37. Instruction Set Summary

Mnemonics	Operands	Description	Operation	Flags	#Clocks
ARITHMETIC AND I	LOGIC INSTRUCTIONS	· · · · · · · · · · · · · · · · · · ·			
ADD	Rd, Rr	Add two Registers	Rd ← Rd + Rr	Z,C,N,V,H	1
ADC	Rd, Rr	Add with Carry two Registers	$Rd \leftarrow Rd + Rr + C$	Z,C,N,V,H	1
ADIW	Rdl,K	Add Immediate to Word	Rdh:Rdl ← Rdh:Rdl + K	Z,C,N,V,S	2
SUB	Rd, Rr	Subtract two Registers	Rd ← Rd - Rr	Z,C,N,V,H	1
SUBI	Rd, K	Subtract Constant from Register	Rd ← Rd - K	Z,C,N,V,H	1
SBC	Rd, Rr	Subtract with Carry two Registers	Rd ← Rd - Rr - C	Z,C,N,V,H	1
SBCI	Rd, K	Subtract with Carry Constant from Reg.	Rd ← Rd - K - C	Z,C,N,V,H	1
SBIW	Rdl,K	Subtract Immediate from Word	Rdh:Rdl ← Rdh:Rdl - K	Z,C,N,V,S	2
AND	Rd, Rr	Logical AND Registers	Rd ← Rd • Rr	Z,N,V	1
ANDI	Rd, K	Logical AND Register and Constant	Rd ← Rd • K	Z,N,V	1
OR	Rd, Rr	Logical OR Registers	Rd ← Rd v Rr	Z,N,V	1
ORI	Rd, K	Logical OR Register and Constant	Rd ← Rd v K	Z,N,V	1
EOR	Rd, Rr	Exclusive OR Registers	$Rd \leftarrow Rd \oplus Rr$	Z,N,V	1
COM	Rd	One's Complement	Rd ← 0xFF – Rd	Z,C,N,V	1
NEG	Rd	Two's Complement	Rd ← 0x00 – Rd	Z,C,N,V,H	1
SBR	Rd,K	Set Bit(s) in Register	Rd ← Rd v K	Z,N,V	1
CBR	Rd,K	Clear Bit(s) in Register	$Rd \leftarrow Rd \bullet (0xFF - K)$	Z,N,V	1
INC	Rd	Increment	Rd ← Rd + 1	Z,N,V	1
DEC	Rd	Decrement Test for Zoro or Minus	Rd ← Rd − 1	Z,N,V	1
TST	Rd	Test for Zero or Minus	Rd ← Rd • Rd	Z,N,V	1
CLR	Rd	Clear Register	Rd ← Rd ⊕ Rd	Z,N,V	1
SER	Rd	Set Register	Rd ← 0xFF	None	1
MUL	Rd, Rr	Multiply Unsigned	R1:R0 ← Rd x Rr	Z,C	2
MULS	Rd, Rr	Multiply Signed	R1:R0 ← Rd x Rr	Z,C	2
MULSU	Rd, Rr	Multiply Signed with Unsigned	R1:R0 ← Rd x Rr	Z,C	2
FMUL	Rd, Rr	Fractional Multiply Unsigned	R1:R0 ← (Rd x Rr) << 1	Z,C	2
FMULS	Rd, Rr	Fractional Multiply Signed	R1:R0 ← (Rd x Rr) << 1	Z,C	2
FMULSU	Rd, Rr	Fractional Multiply Signed with Unsigned	R1:R0 ← (Rd x Rr) << 1	Z,C	2
BRANCH INSTRUC			T		
RJMP	k	Relative Jump	PC ← PC + k + 1	None	2
IJMP		Indirect Jump to (Z)	PC ← Z	None	2
JMP ⁽¹⁾	k	Direct Jump	PC ← k	None	3
RCALL	k	Relative Subroutine Call	PC ← PC + k + 1	None	3
ICALL		Indirect Call to (Z)	PC ← Z	None	3
CALL ⁽¹⁾	k	Direct Subroutine Call	PC ← k	None	4
RET		Subroutine Return	PC ← STACK	None	4
RETI		Interrupt Return	PC ← STACK	1	4
CPSE	Rd,Rr	Compare, Skip if Equal	if (Rd = Rr) PC ← PC + 2 or 3	None	1/2/3
CP	Rd,Rr	Compare	Rd – Rr	Z, N,V,C,H	1
CPC	Rd,Rr	Compare with Carry	Rd – Rr – C	Z, N,V,C,H	1
CPI	Rd,K	Compare Register with Immediate	Rd – K	Z, N,V,C,H	1
SBRC	Rr, b	Skip if Bit in Register Cleared	if (Rr(b)=0) PC ← PC + 2 or 3	None	1/2/3
SBRS	Rr, b	Skip if Bit in Register is Set	if (Rr(b)=1) PC ← PC + 2 or 3	None	1/2/3
SBIC	P, b	Skip if Bit in I/O Register Cleared	if (P(b)=0) PC ← PC + 2 or 3	None	1/2/3
SBIS	P, b	Skip if Bit in I/O Register is Set	if (P(b)=1) PC ← PC + 2 or 3	None	1/2/3
BRBS	s, k	Branch if Status Flag Set	if (SREG(s) = 1) then PC←PC+k + 1	None	1/2
BRBC	s, k	Branch if Status Flag Cleared	if (SREG(s) = 0) then PC←PC+k + 1	None	1/2
BREQ	k	Branch if Equal	if (Z = 1) then PC \leftarrow PC + k + 1	None	1/2
BRNE	k	Branch if Not Equal	if $(Z = 0)$ then $PC \leftarrow PC + k + 1$	None	1/2
BRCS	k	Branch if Carry Set	if (C = 1) then PC ← PC + k + 1	None	1/2
· · · ·					
BRCC		· ·	` '	None	1/2
BRCC	k	Branch if Carry Cleared	if (C = 0) then PC ← PC + k + 1	None None	1/2
BRSH	k k	Branch if Carry Cleared Branch if Same or Higher	if (C = 0) then PC \leftarrow PC + k + 1 if (C = 0) then PC \leftarrow PC + k + 1	None	1/2
