



# Arm<sup>®</sup> Cortex-X4 Core

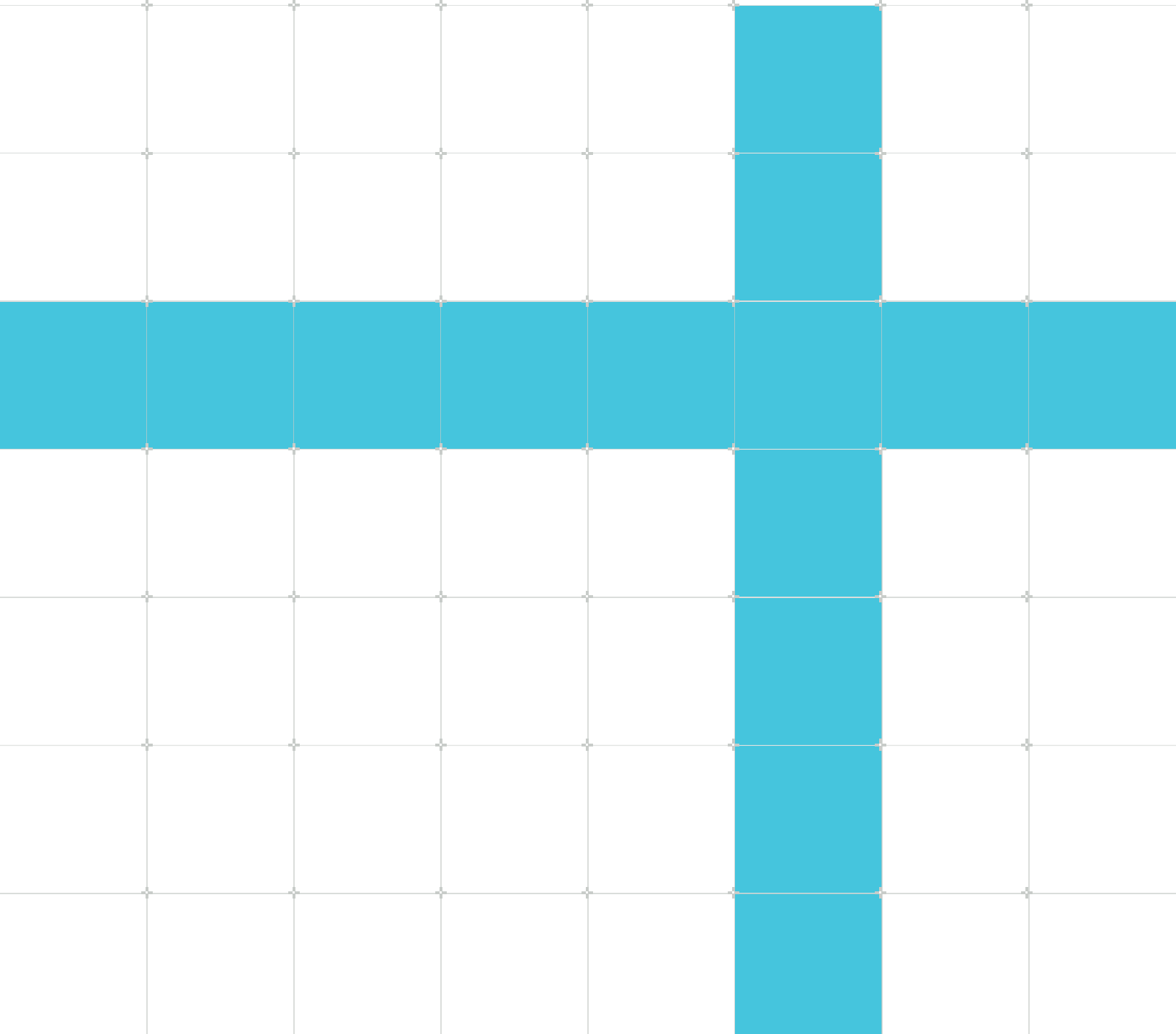
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## Technical Reference Manual

**Non-Confidential**

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## Arm® Cortex-X4 Core Technical Reference Manual

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# Contents

<b>1. Introduction.....</b>	<b>23</b>
1.1 Product revision status.....	23
1.2 Intended audience.....	23
1.3 Conventions.....	23
1.4 Useful resources.....	25
<b>2. The Cortex-X4 core.....</b>	<b>27</b>
2.1 Cortex-X4 core features.....	27
2.2 Cortex-X4 core configuration options.....	29
2.3 DSU dependent features.....	30
2.4 Supported standards and specifications.....	31
2.5 Test features.....	37
2.6 Design tasks.....	38
2.7 Product revisions.....	39
<b>3. Technical overview.....</b>	<b>40</b>
3.1 Core components.....	40
3.2 Interfaces.....	44
3.3 Programmer's model.....	45
<b>4. Clocks and resets.....</b>	<b>46</b>
<b>5. Power management.....</b>	<b>47</b>
5.1 Voltage and power domains.....	47
5.2 Architectural clock gating modes.....	49
5.2.1 Wait for Interrupt and Wait for Event.....	49
5.2.2 Low-power state behavior considerations.....	50
5.3 Power control.....	50
5.4 Core power modes.....	51
5.4.1 On mode.....	53
5.4.2 Off mode.....	53
5.4.3 Emulated off mode.....	54
5.4.4 Full retention mode.....	54

5.4.5 Debug recovery mode.....	55
5.4.6 Warm reset mode.....	56
5.5 Performance and power management.....	56
5.5.1 Maximum Power Mitigation Mechanism.....	56
5.5.2 Performance Defined Power.....	57
5.5.3 Dispatch block.....	57
5.6 Cortex-X4 core powerup and powerdown sequence.....	58
5.6.1 Managing RAS fault and error interrupts during the core powerdown procedure.....	58
5.7 Debug over powerdown.....	59
<b>6. Memory management.....</b>	<b>60</b>
6.1 Memory Management Unit components.....	60
6.2 Translation Lookaside Buffer entry content.....	62
6.3 Translation Lookaside Buffer match process.....	62
6.4 Translation table walks.....	63
6.5 Hardware management of the Access flag and dirty state.....	64
6.6 Responses.....	64
6.7 Memory behavior and supported memory types.....	66
6.8 Page-based hardware attributes.....	67
<b>7. L1 instruction memory system.....</b>	<b>69</b>
7.1 L1 instruction cache behavior.....	69
7.2 L1 instruction cache Speculative memory accesses.....	70
7.3 Program flow prediction.....	70
7.4 Instruction Prefetch.....	72
<b>8. L1 data memory system.....</b>	<b>73</b>
8.1 L1 data cache behavior.....	73
8.2 Write streaming mode.....	74
8.3 Instruction implementation in the L1 data memory system.....	75
8.4 Internal exclusive monitor.....	76
8.5 Data prefetching.....	76
<b>9. L2 memory system.....</b>	<b>78</b>
9.1 L2 cache.....	78
9.2 Support for memory types.....	78
9.3 Transaction capabilities.....	79

<b>10. Direct access to internal memory.....</b>	<b>80</b>
10.1 L1 cache encodings.....	81
10.1.1 L1 instruction tag RAM returned data.....	82
10.1.2 L1 instruction data RAM returned data.....	83
10.1.3 L1 instruction TLB returned data.....	84
10.1.4 L1 data tag RAM returned data.....	85
10.1.5 L1 data data RAM returned data.....	86
10.1.6 L1 data TLB returned data.....	87
10.2 L2 cache encodings.....	89
10.2.1 L2 tag RAM returned data.....	92
10.2.2 L2 data RAM returned data.....	93
10.2.3 L2 TLB RAM returned data.....	94
10.2.4 L2 Victim RAM returned data.....	97
<b>11. RAS Extension support.....</b>	<b>98</b>
11.1 Cache protection behavior.....	99
11.2 Error containment.....	100
11.3 Fault detection and reporting.....	100
11.4 Error detection and reporting.....	100
11.4.1 Error reporting and performance monitoring.....	101
11.5 Error injection.....	101
11.6 AArch64 RAS registers.....	102
<b>12. Utility bus.....</b>	<b>103</b>
12.1 Base addresses for system components.....	103
<b>13. GIC CPU interface.....</b>	<b>105</b>
13.1 Disable the GIC CPU interface.....	105
13.2 AArch64 GIC system registers.....	106
<b>14. Advanced SIMD and floating-point support.....</b>	<b>109</b>
<b>15. Scalable Vector Extensions support.....</b>	<b>110</b>
<b>16. System control.....</b>	<b>111</b>
16.1 AArch64 Generic System Control registers.....	111
<b>17. Debug.....</b>	<b>117</b>

17.1 Supported debug methods.....	118
17.2 Debug register interfaces.....	119
17.2.1 Core interfaces.....	119
17.2.2 Effects of resets on debug registers.....	120
17.2.3 Breakpoints and watchpoints.....	121
17.3 Debug events.....	121
17.4 Debug memory map and debug signals.....	121
17.5 ROM table.....	122
17.6 CoreSight component identification.....	122
17.7 CTI register identification values.....	123
17.8 AArch64 Debug registers.....	123
17.9 External Debug registers.....	125
17.10 External CoreROM registers.....	127
<b>18. Performance Monitors Extension support.....</b>	<b>128</b>
18.1 Performance monitors events.....	128
18.2 Performance monitors interrupts.....	143
18.3 External register access permissions.....	143
18.4 AArch64 Performance Monitors registers.....	143
18.5 External PMU registers.....	145
<b>19. Embedded Trace Extension support.....</b>	<b>150</b>
19.1 Trace unit resources.....	151
19.2 Trace unit generation options.....	151
19.3 Reset the trace unit.....	152
19.4 Program and read the trace unit registers.....	153
19.5 Trace unit register interfaces.....	155
19.6 Interaction with the Performance Monitoring Unit and Debug.....	155
19.7 Embedded Trace Extension events.....	156
19.8 AArch64 Trace unit registers.....	156
19.9 External ETE registers.....	160
<b>20. Trace Buffer Extension support.....</b>	<b>162</b>
20.1 Program and read the trace buffer registers.....	162
20.2 Trace buffer register interface.....	162
<b>21. Activity Monitors Extension support.....</b>	<b>163</b>



21.1 Activity monitors access.....	163
21.2 Activity monitors counters.....	164
21.3 Activity monitors events.....	164
21.4 AArch64 Activity Monitors registers.....	165
21.5 External AMU registers.....	166
<b>22. Statistical Profiling Extension support.....</b>	<b>169</b>
22.1 Statistical Profiling Extension events packet.....	170
22.2 Statistical Profiling Extension data source packet.....	171
22.3 AArch64 Statistical Profiling Extension registers.....	171
<b>A. AArch64 registers.....</b>	<b>173</b>
A.1 AArch64 Generic System Control registers summary.....	173
A.1.1 ACTLR_EL1, Auxiliary Control Register (EL1).....	178
A.1.2 AFSR0_EL1, Auxiliary Fault Status Register 0 (EL1).....	180
A.1.3 AFSR1_EL1, Auxiliary Fault Status Register 1 (EL1).....	183
A.1.4 AMAIR_EL1, Auxiliary Memory Attribute Indirection Register (EL1).....	185
A.1.5 LORID_EL1, LORegionID (EL1).....	188
A.1.6 IMP_CPUACTLR_EL1, CPU Auxiliary Control Register (EL1).....	190
A.1.7 IMP_CPUACTLR2_EL1, CPU Auxiliary Control Register 2 (EL1).....	192
A.1.8 IMP_CPUACTLR3_EL1, CPU Auxiliary Control Register 3 (EL1).....	193
A.1.9 IMP_CPUACTLR4_EL1, CPU Auxiliary Control Register 4 (EL1).....	195
A.1.10 IMP_CPUECTLR_EL1, CPU Extended Control Register.....	197
A.1.11 IMP_CPUECTLR2_EL1, CPU Extended Control Register 2.....	207
A.1.12 IMP_CPUL2DIRTYLNCT_EL1, CPU L2 Dirty Line Count Register.....	212
A.1.13 IMP_CPUPWRCTLR_EL1, CPU Power Control Register.....	213
A.1.14 IMP_ATCR_EL1, CPU Auxiliary Translation Control Register (EL1).....	216
A.1.15 IMP_CPUACTLR5_EL1, CPU Auxiliary Control Register 5 (EL1).....	219
A.1.16 IMP_CPUACTLR6_EL1, CPU Auxiliary Control Register 6 (EL1).....	220
A.1.17 IMP_CPUACTLR7_EL1, CPU Auxiliary Control Register 7 (EL1).....	222
A.1.18 IMP_CPUACTLR8_EL1, CPU Auxiliary Control Register 8 (EL1).....	224
A.1.19 IMP_CPUACTLR9_EL1, CPU Auxiliary Control Register 9 (EL1).....	226
A.1.20 AIDR_EL1, Auxiliary ID Register.....	227
A.1.21 FPCR, Floating-point Control Register.....	229
A.1.22 ACTLR_EL2, Auxiliary Control Register (EL2).....	234
A.1.23 HACR_EL2, Hypervisor Auxiliary Control Register.....	237
A.1.24 AFSR0_EL2, Auxiliary Fault Status Register 0 (EL2).....	239

A.1.25 AFSR1_EL2, Auxiliary Fault Status Register 1 (EL2).....	241
A.1.26 AMAIR_EL2, Auxiliary Memory Attribute Indirection Register (EL2).....	244
A.1.27 IMP_ATCR_EL2, CPU Auxiliary Translation Control Register (EL2).....	246
A.1.28 IMP_AVTCR_EL2, CPU Virtualization Auxiliary Translation Control Register (EL2).....	249
A.1.29 ACTLR_EL3, Auxiliary Control Register (EL3).....	251
A.1.30 AFSR0_EL3, Auxiliary Fault Status Register 0 (EL3).....	254
A.1.31 AFSR1_EL3, Auxiliary Fault Status Register 1 (EL3).....	255
A.1.32 AMAIR_EL3, Auxiliary Memory Attribute Indirection Register (EL3).....	257
A.1.33 RMR_EL3, Reset Management Register (EL3).....	259
A.1.34 IMP_CPUL2SDIRTYLNCT_EL3, CPU L2 Secure Dirty Line Count Register.....	260
A.1.35 IMP_CPUACTLR_EL3, CPU Auxiliary Control Register (EL3).....	262
A.1.36 IMP_ATCR_EL3, CPU Auxiliary Translation Control Register (EL3).....	263
A.1.37 IMP_CPUPSELR_EL3, Selected Instruction Private Select Register.....	265
A.1.38 IMP_CPUPCR_EL3, Selected Instruction Private Control Register.....	267
A.1.39 IMP_CPUPOR_EL3, Selected Instruction Private Opcode Register.....	268
A.1.40 IMP_CPUPMR_EL3, Selected Instruction Private Mask Register.....	270
A.1.41 IMP_CPUPOR2_EL3, Selected Instruction Private Opcode Register 2.....	271
A.1.42 IMP_CPUPMR2_EL3, Selected Instruction Private Mask Register 2.....	273
A.1.43 IMP_CPUPFR_EL3, Selected Instruction Private Flag Register.....	274
A.2 AArch64 Random number control registers summary.....	276
A.2.1 IMP_CPUPPPMPDPCR_EL1, Performance and Power Management PDP Control Register...	277
A.2.2 IMP_CPUPPPMCR_EL3, Global Performance and Power Management Configuration Register.....	279
A.2.3 IMP_CPUPPMMCR_EL3, Global MPMM Control Register.....	281
A.2.4 IMP_CPUPPMCR4_EL3, CPU Power Performance Management Control Register.....	283
A.2.5 IMP_CPUPPMCR5_EL3, CPU Power Performance Management Control Register.....	285
A.2.6 IMP_CPUPPMCR6_EL3, CPU Power Performance Management Control Register.....	286
A.3 AArch64 Debug registers summary.....	288
A.3.1 DBGVRO_EL1, Debug Breakpoint Value Registers.....	289
A.3.2 DBGBCRO_EL1, Debug Breakpoint Control Registers.....	295
A.3.3 DBGWVR0_EL1, Debug Watchpoint Value Registers.....	298
A.3.4 DBGWCR0_EL1, Debug Watchpoint Control Registers.....	301
A.3.5 DBGVVR1_EL1, Debug Breakpoint Value Registers.....	305
A.3.6 DBGBCR1_EL1, Debug Breakpoint Control Registers.....	311
A.3.7 DBGWVR1_EL1, Debug Watchpoint Value Registers.....	314
A.3.8 DBGWCR1_EL1, Debug Watchpoint Control Registers.....	317

A.3.9	DBGBVR2_EL1, Debug Breakpoint Value Registers.....	321
A.3.10	DBGBCR2_EL1, Debug Breakpoint Control Registers.....	327
A.3.11	DBGWVR2_EL1, Debug Watchpoint Value Registers.....	330
A.3.12	DBGWCR2_EL1, Debug Watchpoint Control Registers.....	333
A.3.13	DBGBVR3_EL1, Debug Breakpoint Value Registers.....	337
A.3.14	DBGBCR3_EL1, Debug Breakpoint Control Registers.....	343
A.3.15	DBGWVR3_EL1, Debug Watchpoint Value Registers.....	346
A.3.16	DBGWCR3_EL1, Debug Watchpoint Control Registers.....	349
A.3.17	DBGBVR4_EL1, Debug Breakpoint Value Registers.....	353
A.3.18	DBGBCR4_EL1, Debug Breakpoint Control Registers.....	359
A.3.19	DBGBVR5_EL1, Debug Breakpoint Value Registers.....	362
A.3.20	DBGBCR5_EL1, Debug Breakpoint Control Registers.....	368
A.3.21	IMP_IDATA0_EL3, Instruction Register 0.....	371
A.3.22	IMP_IDATA1_EL3, Instruction Register 1.....	373
A.3.23	IMP_IDATA2_EL3, Instruction Register 2.....	374
A.3.24	IMP_DDATA0_EL3, Data Register 0.....	375
A.3.25	IMP_DDATA1_EL3, Data Register 1.....	376
A.3.26	IMP_DDATA2_EL3, Data Register 2.....	378
A.4	AArch64 System instructions summary.....	379
A.4.1	SYS_IMP_RAMINDEX, RAM Index.....	379
A.5	AArch64 Identification registers summary.....	380
A.5.1	MIDR_EL1, Main ID Register.....	382
A.5.2	MPIDR_EL1, Multiprocessor Affinity Register.....	384
A.5.3	REVIDR_EL1, Revision ID Register.....	386
A.5.4	ID_AA64PFR0_EL1, AArch64 Processor Feature Register 0.....	387
A.5.5	ID_AA64PFR1_EL1, AArch64 Processor Feature Register 1.....	390
A.5.6	ID_AA64ZFR0_EL1, SVE Feature ID register 0.....	393
A.5.7	ID_AA64DFR0_EL1, AArch64 Debug Feature Register 0.....	396
A.5.8	ID_AA64DFR1_EL1, AArch64 Debug Feature Register 1.....	399
A.5.9	ID_AA64AFR0_EL1, AArch64 Auxiliary Feature Register 0.....	401
A.5.10	ID_AA64AFR1_EL1, AArch64 Auxiliary Feature Register 1.....	403
A.5.11	ID_AA64ISAR0_EL1, AArch64 Instruction Set Attribute Register 0.....	404
A.5.12	ID_AA64ISAR1_EL1, AArch64 Instruction Set Attribute Register 1.....	408
A.5.13	ID_AA64ISAR2_EL1, AArch64 Instruction Set Attribute Register 2.....	411
A.5.14	ID_AA64MMFR0_EL1, AArch64 Memory Model Feature Register 0.....	414
A.5.15	ID_AA64MMFR1_EL1, AArch64 Memory Model Feature Register 1.....	416

A.5.16 ID_AA64MMFR2_EL1, AArch64 Memory Model Feature Register 2.....	419
A.5.17 ID_AA64MMFR3_EL1, AArch64 Memory Model Feature Register 3.....	422
A.5.18 MPAMIDR_EL1, MPAM ID Register (EL1).....	425
A.5.19 IMP_CPUCFR_EL1, CPU Configuration Register.....	427
A.5.20 CLIDR_EL1, Cache Level ID Register.....	429
A.5.21 GMID_EL1, Multiple tag transfer ID register.....	433
A.5.22 CTR_ELO, Cache Type Register.....	435
A.5.23 DCZID_ELO, Data Cache Zero ID register.....	437
A.6 AArch64 Special-purpose registers summary.....	439
A.7 AArch64 Performance Monitors registers summary.....	440
A.7.1 PMMIR_EL1, Performance Monitors Machine Identification Register.....	441
A.7.2 PMCR_ELO, Performance Monitors Control Register.....	443
A.7.3 PMCEID0_ELO, Performance Monitors Common Event Identification register 0.....	448
A.7.4 PMCEID1_ELO, Performance Monitors Common Event Identification register 1.....	455
A.7.5 PMEVCNTR0_ELO, Performance Monitors Event Count Registers.....	462
A.7.6 PMEVCNTR1_ELO, Performance Monitors Event Count Registers.....	466
A.7.7 PMEVCNTR2_ELO, Performance Monitors Event Count Registers.....	470
A.7.8 PMEVCNTR3_ELO, Performance Monitors Event Count Registers.....	474
A.7.9 PMEVCNTR4_ELO, Performance Monitors Event Count Registers.....	478
A.7.10 PMEVCNTR5_ELO, Performance Monitors Event Count Registers.....	482
A.7.11 PMEVTYPER0_ELO, Performance Monitors Event Type Registers.....	486
A.7.12 PMEVTYPER1_ELO, Performance Monitors Event Type Registers.....	491
A.7.13 PMEVTYPER2_ELO, Performance Monitors Event Type Registers.....	497
A.7.14 PMEVTYPER3_ELO, Performance Monitors Event Type Registers.....	503
A.7.15 PMEVTYPER4_ELO, Performance Monitors Event Type Registers.....	509
A.7.16 PMEVTYPER5_ELO, Performance Monitors Event Type Registers.....	515
A.8 AArch64 GIC system registers summary.....	521
A.8.1 ICC_APOR0_EL1, Interrupt Controller Active Priorities Group 0 Registers.....	524
A.8.2 ICV_APOR0_EL1, Interrupt Controller Virtual Active Priorities Group 0 Registers.....	534
A.8.3 ICC_AP1R0_EL1, Interrupt Controller Active Priorities Group 1 Registers.....	543
A.8.4 ICV_AP1R0_EL1, Interrupt Controller Virtual Active Priorities Group 1 Registers.....	558
A.8.5 ICC_CTLR_EL1, Interrupt Controller Control Register (EL1).....	568
A.8.6 ICV_CTLR_EL1, Interrupt Controller Virtual Control Register.....	572
A.8.7 ICH_APOR0_EL2, Interrupt Controller Hyp Active Priorities Group 0 Registers.....	576
A.8.8 ICH_AP1R0_EL2, Interrupt Controller Hyp Active Priorities Group 1 Registers.....	583
A.8.9 ICH_VTR_EL2, Interrupt Controller VGIC Type Register.....	591

