PC: program counter, holds the next instruction address

MAR: holds instruction that is current reading / writing to memory.

MBR: holds the data - - - - - - -

IR: holds the present executing instruction.

N: negative (1): MSB   V: overflow (1): carry in XOR carry out.

Z: zero (1)   C: carry (1): borrow/carry.

Carry: an unsigned value is too large to properly present

Overflow: a signed - - - -

RSB: RSB instruction can be used to put instant numbers in
     some literal ground. e.g. RSB R0, R1, #5 ✓
                               SUB R0, #5, R1 ✗

BIC: AND NOT

MVN: Move Negative

MOV R0, R0, ASR#31 => Sign mask.

TEQ: a EOR b = 0? => no effect to carry

CMP: a - b = 0? => may set carry flag.

CMN: a + b = 0?