BRSH BRLO	k k k	Branch if Carry Cleared Branch if Same or Higher Branch if Lower	$\begin{aligned} &\text{if } (C=0) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (C=0) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (C=1) \text{ then PC} \leftarrow PC+k+1 \end{aligned}$	None None	1/2 1/2
BRSH BRLO BRMI	k k k	Branch if Carry Cleared Branch if Same or Higher Branch if Lower Branch if Minus	$\begin{split} &\text{if } (C=0) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (C=0) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (C=1) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (N=1) \text{ then PC} \leftarrow PC+k+1 \end{split}$	None None None	1/2 1/2 1/2
BRSH BRLO BRMI BRPL	k k k k	Branch if Carry Cleared Branch if Same or Higher Branch if Lower Branch if Minus Branch if Plus	$\begin{split} &\text{if } (C=0) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (C=0) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (C=1) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (N=1) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (N=0) \text{ then PC} \leftarrow PC+k+1 \end{split}$	None None None	1/2 1/2 1/2 1/2
BRSH BRLO BRMI BRPL BRGE	k k k k k	Branch if Carry Cleared Branch if Same or Higher Branch if Lower Branch if Minus Branch if Plus Branch if Greater or Equal, Signed	$\begin{split} &\text{if } (C=0) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (C=0) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (C=1) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (N=1) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (N=0) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (N\oplus V=0) \text{ then PC} \leftarrow PC+k+1 \end{split}$	None None None None None	1/2 1/2 1/2 1/2 1/2
BRSH BRLO BRMI BRPL BRGE BRLT	k k k k k	Branch if Carry Cleared Branch if Same or Higher Branch if Lower Branch if Minus Branch if Plus Branch if Greater or Equal, Signed Branch if Less Than Zero, Signed	$\begin{split} &\text{if } (C=0) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (C=0) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (C=1) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (N=1) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (N=0) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (N\oplus V=0) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (N\oplus V=1) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (N\oplus V=1) \text{ then PC} \leftarrow PC+k+1 \end{split}$	None None None None None None None	1/2 1/2 1/2 1/2 1/2 1/2
BRSH BRLO BRMI BRPL BRGE BRLT BRHS	k k k k k k	Branch if Carry Cleared Branch if Same or Higher Branch if Lower Branch if Minus Branch if Plus Branch if Greater or Equal, Signed Branch if Less Than Zero, Signed Branch if Half Carry Flag Set	$\begin{split} &\text{if } (C=0) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (C=0) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (C=1) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (N=1) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (N=0) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (N\oplus V=0) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (N\oplus V=1) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (N\oplus V=1) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (H=1) \text{ then PC} \leftarrow PC+k+1 \end{split}$	None None None None None None None None	1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2