A.8.10 ICH_LR0_EL2, Interrupt Controller List Registers.....	593
A.8.11 ICH_LR1_EL2, Interrupt Controller List Registers.....	597
A.8.12 ICH_LR2_EL2, Interrupt Controller List Registers.....	600
A.8.13 ICH_LR3_EL2, Interrupt Controller List Registers.....	604
A.8.14 ICC_CTLR_EL3, Interrupt Controller Control Register (EL3).....	608
A.9 AArch64 Generic Timer registers summary.....	612
A.10 AArch64 Other system control registers summary.....	614
A.11 AArch64 Activity Monitors registers summary.....	615
A.11.1 AMCFGR_ELO, Activity Monitors Configuration Register.....	616
A.11.2 AMCGCR_ELO, Activity Monitors Counter Group Configuration Register.....	619
A.11.3 AMEVCNTR00_ELO, Activity Monitors Event Counter Registers 0.....	621
A.11.4 AMEVCNTR01_ELO, Activity Monitors Event Counter Registers 0.....	623
A.11.5 AMEVCNTR02_ELO, Activity Monitors Event Counter Registers 0.....	625
A.11.6 AMEVCNTR03_ELO, Activity Monitors Event Counter Registers 0.....	627
A.11.7 AMEVTYPER00_ELO, Activity Monitors Event Type Registers 0.....	629
A.11.8 AMEVTYPER01_ELO, Activity Monitors Event Type Registers 0.....	632
A.11.9 AMEVTYPER02_ELO, Activity Monitors Event Type Registers 0.....	634
A.11.10 AMEVTYPER03_ELO, Activity Monitors Event Type Registers 0.....	636
A.11.11 AMEVCNTR10_ELO, Activity Monitors Event Counter Registers 1.....	638
A.11.12 AMEVCNTR11_ELO, Activity Monitors Event Counter Registers 1.....	640
A.11.13 AMEVCNTR12_ELO, Activity Monitors Event Counter Registers 1.....	643
A.11.14 AMEVTYPER10_ELO, Activity Monitors Event Type Registers 1.....	645
A.11.15 AMEVTYPER11_ELO, Activity Monitors Event Type Registers 1.....	647
A.11.16 AMEVTYPER12_ELO, Activity Monitors Event Type Registers 1.....	649
A.12 AArch64 Trace unit registers summary.....	652
A.12.1 TRCSEQEVR0, Sequencer State Transition Control Register <n>.....	656
A.12.2 TRCCNTRLDVR0, Counter Reload Value Register <n>.....	660
A.12.3 TRCIDR8, ID Register 8.....	662
A.12.4 TRCIMSPEC0, IMP DEF Register 0.....	664
A.12.5 TRCSEQEVR1, Sequencer State Transition Control Register <n>.....	666
A.12.6 TRCCNTRLDVR1, Counter Reload Value Register <n>.....	670
A.12.7 TRCSEQEVR2, Sequencer State Transition Control Register <n>.....	672
A.12.8 TRCIDR10, ID Register 10.....	676
A.12.9 TRCIDR11, ID Register 11.....	677
A.12.10 TRCCNTCTLR0, Counter Control Register <n>.....	679
A.12.11 TRCIDR12, ID Register 12.....	683

A.12.12 TRCCNTCTLR1, Counter Control Register <n>.....	684
A.12.13 TRCIDR13, ID Register 13.....	688
A.12.14 TRCEXTINSELR0, External Input Select Register <n>.....	690
A.12.15 TRCCNTVR0, Counter Value Register <n>.....	693
A.12.16 TRCIDR0, ID Register 0.....	695
A.12.17 TRCEXTINSELR1, External Input Select Register <n>.....	698
A.12.18 TRCCNTVR1, Counter Value Register <n>.....	701
A.12.19 TRCIDR1, ID Register 1.....	703
A.12.20 TRCEXTINSELR2, External Input Select Register <n>.....	705
A.12.21 TRCIDR2, ID Register 2.....	709
A.12.22 TRCEXTINSELR3, External Input Select Register <n>.....	711
A.12.23 TRCIDR3, ID Register 3.....	714
A.12.24 TRCIDR4, ID Register 4.....	717
A.12.25 TRCIDR5, ID Register 5.....	719
A.12.26 TRCSSCCR0, Single-shot Comparator Control Register <n>.....	721
A.12.27 TRCRSCTLR2, Resource Selection Control Register <n>.....	724
A.12.28 TRCRSCTLR3, Resource Selection Control Register <n>.....	731
A.12.29 TRCRSCTLR4, Resource Selection Control Register <n>.....	737
A.12.30 TRCRSCTLR5, Resource Selection Control Register <n>.....	743
A.12.31 TRCRSCTLR6, Resource Selection Control Register <n>.....	749
A.12.32 TRCRSCTLR7, Resource Selection Control Register <n>.....	755
A.12.33 TRCRSCTLR8, Resource Selection Control Register <n>.....	761
A.12.34 TRCSSCSR0, Single-shot Comparator Control Status Register <n>.....	767
A.12.35 TRCRSCTLR9, Resource Selection Control Register <n>.....	770
A.12.36 TRCRSCTLR10, Resource Selection Control Register <n>.....	777
A.12.37 TRCRSCTLR11, Resource Selection Control Register <n>.....	783
A.12.38 TRCRSCTLR12, Resource Selection Control Register <n>.....	789
A.12.39 TRCRSCTLR13, Resource Selection Control Register <n>.....	795
A.12.40 TRCRSCTLR14, Resource Selection Control Register <n>.....	801
A.12.41 TRCRSCTLR15, Resource Selection Control Register <n>.....	807
A.12.42 TRCACVR0, Address Comparator Value Register <n>.....	813
A.12.43 TRCACATR0, Address Comparator Access Type Register <n>.....	816
A.12.44 TRCACVR1, Address Comparator Value Register <n>.....	822
A.12.45 TRCACATR1, Address Comparator Access Type Register <n>.....	825
A.12.46 TRCACVR2, Address Comparator Value Register <n>.....	831
A.12.47 TRCACATR2, Address Comparator Access Type Register <n>.....	834

A.12.48 TRCACVR3, Address Comparator Value Register <n>.....	840
A.12.49 TRCACATR3, Address Comparator Access Type Register <n>.....	843
A.12.50 TRCACVR4, Address Comparator Value Register <n>.....	849
A.12.51 TRCACATR4, Address Comparator Access Type Register <n>.....	852
A.12.52 TRCACVR5, Address Comparator Value Register <n>.....	858
A.12.53 TRCACATR5, Address Comparator Access Type Register <n>.....	861
A.12.54 TRCACVR6, Address Comparator Value Register <n>.....	867
A.12.55 TRCACATR6, Address Comparator Access Type Register <n>.....	870
A.12.56 TRCACVR7, Address Comparator Value Register <n>.....	876
A.12.57 TRCACATR7, Address Comparator Access Type Register <n>.....	879
A.12.58 TRCCIDCVR0, Context Identifier Comparator Value Registers <n>.....	885
A.12.59 TRCVMIDCVR0, Virtual Context Identifier Comparator Value Register <n>.....	887
A.13 AArch64 Memory Partitioning and Monitoring registers summary.....	890
A.13.1 MPAMVPMV_EL2, MPAM Virtual Partition Mapping Valid Register.....	891
A.13.2 MPAMVPMO_EL2, MPAM Virtual PARTID Mapping Register 0.....	893
A.13.3 MPAMVPM1_EL2, MPAM Virtual PARTID Mapping Register 1.....	895
A.14 AArch64 RAS registers summary.....	897
A.14.1 ERRIDR_EL1, Error Record ID Register.....	898
A.14.2 ERRSELR_EL1, Error Record Select Register.....	899
A.14.3 ERXFR_EL1, Selected Error Record Feature Register.....	902
A.14.4 ERXCTLR_EL1, Selected Error Record Control Register.....	905
A.14.5 ERXSTATUS_EL1, Selected Error Record Primary Status Register.....	909
A.14.6 ERXADDR_EL1, Selected Error Record Address Register.....	915
A.14.7 ERXPFGF_EL1, Selected Pseudo-fault Generation Feature register.....	918
A.14.8 ERXPFGCTL_EL1, Selected Pseudo-fault Generation Control register.....	922
A.14.9 ERXPFGCDN_EL1, Selected Pseudo-fault Generation Countdown register.....	927
A.14.10 ERXMISCO_EL1, Selected Error Record Miscellaneous Register 0.....	930
A.14.11 ERXMISC1_EL1, Selected Error Record Miscellaneous Register 1.....	936
A.14.12 ERXMISC2_EL1, Selected Error Record Miscellaneous Register 2.....	939
A.14.13 ERXMISC3_EL1, Selected Error Record Miscellaneous Register 3.....	941
A.15 AArch64 Statistical Profiling Extension registers summary.....	944
A.15.1 PMSNEVFR_EL1, Sampling Inverted Event Filter Register.....	945
A.15.2 PMSEVFR_EL1, Sampling Event Filter Register.....	955
A.15.3 PMSIDR_EL1, Sampling Profiling ID Register.....	964
A.15.4 PMBIDR_EL1, Profiling Buffer ID Register.....	967
A.16 AArch64 Trace Buffer Extension registers summary.....	969

<b>B. ext registers.....</b>	<b>970</b>
B.1 External CoreROM registers summary.....	970
B.1.1 COREROM_ROMENTRY0, Core ROM table Entry 0.....	971
B.1.2 COREROM_ROMENTRY1, Core ROM table Entry 1.....	972
B.1.3 COREROM_ROMENTRY2, Core ROM table Entry 2.....	973
B.1.4 COREROM_ROMENTRY3, Core ROM table Entry 3.....	975
B.1.5 COREROM_AUTHSTATUS, Core ROM table Authentication Status Register.....	976
B.1.6 COREROM_DEVARCH, Core ROM table Device Architecture Register.....	977
B.1.7 COREROM_DEVTYPE, Core ROM table Device Type Register.....	979
B.1.8 COREROM_PIDR4, Core ROM table Peripheral Identification Register 4.....	980
B.1.9 COREROM_PIDR0, Core ROM table Peripheral Identification Register 0.....	981
B.1.10 COREROM_PIDR1, Core ROM table Peripheral Identification Register 1.....	982
B.1.11 COREROM_PIDR2, Core ROM table Peripheral Identification Register 2.....	984
B.1.12 COREROM_PIDR3, Core ROM table Peripheral Identification Register 3.....	985
B.1.13 COREROM_CIDR0, Core ROM table Component Identification Register 0.....	986
B.1.14 COREROM_CIDR1, Core ROM table Component Identification Register 1.....	988
B.1.15 COREROM_CIDR2, Core ROM table Component Identification Register 2.....	989
B.1.16 COREROM_CIDR3, Core ROM table Component Identification Register 3.....	990
B.2 External PPM registers summary.....	991
B.2.1 CPUPPMCR, Global Performance and Power Management Configuration Register.....	992
B.2.2 CPUMPMMCR, Global MPMM Control Register.....	994
B.2.3 CPUPPMPDPCR, Performance and Power Management PDP Control Register.....	995
B.2.4 CPUPPMCR4, Power Performance Management Register.....	997
B.2.5 CPUPPMCR5, Power Performance Management Register.....	998
B.2.6 CPUPPMCR6, Power Performance Management Register.....	999
B.3 External PMU registers summary.....	1000
B.3.1 PMPCSSR, Snapshot Program Counter Sample Register.....	1004
B.3.2 PMCIDSSR, Snapshot CONTEXTIDR_EL1 Sample Register.....	1006
B.3.3 PMCID2SSR, Snapshot CONTEXTIDR_EL2 Sample Register.....	1007
B.3.4 PMSSSR, PMU Snapshot Status Register.....	1008
B.3.5 PMCCNTSR, PMU Cycle Counter Snapshot Register.....	1010
B.3.6 PMEVCNTSR0, PMU Event Counter Snapshot Register.....	1011
B.3.7 PMEVCNTSR1, PMU Event Counter Snapshot Register.....	1012
B.3.8 PMEVCNTSR2, PMU Event Counter Snapshot Register.....	1013
B.3.9 PMEVCNTSR3, PMU Event Counter Snapshot Register.....	1014
B.3.10 PMEVCNTSR4, PMU Event Counter Snapshot Register.....	1016



B.3.11	PMEVCNTR5, PMU Event Counter Snapshot Register.....	1017
B.3.12	PMEVCNTR6, PMU Event Counter Snapshot Register.....	1018
B.3.13	PMEVCNTR7, PMU Event Counter Snapshot Register.....	1019
B.3.14	PMEVCNTR8, PMU Event Counter Snapshot Register.....	1020
B.3.15	PMEVCNTR9, PMU Event Counter Snapshot Register.....	1022
B.3.16	PMEVCNTR10, PMU Event Counter Snapshot Register.....	1023
B.3.17	PMEVCNTR11, PMU Event Counter Snapshot Register.....	1024
B.3.18	PMEVCNTR12, PMU Event Counter Snapshot Register.....	1025
B.3.19	PMEVCNTR13, PMU Event Counter Snapshot Register.....	1026
B.3.20	PMEVCNTR14, PMU Event Counter Snapshot Register.....	1028
B.3.21	PMEVCNTR15, PMU Event Counter Snapshot Register.....	1029
B.3.22	PMEVCNTR16, PMU Event Counter Snapshot Register.....	1030
B.3.23	PMEVCNTR17, PMU Event Counter Snapshot Register.....	1031
B.3.24	PMEVCNTR18, PMU Event Counter Snapshot Register.....	1032
B.3.25	PMEVCNTR19, PMU Event Counter Snapshot Register.....	1034
B.3.26	PMEVCNTR20, PMU Event Counter Snapshot Register.....	1035
B.3.27	PMEVCNTR21, PMU Event Counter Snapshot Register.....	1036
B.3.28	PMEVCNTR22, PMU Event Counter Snapshot Register.....	1037
B.3.29	PMEVCNTR23, PMU Event Counter Snapshot Register.....	1038
B.3.30	PMEVCNTR24, PMU Event Counter Snapshot Register.....	1040
B.3.31	PMEVCNTR25, PMU Event Counter Snapshot Register.....	1041
B.3.32	PMEVCNTR26, PMU Event Counter Snapshot Register.....	1042
B.3.33	PMEVCNTR27, PMU Event Counter Snapshot Register.....	1043
B.3.34	PMEVCNTR28, PMU Event Counter Snapshot Register.....	1044
B.3.35	PMEVCNTR29, PMU Event Counter Snapshot Register.....	1046
B.3.36	PMEVCNTR30, PMU Event Counter Snapshot Register.....	1047
B.3.37	PMCFGR, Performance Monitors Configuration Register.....	1048
B.3.38	PMCR_ELO, Performance Monitors Control Register.....	1051
B.3.39	PMCEID0, Performance Monitors Common Event Identification register 0.....	1053
B.3.40	PMCEID1, Performance Monitors Common Event Identification register 1.....	1057
B.3.41	PMCEID2, Performance Monitors Common Event Identification register 2.....	1061
B.3.42	PMCEID3, Performance Monitors Common Event Identification register 3.....	1065
B.3.43	PMSSCR, PMU Snapshot Capture Register.....	1069
B.3.44	PMMIR, Performance Monitors Machine Identification Register.....	1070
B.3.45	PMDEVARCH, Performance Monitors Device Architecture register.....	1073
B.3.46	PMDEVID, Performance Monitors Device ID register.....	1075

B.3.47 PMDEVTYPE, Performance Monitors Device Type register.....	1076
B.3.48 PMPIDR4, Performance Monitors Peripheral Identification Register 4.....	1078
B.3.49 PMPIDR0, Performance Monitors Peripheral Identification Register 0.....	1079
B.3.50 PMPIDR1, Performance Monitors Peripheral Identification Register 1.....	1081
B.3.51 PMPIDR2, Performance Monitors Peripheral Identification Register 2.....	1082
B.3.52 PMPIDR3, Performance Monitors Peripheral Identification Register 3.....	1084
B.3.53 PMCIDR0, Performance Monitors Component Identification Register 0.....	1085
B.3.54 PMCIDR1, Performance Monitors Component Identification Register 1.....	1086
B.3.55 PMCIDR2, Performance Monitors Component Identification Register 2.....	1088
B.3.56 PMCIDR3, Performance Monitors Component Identification Register 3.....	1089
B.4 External Debug registers summary.....	1091
B.4.1 EDRCR, External Debug Reserve Control Register.....	1093
B.4.2 EDPRCR, External Debug Power/Reset Control Register.....	1094
B.4.3 DBGBVR0_EL1, Debug Breakpoint Value Registers.....	1096
B.4.4 DBGBCR0_EL1, Debug Breakpoint Control Registers.....	1102
B.4.5 DBGBVR1_EL1, Debug Breakpoint Value Registers.....	1104
B.4.6 DBGBCR1_EL1, Debug Breakpoint Control Registers.....	1109
B.4.7 DBGBVR2_EL1, Debug Breakpoint Value Registers.....	1112
B.4.8 DBGBCR2_EL1, Debug Breakpoint Control Registers.....	1117
B.4.9 DBGBVR3_EL1, Debug Breakpoint Value Registers.....	1119
B.4.10 DBGBCR3_EL1, Debug Breakpoint Control Registers.....	1124
B.4.11 DBGBVR4_EL1, Debug Breakpoint Value Registers.....	1127
B.4.12 DBGBCR4_EL1, Debug Breakpoint Control Registers.....	1132
B.4.13 DBGBVR5_EL1, Debug Breakpoint Value Registers.....	1134
B.4.14 DBGBCR5_EL1, Debug Breakpoint Control Registers.....	1139
B.4.15 DBGWVR0_EL1, Debug Watchpoint Value Registers.....	1142
B.4.16 DBGWCR0_EL1, Debug Watchpoint Control Registers.....	1144
B.4.17 DBGWVR1_EL1, Debug Watchpoint Value Registers.....	1147
B.4.18 DBGWCR1_EL1, Debug Watchpoint Control Registers.....	1149
B.4.19 DBGWVR2_EL1, Debug Watchpoint Value Registers.....	1152
B.4.20 DBGWCR2_EL1, Debug Watchpoint Control Registers.....	1154
B.4.21 DBGWVR3_EL1, Debug Watchpoint Value Registers.....	1157
B.4.22 DBGWCR3_EL1, Debug Watchpoint Control Registers.....	1159
B.4.23 MIDR_EL1, Main ID Register.....	1162
B.4.24 EDPFR, External Debug Processor Feature Register.....	1163
B.4.25 EDDFR, External Debug Feature Register.....	1166

B.4.26 EDDFR1, External Debug Feature Register 1.....	1168
B.4.27 EDDEVARCH, External Debug Device Architecture register.....	1170
B.4.28 EDDEVID2, External Debug Device ID register 2.....	1172
B.4.29 EDDEVID1, External Debug Device ID register 1.....	1173
B.4.30 EDDEVID, External Debug Device ID register 0.....	1174
B.4.31 EDDEVTYPE, External Debug Device Type register.....	1176
B.4.32 EDPIDR4, External Debug Peripheral Identification Register 4.....	1177
B.4.33 EDPIDR0, External Debug Peripheral Identification Register 0.....	1179
B.4.34 EDPIDR1, External Debug Peripheral Identification Register 1.....	1180
B.4.35 EDPIDR2, External Debug Peripheral Identification Register 2.....	1181
B.4.36 EDPIDR3, External Debug Peripheral Identification Register 3.....	1183
B.4.37 EDCIDR0, External Debug Component Identification Register 0.....	1184
B.4.38 EDCIDR1, External Debug Component Identification Register 1.....	1185
B.4.39 EDCIDR2, External Debug Component Identification Register 2.....	1187
B.4.40 EDCIDR3, External Debug Component Identification Register 3.....	1188
B.5 External CTI registers summary.....	1189
B.5.1 CTIPIDR0, CTI Peripheral Identification Register 0.....	1190
B.5.2 CTIPIDR1, CTI Peripheral Identification Register 1.....	1191
B.6 External AMU registers summary.....	1192
B.6.1 AMEVCNTR00, Activity Monitors Event Counter Registers 0.....	1194
B.6.2 AMEVCNTR01, Activity Monitors Event Counter Registers 0.....	1195
B.6.3 AMEVCNTR02, Activity Monitors Event Counter Registers 0.....	1197
B.6.4 AMEVCNTR03, Activity Monitors Event Counter Registers 0.....	1199
B.6.5 AMEVCNTR10, Activity Monitors Event Counter Registers 1.....	1201
B.6.6 AMEVCNTR11, Activity Monitors Event Counter Registers 1.....	1202
B.6.7 AMEVCNTR12, Activity Monitors Event Counter Registers 1.....	1204
B.6.8 AMEVTYPEPER00, Activity Monitors Event Type Registers 0.....	1206
B.6.9 AMEVTYPEPER01, Activity Monitors Event Type Registers 0.....	1208
B.6.10 AMEVTYPEPER02, Activity Monitors Event Type Registers 0.....	1209
B.6.11 AMEVTYPEPER03, Activity Monitors Event Type Registers 0.....	1211
B.6.12 AMEVTYPEPER10, Activity Monitors Event Type Registers 1.....	1213
B.6.13 AMEVTYPEPER11, Activity Monitors Event Type Registers 1.....	1215
B.6.14 AMEVTYPEPER12, Activity Monitors Event Type Registers 1.....	1216
B.6.15 AMCGCR, Activity Monitors Counter Group Configuration Register.....	1218
B.6.16 AMCFGFR, Activity Monitors Configuration Register.....	1219
B.6.17 AMIIDR, Activity Monitors Implementation Identification Register.....	1221

