implementation.

**7EM**  
These instructions are available in ARMv7E-M implementations but not in the ARMv7-M or ARMv6-M architecture.

**7R**  
These instructions are available in the ARMv7-R architecture.

**7MP**  
These instructions are available in the ARMv7 architectures that implement the Multiprocessing Extensions.

**EE**  
These instructions are available in ThumbEE variants of the ARM architecture.

**J**  
This instruction is available in the ARMv5TEJ, ARMv6\*, and ARMv7 architectures.

**K**  
These instructions are available in the ARMv6K, and ARMv7 architectures.

**T**  
These instructions are available in ARMv4T, ARMv5T\*, ARMv6\*, and ARMv7 architectures.

**T2**  
These instructions are available in the ARMv6T2 and above architectures.

**XScale**  
These instructions are available in XScale versions of the ARM architecture.

**Z**  
This instruction is available if Security Extensions are implemented.

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