BRSH BRLO BRMI BRPL BRGE BRLT BRHS BRHC	k k k k k k k k k k k k k k k k k k k	Branch if Carry Cleared Branch if Same or Higher Branch if Lower Branch if Minus Branch if Plus Branch if Greater or Equal, Signed Branch if Less Than Zero, Signed Branch if Half Carry Flag Set Branch if Half Carry Flag Cleared	$\begin{split} &\text{if } (C=0) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (C=0) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (C=1) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (N=1) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (N=0) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (N\oplus V=0) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (N\oplus V=1) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (N\oplus V=1) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (H=1) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (H=0) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (H=0) \text{ then PC} \leftarrow PC+k+1 \\ \end{split}$	None None None None None None None None	1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2
BRSH BRLO BRMI BRPL BRGE BRLT BRHS BRHC BRTS	k k k k k k k k k	Branch if Carry Cleared Branch if Same or Higher Branch if Lower Branch if Minus Branch if Plus Branch if Greater or Equal, Signed Branch if Less Than Zero, Signed Branch if Half Carry Flag Set Branch if Half Carry Flag Cleared Branch if T Flag Set	$\begin{split} &\text{if } (C=0) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (C=0) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (C=1) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (N=1) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (N=0) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (N\oplus V=0) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (N\oplus V=1) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (H=1) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (H=1) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (H=0) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (H=0) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (T=1) \text{ then PC} \leftarrow PC+k+1 \\ \end{split}$	None None None None None None None None	1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2
BRSH BRLO BRMI BRPL BRGE BRLT BRHS BRHC BRTS BRTC	k k k k k k k k k k k	Branch if Carry Cleared Branch if Same or Higher Branch if Lower Branch if Minus Branch if Plus Branch if Greater or Equal, Signed Branch if Less Than Zero, Signed Branch if Half Carry Flag Set Branch if Half Carry Flag Cleared Branch if T Flag Set Branch if T Flag Cleared	if (C = 0) then PC ← PC + k + 1 if (C = 0) then PC ← PC + k + 1 if (C = 1) then PC ← PC + k + 1 if (N = 1) then PC ← PC + k + 1 if (N = 0) then PC ← PC + k + 1 if (N ⊕ V = 0) then PC ← PC + k + 1 if (N ⊕ V = 1) then PC ← PC + k + 1 if (H = 1) then PC ← PC + k + 1 if (H = 0) then PC ← PC + k + 1 if (T = 1) then PC ← PC + k + 1 if (T = 0) then PC ← PC + k + 1	None None None None None None None None	1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2