B.6.18 AMDEVARCH, Activity Monitors Device Architecture Register.....	1223
B.6.19 AMDEVTYPE, Activity Monitors Device Type Register.....	1224
B.6.20 AMPIDR4, Activity Monitors Peripheral Identification Register 4.....	1225
B.6.21 AMPIDR0, Activity Monitors Peripheral Identification Register 0.....	1227
B.6.22 AMPIDR1, Activity Monitors Peripheral Identification Register 1.....	1228
B.6.23 AMPIDR2, Activity Monitors Peripheral Identification Register 2.....	1229
B.6.24 AMPIDR3, Activity Monitors Peripheral Identification Register 3.....	1231
B.6.25 AMCIDR0, Activity Monitors Component Identification Register 0.....	1232
B.6.26 AMCIDR1, Activity Monitors Component Identification Register 1.....	1233
B.6.27 AMCIDR2, Activity Monitors Component Identification Register 2.....	1235
B.6.28 AMCIDR3, Activity Monitors Component Identification Register 3.....	1236
B.7 External ETE registers summary.....	1237
B.7.1 TRCAUXCTRL, Auxiliary Control Register.....	1238
B.7.2 TRCIDR8, ID Register 8.....	1240
B.7.3 TRCIDR9, ID Register 9.....	1241
B.7.4 TRCIDR10, ID Register 10.....	1242
B.7.5 TRCIDR11, ID Register 11.....	1243
B.7.6 TRCIDR12, ID Register 12.....	1244
B.7.7 TRCIDR13, ID Register 13.....	1245
B.7.8 TRCIMSPEC0, IMP DEF Register 0.....	1247
B.7.9 TRCIDR0, ID Register 0.....	1248
B.7.10 TRCIDR1, ID Register 1.....	1250
B.7.11 TRCIDR2, ID Register 2.....	1252
B.7.12 TRCIDR3, ID Register 3.....	1254
B.7.13 TRCIDR4, ID Register 4.....	1256
B.7.14 TRCIDR5, ID Register 5.....	1258
B.7.15 TRCIDR6, ID Register 6.....	1260
B.7.16 TRCIDR7, ID Register 7.....	1261
B.7.17 TRCITCTRL, Integration Mode Control Register.....	1262
B.7.18 TRCCLAIMSET, Claim Tag Set Register.....	1264
B.7.19 TRCCLAIMCLR, Claim Tag Clear Register.....	1265
B.7.20 TRCDEVARCH, Device Architecture Register.....	1267
B.7.21 TRCDEVID2, Device Configuration Register 2.....	1268
B.7.22 TRCDEVID1, Device Configuration Register 1.....	1269
B.7.23 TRCDEVID, Device Configuration Register.....	1270
B.7.24 TRCDEVTYPE, Device Type Register.....	1272

B.7.25 TRCPIDR4, Peripheral Identification Register 4.....	1273
B.7.26 TRCPIDR5, Peripheral Identification Register 5.....	1275
B.7.27 TRCPIDR6, Peripheral Identification Register 6.....	1276
B.7.28 TRCPIDR7, Peripheral Identification Register 7.....	1277
B.7.29 TRCPIDR0, Peripheral Identification Register 0.....	1278
B.7.30 TRCPIDR1, Peripheral Identification Register 1.....	1280
B.7.31 TRCPIDR2, Peripheral Identification Register 2.....	1281
B.7.32 TRCPIDR3, Peripheral Identification Register 3.....	1283
B.7.33 TRCCIDR0, Component Identification Register 0.....	1284
B.7.34 TRCCIDR1, Component Identification Register 1.....	1286
B.7.35 TRCCIDR2, Component Identification Register 2.....	1287
B.7.36 TRCCIDR3, Component Identification Register 3.....	1288
B.8 External RAS registers summary.....	1290
B.8.1 ERROFR, Error Record <n> Feature Register.....	1291
B.8.2 ERROCTLR, Error Record <n> Control Register.....	1294
B.8.3 ERROSTATUS, Error Record <n> Primary Status Register.....	1297
B.8.4 ERROADDR, Error Record <n> Address Register.....	1304
B.8.5 ERR0MISC0, Error Record <n> Miscellaneous Register 0.....	1305
B.8.6 ERR0MISC1, Error Record <n> Miscellaneous Register 1.....	1312
B.8.7 ERR0MISC2, Error Record <n> Miscellaneous Register 2.....	1314
B.8.8 ERR0MISC3, Error Record <n> Miscellaneous Register 3.....	1317
B.8.9 ERR1FR, Error Record <n> Feature Register.....	1320
B.8.10 ERR1CTLR, Error Record <n> Control Register.....	1323
B.8.11 ERR1STATUS, Error Record <n> Primary Status Register.....	1326
B.8.12 ERR1ADDR, Error Record <n> Address Register.....	1333
B.8.13 ERR1MISC0, Error Record <n> Miscellaneous Register 0.....	1334
B.8.14 ERR1MISC1, Error Record <n> Miscellaneous Register 1.....	1341
B.8.15 ERR1MISC2, Error Record <n> Miscellaneous Register 2.....	1343
B.8.16 ERR1MISC3, Error Record <n> Miscellaneous Register 3.....	1346
B.8.17 ERROPFGR, Error Record <n> Pseudo-fault Generation Feature Register.....	1349
B.8.18 ERROPFGRCTL, Error Record <n> Pseudo-fault Generation Control Register.....	1352
B.8.19 ERROPFGRCDN, Error Record <n> Pseudo-fault Generation Countdown Register.....	1354
B.8.20 ERR1PFGR, Error Record <n> Pseudo-fault Generation Feature Register.....	1356
B.8.21 ERR1PFGRCTL, Error Record <n> Pseudo-fault Generation Control Register.....	1359
B.8.22 ERR1PFGRCDN, Error Record <n> Pseudo-fault Generation Countdown Register.....	1361

**C. Document revisions..... 1364**  
C.1 Revisions..... 1364

# 1. Introduction

## 1.1 Product revision status

The  $r_xp_y$  identifier indicates the revision status of the product described in this manual, for example,  $r1p2$ , where:

<b><math>r_x</math></b>	Identifies the major revision of the product, for example, $r1$ .
<b><math>p_y</math></b>	Identifies the minor revision or modification status of the product, for example, $p2$ .

## 1.2 Intended audience

This manual is for system designers, system integrators, and programmers who are designing or programming a *System on Chip* (SoC) that uses an Arm core.

## 1.3 Conventions

The following subsections describe conventions used in Arm documents.

### Glossary

The Arm® Glossary is a list of terms used in Arm documentation, together with definitions for those terms. The Arm Glossary does not contain terms that are industry standard unless the Arm meaning differs from the generally accepted meaning.

See the Arm Glossary for more information: [developer.arm.com/glossary](https://developer.arm.com/glossary).

Convention	Use
<i>italic</i>	Citations.
<b>bold</b>	Terms in descriptive lists, where appropriate.
monospace	Text that you can enter at the keyboard, such as commands, file and program names, and source code.
monospace <u>underline</u>	A permitted abbreviation for a command or option. You can enter the underlined text instead of the full command or option name.
<and>	Encloses replaceable terms for assembler syntax where they appear in code or code fragments.  For example:  <pre>MRC p15, 0, &lt;Rd&gt;, &lt;CRn&gt;, &lt;CRm&gt;, &lt;Opcode_2&gt;</pre>

Convention	Use
<b>SMALL CAPITALS</b>	Terms that have specific technical meanings as defined in the <i>Arm® Glossary</i> . For example, <b>IMPLEMENTATION DEFINED</b> , <b>IMPLEMENTATION SPECIFIC</b> , <b>UNKNOWN</b> , and <b>UNPREDICTABLE</b> .



Recommendations. Not following these recommendations might lead to system failure or damage.



Requirements for the system. Not following these requirements might result in system failure or damage.



Requirements for the system. Not following these requirements will result in system failure or damage.



An important piece of information that needs your attention.



A useful tip that might make it easier, better or faster to perform a task.



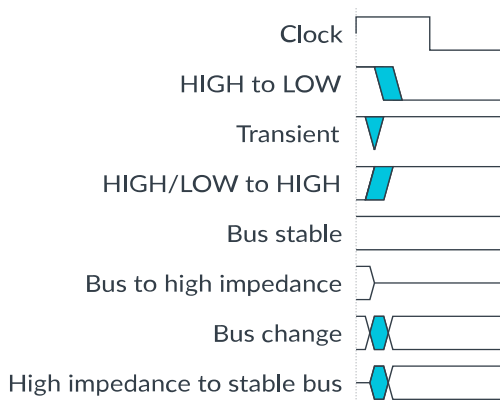
A reminder of something important that relates to the information you are reading.

### Timing diagrams

The following figure explains the components used in timing diagrams. Variations, when they occur, have clear labels. You must not assume any timing information that is not explicit in the diagrams.

Shaded bus and signal areas are undefined, so the bus or signal can assume any value within the shaded area at that time. The actual level is unimportant and does not affect normal operation.



**Figure 1-1: Key to timing diagram conventions**

## Signals

The signal conventions are:

### Signal level

The level of an asserted signal depends on whether the signal is active-HIGH or active-LOW. Asserted means:

- HIGH for active-HIGH signals.
- LOW for active-LOW signals.

### Lowercase n

At the start or end of a signal name, n denotes an active-LOW signal.

## 1.4 Useful resources

This document contains information that is specific to this product. See the following resources for other useful information.

Access to Arm documents depends on their confidentiality:

- Non-Confidential documents are available at [developer.arm.com/documentation](https://developer.arm.com/documentation). Each document link in the following tables goes to the online version of the document.
- Confidential documents are available to licensees only through the product package.

Arm product resources	Document ID	Confidentiality
<i>Cortex-X4 Release Note</i>	-	Confidential
<i>Arm® Cortex-X4 Core Cryptographic Extension Technical Reference Manual</i>	102486	Non-Confidential
<i>Arm® Cortex-X4 Core Configuration and Integration Manual</i>	102485	Confidential
<i>Arm® DynamIQ™ Shared Unit-120 Technical Reference Manual</i>	102547	Non-Confidential
<i>Arm® DynamIQ™ Shared Unit-120 Configuration and Integration Manual</i>	102548	Confidential

Arm architecture and specifications	Document ID	Confidentiality
<i>Arm® Architecture Reference Manual for A-profile architecture</i>	DDI 0487	Non-Confidential
<i>Arm® Architecture Reference Manual Supplement Armv9, for Armv9-A architecture profile</i>	DDI 0608	Non-Confidential
<i>Arm® Architecture Reference Manual Supplement, Memory System Resource Partitioning and Monitoring (MPAM), for A-profile architecture</i>	DDI 0598	Non-Confidential
<i>Arm® Architecture Reference Manual Supplement, Reliability, Availability, and Serviceability (RAS), for A-profile architecture</i>	DDI 0587	Non-Confidential
<i>Arm® Architecture Reference Manual Supplement, The Scalable Vector Extension</i>	DDI 0584	Non-Confidential
<i>AMBA® 5 CHI Architecture Specification</i>	IHI 0050	Non-Confidential
<i>Arm® Generic Interrupt Controller Architecture Specification, GIC architecture version 3 and version 4</i>	IHI 0069	Non-Confidential
<i>Arm® CoreSight™ Architecture Specification v3.0</i>	IHI 0029	Non-Confidential
<i>Arm® CoreSight™ ELA-600 Embedded Logic Analyzer Technical Reference Manual</i>	101088	Non-Confidential

Non-Arm resources	Document ID	Organization
-	-	-



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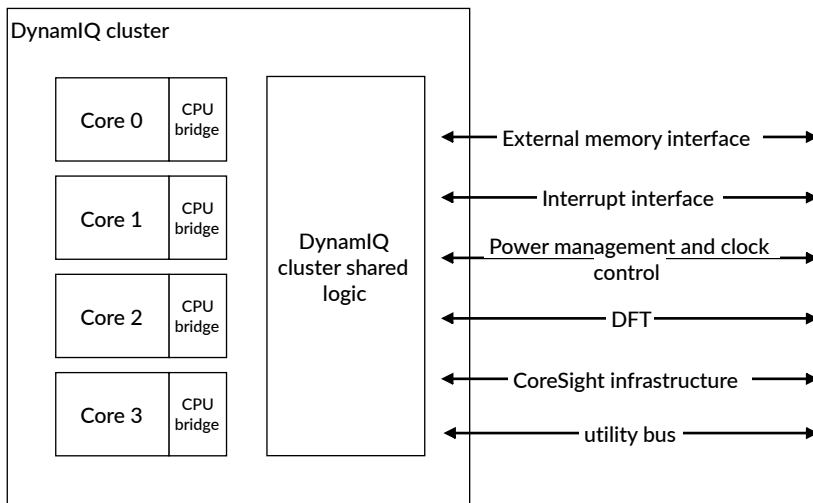
## 2. The Cortex-X4 core

The Cortex-X4 core is a high-performance and low-power product that implements the Arm®v9.2-A architecture. The Arm®v9.2-A architecture extends the architecture defined in the Arm®v8-A architectures up to Arm®v8.7-A.

The Cortex-X4 core is implemented inside a DSU-120 DynamiQ™ cluster. It is connected to the *DynamiQ™ Shared Unit-120* that behaves as a full interconnect with L3 cache and snoop control. This connection configuration is also used in systems with different types of cores where the Cortex-X4 core is the high-performance core.

The following figure shows an example configuration with four Cortex-X4 cores in a DynamiQ™ cluster.

**Figure 2-1: Cortex-X4 cores example configuration**



- This manual applies to the Cortex-X4 core only. Read this manual together with the *Arm® DynamiQ™ Shared Unit-120 Technical Reference Manual* for detailed information about the DSU.
- This manual does not provide a complete list of registers. Read this manual together with the *Arm® Architecture Reference Manual for A-profile architecture*.

### 2.1 Cortex-X4 core features

You can use the Cortex-X4 core in a standalone DynamiQ™ configuration where your homogenous DSU-120 DynamiQ™ cluster includes one or more Cortex-X4 cores. You can also use the Cortex-X4 core as the high-performance core in a heterogenous cluster.

Regardless of the cluster configuration, the Cortex-X4 core always has the same features as described in the following lists.

## Core features

- Implementation of the Arm®v9.2-A A64 instruction set
- AArch64 Execution state at all Exception levels, EL0 to EL3
- *Memory Management Unit* (MMU)
- 40-bit *Physical Address* (PA) and 48-bit *Virtual Address* (VA)
- *Generic Interrupt Controller* (GIC) CPU interface to connect to an external interrupt Distributor
- Generic Timers interface that supports 64-bit count input from an external system counter
- Implementation of the *Reliability, Availability, and Serviceability* (RAS) Extension
- Implementation of the *Scalable Vector Extension* (SVE) with a 128-bit vector length and *Scalable Vector Extension 2* (SVE2)
- Integrated execution unit with *Advanced Single Instruction Multiple Data* (SIMD) and floating-point support
- *Activity Monitoring Unit* (AMU)
- Support for the optional *Cryptographic Extension*



The Cryptographic Extension is licensed separately.

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## Cache features

- Separate L1 data and instruction caches
- Private, unified data and instruction L2 cache
- Error protection on L1 instruction and data caches, L2 cache, and *MMU Translation Cache* (MMU TC) with parity or *Error Correcting Code* (ECC) allowing *Single Error Correction and Double Error Detection* (SECCDED).
- Support for *Memory System Resource Partitioning and Monitoring* (MPAM)

## Debug features

- Arm®v9.2-A debug logic
- *Performance Monitoring Unit* (PMU)
- *Embedded Trace Extension* (ETE)
- *TRace Buffer Extension* (TRBE)
- *Statistical Profiling Extension* (SPE)
- Optional *Embedded Logic Analyzer* (ELA), ELA-600



The ELA-600 is licensed separately.

## Related information

3. [Technical overview](#) on page 40

## 2.2 Cortex-X4 core configuration options

You can choose the options that fit your implementation needs at build-time configuration.

The Cortex-X4 core implementation options include:

### Vector datapath

You can configure the Vector datapath to be 2x128 bits or 4x128 bits.

### Cryptographic Extension

You can configure your implementation with or without the Cryptographic Extension. The selected option applies to all cores in the cluster.

### L2 Data RAM ECC granule

You can configure the L2 Data RAM ECC granule to be 128 bits or 256 bits

### L2 cache size

You can configure the L2 cache to be 512KB, 1024KB, or 2048KB. The cores in the cluster can have different cache sizes.

### PMU Event Counters

You can configure the number of PMU events counters to be 6 or 31.

### CoreSight ELA

You can include support for integrating ELA-600 as a separate licensable product. This option can be configured on a per-core basis.

### Size of the ATB FIFO depth in the core ELA

You can configure the size of the AMBA® *Trace Bus* (ATB) FIFO to be 4, 8, 16, 32, or 64. This option can be configured on a per-core basis.

### Timing closure

You can configure the L2 data cache RAMs timing behavior. For more information, see *Cortex-X4 configuration parameters* in the *Arm® Cortex-X4 Core Configuration and Integration Manual*.



The Cortex-X4 cores in the DSU cluster must have identical configurations, except for the L2 cache size.



Stand-alone instantiation of Cortex-X4 Low Performance Configuration ( VEC - 2x128b / L2 512K ) is prohibited. Cortex-X4 Low Performance Configuration ( VEC - 2x128b / L2 512K ) must only be used alongside at least one instance of Cortex-X4 Higher Performance Configuration ( VEC - 4x128b / L2 minimum 1M ) and always in the same cluster. Failure to comply to this requirement equals a non-compliant Arm product. For more details, please refer to the *Cortex-X4 Release Note*.

For detailed configuration options and guidelines, see *RTL configuration process* in the *Arm® Cortex-X4 Core Configuration and Integration Manual*.

## 2.3 DSU dependent features

Some *DynamIQ™ Shared Unit-120* features and behaviors depend on whether your licensed core supports a particular feature.

The following table describes which DSU dependent features are supported in your Cortex-X4 core.

**Table 2-1: Cortex-X4 core features that have a dependency on the DSU**

Feature	Supported in the Cortex-X4 core	Dependency on the DSU
Direct connect	No	-
Core included in a complex	No	Affects the DSU-120 DynamIQ™ cluster configuration and external signals.
Cryptographic Extension	Yes, as an option	Affects the external signals of the DSU.
Maximum Power Mitigation Mechanism (MPMM)	Yes	For more information on MPMM, PDP, and the dispatch block signal, see <a href="#">5.5 Performance and power management</a> on page 56.
Performance Defined Power (PDP) feature	Yes	
DISPBLKy	Yes	
Dispatch block signal		
Statistical Profiling Extension (SPE) architecture	Yes	
Physical Address (PA) width	40-bit	Affects the CHI master and AXI master port bus widths.  For more details, see the following chapters of the <i>Arm® DynamIQ™ Shared Unit-120 Technical Reference Manual</i> : <ul style="list-style-type: none"> <li>• <i>CHI master interface</i></li> <li>• <i>AXI master interface</i></li> </ul>



- The Cryptographic Extension is supplied under a separate license.

## 2.4 Supported standards and specifications

The Cortex-X4 core implements the Arm®v9.2-A architecture. The Arm®v9.2-A architecture extends the architecture defined in the Arm®v8-A architectures up to Arm®v8.7-A. The Cortex-X4 core also implements specific Arm®v8-A architecture extensions and supports interconnect, interrupt, timer, debug, and trace architectures.

The Cortex-X4 core supports AArch64 only at all Exception levels, EL0 to EL3.

The following tables show the features that the Cortex-X4 core implements for each of the Arm®v8-A architecture versions.



For more information on the features listed in the following tables, see the [Arm® Architecture Reference Manual for A-profile architecture](#).

**Table 2-2: Arm®v8.0-A features implemented in the Cortex-X4 core**

Feature	Implemented	Description
FEAT_PCSRv8	No	PC Sample-based Profiling Extension
Cryptographic Extension	Yes Configurable	For more information and additional cryptographic register descriptions, see the <i>Arm® Cortex-X4 Core Cryptographic Extension Technical Reference Manual</i> .  This extension is licensed separately and access to the documentation is restricted by contract with Arm.
FEAT_SHA1		Advanced SIMD SHA1 instructions
FEAT_SHA256		Advanced SIMD SHA256 instructions
FEAT_AES		Advanced SIMD AES instructions
FEAT_PMULL		Advanced SIMD PMULL instructions
FEAT_DoubleLock	No	Double Lock
FEAT_CP15SDISABLE2	No	CP15DISABLE2
FEAT_FP	Yes	Floating point extension
FEAT_AdvSIMD	Yes	Advanced SIMD Extension  For more information and register descriptions, see <a href="#">14. Advanced SIMD and floating-point support</a> on page 109.
FEAT_CRC32	Yes	CRC32 instructions
FEAT_PMUV3	Yes	PMU extension version 3

Feature	Implemented	Description
FEAT_nTLBPA	Yes	No intermediate caching by output address in TLB
FEAT_SB	Yes	Speculation barrier
FEAT_SSBS	Yes	Speculative Store Bypass Safe Instruction
FEAT_CSV2	Yes	Cache Speculation Variant 2
FEAT_CSV2_1p1	No	Cache Speculation Variant 2 version 1.1
FEAT_CSV2_1p2	No	Cache Speculation Variant 2 version 1.2
FEAT_CSV2_2	Yes	Cache Speculation Variant 2 version 2
FEAT_CSV3	Yes	Cache Speculation Variant 3
FEAT_SPECRES	Yes	Speculation restriction instructions
FEAT_DGH	Yes	Data Gathering Hint
FEAT_ETS	Yes	Enhanced Translation Synchronization
FEAT_ECBHB	Yes	<i>Exploitative Control using Branch History Buffer</i> information between exception levels  The branch history information created in a context before an exception to a higher exception level, using AArch64, cannot be used by code before that exception. This prevents exploitative control of the execution of any indirect branches in code in a different context after the exception.

**Table 2-3: Arm®v8.1-A features implemented in the Cortex-X4 core**

Feature	Implemented	Description
FEAT_LSE	Yes	Large System Extensions
FEAT_RDM	Yes	Rounding double multiply accumulate
FEAT_HPDS	Yes	Hierarchical permission disables in translation tables
FEAT_VHE	Yes	Virtualization Host Extensions
FEAT_PAN	Yes	Privileged access-never
FEAT_LOR	Yes	Limited ordering regions
FEAT_HAFDBS	Yes	Hardware updates to access flag and dirty state in translation tables
FEAT_VMID16	Yes	16-bit VMID
FEAT_PMUv3p1	Yes	PMU extensions version 3.1
FEAT_Debugv8p1	Yes	Debug with VHE
FEAT_PAN3	Yes	Support for SCTLx_ELx.EPAN

**Table 2-4: Arm®v8.2-A features implemented in the Cortex-X4 core**

Feature	Implemented	Description
FEAT_TTCNP	Yes	Common not private translations
FEAT_XNX	Yes	Execute-never control distinction by Exception level at stage 2
FEAT_UAO	Yes	Unprivileged Access Override control
FEAT_PAN2	Yes	AT S1E1R and AT S1E1W instruction variants for PAN
FEAT_DPB	Yes	DC CVAP instruction
FEAT_Debugv8p2	Yes	Arm®v8.2-A Debug
FEAT_IESB	Yes	Implicit Error synchronization event
FEAT_AA32HPD	No	AArch32 Hierarchical permission disables



Feature	Implemented	Description
FEAT_HPDS2	Yes	Hierarchical permission disables in translation tables 2
FEAT_LSMAOC	No	Load/Store instruction multiple atomicity and ordering controls
FEAT_FP16	Yes	Half-precision floating-point data processing
FEAT_LVA	No	Large VA support
FEAT_LPA	No	Large PA and IPA support
FEAT_VPIPT	No	VMID-aware PIPT instruction cache
FEAT_PCSRv8p2	Yes	PC Sample-based profiling version 8.2
FEAT_RAS	Yes	<i>Reliability, Availability, and Serviceability</i> (RAS) Extension version 1.1
FEAT_SPE	Yes	<i>Statistical Profiling Extension</i> (SPE)  For more information, see <a href="#">22. Statistical Profiling Extension support</a> on page 169.
FEAT_SVE	Yes	<i>Scalable Vector Extension</i> (SVE)
FEAT_SHA512	Configurable	Advanced SIMD SHA512 instructions
FEAT_SHA3		Advanced SIMD EOR3, RAX1, XAR, and BCAX instructions
FEAT_SM3		Advanced SIMD SM3 instructions
FEAT_SM4		Advanced SIMD SM4 instructions
FEAT_DotProd	Yes	Advanced SIMD Int8 dot product instructions
FEAT_FHM	Yes	Half-precision floating-point FMLAL instructions
FEAT_EVT	Yes	Enhanced Virtualization Traps
FEAT_DPB2	Yes	DC CVADP instruction
FEAT_BF16	Yes	AArch64 BFloat16 instructions
FEAT_AA32BF16	No	AArch32 BFloat16 instructions
FEAT_I8MM	Yes	Int8 Matrix Multiplication
FEAT_AA32I8MM	No	AArch32 Int8 Matrix Multiplication
FEAT_F32MM	No	SVE single-precision floating-point matrix multiply instruction
FEAT_F64MM	No	SVE double-precision floating-point matrix multiply instruction

**Table 2-5: Arm®v8.3-A features implemented in the Cortex-X4 core**

Feature	Implemented	Description
FEAT_PAuth	Yes	Pointer authentication
FEAT_EPAC	No	Enhanced Pointer authentication
FEAT_PACIMP	No	Pointer authentication - IMPLEMENTATION DEFINED algorithm
FEAT_PACQARMA5	No	Pointer authentication - QARMA5 algorithm
FEAT_PACQARMA3	Yes	Pointer authentication - QARMA3 algorithm
FEAT_CONSTPACFIELD	Yes	PAC Algorithm enhancement
FEAT_JSCVT	Yes	JavaScript FJCVTS conversion instruction
FEAT_NV	No	Nested virtualization
FEAT_LRCPc	Yes	Load-acquire RCpc instructions
FEAT_FCMA	Yes	Floating-point FCMLA and FCADD instructions
FEAT_CCIDX	Yes	Extended cache index
FEAT_SPEv1p1	Yes	Statistical Profiling Extensions version 1.1

Feature	Implemented	Description
FEAT_DoPD	Yes	Debug over Powerdown
FEAT_PAuth2	Yes	Enhancements to pointer authentication
FEAT_FPAC	Yes	Faulting on pointer authentication instructions <i>Faulting Pointer Authentication Code (FPAC)</i>
FEAT_FPACCOMBINE	Yes	Faulting on combined pointer authentication instructions

**Table 2-6: Arm®v8.4-A features implemented in the Cortex-X4 core**

Feature	Implemented	Description
FEAT_SEL2	Yes	Secure EL2
FEAT_NV2	No	Enhanced support for nested virtualization
FEAT_S2FWB	Yes	Stage 2 forced write-back
FEAT_DIT	Yes	Data Independent Timing instructions
FEAT_IDST	Yes	ID space trap handling
FEAT_FlagM	Yes	Condition flag manipulation
FEAT_LSE2	Yes	Large System Extensions version 2
FEAT_LRCP2	Yes	Load-acquire RCpc instructions version 2
FEAT_TLBIOS	Yes	TLB invalidate outer-shared instructions
FEAT_TLBIRANGE	Yes	TLB range invalidate range instructions
FEAT_TTL	Yes	Translation Table Level
FEAT_BBM	Yes	Translation table break before make levels
FEAT_RASv1p1	Yes	<i>Reliability, Availability, and Serviceability (RAS) Extension</i> version 1.1  See <a href="#">11. RAS Extension support</a> on page 98 for more information on the implementation of this extension in the core.
FEAT_DoubleFault	Yes	Double Fault Extension
FEAT_Debugv8p4	Yes	Debug relaxations and extensions version 8.4
FEAT_PMUV3p4	Yes	PMU extension version 3.4
FEAT_TRF	Yes	Self hosted Trace Extensions
FEAT_TTST	Yes	Small translation tables
FEAT_AMUv1	Yes	Activity Monitors Extension
FEAT_MPAM	Yes	<i>Memory Partitioning and Monitoring (MPAM)</i>  For more information on the <i>Memory System Resource Partitioning and Monitoring (MPAM) Extension</i> , see the <a href="#">Arm® Architecture Reference Manual Supplement, Memory System Resource Partitioning and Monitoring (MPAM), for A-profile architecture</a> .

**Table 2-7: Arm®v8.5-A features implemented in the Cortex-X4 core**

Feature	Implemented	Description
FEAT_FlagM2	Yes	Condition flag manipulation version 2
FEAT_FRINTTS	Yes	FRINT32Z, FRINT32X, FRINT64Z, and FRINT64X instructions
FEAT_ExS	No	Disabling context synchronizing exception entry and exit
FEAT_GTG	Yes	Guest translation granule size
FEAT_BTI	Yes	<i>Branch Target Identification (BTI)</i>

Feature	Implemented	Description
FEAT_EOPD	Yes	Preventing ELO access to halves of address maps
FEAT_RNG	No	Random number generator
FEAT_MTE	Yes	Instruction-only Memory Tagging Extension  The Cortex-X4 core always implements the <i>Memory Tagging Extension</i> (MTE) and therefore is compliant with the CHI.E protocol.  For information on CHI.E commands inferred by MTE, see the <i>CHI master interface</i> chapter in the <i>Arm® DynamIQ™ Shared Unit-120 Technical Reference Manual</i> .
FEAT_MTE2	Yes	Full Memory Tagging Extension
FEAT_MTE3	Configurable	MTE Asymmetric Fault Handling
FEAT_PMUv3p5	Yes	PMU Extension version 3.5

**Table 2-8: Arm®v8.6-A features implemented in the Cortex-X4 core**

Feature	Implemented	Description
FEAT_ECV	Yes	Enhanced counter virtualization
FEAT_FGT	Yes	Fine Grain Traps
FEAT_TWED	No	Delayed trapping of WFE
FEAT_AMUv1p1	No	Activity Monitors Extension version 1.1
FEAT_MPAMv0p1	No	Memory Partitioning and Monitoring version 0.1
FEAT_MPAMv1p1	Yes	Memory Partitioning and Monitoring version 1.1
FEAT_MTPMU	No	Multi-threaded PMU Extensions

**Table 2-9: Arm®v8.7-A features implemented in the Cortex-X4 core**

Feature	Implemented	Description
FEAT_AFP	Yes	Alternate floating-point behavior
FEAT_HCX	Yes	Support for the HCRX_EL2 register
FEAT_LPA2	No	Larger physical address for 4KB and 16KB translation granules
FEAT_LS64	No	Support for 64 byte loads/stores without return
FEAT_LS64_V	No	Support for 64-byte stores with return
FEAT_LS64_ACCDATA	No	Support for 64-byte ELO stores with return
FEAT_PMUv3p7	Yes	Arm®v8.7-A PMU Extensions  See <a href="#">18.1 Performance monitors events</a> on page 128.
FEAT_RPRES	No	Increased precision of Reciprocal Estimate and Reciprocal Square Root Estimate
FEAT_SPEv1p2	Yes	Arm®v8.7-A SPE  See <a href="#">22. Statistical Profiling Extension support</a> on page 169.
FEAT_WFXT	Yes	WFE and WFI instructions with timeout  See <a href="#">5.2.1 Wait for Interrupt and Wait for Event</a> on page 49.
FEAT_XS	Yes	XS attribute

**Table 2-10: Arm®v8.8-A features implemented in the Cortex-X4 core**

Feature	Implemented	Description
FEAT_CMOW	No	Control for cache maintenance permission
FEAT_Debugv8p8	No	Debug v8.8
FEAT_HBC	No	Hinted conditional branch
FEAT_HPMN0	Yes	Setting of MDCR_EL2.HPMN to zero
FEAT_MOPS	No	Standardization of memory operations
FEAT_NMI	No	Non-maskable Interrupts
FEAT_PMUv3p8	No	Arm®v8.8-A PMU Extensions
FEAT_PMUV3_TH	No	Event counting threshold
FEAT_RNG_TRAP	No	Trapping support for RNDR and RNDRRS
FEAT_SPEv1p3	No	Arm®v8.8-A Statistical Profiling Extensions
FEAT_TIDCP1	No	EL0 use of IMPLEMENTATION DEFINED functionality

The following tables show the features that the Cortex-X4 core implements for each Arm®v9-A architecture version.

**Table 2-11: Arm®v9.0-A features implemented in the Cortex-X4 core**

Feature	Implemented	Description
FEAT_ETE	Yes	<i>Embedded Trace Extension (ETE)</i>  See <a href="#">19. Embedded Trace Extension support</a> on page 150.
FEAT_SVE2	Yes	<i>Scalable Vector Extension (SVE) version 2</i>  See <a href="#">15. Scalable Vector Extensions support</a> on page 110.
FEAT_SVE_AES	Yes Configurable	SVE AES instructions
FEAT_SVE_PMULL128		SVE PMULL instructions
FEAT_SVE_SHA3		SVE SHA-3 instructions
FEAT_SVE_SM4		SVE SM4 instructions
FEAT_SVE_BitPerm	Yes	SVE Bit Permute
FEAT_TME	No	<i>Transactional Memory Extension (TME)</i>
FEAT_TRBE	Yes	<i>TRace Buffer Extension (TRBE)</i>  See <a href="#">20. Trace Buffer Extension support</a> on page 162.

**Table 2-12: Arm®v9.1-A features implemented in the Cortex-X4 core**

Feature	Implemented	Description
FEAT_ETEv1p1	Yes	Embedded Trace Extension, version 1.1

The following table shows the other standards and specifications that the Cortex-X4 core supports.

**Table 2-13: Other standards and specifications supported in the Cortex-X4 core**

Standard or specification	Version	Description
FEAT_GICv4p1	GICv4.1	<i>Generic Interrupt Controller (GIC)</i> See the <a href="#">Arm® Generic Interrupt Controller Architecture Specification, GIC architecture version 3 and version 4</a> for more information.
FEAT_Debugv8p4, Debug	-	Arm®v9.0-A architecture implemented with ARMv8.3-DoPD, Debug over powerdown and ARMv8.4-Debug, Debug relaxations and extensions support.  See the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> for information on this architecture.
Debug	-	Arm®v9.2-A architecture implemented with Arm®v8.4-A Debug architecture support and Arm®v8.3-A Debug over powerdown support. See the <a href="#">Arm®v8.5 Debug Architecture</a> for information on this architecture.
CoreSight	v3.0	See the <a href="#">Arm® CoreSight™ Architecture Specification v3.0</a> for more information.
FEAT_RASv1p1	RASv1p1	<i>Reliability, Availability, and Serviceability (RAS) Extension version 1.1</i>  All extensions up to Arm®v9.0-A at full containment capability with <i>Error Correcting Code (ECC)</i> configured.  See <a href="#">11. RAS Extension support</a> on page 98 for more information on the implementation of this extension in the core.

## Related information

[3.1 Core components](#) on page 40

## 2.5 Test features

The Cortex-X4 core provides test signals that enable the use of both *Automatic Test Pattern Generation (ATPG)* and *Memory Built-In Self Test (MBIST)* to test the core logic and memory arrays.

The Cortex-X4 core includes an ATPG test interface that provides signals to control the *Design for Test (DFT)* features of the core. To prevent problems with DFT implementation, you must carefully consider how you use these signals.

Arm also provides MBIST interfaces that enable you to test the RAMs at operational frequency. You can add your own MBIST controllers to automatically generate test patterns and perform result comparisons. Optionally, you can use your EDA tool to test the physical RAMs directly instead of using the supplied Arm interfaces.

For the list of test signals and information on their usage, see the *Design for Test integration guidelines* chapter in the [Arm® Cortex-X4 Core Configuration and Integration Manual](#).

For the list of external scan control signals, see the *Design for Test integration guidelines* chapter in the [Arm® DynamIQ™ Shared Unit-120 Configuration and Integration Manual](#).



The *Arm® Cortex-X4 Core Configuration and Integration Manual* and *Arm® DynamIQ™ Shared Unit-120 Configuration and Integration Manual* are confidential documents that are available with the appropriate product licenses.

## 2.6 Design tasks

The Cortex-X4 core is delivered as a synthesizable RTL description in SystemVerilog. Before you can use the Cortex-X4 core, you must implement, integrate, and program it.

A different party can perform each of the following tasks:

### Implementation

The implementer configures the RTL, adds vendor cells/RAMs, and takes the design through the synthesis and place and route (P&R) steps to produce a hard macrocell.

The implementer chooses the options that affect how the RTL source files are rendered. These options can affect the area, maximum frequency, power, and features of the resulting macrocell.

Other components such as DFT structures and, if necessary, power switches can be added to the implementation flow.

### Integration

The integrator connects the macrocell into a SoC. This task includes connecting it to a memory system and peripherals.

The integrator configures some features of the core by tying inputs to specific values. These configuration settings affect the start-up behavior before any software configuration is made and can also limit the options available to the software.

### Software programming

The system programmer develops the software to configure and initialize the core and tests the application software.

The programmer configures the core by programming values into registers. The programmed values affect the behavior of the core.

The operation of the final device depends on the build configuration, the configuration inputs, and the software configuration.

See *RTL configuration process* in the *Arm® Cortex-X4 Core Configuration and Integration Manual* and in the *Arm® DynamIQ™ Shared Unit-120 Configuration and Integration Manual* for implementation options. See also *Functional integration* in the *Arm® DynamIQ™ Shared Unit-120 Configuration and Integration Manual* for signal descriptions.

## 2.7 Product revisions

The following table indicates the main differences in functionality between product revisions.

**Table 2-14: Product revisions**

Revision	Notes
r0p0	First limited access release
r1p0	First early access release. New feature added.

Changes in functionality that have an impact on the documentation also appear in [C.1 Revisions](#) on page 1364.

## 3. Technical overview

The components in the Cortex-X4 core are designed to make it a high-performance core.

The main blocks include:

- L1 instruction and L1 data memory systems
- L2 memory system
- Register rename
- Instruction decode
- Instruction issue
- Execution pipeline
- *Memory Management Unit* (MMU)
- Trace unit and trace buffer
- *Performance Monitoring Unit* (PMU)
- *Activity Monitoring Unit* (AMU)
- *Generic Interrupt Controller* (GIC) CPU interface

The Cortex-X4 core interfaces with the *DynamiQ™ Shared Unit-120* through the CPU bridge.

The Cortex-X4 core implements the Arm®v9.2-A architecture. The Arm®v9.2-A architecture extends the architecture defined in the Arm®v8-A architectures up to Arm®v8.7-A.

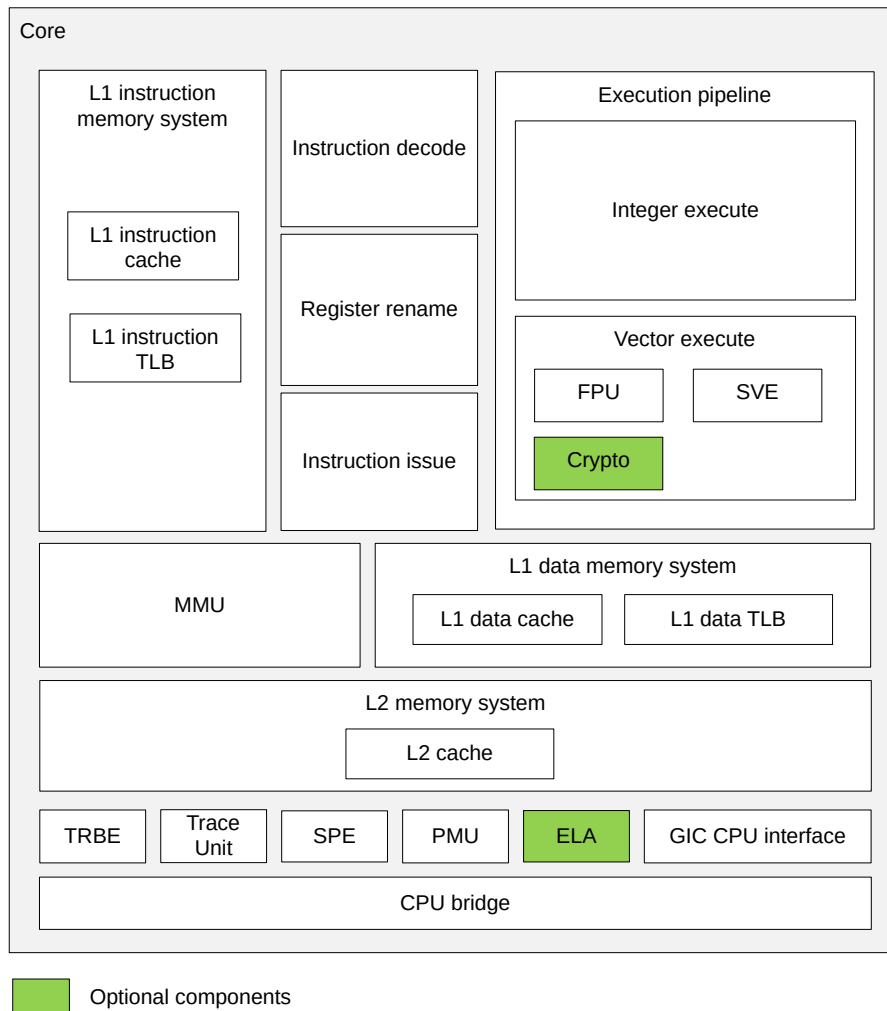
The programmer's model and the architecture features implemented, such as the Generic Timer, are compliant with the standards in [2.4 Supported standards and specifications](#) on page 31.

### 3.1 Core components

The Cortex-X4 core includes components designed to make it a high-performance and low-power product. The Cortex-X4 core includes a CPU bridge that connects the core to the *DynamiQ™ Shared Unit-120*. The DSU connects the core to an external memory system and the rest of the SoC.

The following figure shows the Cortex-X4 core components.



**Figure 3-1: Cortex-X4 core components**

## L1 instruction memory system

The L1 instruction memory system fetches instructions from the instruction cache and delivers the instruction stream to the instruction decode unit.

The L1 instruction memory system includes:

- A 64KB, 4-way set associative L1 instruction cache with 64-byte cache lines.
- A fully associative L1 instruction *Translation Lookaside Buffer* (TLB) with native support for 4KB, 16KB, 64KB, and 2MB page sizes.
- A dynamic branch predictor.

## Instruction decode

The instruction decode unit decodes AArch64 instructions into internal format.

## Register rename

The register rename unit performs register renaming to facilitate out-of-order execution and dispatches decoded instructions to various issue queues.

## Instruction issue

The instruction issue unit controls when the decoded instructions are dispatched to the execution pipelines. It includes issue queues for storing instructions pending dispatch to execution pipelines.

## Integer execute

The integer execution pipeline is part of the overall execution pipeline and includes the integer execute unit that performs arithmetic and logical data processing operations.

## Vector execute

The vector execute unit is part of the execution pipeline and performs Advanced SIMD and floating-point operations (FPU), executes the *Scalable Vector Extension* (SVE) and *Scalable Vector Extension 2* (SVE2) instructions, and can optionally execute the cryptographic instructions (Crypto).

## Advanced SIMD and floating-point support

Advanced SIMD is a media and signal processing architecture that adds instructions primarily for audio, video, 3D graphics, image, and speech processing. The floating-point architecture provides support for single-precision and double-precision floating-point operations.

## Cryptographic Extension

The Cryptographic Extension is optional in the Cortex-X4 cores. The Cryptographic Extension adds new instructions to the Advanced SIMD and the *Scalable Vector Extension* (SVE) instruction sets that accelerate:

- *Advanced Encryption Standard* (AES) encryption and decryption.
- The *Secure Hash Algorithm* (SHA) functions SHA1, SHA2, SHA3.
  - The SVE2 versions of the SHA3 instructions EOR3, XAR, and BCAX are supported even when CRYPTO support is not configured.
- Armv8.2-SM SM3 hash function and SM4 encryption and decryption instructions.
- Finite field arithmetic that is used in algorithms such as Galois/Counter Mode and Elliptic Curve Cryptography.



The optional Cryptographic Extension is not included in the base product. Arm supplies the Cryptographic Extension under an additional license to the Cortex-X4 core license.

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## Scalable Vector Extension

The *Scalable Vector Extension* (SVE) and *Scalable Vector Extension 2* (SVE2) are extensions to the Armv8-A architecture.

It complements but does not replace AArch64 Advanced SIMD and floating-point functionality.



The Advanced SIMD architecture, its associated implementations, and supporting software, are also referred to as NEON™ technology.

## L1 data memory system

The L1 data memory system executes load and store instructions and encompasses the L1 data side memory system. It also services memory coherency requests.