BRSH BRLO BRMI BRPL BRGE BRLT BRHS BRHC BRTS BRTC BRVS	k k k k k k k k k k k k	Branch if Carry Cleared Branch if Same or Higher Branch if Lower Branch if Minus Branch if Plus Branch if Greater or Equal, Signed Branch if Less Than Zero, Signed Branch if Half Carry Flag Set Branch if Half Carry Flag Cleared Branch if T Flag Set Branch if T Flag Cleared Branch if Overflow Flag is Set	if (C = 0) then PC ← PC + k + 1 if (C = 0) then PC ← PC + k + 1 if (C = 1) then PC ← PC + k + 1 if (N = 1) then PC ← PC + k + 1 if (N = 0) then PC ← PC + k + 1 if (N ⊕ V = 0) then PC ← PC + k + 1 if (N ⊕ V = 1) then PC ← PC + k + 1 if (H = 1) then PC ← PC + k + 1 if (T = 1) then PC ← PC + k + 1 if (T = 0) then PC ← PC + k + 1 if (V = 1) then PC ← PC + k + 1	None None None None None None None None	1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2
BRSH BRLO BRMI BRPL BRGE BRLT BRHS BRHC BRTS BRTC BRVS BRVC	k k k k k k k k k k k k k	Branch if Carry Cleared Branch if Same or Higher Branch if Lower Branch if Minus Branch if Plus Branch if Greater or Equal, Signed Branch if Less Than Zero, Signed Branch if Half Carry Flag Set Branch if Half Carry Flag Cleared Branch if T Flag Set Branch if T Flag Set Branch if Overflow Flag is Set Branch if Overflow Flag is Set	if (C = 0) then PC ← PC + k + 1 if (C = 0) then PC ← PC + k + 1 if (C = 1) then PC ← PC + k + 1 if (N = 1) then PC ← PC + k + 1 if (N = 0) then PC ← PC + k + 1 if (N ⊕ V = 0) then PC ← PC + k + 1 if (N ⊕ V = 1) then PC ← PC + k + 1 if (H = 1) then PC ← PC + k + 1 if (T = 1) then PC ← PC + k + 1 if (T = 0) then PC ← PC + k + 1 if (V = 1) then PC ← PC + k + 1 if (V = 1) then PC ← PC + k + 1 if (V = 0) then PC ← PC + k + 1	None None None None None None None None	1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2
BRSH BRLO BRMI BRPL BRGE BRLT BRHS BRHC BRTS BRTC BRVS	k k k k k k k k k k k k	Branch if Carry Cleared Branch if Same or Higher Branch if Lower Branch if Minus Branch if Plus Branch if Greater or Equal, Signed Branch if Less Than Zero, Signed Branch if Half Carry Flag Set Branch if Half Carry Flag Cleared Branch if T Flag Set Branch if T Flag Cleared Branch if Overflow Flag is Set	if (C = 0) then PC ← PC + k + 1 if (C = 0) then PC ← PC + k + 1 if (C = 1) then PC ← PC + k + 1 if (N = 1) then PC ← PC + k + 1 if (N = 0) then PC ← PC + k + 1 if (N ⊕ V = 0) then PC ← PC + k + 1 if (N ⊕ V = 1) then PC ← PC + k + 1 if (H = 1) then PC ← PC + k + 1 if (T = 1) then PC ← PC + k + 1 if (T = 0) then PC ← PC + k + 1 if (V = 1) then PC ← PC + k + 1	None None None None None None None None	1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2



Mnemonics	Operands	Description	Operation	Flags	#Clocks
	•	Description	Орегалоп	i iags	#Olocks
BIT AND BIT-TEST		Oct Bit in I/O Denister	UO(D b)	Nama	T 0
SBI CBI	P,b P,b	Set Bit in I/O Register Clear Bit in I/O Register	$I/O(P,b) \leftarrow 1$ $I/O(P,b) \leftarrow 0$	None None	2 2
LSL	Rd	Logical Shift Left	$Rd(n+1) \leftarrow Rd(n), Rd(0) \leftarrow 0$	Z,C,N,V	1
LSR	Rd	Logical Shift Right	$Rd(n) \leftarrow Rd(n+1), Rd(7) \leftarrow 0$ $Rd(n) \leftarrow Rd(n+1), Rd(7) \leftarrow 0$	Z,C,N,V	1
ROL	Rd	Rotate Left Through Carry	$Rd(0) \leftarrow Rd(n+1) \leftarrow Rd(n), C \leftarrow Rd(7)$	Z,C,N,V	1
ROR	Rd	Rotate Right Through Carry	$Rd(7) \leftarrow C, Rd(n) \leftarrow Rd(n+1), C \leftarrow Rd(0)$	Z,C,N,V	1
ASR	Rd	Arithmetic Shift Right	$Rd(n) \leftarrow Rd(n+1), n=06$	Z,C,N,V	1
SWAP	Rd	Swap Nibbles	Rd(30)←Rd(74),Rd(74)←Rd(30)	None	1
BSET	s	Flag Set	SREG(s) ← 1	SREG(s)	1
BCLR	s	Flag Clear	$SREG(s) \leftarrow 0$	SREG(s)	1
BST	Rr, b	Bit Store from Register to T	$T \leftarrow Rr(b)$	T	1
BLD	Rd, b	Bit load from T to Register	$Rd(b) \leftarrow T$	None	1