The L1 data memory system includes:

- A 64KB, 4-way set associative cache with 64-byte cache lines.
- A fully associative L1 data TLB with native support for 4KB, 16KB and 64KB page sizes and 2MB and 512MB block sizes.

## Memory Management Unit

The *Memory Management Unit* (MMU) provides fine-grained memory system control through a set of virtual-to-physical address mappings and memory attributes that are held in translation tables.

These are saved into the TLB when an address is translated. The TLB entries include global and *Address Space Identifiers* (ASIDs) to prevent context switch TLB invalidations. They also include *Virtual Machine Identifiers* (VMIDs) to prevent TLB invalidations on virtual machine switches by the hypervisor.

## L2 memory system

The L2 memory system includes the L2 cache. The L2 cache is private to the core and is 8-way set associative. You can configure its RAM size to be 512KB, 1MB, or 2MB. The L2 memory system is connected to the DSU through an asynchronous CPU bridge.

## Embedded Trace Extension and Trace Buffer Extension

The Cortex-X4 core supports a range of debug, test, and trace options including a trace unit and a trace buffer.

The Cortex-X4 core also includes a ROM table that contains a list of components in the system. Debuggers can use the ROM table to determine which CoreSight components are implemented.

All the debug and trace components of the Cortex-X4 core are described in this manual. For more information about the *Embedded Logic Analyzer* (ELA), see the [Arm® CoreSight™ ELA-600 Embedded Logic Analyzer Technical Reference Manual](#).

## Statistical Profiling Extension

The Cortex-X4 core implements the *Statistical Profiling Extension* (SPE) to the Arm®v8.7-A architecture. The SPE provides a statistical view of the performance characteristics of executed instructions that software writers can use to optimize their code for better performance.

## Performance Monitoring Unit

The *Performance Monitoring Unit* (PMU) provides 6 or 31 performance monitors, depending on your configuration. The performance monitors can be configured to gather statistics on the operation of each core and the memory system. The information can be used for debug and code profiling.

## Activity Monitoring Unit

The Cortex-X4 core implements the Activity Monitors Extension to the Arm®v8.4-A architecture. Activity monitors in the *Activity Monitoring Unit* (AMU) provide useful information for system power management and persistent monitoring.

## GIC CPU interface

The *Generic Interrupt Controller* (GIC) CPU interface, when integrated with an external distributor component, is a resource for supporting and managing interrupts in a cluster system.

## CPU bridge

In a cluster, there is one CPU bridge between each Cortex-X4 core and the DSU.

The CPU bridge controls buffering and synchronization between the core and the DSU.

The CPU bridge is asynchronous to allow different frequency, power, and area implementation points for each core. You can configure the CPU bridge to run synchronously without affecting the other interfaces such as debug and trace which are always asynchronous.

## Related information

- 6. [Memory management](#) on page 60
- 7. [L1 instruction memory system](#) on page 69
- 8. [L1 data memory system](#) on page 73
- 9. [L2 memory system](#) on page 78
- 13. [GIC CPU interface](#) on page 105
- 14. [Advanced SIMD and floating-point support](#) on page 109
- 18. [Performance Monitors Extension support](#) on page 128
- 19. [Embedded Trace Extension support](#) on page 150

## 3.2 Interfaces

The *DynamiQ™ Shared Unit-120* manages all Cortex-X4 core external interfaces to the *System on Chip* (SoC).

See the *Technical overview* chapter in the *Arm® DynamiQ™ Shared Unit-120 Technical Reference Manual* for detailed information on these interfaces.

## 3.3 Programmer's model

The Cortex-X4 core implements the Arm®v9.2-A architecture. The Arm®v9.2-A architecture extends the architecture defined in the Arm®v8-A architectures up to Arm®v8.7-A. The Cortex-X4 core supports the AArch64 Execution state at all Exception levels, EL0 to EL3.

For more information about the programmer's model, see [Arm® Architecture Reference Manual for A-profile architecture](#).

### Related information

[2.4 Supported standards and specifications](#) on page 31

## 4. Clocks and resets

To provide dynamic power savings, the Cortex-X4 core supports hierarchical clock gating. It also supports Warm and Cold resets.

Each Cortex-X4 core has a single clock domain and receives a single clock input. This clock input is gated by an architectural clock gate in the CPU bridge.

In addition, the Cortex-X4 core implements extensive clock gating that includes:

- Regional clock gates to various blocks that can gate off portions of the clock tree
- Local clock gates that can gate off individual registers or banks of registers

The Cortex-X4 core receives the following reset signals from the *DynamiQ™ Shared Unit-120* side of the CPU bridge:

- A Warm reset for all registers in the core except for:
  - Some parts of the Debug logic
  - Some parts of the trace unit logic
  - *Reliability, Availability, and Serviceability* (RAS) logic
  - Performance and Power Management registers. See [5.5 Performance and power management](#) on page 56 for more details on Performance and power management registers.
- A Cold reset for the logic in the core, including the debug logic, trace logic, and RAS logic.

For a complete description of the clock gating and reset scheme of the core, see the following sections in the *Arm® DynamiQ™ Shared Unit-120 Technical Reference Manual*:

- *Clocks and resets*
- *Power and reset control with Power Policy Units*

## 5. Power management

The Cortex-X4 core provides mechanisms to control both dynamic and static power dissipation.

The dynamic power management includes the following features:

- Hierarchical clock gating
- Per-core *Dynamic Voltage and Frequency Scaling* (DVFS)

The static power management includes the following features:

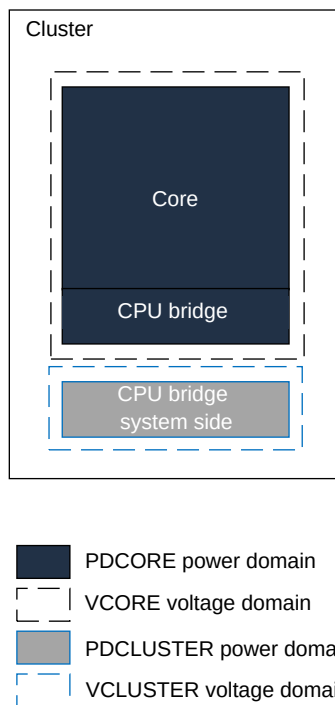
- Powerdown
- Dynamic retention, a low-power mode that retains the register and RAM state

### 5.1 Voltage and power domains

The *DynamiQ™ Shared Unit-120 Power Policy Units* (PPUs) control power management for the Cortex-X4 core. The core supports one power domain, PDCORE, and one system power domain, PDCLUSTER. Similarly, it supports one core voltage domain, VCORE, and one cluster system voltage domain, VCLUSTER. The power domains and voltage domains have the same boundaries.

The PDCORE power domain contains all Cortex-X4 core logic and part of the core asynchronous bridge that belongs to the VCORE domain. The PDCLUSTER power domain contains the part of the CPU bridge that belongs to the VCLUSTER domain.

The following figure shows the Cortex-X4 core power domain and voltage domain. It also shows the cluster power domain and voltage domain that cover the system side of the CPU bridge.

**Figure 5-1: Cortex-X4 core voltage domains and power domains**

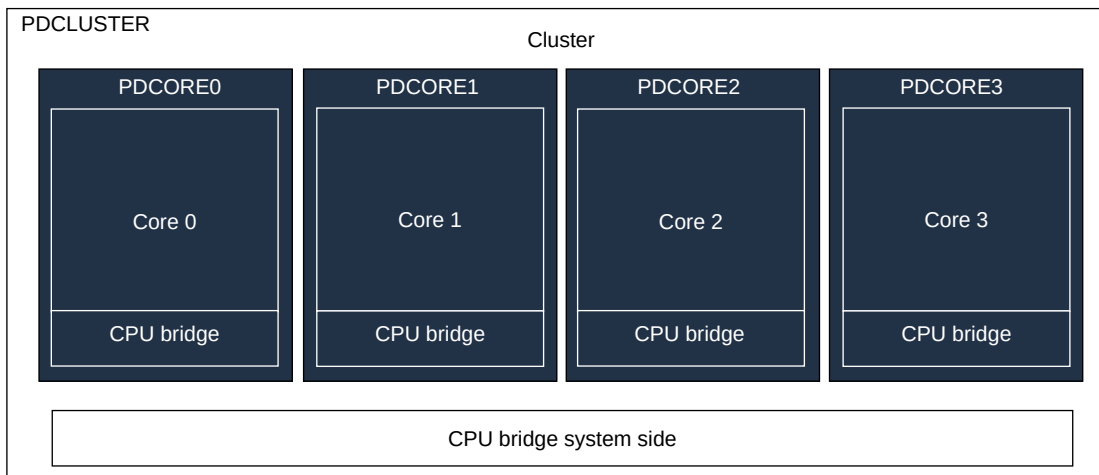
You can tie the VCORE and VCLUSTER voltage domains to the same supply if either:

- The core is configured to run synchronously with the DSU sharing the same clock.
- The core is not required to support *Dynamic Voltage and Frequency Scaling (DVFS)*.

In a cluster with multiple Cortex-X4 cores, there is one PDCORE<n> power domain per core, where n is the core instance number. If a core is not present, then the corresponding power domain is not present.

The following figure shows an example of the power domains with four Cortex-X4 cores in a cluster.



**Figure 5-2: Core power domains in a cluster with four Cortex-X4 cores**

Clamping cells between power domains are inferred through power intent files (UPF) rather than instantiated in the RTL. See *Power management* in the *Arm® Cortex-X4 Core Configuration and Integration Manual* for more information.

For detailed information on the DSU cluster power domains and voltage domains, see *Power management* in the *Arm® DynamIQ™ Shared Unit-120 Technical Reference Manual*.

## 5.2 Architectural clock gating modes

The `WFI` and `WFE` instructions put the core into a low-power mode. These instructions architecturally disable the clock at the top of the clock tree. The core remains fully powered and retains the state.

### 5.2.1 Wait for Interrupt and Wait for Event

*Wait for Interrupt* (WFI) and *Wait for Event* (WFE) are features that put the core in a low-power state by disabling most of the core clocks, while keeping the core powered up. When the core is in WFI or WFE state, the input clock is gated externally to the core at the CPU bridge.

The logic uses a small amount of dynamic power to wake up the core from WFI or WFE low-power state. Other than this power use, the drawn power is reduced to static leakage current only.

When the core executes the `WFI` or `WFE` instruction, it waits for all instructions in the core, including explicit memory accesses, to retire before it enters a low-power state. The `WFI` and `WFE` instructions also ensure that store instructions have updated the cache or have been issued to the L3 memory system.



Executing the `wfi` instruction when the event register is set does not cause entry into low-power state, but clears the event register.

---

The core exits the WFI or WFE state when one of the following events occurs:

- The core detects a reset.
- The core detects one of the architecturally defined WFI or WFE wakeup events.

WFI and WFE wakeup events can include physical and virtual interrupts.

See the [Arm® Architecture Reference Manual for A-profile architecture](#) for more information about entering low-power state and wakeup events.

## 5.2.2 Low-power state behavior considerations

You must consider how certain events affect the *Wait for Interrupt* (WFI) and *Wait for Event* (WFE) low-power state behavior of the Cortex-X4 core.

While the core is in WFI or WFE state, the clocks in the core are temporarily enabled when any of the following events are detected:

- An access on the utility bus interface
- A *Generic Interrupt Controller* (GIC) CPU access
- A debug access through the APB interface
- A system snoop request that must be serviced by the core L1 data cache or the L2 cache
- A cache or *Translation Lookaside Buffer* (TLB) maintenance operation that must be serviced by the core L1 instruction cache, L1 data cache, L2 cache, or TLB



The core does not exit WFI or WFE state when the clocks are temporarily enabled.

---

See the [Arm® Architecture Reference Manual for A-profile architecture](#) for more information about WFI and WFE.

## 5.3 Power control

The *DynamiQ™ Shared Unit-120 Power Policy Units* (PPUs) control all core and cluster power mode transitions.

Each core has its own PPU to control its own core power domain.

In addition, there is a PPU for the cluster.

The PPUs decide and request any change in power mode. The Cortex-X4 core then performs any actions necessary to reach the requested power mode. For example, the core might gate clocks, clean caches, or disable coherency before it accepts the request.

For more information about the PPUs for the cluster and the cores, see the following sections in the *Arm® DynamIQ™ Shared Unit-120 Technical Reference Manual*:

- *Power management*
- *Power and reset control with Power Policy Units*

### Related information

[A.2.2 IMP\\_CPUPPMCR\\_EL3, Global Performance and Power Management Configuration Register](#) on page 279

[A.2.3 IMP\\_CPUMPMMCR\\_EL3, Global MPMM Control Register](#) on page 281

[B.2.1 CPUPPMCR, Global Performance and Power Management Configuration Register](#) on page 992

[B.2.2 CPUMPMMCR, Global MPMM Control Register](#) on page 994

## 5.4 Core power modes

The Cortex-X4 core power domain has a defined set of power modes and corresponding legal transitions between these modes. The power mode of each core can be independent of other cores in a cluster.

The *Power Policy Unit* (PPU) of a core manages at the cluster level the transitions between the power modes for that core. See *Power management* in the *Arm® DynamIQ™ Shared Unit-120 Technical Reference Manual* for more information.

The following table shows the supported Cortex-X4 core power modes.



Caution

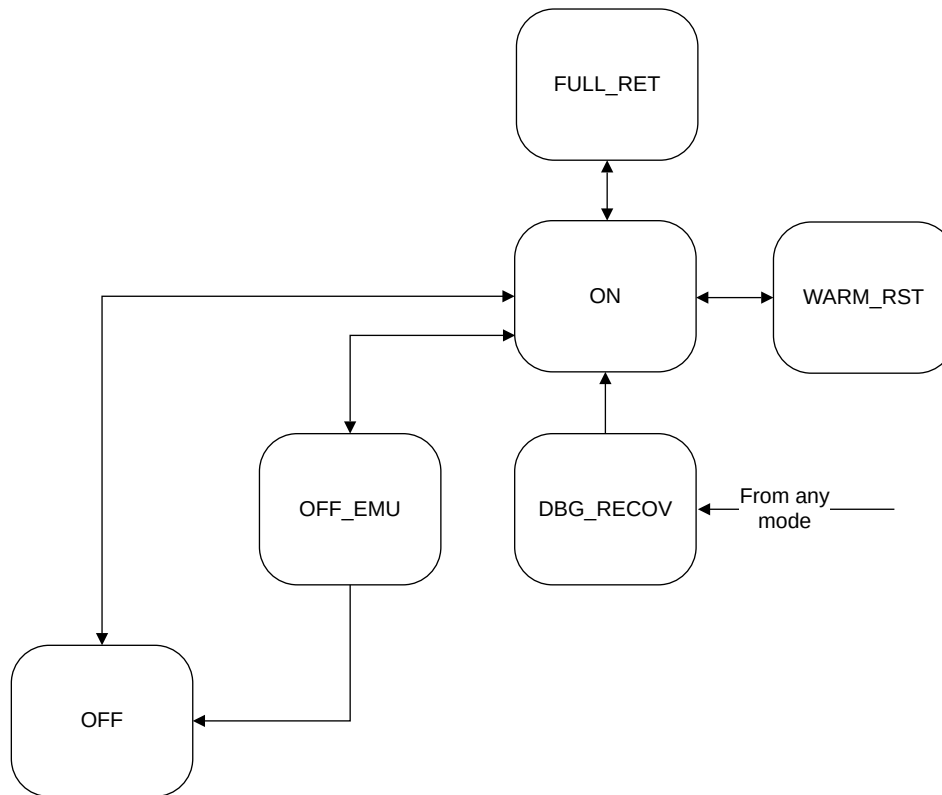
Power modes that are not shown in the following table are not supported and must not occur. Deviating from the legal power modes can lead to **UNPREDICTABLE** results. You must comply with the dynamic power management and powerup and powerdown sequences described in [5.6 Cortex-X4 core powerup and powerdown sequence](#) on page 57.

**Table 5-1: Cortex-X4 core power modes**

Power mode	Short name	Power state
On	ON	The core is powered up and active.

Power mode	Short name	Power state
Full retention	FULL_RET	<p>The core is in retention.</p> <p>In this mode, only power that is required to retain register and RAM state is available. The core is not operational.</p> <p>A core must be in <i>Wait for Interrupt (WFI)</i> or <i>Wait for Event (WFE)</i> low-power state before it enters this mode.</p>
Off	OFF	The core is powered down.
Emulated Off	OFF_EMU	<p>Emulated off mode permits you to debug the powerup and powerdown cycle without changing the software.</p> <p>In this mode, the core proceeds through all the powerdown steps, except:</p> <ul style="list-style-type: none"> <li>The clock is not gated and power is not removed when the core is powered down.</li> <li>Only a Warm reset is asserted. The debug logic is preserved in the core and remains accessible by the debugger.</li> </ul>
Debug recovery	DBG_RECOV	<p>The RAM and logic are powered up.</p> <p>This mode is for applying a Warm reset to the DSU-120 DynamIQ™ cluster, while preserving memory and <i>Reliability, Availability, and Serviceability (RAS)</i> registers for debug purposes. Both cache and RAS state are preserved when transitioning from DBG_RECOV to ON.</p> <p><b>Caution:</b> This mode must not be used during normal system operation.</p>
Warm reset	WARM_RST	A Warm reset resets all state except for the trace logic and the debug and RAS registers.

The following figure shows the supported modes for the Cortex-X4 core power domain and the legal transitions between them.

**Figure 5-3: Cortex-X4 core power mode transitions****Related information**

[5.2 Architectural clock gating modes](#) on page 49

[5.2.1 Wait for Interrupt and Wait for Event](#) on page 49

[5.4.4 Full retention mode](#) on page 54

**5.4.1 On mode**

In the On power mode, the Cortex-X4 core is on and fully operational.

The core can be initialized into the On mode. When a transition to the On mode is completed, all caches are accessible and coherent. Other than the normal architectural steps to enable caches, no additional software configuration is required.

**5.4.2 Off mode**

In the Off power mode, power is removed completely from the core and no state is retained.

In Off mode, all core logic and RAMs are off. The domain is inoperable and all core state is lost. The L1 and L2 caches are disabled, cleaned, and invalidated. Also, the core is removed from coherency automatically on transition to Off mode.

A Cold reset can reset the core in this mode.

An attempted external debug access to core debug registers or a utility bus access when the core domain is off returns an error response on the internal debug interface. The error indicates that the core is not available.



The core-specific debug registers in the DebugBlock for *External Debug Over PowerDown* (EDOPD) feature can be accessed while the core is in Off mode.

### 5.4.3 Emulated off mode

In Emulated off mode, all core domain logic and RAMs are kept on. All Debug registers must retain their state and be accessible from the external debug interface. All other functional interfaces behave as if the core were in Off mode.

### 5.4.4 Full retention mode

Full retention mode is a dynamic retention mode that is controlled using the *Power Policy Unit* (PPU). On wakeup, full power to the core can be restored and execution can continue.

In Full retention mode, only power that is required to retain register and RAM state is available. The core is in retention state and is non-operational.

The core enters Full retention mode when all of the following conditions are met:

- The retention timer has expired. For more information on setting the retention timer, see [A.1.13 IMP\\_CPUPWRCTLR\\_EL1, CPU Power Control Register](#) on page 213.
- The core is in *Wait for Interrupt* (WFI) or *Wait for Event* (WFE) low-power state.
- The core clock is not temporarily enabled for any of the following reasons:
  - L1 snoops or L2 snoops
  - Cache or *Translation Lookaside Buffer* (TLB) maintenance operations
  - Debug or *Generic Interrupt Controller* (GIC) access

The core exits Full retention mode when it detects any of the following events:

- A WFI or WFE wakeup event, as defined in the [Arm® Architecture Reference Manual for A-profile architecture](#).
- An event that requires the core clock to be temporarily enabled without exiting the WFI or WFE low-power state. For example:
  - L1 snoops or L2 snoops
  - Cache or TLB maintenance operations
  - Debug access from the DebugBlock of the *DynamIQ™ Shared Unit-120* (DSU)

- GIC access

## Related information

[5.2.1 Wait for Interrupt and Wait for Event](#) on page 49

## 5.4.5 Debug recovery mode

Debug recovery mode supports debug of external watchdog-triggered reset events, such as watchdog timeout.

By default, the core invalidates its caches when it transitions from Off to On mode. Using Debug recovery mode allows the L1 cache and L2 cache contents that were present before the reset to be observable after the reset. In this mode, the contents of the caches are retained and are not altered on the transition back to the On mode.

In addition to preserving the cache contents, Debug recovery mode supports preserving the *Reliability, Availability, and Serviceability* (RAS) state. A transition to Debug recovery mode is made from any state, which puts the core into a Warm reset state. There is no external mechanism to apply a Warm reset mode other than programming the *DynamiQ™ Shared Unit-120 Power Policy Units* (PPUs).

For more information on the DSU *Power Policy Units* (PPUs), see *The Power Policy Unit* in the *Arm® DynamiQ™ Shared Unit-120 Technical Reference Manual*.



Debug recovery is strictly for debug purposes. It must not be used for functional purposes, because correct operation of the caches is not guaranteed when entering this mode.

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Debug recovery mode can occur at any time with no guarantee of the state of the core. A request of this type is accepted immediately, therefore its effects on the core, the DSU-120 DynamiQ™ cluster, or the wider system are **UNPREDICTABLE**, and a wider system reset might be required. In particular, any outstanding memory system transactions at the time of the reset might complete after the reset. The core is not expecting these transactions to complete after a reset, and might cause a system deadlock.

If the system sends a snoop to the DSU-120 DynamiQ™ cluster during Debug recovery mode, depending on the cluster state:

- The snoop might get a response and disturb the contents of the caches
- The snoop might not get a response and cause a system deadlock

## 5.4.6 Warm reset mode

A Warm reset resets all state except for the trace logic, debug registers, and *Reliability, Availability, and Serviceability* (RAS) registers.

A Warm reset is applied to the Cortex-X4 core when the core receives a Warm reset signal from the *DynamiQ™ Shared Unit-120* side of the CPU bridge.

The Cortex-X4 core implements the Arm®v8-A Reset Management Register, RMR\_EL3. When the core runs in EL3, it requests a Warm reset if you set the RMR\_EL3.RR bit to 1.

See the [Arm® Architecture Reference Manual for A-profile architecture](#) for more information about RMR\_EL3.

## 5.5 Performance and power management

The Cortex-X4 core implements *Performance and Power Management* (PPM) features that can be used to limit high activity events within the core, or trade off efficiency versus peak performance.

The PPM features are:

- *Maximum Power Mitigation Mechanism* (MPMM)
- *Performance Defined Power* (PDP)

### 5.5.1 Maximum Power Mitigation Mechanism

*Maximum Power Mitigation Mechanism* (MPMM) is a power management feature that detects and limits high activity events, specifically high-power load-store events and vector unit instructions.

If the count of high-activity events exceeds a pre-defined threshold during an evaluation period, MPMM temporarily limits the rate of instruction execution and memory system transactions.

MPMM provides three gears that enable it to limit certain classes of workloads. Each MPMM gear limits workloads at a different level of aggressiveness, where gear 0 produces the most aggressive throttling and gear 2 the least aggressive. The *Activity Monitoring Unit* (AMU) provides metrics for each gear. An external power controller can use these metrics to budget SoC power in the following ways:

- By limiting the number of cores that can execute higher activity workloads
- By switching to a different *Dynamic Voltage and Frequency Scaling* (DVFS) operating point

MPMM is not intended to limit workloads that operate close to typical power levels. The MPMM event detection and limiting are targeted to limit workloads that operate at significantly higher power levels than typical integer workloads.





MPMM must not be relied on as the only electrical safety mechanism. It is essentially a localized assistance mechanism that operates at core level. MPMM is not a substitute for a coarse-grained emergency power reduction scheme, but it does minimize the likelihood of such a scheme being engaged. It is a first line of defense rather than a complete solution.

## Related information

[A.2.2 IMP\\_CPUPPMCR\\_EL3, Global Performance and Power Management Configuration Register](#) on page 279

[A.2.3 IMP\\_CPUPMCCR\\_EL3, Global MPMM Control Register](#) on page 281

[B.2.1 CPUPPMCR, Global Performance and Power Management Configuration Register](#) on page 992

[B.2.2 CPUPMCCR, Global MPMM Control Register](#) on page 994

## 5.5.2 Performance Defined Power

*Performance Defined Power* (PDP) is a power management feature that trades off peak performance for a reduced power envelope on general workloads.

The PDP is configured using a level of aggressiveness among three possible values. When the level of aggressiveness is increased, the average workload power is reduced but it causes more performance loss, which varies by workload.

The PDP has an impact on:

- Core power reduction. The core power is reduced and the efficiency is increased.
- External memory system power reduction. Memory request bandwidth is modulated to reduce power in the memory system.

## 5.5.3 Dispatch block

In extreme core thermal or power conditions, you can temporarily halt forward progress of the processor without stopping the clock.

A pin is provided on the DSU boundary that can directly be used to force the processor to stall for the duration that the pin is asserted. When the processor is stalled, the dispatch of new instructions is stopped. However, instructions that have already been dispatched will continue to execute and complete as normal.

## 5.6 Cortex-X4 core powerup and powerdown sequence

There is no specific sequence to power up the Cortex-X4 core. To power down the core, you must follow a specific sequence. There are no software steps required to bring a core into coherence after reset.

To powerdown the Cortex-X4 core:

1. If required, save the state of the core to system memory, to allow for retrieval of the core state during power up.
2. Disable interrupts to the core.
  - a. Disable the interrupt enable bits in the ICC\_IGRPEN0\_EL1 and ICC\_IGPREN1\_EL1 registers.
  - b. Set the GIC distributor wake-up request for the core using the GICR\_WAKER register.
  - c. Read the GICR\_WAKER register to confirm that the ChildrenAsleep bit indicates that the interface is inactive.
3. Optionally, disable the interrupt outputs from the RAS registers. For more information, see [Managing RAS fault and error interrupts during the core powerdown procedure](#).
4. Set the IMP\_CPUPWRCTLR\_EL1.CORE\_PWRDN\_EN bit to 1 to indicate to the power controller that a powerdown is requested.
5. Execute an `ISB` instruction.
6. Execute a `WFI` instruction. Once the `WFI` instruction is executed, the powerdown sequence cannot be interrupted.

After you have executed the `WFI` and subsequently received a powerdown request from the power controller, the hardware:

- Disables and cleans the core caches
- Removes the core from system coherency

When the IMP\_CPUPWRCTLR\_EL1.CORE\_PWRDN\_EN bit is set, executing a `WFI` instruction automatically masks all interrupts and wakeup events in the core. As a result, applying a reset is the only way to wake up the core from the *Wait for Interrupt* (WFI) state.

### 5.6.1 Managing RAS fault and error interrupts during the core powerdown procedure

After the `WFI` instruction is executed, the power management architecture does not permit interrupting the core software.

The `WFI` instruction is normally the point of no return for powering down the core. However, if a RAS fault or error interrupt is signaled from the core during the power down procedure, this will cause the core to deny the power down request and cause the core to wake up from WFI.

Therefore, if the RAS fault and error interrupt outputs remain active during the power down procedure, the software must be designed so that if it wakes up from the power down WFI, it can analyze the RAS fault or error and clear the interrupt output before re-executing the WFI.

Alternatively, the software could disable the RAS fault and error interrupt outputs before executing the powerdown WFI so that the WFI is the point of no return for powering down the core. However, this would mean that any detected faults or errors encountered during the powerdown procedure would not be reported and the records of the fault or error would be lost.

## 5.7 Debug over powerdown

The Cortex-X4 core supports debug over powerdown, which allows a debugger to retain its connection with the core even when powered down. This behavior enables debug to continue through powerdown scenarios, rather than having to re-establish a connection each time the core is powered up.

The debug over powerdown logic is part of the DebugBlock in the *DynamiQ™ Shared Unit-120*. The DebugBlock is external to the DSU-120 DynamiQ™ cluster and must remain powered on during the debug over powerdown process.

See *Debug* in the *Arm® DynamiQ™ Shared Unit-120 Technical Reference Manual* for more information.

## 6. Memory management

The *Memory Management Unit* (MMU) translates an input address to an output address.

This translation is based on address mapping and memory attribute information that is available in the Cortex-X4 core internal registers and translation tables. The MMU also controls memory access permissions, memory ordering, and cache policies for each region of memory.

An address translation from an input address to an output address is described as a stage of address translation. The Cortex-X4 core can perform:

- Stage 1 translations that translate an input *Virtual Address* (VA) to an output *Physical Address* (PA) or *Intermediate Physical Address* (IPA).
- Stage 2 translations that translate an input IPA to an output PA.
- Combined stage 1 and stage 2 translations that translate an input VA to an IPA, and then translate that IPA to an output PA. The Cortex-X4 core performs translation table walks for each stage of the translation.

In addition to translating an input address to an output address, a stage of address translation also defines the memory attributes of the output address. With a two-stage translation, the stage 2 translation can modify the attributes that the stage 1 translation defines. A stage of address translation can be disabled or bypassed, and cores can define memory attributes for disabled and bypassed stages of translation.

Each stage of address translation uses address translations and associated memory properties that are held in memory-mapped translation tables. Translation table entries can be cached into a *Translation Lookaside Buffer* (TLB). The translation table entries enable the MMU to provide fine-grained memory system control and to control the table walk hardware.

See the [Arm® Architecture Reference Manual for A-profile architecture](#) for more information.

### 6.1 Memory Management Unit components

The Cortex-X4 *Memory Management Unit* (MMU) includes several *Translation Lookaside Buffers* (TLBs), an *MMU Translation Cache* (MMUTC), and a translation table prefetcher.

A TLB is a cache of recently executed page translations within the MMU. The Cortex-X4 core implements a two-level TLB structure.

A TLB stores all page sizes and is responsible for breaking these down into smaller pages when required for the L1 data or instruction TLB.

The following table describes the MMU components.

**Table 6-1: MMU components**

Component	Description
L1 instruction TLB	<ul style="list-style-type: none"> <li>Caches entries at the 4KB, 16KB, 64KB, or 2MB granularity of <i>Virtual Address</i> (VA) to <i>Physical Address</i> (PA) mapping only</li> <li>Fully associative</li> <li>128 entries</li> </ul>
L1 data TLB	<ul style="list-style-type: none"> <li>Caches entries at the 4KB, 16KB, 64KB, 2MB, or 512MB granularity of VA to PA mappings only</li> <li>Fully associative</li> <li>96 entries</li> </ul>
L1 <i>TRace Buffer Extension</i> (TRBE) TLB	<ul style="list-style-type: none"> <li>VA to PA translations of any page and block size</li> <li>2 entries</li> </ul>
L2 TLB	<ul style="list-style-type: none"> <li>Shared by instructions and data</li> <li>VA to PA mappings for 4KB, 16KB, 64KB, 2MB, 32MB, 512MB, and 1GB block sizes</li> <li><i>Intermediate Physical Address</i> (IPA) to PA mappings for: <ul style="list-style-type: none"> <li>2MB and 1GB block sizes in a 4KB translation granule</li> <li>32MB block size in a 16KB translation granule</li> <li>512MB block size in a 64KB granule</li> </ul> </li> <li><i>Intermediate PAs</i> (descriptor PAs) obtained during a translation table walk</li> <li>8-way set associative</li> <li>2048 entries</li> </ul>
Translation table prefetcher	<ul style="list-style-type: none"> <li>Detects access to contiguous translation tables and prefetches the next one</li> <li>Can be disabled in the ECTLR register</li> </ul>

TLB entries contain a global indicator and an *Address Space Identifier* (ASID) to allow context switches without requiring the TLB to be invalidated.

TLB entries contain a *Virtual Machine Identifier* (VMID) to allow virtual machine switches by the hypervisor without requiring the TLB to be invalidated.

## 6.2 Translation Lookaside Buffer entry content

*Translation Lookaside Buffer* (TLB) entries store the context information required to facilitate a match and avoid the need for a TLB clean on a context or virtual machine switch.

Each TLB entry contains:

- A *Virtual Address* (VA)
- A *Physical Address* (PA)
- A set of memory properties that includes type and access permissions

Each TLB entry is associated with either:

- A particular *Address Space Identifier* (ASID)
- A global indicator

Each TLB entry also contains a field to store the *Virtual Machine Identifier* (VMID) in the entry applicable to accesses from EL0 and EL1. The VMID permits hypervisor virtual machine switches without requiring the TLB to be invalidated.

### Related information

[6.4 Translation table walks](#) on page 63

## 6.3 Translation Lookaside Buffer match process

The Armv8-A architecture supports multiple *Virtual Address* (VA) spaces that are translated differently.

Each *Translation Lookaside Buffer* (TLB) entry is associated with a particular translation regime:

- Secure EL3
- Secure EL2
- Secure EL2 and EL0
- Non-secure EL2
- Non-secure EL2 and EL0
- Secure EL1 and EL0
- Non-secure EL1 and EL0

A TLB match entry occurs when the following conditions are met:

- Its VA[48:N], where N is  $\log_2$  of the block size for that translation that is stored in the TLB entry, matches the requested address.
- Entry translation regime matches the current translation regime.

- The *Address Space Identifier* (ASID) matches the current ASID held in the TTBR0\_ELx or TTBR1\_ELx register associated with the target translation regime, or the entry is marked global.
- The *Virtual Machine Identifier* (VMID) matches the current VMID held in the VTTBR\_EL2 register.

The ASID information is used for the purpose of TLB matching for entries using:

- The Secure EL1 and ELO and Non-secure EL1 and ELO translation regime
- The Secure EL2 and ELO and Non-secure EL2 and ELO translation regime

The VMID information is used for the purpose of TLB matching for entries using:

- The Secure EL1 and ELO and Non-secure EL1 and ELO translation regime, when EL2 is enabled.

## 6.4 Translation table walks

When the Cortex-X4 core generates a memory access, the *Memory Management Unit* (MMU) searches for the requested *Virtual Address* (VA) in the *Translation Lookaside Buffers* (TLBs). If it is not present, then it is a miss and the MMU proceeds by looking up the translation table during a translation table walk.

When the Cortex-X4 core generates a memory access, the MMU:

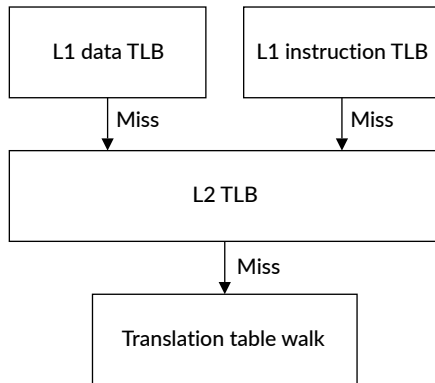
1. Performs a lookup for the requested VA, current *Address Space Identifier* (ASID), current *Virtual Machine Identifier* (VMID), and current translation regime in the relevant instruction or data L1 TLB.
2. If there is a miss in the relevant L1 TLB, then the MMU performs a lookup in the L2 TLB for the requested VA, current ASID, current VMID, and translation regime.
3. If there is a miss in the L2 TLB, then the MMU performs a hardware translation table walk.

Address translation is performed only when the MMU is enabled. It can also be disabled for a particular translation base register, in which case the MMU returns a Translation Fault.

You can program the MMU to make the accesses that are generated by translation table walks cacheable. This means that translation table entries can be cached in the L2 cache, the L3 cache, and external caches.

During a lookup or translation table walk, the access permission bits in the matching translation table entry determine whether the access is permitted. If the permission checks are violated, then the MMU returns a Permission Fault. See the [Arm® Architecture Reference Manual for A-profile architecture](#) for more information.

The following figure shows the TLB lookup process.

**Figure 6-1: Translation table walks**

In translation table walks, the descriptor is fetched from the L2 or external memory system.

### Related information

7. [L1 instruction memory system](#) on page 69
8. [L1 data memory system](#) on page 73
9. [L2 memory system](#) on page 78

## 6.5 Hardware management of the Access flag and dirty state

The Cortex-X4 core includes the option to perform hardware updates to the translation tables.

This feature is enabled in TCR\_ELx (where x is 1-3) and VTCR\_EL2. To support hardware management of dirty state, translation table descriptors include the *Dirty Bit Modifier* (DBM) field.

The Cortex-X4 core supports hardware updates to the Access flag and to dirty state only when the translation tables are held in Inner Write-Back and Outer Write-Back Normal memory regions. If software requests a hardware update in a region that is not Inner Write-Back or Outer Write-Back Normal memory, then the Cortex-X4 core returns an abort with the following encoding:

- ESR\_ELx.DFSC = 0b110001 for Data Aborts
- ESR\_ELx.IFSC = 0b110001 for Instruction Aborts

## 6.6 Responses

Certain faults and aborts can cause an exception to be taken because of a memory access.

### MMU responses

When one of the following operations is completed, the *Memory Management Unit* (MMU) generates a translation response to the requester:



- An L1 instruction or data *Translation Lookaside Buffer* (TLB) hit
- An L2 TLB hit
- A translation table walk

The responses from the MMU contain the following information:

- The *Physical Address* (PA) that corresponds to the translation
- A set of permissions
- Secure or Non-secure state information
- All the information that is required to report aborts

## MMU aborts

The MMU can detect faults that are related to address translation and can cause exceptions to be taken to the core. Faults can include address size faults, translation faults, access flag faults, and permission faults.

## External aborts

External aborts occur in the memory system, and are different from aborts that the MMU detects. Normally, external memory aborts are rare. External aborts are caused by errors that are flagged by the external memory interfaces or are generated because of an uncorrected *Error Correcting Code* (ECC) error in the L1 data cache or L2 cache arrays.

External aborts are reported synchronously when they occur during:

- Translation table walks for instruction fetches, loads, and stores
- Load operations to Inner Write-Back, Outer Write-Back Normal Cacheable memory



The address captured in the *Fault Address Register* (FAR) is the target address of the instruction that generated the synchronous external abort.

---

External aborts are reported asynchronously when they occur during:

- Load operations to all memory locations other than Inner Write-Back, Outer Write-Back Normal memory when the access is not caused by a translation table walk
- Store operations to any memory type
- Cache maintenance, TLB invalidate, and instruction cache invalidate operations
- Atomic operations including `AtomicLd`, `AtomicSt`, `AtomicCAS`, and `AtomicSwap`

Cortex-X4 takes a synchronous abort on a Normal memory `ldrx` that receives a non-EXOK response from CHI. The abort is asynchronous for Device memory `ldrx`. For `strx`, OK and EXOK responses are expected and do not cause aborts. NDErr and DErr responses for `WriteNoSnp Excl=1` cause asynchronous aborts.

## Misprogramming contiguous hints

When there is a descriptor that contains a set CH bit, the input *Virtual Address* (VA) address space must include all contiguous VAs contained in this block.

The VA address space is defined by:

- TCR\_ELx.TxSZ for stage 1 translations
- VTCR\_EL2.TOSZ for stage 2 translations

The Cortex-X4 core treats such a block as not causing a translation fault and disregards the value of the contiguous bit.

## Conflict aborts

The Cortex-X4 core does not generate conflict abort exceptions.

When a TLB conflict is detected in the L1 TLB or L2 TLB, hardware automatically handles the conflict by invalidating the conflict entries.

# 6.7 Memory behavior and supported memory types

The Cortex-X4 core supports memory types defined in the Armv8-A architecture.

Device memory types have the following attributes:

### **G – Gathering**

The capability to gather and merge requests together into a single transaction

### **R – Reordering**

The capability to reorder transactions

### **E – Early Write Acknowledgement**

The capability to accept early acknowledgement of write transactions from the interconnect



In the following table, the n prefix means the capability is not allowed.

The following table shows how memory types are supported in the Cortex-X4 core.

**Table 6-2: Supported memory types**

Memory type	Shareability	Inner Cacheability	Outer Cacheability	Notes
Device nGnRnE	Outer Shareable	-	-	Treated as Device nGnRnE
Device nGnRE	Outer Shareable <sup>1</sup>	-	-	Treated as Device nGnRE
Device nGRE	Outer Shareable <sup>1</sup>	-	-	Treated as Device nGRE
Device GRE	Outer Shareable <sup>1</sup>	-	-	Treated as Device GRE
Normal	Outer Shareable <sup>1</sup>	Non-cacheable	Any	Treated as Non-cacheable
Normal	Outer Shareable <sup>1</sup>	Write-Through Cacheable	Any	Treated as Non-cacheable
Normal	Outer Shareable <sup>1</sup>	Write-Back Cacheable	Non-cacheable	Treated as Non-cacheable
Normal	Outer Shareable <sup>1</sup>	Write-Back Cacheable	Write-Through Cacheable	Treated as Non-cacheable
Normal	See <a href="#">Table 6-3: Shareability for Normal memory</a> on page 67.	Write-Back Cacheable (any allocation hint)	Write-Back Cacheable No Allocate	Treated as Write-Back Read and Write Allocate but the outer cacheability propagated to the <i>DynamiQ™ Shared Unit-120</i> is 0 (No Allocate)
Normal	See <a href="#">Table 6-3: Shareability for Normal memory</a> on page 67.	Write-Back Cacheable (any allocation hint)	Write-Back Read or Write Allocate	Treated as Write-Back Read and Write Allocate but the outer cacheability propagated to the DSU is 1, therefore upgraded to Write and Read Allocate

The following table shows how the shareability is treated for certain Normal memory.

**Table 6-3: Shareability for Normal memory**

Shareability	Treated as
Non-shareable	Non-shareable
Outer Shareable	Outer Shareable
Inner Shareable	Outer Shareable

## 6.8 Page-based hardware attributes

The architecture defines *Page-Based Hardware Attributes* (PBHA) as an optional **IMPLEMENTATION DEFINED** feature. This section describes how the Cortex-X4 core implements PBHA.

It allows software to set up to four bits in the translation tables, which are then propagated through the memory system with transactions and can be used in the system to control system components. The meaning of the bits is specific to the system design.

<sup>1</sup> Non-cacheable and Device are treated as Outer Shareable. Combinations of Non-cacheable and Write-Through are treated as Non-cacheable, and therefore are Outer Shareable.

For information on how to set and enable the PBHA bits in the translation tables, see the [Arm® Architecture Reference Manual for A-profile architecture](#). When disabled, the PBHA value that is propagated on the bus is 0.

For memory accesses caused by a translation table walk, the IMP\_ATCR\_ELx and IMP\_AVTCR\_EL2 registers control the PBHA values.

### **PBHA combination between stage 1 and stage 2 on memory accesses**

PBHA should always be considered as an attribute of the physical address.

When stage 1 and stage 2 are enabled:

- If both stage 1 PBHA and stage 2 PBHA are enabled, the final PBHA is stage 2 PBHA.
- If stage 1 PBHA is enabled and stage 2 PBHA is disabled, the final PBHA is stage 1 PBHA.
- If stage 1 PBHA is disabled and stage 2 PBHA is enabled, the final PBHA is stage 2 PBHA.
- If both stage 1 PBHA and stage 2 PBHA are disabled, the final PBHA is defined to 0.

Enable of PBHA has a granularity of 1 bit, so this property is applied independently on each PBHA bit.

### **Mismatched aliases**

If the same physical address is accessed through more than one virtual address mapping, and the PBHA bits are different in the mappings, then the results are **UNPREDICTABLE**. The PBHA value sent on the bus could be for either mapping.

## 7. L1 instruction memory system

The Cortex-X4 core L1 instruction memory system fetches instructions and predicts branches. It includes the L1 instruction cache and the L1 instruction *Translation Lookaside Buffer* (TLB).

The L1 instruction memory system provides an instruction stream to the decoder. To increase overall performance and reduce power consumption, the L1 instruction memory system uses dynamic branch prediction and instruction caching.

The following table shows the L1 instruction memory system features.

**Table 7-1: L1 instruction memory system features**

Feature	Description
L1 instruction cache	64KB
	4-way set associative
	<i>Virtually Indexed, Physically Tagged</i> (VIPT) behaving as <i>Physically Indexed, Physically Tagged</i> (PIPT)
	Always protected with parity
Cache line length	64 bytes
Cache policy	<b>L1 I-cache</b> Pseudo- <i>Least Recently Used</i> (LRU) cache replacement policy for L1



The L1 instruction TLB also resides in the L1 instruction memory system. However, it is part of the *Memory Management Unit* (MMU) and is described in [6. Memory management](#) on page 60.

### 7.1 L1 instruction cache behavior

The L1 instruction cache is invalidated automatically at reset unless the core power mode is initialized to Debug Recovery.

In Debug Recovery mode, the L1 instruction cache is not functional.

If the L1 instruction cache is disabled, then instruction fetches cannot access any of the instruction cache arrays, except for cache maintenance operations which can execute normally.