SEC		Set Carry	C ← 1	С	1
CLC		Clear Carry	C ← 0	С	1
SEN		Set Negative Flag	N ← 1	N	1
CLN		Clear Negative Flag	N ← 0	N	1
SEZ		Set Zero Flag	Z ← 1	Z	1
CLZ		Clear Zero Flag	Z ← 0	Z	1
SEI		Global Interrupt Enable	I ← 1	1	1
CLI		Global Interrupt Disable	1 ← 0	I	1
SES		Set Signed Test Flag	S ← 1	S	1
CLS		Clear Signed Test Flag	S ← 0	S	1
SEV		Set Twos Complement Overflow.	V ← 1	V	1
CLV		Clear Twos Complement Overflow	V ← 0	V	1
SET		Set T in SREG	T ← 1	T	1
CLT		Clear T in SREG	T ← 0	T	1
SEH CLH		Set Half Carry Flag in SREG	H ← 1 H ← 0	H	1
DATA TRANSFER II	NSTRUCTIONS	Clear Half Carry Flag in SREG	π ← 0	ПП	1 '
MOV	Rd, Rr	Move Between Registers	Rd ← Rr	None	1
MOVW	Rd, Rr	Copy Register Word	$Rd+1:Rd \leftarrow Rr+1:Rr$	None	1
LDI	Rd, K	Load Immediate	Rd ← K	None	1
LD	Rd, X	Load Indirect	$Rd \leftarrow (X)$	None	2
LD	Rd, X+	Load Indirect and Post-Inc.	$Rd \leftarrow (X), X \leftarrow X + 1$	None	2
LD	Rd, - X	Load Indirect and Pre-Dec.	$X \leftarrow X - 1$, $Rd \leftarrow (X)$	None	2
LD	Rd, Y	Load Indirect	$Rd \leftarrow (Y)$	None	2
LD	Rd, Y+	Load Indirect and Post-Inc.	Rd ← (Y), Y ← Y + 1	None	2
LD	Rd, - Y	Load Indirect and Pre-Dec.	$Y \leftarrow Y - 1$, $Rd \leftarrow (Y)$	None	2
LDD	Rd,Y+q	Load Indirect with Displacement	$Rd \leftarrow (Y + q)$	None	2
LD	Rd, Z	Load Indirect	$Rd \leftarrow (Z)$	None	2
LD	Rd, Z+	Load Indirect and Post-Inc.	$Rd \leftarrow (Z), Z \leftarrow Z+1$	None	2
LD	Rd, -Z	Load Indirect and Pre-Dec.	$Z \leftarrow Z - 1$, Rd \leftarrow (Z)	None	2
LDD	Rd, Z+q	Load Indirect with Displacement	$Rd \leftarrow (Z + q)$	None	2
LDS	Rd, k	Load Direct from SRAM	Rd ← (k)	None	2
ST	X, Rr	Store Indirect	$(X) \leftarrow Rr$	None	2
ST	X+, Rr	Store Indirect and Post-Inc.	$(X) \leftarrow Rr, X \leftarrow X + 1$	None	2
ST	- X, Rr	Store Indirect and Pre-Dec.	$X \leftarrow X - 1, (X) \leftarrow Rr$	None	2
ST	Y, Rr	Store Indirect	(Y) ← Rr	None	2
ST	Y+, Rr	Store Indirect and Post-Inc.	(Y) ← Rr, Y ← Y + 1	None	2
ST	- Y, Rr	Store Indirect and Pre-Dec.	$Y \leftarrow Y - 1, (Y) \leftarrow Rr$	None	2
STD	Y+q,Rr Z, Rr	Store Indirect with Displacement	(Y + q) ← Rr	None	2
ST ST		Store Indirect Store Indirect and Post-Inc.	(Z) ← Rr	None	2
ST	Z+, Rr -Z, Rr	Store Indirect and Post-inc. Store Indirect and Pre-Dec.	$(Z) \leftarrow Rr, Z \leftarrow Z + 1$ $Z \leftarrow Z - 1, (Z) \leftarrow Rr$	None	2
STD	Z+q,Rr	Store Indirect and Fre-Dec. Store Indirect with Displacement	$(Z+q) \leftarrow Rr$	None None	2
STS	k, Rr	Store Direct to SRAM	$(z+q) \leftarrow Rr$ $(k) \leftarrow Rr$	None	2
LPM	K, KI	Load Program Memory	$R0 \leftarrow (Z)$	None	3
LPM	Rd, Z	Load Program Memory	$Rd \leftarrow (Z)$	None	3
LPM	Rd, Z+	Load Program Memory and Post-Inc	$Rd \leftarrow (Z)$ $Rd \leftarrow (Z), Z \leftarrow Z+1$	None	3
SPM	11U, Z 1	Store Program Memory	$(Z) \leftarrow R1:R0$	None	-
IN	Rd, P	In Port	(2) ← R1.R0 Rd ← P	None	1
OUT	P, Rr	Out Port	P ← Rr	None	1
PUSH	Rr	Push Register on Stack	STACK ← Rr	None	2
POP	Rd	Pop Register from Stack	Rd ← STACK	None	2
MCU CONTROL INS			1.2.00000	1	<u> </u>
NOP		No Operation		None	1
SLEEP		Sleep	(see specific descr. for Sleep function)	None	1
<u> </u>	1	'	, company		



Mnemonics	Operands	Description	Operation	Flags	#Clocks
WDR		Watchdog Reset	(see specific descr. for WDR/timer)	None	1
BREAK		Break	For On-chip Debug Only	None	N/A

Note: 1. These instructions are only available in ATmega168PA and ATmega328P.