If the L1 instruction cache is disabled, then all instruction fetches to cacheable memory are treated as if they were non-cacheable. This treatment means that instruction fetches might not be coherent with caches in other cores, and software must take this into account.



No relationship between cache sets and *Physical Address* (PA) can be assumed. Arm recommends that cache maintenance operations by set/way are used only to invalidate the entire cache.

## Related information

[5.4.5 Debug recovery mode](#) on page 55

## 7.2 L1 instruction cache Speculative memory accesses

Instruction fetches are Speculative and there can be several unresolved branches in the pipeline. A branch instruction or exception in the code stream can cause a pipeline flush, discarding the currently fetched instructions.

On instruction fetches, pages with Device memory type attributes are treated as Non-Cacheable Normal Memory. To prevent instruction fetches, device memory pages must be marked with the translation table descriptor attribute bit *eXecute Never* (XN). The device and code address spaces must be separated in the physical memory map. This separation prevents Speculative fetches to read-sensitive devices when address translation is disabled.

If the L1 instruction cache is enabled and the instruction fetches miss in the L1 instruction cache, then they will look up in L2 and snoop the L1 data cache if those caches are enabled. Instruction fetches are always coherent with data caches, so cache maintenance operations are not required to make stores visible to instruction fetches.

However, the lookup never causes an L1 data cache refill, regardless of the data cache enable status. The line is only allocated in the L2 cache, provided that the L1 instruction cache is enabled. See the [Arm® Architecture Reference Manual for A-profile architecture](#) for more information.

## 7.3 Program flow prediction

The Cortex-X4 core contains program flow prediction hardware, also known as branch prediction. Branch prediction increases overall performance and enhances power efficiency.

Program flow prediction is enabled when the *Memory Management Unit* (MMU) is enabled for the current Exception level. If program flow prediction is disabled, then all taken branches incur a penalty that is associated with cleaning the pipeline. If program flow prediction is enabled, then it predicts whether a conditional or unconditional branch is to be taken, as follows:

- For conditional branches, it predicts whether the branch is to be taken and the address that the branch goes to, known as the branch target address.
- For unconditional branches, it only predicts the branch target address.

Program flow prediction hardware contains the following functionality:

- A *Branch Target Buffer* (BTB) holding the branch target address of previously taken branches
- A *Branch Prediction* (BP) predictor that uses the previous branch history
- The return stack, including nested subroutine return addresses
- A static branch predictor
- An indirect branch predictor

### Predicted and non-predicted instructions

Program flow prediction hardware predicts all branch instructions, and includes:

- Conditional branches
- Unconditional branches
- Return instructions
- Indirect branches

The following instructions are not predicted:

- Exception return instructions (including `ERET`, `ERETAA`, `ERETAB`)
- Supervisor call instructions
- Hypervisor call instructions
- Secure Monitor call instructions

### Return stack

The return stack stores the return address of procedure call instructions. This address should be equal to the value written in the Link Register (X30) by these instructions.

Any of the following instructions causes a return stack push:

- `BL`
- `BLR`
- `BLRAA`
- `BLRAAZ`
- `BLRAB`
- `BLRABZ`

Any of the following instructions cause a return stack pop:

- `RET`
- `RETAA`
- `RETAB`

## 7.4 Instruction Prefetch

Instruction prefetching can boost execution performance by fetching data before it is needed.

### Preload instructions

The Cortex-X4 core supports the AArch64 prefetch memory instructions, `PRFM PLI`, into the L1 instruction cache or L2 cache.

These instructions signal to the memory system that memory accesses from a specified address are likely to occur soon. The memory system takes actions that aim to reduce the latency of memory accesses when they occur.

The `PRFM PLD` and `PRFM PST` instructions perform preloading in the L1 data cache, L2 cache, or L3 cache. `PRFM PLD` and `PRFM PST` instructions translate through the Data TLB.

The `PRFM PLI` instruction performs preloading to the L1 instruction cache and L2 cache. Instruction preloading is performed in the background. `PRFM PLI` instructions translate through the Instruction TLB.

For more information about prefetch memory and preloading caches, see the [Arm® Architecture Reference Manual for A-profile architecture](#).



## 8. L1 data memory system

The Cortex-X4 L1 data memory system is responsible for executing load and store instructions, as well as specific instructions such as atomics, cache maintenance operations, and memory tagging instructions. It includes the L1 data cache and the L1 data *Translation Lookaside Buffer* (TLB).

The L1 data memory system executes load and store instructions and services memory coherency requests.

The following table shows the L1 data memory system features.

**Table 8-1: L1 data memory system features**

Feature	Description
L1 data cache	64KB
	4-way set associative
	<i>Virtually Indexed, Physically Tagged</i> (VIPT) behaving as <i>Physically Indexed, Physically Tagged</i> (PIPT)
	Always protected with <i>Error Correcting Code</i> (ECC)
Cache line length	64 bytes
Cache policy	<i>Re-Reference Interval Prediction</i> (RRIP) replacement policy
Interface with integer execute pipeline and vector execute	<ul style="list-style-type: none"> <li>4×64-bit read paths and 4×64-bit write paths for the integer execute pipeline</li> <li>3×128-bit read paths and 2×128-bit write paths for the vector execute pipeline</li> </ul>



The L1 data TLB also resides in the L1 instruction memory system. However, it is part of the *Memory Management Unit* (MMU) and is described in [6. Memory management](#) on page 60.

### 8.1 L1 data cache behavior

The L1 data cache is invalidated automatically at reset unless the core power mode is initialized to Debug recovery mode.

In Debug recovery mode, the caches are not guaranteed to be functional and should not be enabled.

There is no operation to invalidate the entire data cache. If software requires this function, then it must be constructed by iterating over the cache geometry and executing a series of individual invalidates by set/way instructions. The `DC_CSW` and `DC_ISW` instructions perform both a clean and invalidate of the target set/way. The values of `HCR_EL2.SWIO` have no effect. See the [Arm® Architecture Reference Manual for A-profile architecture](#) for more information about `DC_CISW` and `HCR_EL2`.

## Data Cacheability disabled behavior

If the data Cacheability is disabled, then:

- A new line is not allocated in the L2 or L3 caches as a result of an instruction fetch.
- All load and store instructions to cacheable memory are treated as Non-cacheable.
- Data cache maintenance operations continue to execute normally.

The L1 data and L2 caches cannot be disabled independently. When a core disables the L1 data cache, cacheable memory accesses issued by that core are no longer cached in the L1 or L2 cache.

To maintain data coherency between multiple cores, the Cortex-X4 core uses the *Modified Exclusive Shared Invalid* (MESI) protocol.



The way that cache indices are determined means that there is no direct relationship between the *Physical Address* (PA) and set number. You cannot use targeted operations that assume a relationship between the PA and set number. To flush the entire cache, you must perform set and way maintenance operations over the number of sets and ways described in CCSIDR\_EL1 for that cache.

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## Related information

[5.4.5 Debug recovery mode](#) on page 55

## 8.2 Write streaming mode

The Cortex-X4 core supports write streaming mode, sometimes referred to as read allocate mode, both for the L1 and the L2 cache.

A cache line is allocated to the L1 and L2 cache on either a read miss or a write miss. However, writing large blocks of data can pollute the cache with unnecessary data. It can also waste power and performance when a linefill is performed only to discard the linefill data because the entire line was subsequently written by the `memset()`. In some situations, cache line allocation on writes is not required. For example, when executing the C standard library `memset()` function to clear a large block of memory to a known value.

To prevent unnecessary cache line allocation, the memory system can detect when the core has written a full cache line before the linefill completes. If this situation is detected on a configurable number of consecutive linefills, then it switches into write streaming mode.

When in write streaming mode, load operations behave as normal, and can still cause linefills. Writes still lookup in the cache, but if they miss then they write out to the L2 or system rather than starting a linefill.



More than the specified number of linefills might be observed on the master interface, before the memory system switches to write streaming mode.

The memory system continues in write streaming mode until either:

- It detects a cacheable write burst that is not a full cache line.
- There is a load operation from the same line that is being written.

When a Cortex-X4 core has switched to write streaming mode, the memory system continues to monitor the write traffic. It signals to the L2, System Level Cache, or DRAM, to go into write streaming mode when it observes a further number of full cache line writes.

The write streaming threshold defines the number of consecutive cache lines that are fully written without being read before store operations stop causing cache allocations. You can configure the write streaming threshold for each cache:

- `IMP_CPUCTLR_EL1.L2_WR_THR` configures the L2 write streaming mode threshold
- `IMP_CPUCTLR_EL1.L3_WR_THR` configures the L3 write streaming mode threshold
- `IMP_CPUCTLR_EL1.L4_WR_THR` configures the L4 write streaming mode threshold
- `IMP_CPUCTLR_EL1.DRAM_WR_THR` configures the DRAM write streaming mode threshold

### Related information

[A.1.10 IMP\\_CPUCTLR\\_EL1, CPU Extended Control Register](#) on page 197

## 8.3 Instruction implementation in the L1 data memory system

The Cortex-X4 core supports the atomic instructions added in the Arm®v8.1-A architecture. Atomic instructions to Cacheable memory can be performed as either near atomics or far atomics, depending on where the cache line containing the data resides.

If an instruction hits in the L1 data cache, then the Cortex-X4 core tries to perform it as a near atomic. Then, based on system behavior, the core can decide to perform it as a far atomic.

If the operation misses everywhere within the cluster and the interconnect supports far atomics, then the atomic is passed on to the interconnect to perform the operation. If the operation hits anywhere inside the cluster, or if an interconnect does not support atomics, then the L3 memory system performs the atomic operation. If the line is not already there, it allocates the line into the L3 cache.

Therefore if software prefers that the atomic is performed as a near atomic, then precede the atomic instruction with a `PLDW` or `PRFM PSTLKEEP` instruction. Alternatively, `CPUCTLR` can be programmed such that different types of atomic instructions attempt to execute as a near atomic.

One cache fill is made on an atomic. If the cache line is lost before the atomic operation can be made, then it is sent as a far atomic.

The Cortex-X4 core supports atomics to Device or Non-cacheable memory, however this relies on the interconnect also supporting atomics. If such an atomic instruction is executed when the interconnect does not support them, then it results in an abort.

## 8.4 Internal exclusive monitor

The Cortex-X4 core includes an internal exclusive monitor with a 2-state, open and exclusive state machine that manages Load-Exclusive and Store-Exclusive accesses and Clear-Exclusive (CLREX) instructions.

You can use these instructions to construct semaphores, ensuring synchronization between different processes running on the core, and also between different cores that are using the same coherent memory locations for the semaphore. A Load-Exclusive instruction tags a small block of memory for exclusive access. CTR\_ELO defines the size of the tagged blocks as 16 words, one cache line.



A Load-Exclusive or Store-Exclusive instruction in the A64 instruction set is an instruction that has a mnemonic starting with LDX, LDAX, STX, or STLX.

---

See the [Arm® Architecture Reference Manual for A-profile architecture](#) for more information on these instructions.

See [A.5.22 CTR\\_ELO, Cache Type Register](#) on page 435 for more technical reference and register information.

## 8.5 Data prefetching

Data prefetching can boost execution performance by fetching data before it is needed.

### Hardware data prefetcher

The Cortex-X4 core includes multiple hardware prefetch engines as part of the L1 and L2 caches. These prefetch engines prefetch data into the L1 and L2 caches using a combination of *Virtual Address* (VA) and *Physical Address* (PA).

The CPUECTLR registers allow control over some aspects of the prefetcher behavior. For more information, see:

- [A.1.10 IMP\\_CPUECTLR\\_EL1, CPU Extended Control Register](#) on page 197
- [A.1.11 IMP\\_CPUECTLR2\\_EL1, CPU Extended Control Register 2](#) on page 207

## Data cache zero

In the Cortex-X4 core, the *Data Cache Zero by Virtual Address* (DC ZVA) instruction sets a 64-byte block of memory, which is aligned to 64 bytes, to zero.

For more information, see the [Arm® Architecture Reference Manual for A-profile architecture](#).

## 9. L2 memory system

The Cortex-X4 core L2 memory system connects the core with the *DynamiQ™ Shared Unit-120* through the CPU bridge. It includes the private L2 cache.

The L2 cache is unified and private to each Cortex-X4 core in a cluster.

The following table shows the L2 memory system features.

**Table 9-1: L2 memory system features**

Feature	Description
L2 cache	<ul style="list-style-type: none"> <li>512KB, 1024KB, or 2048KB</li> <li>8-way set associative, 4 banks</li> <li><i>Physically Indexed, Physically Tagged</i> (PIPT)</li> <li>Optionally protected with with <i>Error Correcting Code</i> (ECC)</li> </ul>
Cache line length	64 bytes
Cache policy	Dynamic biased cache replacement policy
Interface with the <i>DynamiQ™ Shared Unit-120</i>	One CHI Issue E compliant interfaces with 256-bit read and write channel widths

### 9.1 L2 cache

The integrated L2 cache handles both instruction and data requests from the instruction and data side, as well as translation table walk requests.

The L1 instruction cache and L2 cache are weakly inclusive. Instruction fetches that miss in the L1 instruction cache and L2 cache allocate both caches, but the invalidation of the L2 cache does not cause back-invalidates of the L1 instruction cache.

The L1 data cache and L2 cache are strictly inclusive. Any data contained in the L1 data cache is also present in the L2 cache. Victimization of L2 data can cause invalidations of the L1 data cache.

The L2 cache is invalidated automatically at reset unless the core power mode is initialized to Debug recovery mode.

#### Related information

[5.4.5 Debug recovery mode](#) on page 55

### 9.2 Support for memory types

The Cortex-X4 core simplifies coherency logic by downgrading some memory types.

Memory that is marked as both Inner Write-Back Cacheable and Outer Write-Back Cacheable is cached in the L1 data cache and the L2 cache.

Memory that is marked as Inner Write-Through is downgraded to Non-cacheable.

Memory that is marked Outer Write-Through or Outer Non-cacheable is downgraded to Non-cacheable, even if the inner attributes are Write-Back Cacheable.

The additional attribute hints are used as follows:

#### Allocation hint

Allocation hints help to determine the rules of allocation of newly fetched lines in the system.

#### Transient hint

An allocating read to the L1 data cache that has the transient bit set is allocated in the L1 cache. Such reads are marked as most likely to be evicted, according to the L1 eviction policy. Transient lines evicted from the L2 cache do not allocate downstream caches.

## 9.3 Transaction capabilities

The interface between the Cortex-X4 core L2 memory system and the *DynamiQ™ Shared Unit-120* provides transaction capabilities for the core.

The following table shows the maximum possible values for read, write, *Distributed Virtual Memory* (DVM) issuing, and snoop capabilities of the Cortex-X4 core L2 cache.

**Table 9-2: Cortex-X4 transaction capabilities**

Attribute	Maximum value	Description
Write issuing capability	92	This is the maximum number of outstanding write transactions.
Read issuing capability	92	This is the maximum number of outstanding read transactions.
Snoop acceptance capability	53	This is the maximum number of outstanding snoops accepted.
DVM issuing capability	92	This is the maximum number of outstanding DVM operation transactions.

See the [Arm® Architecture Reference Manual for A-profile architecture](#) for information on the different memory types.

## 10. Direct access to internal memory

The Cortex-X4 core provides a mechanism to read the internal memory that the L1 caches, L2 cache, and *Translation Lookaside Buffer* (TLB) structures use through **IMPLEMENTATION DEFINED** System registers. When the coherency between the cache data and the system memory data is broken, you can use this mechanism to investigate any issues.



It is not possible to update the contents of the caches or TLB structures.

Direct access to internal memory is available only in EL3. In all other exception levels, executing these instructions results in an Undefined Instruction exception.

You can access the contents of the internal memory using the six read-only (RO) System registers in [Table 10-1: System registers used to access internal memory](#) on page 80. The internal memory is selected by programming the **IMPLEMENTATION DEFINED** RAMINDEX register using the following `sys` instruction:

```
sys #6, c15, c0, #0, <Xt>
```

For more information on the RAMINDEX register, see [A.4.1 SYS\\_IMP\\_RAMINDEX, RAM Index](#) on page 379. The data is read from the read-only System registers as shown in the following table.



- All the System registers are read-only (RO) and 64-bits wide
- For the register reset value, see the individual bit resets
- Any access to the data registers returns data
- Click the register name for details on the returned data format

**Table 10-1: System registers used to access internal memory**

Register name	Function	Access	Operation	Rd Data
IMP_IDATA0_EL3	Instruction register 0	RO	MRS <Xd>, S3_6_c15_c0_0	Data
IMP_IDATA1_EL3	Instruction register 1	RO	MRS <Xd>, S3_6_c15_c0_1	Data
IMP_IDATA2_EL3	Instruction register 2	RO	MRS <Xd>, S3_6_c15_c0_2	Data
IMP_DDATA0_EL3	Data register 0	RO	MRS <Xd>, S3_6_c15_c1_0	Data
IMP_DDATA1_EL3	Data register 1	RO	MRS <Xd>, S3_6_c15_c1_1	Data



Register name	Function	Access	Operation	Rd Data
IMP_DDATA2_EL3	Data register 2	RO	MRS <Xd>, S3_6_c15_c1_2	Data

## 10.1 L1 cache encodings

Both the L1 data and instruction caches are 4-way set associative.

The size of the configured cache determines the number of sets in each way. The encoding that is used to locate the cache data entry for tag and data memory is set in  $x_n$  in the appropriate  $s_{ys}$  instruction. It is similar for both the tag and data RAM access.

The following tables show the encodings required for locating and selecting a given cache line.

**Table 10-2: Cortex-X4 L1 instruction cache tag location encoding**

Bit field of $X_n$	Description
[31:24]	RAMID = 0x00
[23:20]	Reserved
[19:18]	Way
[17:14]	Reserved
[13:6]	Virtual address [13:6]
[5:0]	Reserved

**Table 10-3: Cortex-X4 L1 instruction cache data location encoding**

Bit field of $X_n$	Description
[31:24]	RAMID = 0x01
[23:20]	Reserved
[19:18]	Way
[17:14]	Reserved
[13:3]	Virtual address [13:3]
[2:0]	Reserved

**Table 10-4: Cortex-X4 L1 instruction TLB data location encoding**

Bit field of $X_n$	Description
[31:24]	RAMID = 0x04
[23:8]	Reserved
[7:0]	TLB entry (0-47)

**Table 10-5: Cortex-X4 L1 data cache tag location encoding**

Bit field of $X_n$	Description
[31:24]	RAMID = 0x08
[23:20]	Reserved

Bit field of Xn	Description
[19:18]	Way
[17:16]	Copy: <b>0b00</b> Tag RAM associated with Pipe 0 <b>0b01</b> Tag RAM associated with Pipe 1 <b>0b10</b> Tag RAM associated with Pipe 2 <b>0b11</b> Reserved
[15:14]	Reserved
[13:6]	Virtual address [13:6]
[5:0]	Reserved

**Table 10-6: Cortex-X4 L1 data cache data location encoding**

Bit field of Xn	Description
[31:24]	RAMID = 0x09
[23:20]	Reserved
[19:18]	Way
[17:16]	BankSel
[15:14]	Unused
[13:6]	Virtual address [13:6]
[5:0]	Reserved

**Table 10-7: Cortex-X4 L1 data TLB location encoding**

Bit field of Xn	Description
[31:24]	RAMID = 0x0A
[23:6]	Reserved
[6:0]	TLB Entry (0-95)

### 10.1.1 L1 instruction tag RAM returned data

For each register, any access to the L1 instruction tag RAM returns data.

The following tables show the L1 instruction cache tag format for instruction registers.

**Table 10-8: L1 instruction cache tag format for Instruction Register 0**

Bit field	Description
[63:32]	Reserved
[31]	Non-secure identifier for the physical address
[30:3]	Physical address [39:12]

Bit field	Description
[2:1]	Instruction state [1:0]  <b>0b00</b> Invalid  <b>0b01</b> Valid  <b>0b10</b> <i>Hardware prefetch(HWPRF)</i>  <b>0b11</b> Valid
[0]	Parity

**Table 10-9: L1 instruction cache tag format for Instruction Register 1**

Bit field	Description
[63:0]	0

**Table 10-10: L1 instruction cache tag format for Instruction Register 2**

Bit field	Description
[63:0]	0

## 10.1.2 L1 instruction data RAM returned data

For each register, any access to the L1 instruction data RAM returns data.

The following tables show the L1 instruction cache data format for instruction registers.

**Table 10-11: L1 instruction cache data format for Instruction Register 0**

Bit field	Description
[63:0]	Data [63:0]

**Table 10-12: L1 instruction cache data format for Instruction Register 1**

Bit field	Description
[63:20]	0
[19:0]	Data [83:64]

**Table 10-13: L1 instruction cache data format for Instruction Register 2**

Bit field	Description
[63:0]	0

### 10.1.3 L1 instruction TLB returned data

For each register, any access to the L1 instruction TLB returns data.

The following tables show the L1 instruction TLB format for instruction registers.

**Table 10-14: L1 instruction TLB format for Instruction Register 0**

Bit field	Description
[63]	Virtual address [12]
[62:59]	PBHA [3:0]
[58]	TLB attribute
[57:55]	Memory attributes: <b>0b000</b> Device nGnRnE <b>0b001</b> Device nGnRE <b>0b010</b> Device nGRE <b>0b011</b> Device GRE <b>0b100</b> Non-cacheable <b>0b101</b> Write-Back No-Allocate <b>0b110</b> Write-Back Transient <b>0b111</b> Write-Back Read-Allocate and Write-Allocate
[54:52]	Page size: <b>0b000</b> 4KB <b>0b001</b> 16KB <b>0b010</b> 64KB <b>0b100</b> 2MB <b>Other</b> Reserved
[51]	Outer-shared
[50]	Inner-shared
[49:42]	0
[41:40]	TLB attribute

Bit field	Description
[39:24]	ASID[15:0]
[23:8]	VMID[15:0]
[7:5]	MSID[2:0]: <b>0b000</b> Secure EL1/ELO <b>0b001</b> Secure EL2 <b>0b101</b> Secure EL3 <b>0b010</b> Non-secure EL1/ELO <b>0b011</b> Non-secure EL2
[4:1]	TLB attribute
[0]	Valid

**Table 10-15: L1 instruction TLB format for Instruction Register 1**

Bit field	Description
[63:36]	Physical address [39:12]
[35:0]	Virtual address [48:13]

**Table 10-16: L1 instruction TLB format for Instruction Register 2**

Bit field	Description
[63:4]	Reserved
[3]	TLB attribute
[2]	TLB attribute
[1]	Reserved
[0]	Non-Secure

### 10.1.4 L1 data tag RAM returned data

For each register, any access to the L1 data tag RAM returns data.

The following tables show the L1 data cache tag format for data registers.

**Table 10-17: L1 data cache tag format for Data Register 0**

Bit field	Description
[63:57]	ECC
[56:28]	Non-secure identifier, physical address [39:12]
[27:25]	Reserved
[24]	Transient/WBNA

Bit field	Description
[23:20]	Memory Tagging Extension (MTE) tag poison
[19:4]	MTE tag data
[3:2]	MTE tag state: <b>0b00</b> Invalid <b>0b01</b> Shared <b>0b11</b> Dirty state
[1:0]	MESI: <b>0b00</b> Invalid <b>0b01</b> Shared <b>0b10</b> Exclusive <b>0b11</b> Modified

**Table 10-18: L1 data cache tag format for Data Register 1**

Bit field	Description
[63:0]	0

**Table 10-19: L1 data cache tag format for Data Register 2**

Bit field	Description
[63:0]	0

### 10.1.5 L1 data data RAM returned data

For each register, any access to the L1 data data RAM returns data.

The following tables show the L1 data cache data format for data registers.

**Table 10-20: L1 data cache data format for Data Register 0**

Bit field	Description
[63:0]	word1_data[31:0], word0_data[31:0]

**Table 10-21: L1 data cache data format for Data Register 1**

Bit field	Description
[63:0]	word3_data[31:0], word2_data[31:0]

**Table 10-22: L1 data cache data format for Data Register 2**

Bit field	Description
[63:32]	0
[31:0]	word3_ecc [6:0], word3_poison, word2_ecc [6:0], word2_poison, word1_ecc [6:0], word1_poison, word0_ecc [6:0], word0_poison

### 10.1.6 L1 data TLB returned data

For each register, any access to the L1 data TLB returns data.

The following tables show the L1 data TLB format for data registers.

**Table 10-23: L1 data TLB format for Data Register 0**

Bit field	Description
[63:62]	LOR ID [1:0]
[61]	LOR match
[60]	Outer-shared
[59]	Inner-shared
[58:57]	S1 translation regime [1:0]
[56:55]	S2 translation regime [1:0]
[54:52]	Memory attributes [2:0]: <b>0b000</b> Device nGnRnE <b>0b001</b> Device nGnRE <b>0b010</b> Device nGRE <b>0b011</b> Device GRE <b>0b100</b> Non-cacheable <b>0b101</b> Write-Back No-Allocate <b>0b110</b> Write-Back Transient <b>0b111</b> Write-Back Read-Allocate and Write-Allocate
[51]	Outer allocate
[50]	S2 Dirty Bit Modifier (DBM) bit
[49]	S1 DBM bit
[48]	TLB coalesced bit
[47:44]	Permission bit [3:0]

Bit field	Description
[43]	Device/Non-cacheable HTRAP
[42]	nG bit
[41]	Smash bit
[40:38]	Page size [2:0]: <b>0b000</b> 4KB <b>0b001</b> 16KB <b>0b010</b> 64KB <b>0b011</b> Reserved <b>0b100</b> 2MB <b>0b101</b> Reserved <b>0b110</b> 512MB <b>0b111</b> Reserved
[37:36]	Security State <b>00</b> Secure <b>01</b> Non-secure <b>10</b> Root <b>11</b> Realm
[35:33]	MSID [1:0]
[32:17]	ASID [15:0]
[16:1]	VMID [15:0]
[0]	Valid

**Table 10-24: L1 data TLB format for Data Register 1**

Bit field	Description
[63:37]	Physical address [38:12]
[36:0]	Virtual address [48:12]

**Table 10-25: L1 data TLB format for Data Register 2**

Bit field	Description
[8]	Tagged MTE



Bit field	Description
[7:6]	Reserved
[5]	FWB override
[4]	PBHA [3]
[3]	PBHA [2]
[2]	PBHA [1]
[1]	PBHA [0]
[0]	PA Address [39]

## 10.2 L2 cache encodings

The L2 cache is 8-way set associative.

The size of the configured cache determines the number of sets in each way. The encoding that is used to locate the cache data entry for tag and data memory is set in  $x_n$  in the appropriate  $sxs$  instruction. It is similar for both the tag and data RAM access.

The following tables show the encodings required for locating and selecting a given cache line.

**Table 10-26: Cortex-X4 L2 cache tag location encoding for 512KB <sup>2</sup>**

Bit field of $X_n$	Description
[31:24]	RAMID = $0x10$
[23:21]	Reserved
[20:18]	Way (0-7)
[17:16]	Reserved
[15:13]	Index [15:13]
[12:10]	XOR(Index [12:10], Way[2:0])
[9:8]	Index [9:8]
[7:6]	XOR(Index [7:6], Index [11:10], Way[1:0])
[5:0]	Reserved

**Table 10-27: Cortex-X4 L2 cache tag location encoding for 1MB <sup>3</sup>**

Bit field of $X_n$	Description
[31:24]	RAMID = $0x10$
[23:21]	Reserved
[20:18]	Way (0-7)
[17]	Reserved
[16:12]	Index [16:12]

<sup>2</sup> Index[15:8]=XOR(physical address[15:8], physical address[23:16]) Index[7:6]=XOR(physical address[7:6], physical address[11:10])

<sup>3</sup> Index[16:8]=XOR(physical address[16:8], physical address[25:17]), Index[7:6]=XOR(physical physical address[7:6], physical address[11:10])

Bit field of Xn	Description
[11:9]	XOR(Index [11:9], Way[2:0])
[8]	Index [8]
[7:6]	XOR(Index [7:6], Index [11:10], Way[2:1])
[5:0]	Reserved

**Table 10-28: Cortex-X4 L2 cache tag location encoding for 2MB**<sup>4</sup>

Bit field of Xn	Description
[31:24]	RAMID = 0x10
[23:21]	Reserved
[20:18]	Way (0-7)
[17:11]	Index[17:11]
[10:8]	XOR(Index[10:8], Way[2:0])
[7]	XOR(Index[7], Index[11])
[6]	XOR(Index[6], Index[10], Way[2])
[5:0]	Reserved

**Table 10-29: Cortex-X4 L2 cache data location encoding for 512KB**

Bit field of Xn	Description
[31:24]	RAMID = 0x11
[23:21]	Reserved
[20:18]	Way (0-7)
[17:16]	Reserved
[15:13]	Index [15:13]
[12:10]	XOR(Index [12:10], Way[2:0])
[9:8]	Index [9:8]
[7:6]	XOR(Index [7:6], Index [11:10], Way[1:0])
[5:4]	Physical address [5:4]
[3:0]	Reserved

**Table 10-30: Cortex-X4 L2 cache data location encoding for 1MB**

Bit field of Xn	Description
[31:24]	RAMID = 0x11
[23:21]	Reserved
[20:18]	Way (0-7)
[17]	Reserved
[16:12]	XOR(Index [16:12], 5'b01000)
[11:9]	XOR(Index [11:9], Way[2:0])
[8]	Index [8]

<sup>4</sup> Index[17:8]=XOR(physical address[17:8], physical address[27:18]), Index[7:6]=XOR(physical address[7:6], physical address[11:10])

Bit field of Xn	Description
[7:6]	XOR(Index [7:6], Index [11:10], Way[2:1])
[5:4]	Physical address [5:4]
[3:0]	Reserved

**Table 10-31: Cortex-X4 L2 cache data location encoding for 2MB**

Bit field of Xn	Description
[31:24]	RAMID = 0x11
[23:21]	Reserved
[20:18]	Way (0-7)
[17:11]	XOR(Index[17:11], 7'b0001000)
[10:8]	XOR(Index[10:8], Way[2:0])
[7]	XOR(Index[7], Index[11])
[6]	XOR(Index[6], Index[10], Way[2])
[5:4]	Physical address[5:4]
[3:0]	Reserved

**Table 10-32: Cortex-X4 L2 TLB location encoding**

Bit field of Xn	Description
[31:24]	RAMID = 0x18
[23:21]	Reserved
[20:18]	Way (0-7)
[17:8]	Reserved
[7:0]	TLB entry (0-255)

**Table 10-33: Cortex-X4 L2 victim location encoding for 512KB**

Bit field of Rd	Description
[31:24]	RAMID = 0x12
[23:16]	Reserved
[15:8]	Index [15:8]
[7:6]	XOR(Index[11:10], Index[7:6])
[5:0]	Reserved

**Table 10-34: Cortex-X4 L2 victim location encoding for 1MB**

Bit field of Rd	Description
[31:24]	RAMID = 0x12
[23:17]	Reserved
[16:8]	XOR(Index[16:8], 9'b100000000)
[7:6]	XOR(Index[11:10], Index[7:6])
[5:0]	Reserved

**Table 10-35: Cortex-X4 L2 victim location encoding for 2MB**

Bit field of Rd	Description
[31:24]	RAMID = 0x12
[23:18]	Reserved
[17:8]	XOR(Index[17:8], 10'b0010000000)
[7:6]	XOR (Index[11:10, Index [7:6])
[5:0]	Reserved

## 10.2.1 L2 tag RAM returned data

For each register, any access to the L2 tag RAM returns data.

The following tables show the L2 tag cache format for instruction registers. In the first table:

### For 512KB L2 cache

n=34, m=16

### For 1MB L2 cache

n=33, m=17

### For 2MB L2 cache

n=32, m=18

**Table 10-36: L2 tag cache format for Data Register 0**

Bit field	Description
[63:n+22]	0
[n+21:n+13]	ECC
[n+12]	MPAM_PMG
[n+11:n+6]	MPAM_PARTID
[n+5]	MPAM_NS
[n+4:n+1]	PBHA[3:0]
[n:11]	Physical tag [39:m]
[10]	Non-secure
[9]	Reserved
[8:7]	Virtual address [13:12]
[6]	Shareable
[5]	L1 data cache valid
[4:3]	MTE state: <b>0b00</b> Invalid <b>0b10</b> Clean <b>0b11</b> Dirty

Bit field	Description
[2:0]	L2 state: <b>0b101</b> UniqueDirty <b>0b001</b> UniqueClean <b>0bx11</b> SharedClean <b>0bxx0</b> Invalid

**Table 10-37: L2 tag cache format for Data Register 1**

Bit field	Description
[63:0]	0

**Table 10-38: L2 tag cache format for Data Register 2**

Bit field	Description
[63:0]	0

## 10.2.2 L2 data RAM returned data

For each register, any access to the L2 data RAM returns data.

The following tables show the L2 data RAM format for data registers.

**Table 10-39: L2 data RAM format for Data Register 0**

Bit field	Description
[63:0]	Data [63:0]

**Table 10-40: L2 data RAM format for Data Register 1**

Bit field	Description
[63:0]	Data [127:64]

**Table 10-41: L2 data RAM format for Data Register 2 when L2 ECC granule equals 128**

Bit field	Description
[63:15]	0
[14:6]	ECC[8:0] for Data [127:0]
[5]	Poison for Data [127:64]
[4]	Poison for Data [63:0]
[3:0]	MTE tags

**Table 10-42: L2 data RAM format for Data Register 2 when L2 ECC granule equals 256**

Bit field	Description
[63:11]	0
[10:6]	ECC[4:0] for Data [255:0] <sup>5</sup>
[5]	Poison for Data [127:64]
[4]	Poison for Data [63:0]
[3:0]	MTE tags

### 10.2.3 L2 TLB RAM returned data

For each register, any access to the L2 TLB RAM returns data.

The following tables show the L2 TLB format for instruction registers.

L2 TLB format for Instruction Register 0 will have different physical addresses for bits [20:53] if bit[6] is set to 1 or 0.

**Table 10-43: L2 TLB format for Instruction Register 0 if bit[6] is set to 0**

Bit field	Description
[63]	Outer Shareable
[62]	Inner Shareable
[61]	Outer allocate
[60:58]	Memory attributes: <b>0b000</b> Device nGnRnE <b>0b001</b> Device nGnRE <b>0b010</b> Device nGRE <b>0b011</b> Device GRE <b>0b100</b> Non-cacheable <b>0b101</b> Write-Back No-Allocate <b>0b110</b> Write-Back Transient <b>0b111</b> Write-Back Read-Allocate and Write-Allocate
[57:54]	Reserved

<sup>5</sup> ECC[9:5] for Data[255:0] are contained in the read of the next quad-word.

Bit field	Description
[53:20]	Physical address  When bit[6] is 0: <ul style="list-style-type: none"> <li>[53:26] = PA[39:12]</li> <li>[25:20] = Reserved</li> </ul>
[19:17]	Page size: <ul style="list-style-type: none"> <li><b>0b000</b> 4KB</li> <li><b>0b001</b> 16KB</li> <li><b>0b010</b> 64KB</li> <li><b>0b100</b> 2MB</li> <li><b>0b101</b> 32MB</li> <li><b>0b110</b> 512MB</li> <li><b>0b111</b> 1GB</li> </ul>
[16:7]	Reserved
[6]	Coalesced entry
[5:2]	Valid bits
[1:0]	Reserved

**Table 10-44: L2 TLB format for Instruction Register 0 if bit[6] is set to 1**

Bit field	Description
[63:62]	Reserved
[61:20]	Physical address  When bit[6] is 1: <ul style="list-style-type: none"> <li>[53:28] = PA[47:14]</li> <li>[27:26] = PA[13:12] for page 3 (highest memory address)</li> <li>[25:24] = PA[13:12]for page 2</li> <li>[23:22] = PA[13:12]for page 1</li> <li>[21:20] = PA[13:12]for page 0 (lowest memory address)</li> </ul>

Bit field	Description
[19:17]	Page size: <b>0b000</b> 4KB <b>0b001</b> 16KB <b>0b010</b> 64KB <b>0b100</b> 2MB <b>0b101</b> 32MB <b>0b110</b> 512MB <b>0b111</b> 1GB
[16:7]	Reserved
[6]	Coalesced entry
[5:2]	Valid bits
[1:0]	Reserved

**Table 10-45: L2 TLB format for Instruction Register 1**

Bit field	Description
[63:51]	ASID [12:0]
[50:47]	PBHA
[46]	Walk cache entry
[45:17]	Virtual address [48:20]
[16:13]	Reserved
[12]	Non-secure
[11:1]	Reserved
[0]	nG, indicates a non-global page

**Table 10-46: L2 TLB format for Instruction Register 2**

Bit field	Description
[63:22]	Reserved



Bit field	Description
[21:19]	MSID [2:0]: <b>0b000</b> Secure EL1 <b>0b001</b> Secure EL2 <b>0b010</b> Non-secure EL1 <b>0b011</b> Non-secure EL2 <b>0b101</b> EL3
[18:3]	VMID [15:0]
[2:0]	ASID [15:13]

## 10.2.4 L2 Victim RAM returned data

For each register, any access to the L2 victim RAM returns data.

The following tables show the L2 victim RAM format for data registers.

**Table 10-47: Cortex-X4 L2 victim format for data register 0 for 1MB and 2MB L2 cache**

Bit field of Rd	Description
[63:56]	Prefetch
[55:48]	Data source
[47:40]	Transient
[39:32]	Outer allocation hint
[31:16]	Pointer fill counter
[15:0]	Replacement

**Table 10-48: Cortex-X4 L2 victim format for data register 1 for 1MB and 2MB L2 cache**

Bit field of Rd	Description
[63:0]	0

**Table 10-49: Cortex-X4 L2 victim format for data register 2**

Bit field of Rd	Description
[63:0]	0

# 11. RAS Extension support

The Cortex-X4 core supports the *Reliability, Availability, and Serviceability* (RAS) Extension, including all extensions up to Arm®v9.2-A.

In particular, the Cortex-X4 core supports these RAS Extension features:

- *Fault Handling Interrupts* (FHIs)
- *Error Recovery Interrupts* (ERIs)
- Poison attribute on bus transfers
- Cache protection with *Single Error Correct* (SEC) parity on the functional RAMs that only contain clean data. This includes the L1 instruction cache tag, L1 instruction cache data, and the *Memory Management Unit* (MMU) RAMs.
- Cache protection with *Single Error Correct, Double Error Detect* (SECCDED), *Error Correcting Code* (ECC) on the functional RAMs that contain dirty data. This includes the L1 data cache tag, L1 data cache data, L2 cache tag, L2 cache data, and the L2 *Transaction Queue* (TQ) RAMs.
- Error Data Record registers to help software perform recovery actions
- Error injection capabilities to facilitate software and system debug
- The *Error Synchronization Barrier* (ESB) instruction to synchronize unrecoverable errors. When an `esb` instruction is executed, the core ensures that all SError interrupts that are generated by instructions before the `esb` are either taken or deferred. If the core cannot take the interrupt, it records the interrupt in the Deferred Interrupt Status Register DISR\_EL1. See the [Arm® Architecture Reference Manual for A-profile architecture](#) for more information on DISR\_EL1.

Fault detection features are included in groups within the DSU-120 DynamIQ™ cluster and the Cortex-X4 core. Each group of fault detection features is referred to as a node. You can access each node by using either the System registers or the utility bus. The following nodes are implemented in the Cortex-X4 core and the DSU-120 DynamIQ™ cluster:

- Node 0 includes the shared L3 memory system in the *DynamIQ™ Shared Unit-120*.
- Node 1 includes the private L1 memory system, L2 memory system, and the MMU/TLB in the core.

For more information on the architectural RAS Extension and the definition of a node, see the [Arm® Architecture Reference Manual Supplement, Reliability, Availability, and Serviceability \(RAS\), for A-profile architecture](#).

For information on the node that includes the shared L3 memory system, see *RAS extension support* in the [Arm® DynamIQ™ Shared Unit-120 Technical Reference Manual](#).

## 11.1 Cache protection behavior

The configuration of the *Reliability, Availability, and Serviceability* (RAS) Extension that is implemented in the Cortex-X4 core includes cache protection. In this case, the Cortex-X4 core protects against errors that result in a RAM bitcell holding the incorrect value.

The RAMs in the Cortex-X4 core have the following capabilities:

### SEC parity

*Single Error Correction* (SEC). One bit of parity is applicable to the protected data. The data size is specific for each RAM and depends on the protection granule.

### SECDED ECC

*Single Error Correct, Double Error Detect* (SECDED), *Error Correcting Code* (ECC). The data size is specific for each RAM and depends on the protection granule.

The following table indicates which protection type is applied to each RAM in the Cortex-X4 core. The core can progress and remain functionally correct when there is a single-bit error in any RAM.

**Table 11-1: RAM cache protection**

RAM memory	Parity or ECC support
L1 instruction cache data	SEC parity
L1 instruction cache tag	SEC parity
L1 data cache data	SECDED ECC
L1 data cache tag	SECDED ECC
Memory Management Unit (MMU) Translation Cache (TC)	SEC parity
L2 cache tag	SECDED ECC
L2 cache data	SECDED ECC
L2 Transaction Queue (TQ)	SECDED ECC

If there are multiple single-bit errors in different RAMs, or within different protection granules within the same RAM, then the core also remains functionally correct.

If there is a double-bit error in a single RAM within the same protection granule, then the behavior depends on the RAM:

- For RAMs with SECDED capability, the core detects, and either reports or defers the error. If the error is in a cache line containing dirty data, then that data might be lost.
- For RAMs with only SEC, the core does not detect a double-bit error, which might cause data corruption.

If there are errors that are three or more bits within the same protection granule, the core might or might not detect the errors. Whether the core detects the errors or not depends on the RAM and the position of the errors within the RAM.

The cache protection feature of the core has a minimal performance impact when no errors are present.

## 11.2 Error containment

The Cortex-X4 core supports error containment for data errors. This means that detected data errors are not silently propagated. Data errors are deferred using data poisoning, ensuring that a consumer is aware of the error. Uncorrectable L1 data cache tag errors and L2 cache tag errors are not containable.

Error containment also implies support for poisoning if there is a double error on an eviction. This ensures that the error of the associated data is reported when it is consumed.

Support for the *Error Synchronization Barrier* (ESB) instruction in the core also allows further isolation of imprecise exceptions that are reported when poisoned data is consumed.

## 11.3 Fault detection and reporting

When the Cortex-X4 core detects a fault, it raises a *Fault Handling Interrupt* (FHI) exception or an *Error Recovery Interrupt* (ERI) exception through the fault or the error signals. FHIs and ERIs are reflected in the *Reliability, Availability, and Serviceability* (RAS) registers, which are updated in the node that detects the errors.

### Fault handling interrupts

When `ERRnCTLR.FI` is set, all detected Deferred errors, Uncorrected errors, and overflows of the corrected error counters generate an FHI. When `ERRnCTLR.CFI` is set, all detected Corrected errors also generate an FHI.

FHIs from core *n* are signaled using `nCOREFAULTIRQ[n]`.

### Error recovery interrupts

When `ERRnCTLR.UI` is set, all detected Uncorrected errors that are not deferred generate an ERI.

ERIs from core *n* are signaled using `nCOREERRIRQ[n]`.

## 11.4 Error detection and reporting

When the Cortex-X4 core consumes an error, it raises different exceptions depending on the error type.

The Cortex-X4 core might raise:

- A *Synchronous External Abort* (SEA)
- An *Asynchronous External Abort* (AEA)
- An *Error Recovery Interrupt* (ERI)

### 11.4.1 Error reporting and performance monitoring

All memory errors detected by *Error Correcting Code* (ECC) or parity errors trigger the MEMORY\_ERROR event.

The *Performance Monitoring Unit* (PMU) counters count the MEMORY\_ERROR event if it is selected and the counter is enabled.

In Secure state, the MEMORY\_ERROR event is counted only if MDCR\_EL3.SPME is asserted. See the [Arm® Architecture Reference Manual for A-profile architecture](#) for a description of MDCR\_EL3.

#### Related information

[18.1 Performance monitors events](#) on page 128

## 11.5 Error injection

Error injection consists of inserting an error in the error detection logic to verify the error handling software.

Error injection uses the error detection and reporting registers to insert errors. The Cortex-X4 core can inject the following error types:

#### Corrected errors

A *Corrected Error* (CE) is generated for a single-bit *Error Correcting Code* (ECC) error on an L1 data cache access.

#### Deferred errors

A *Deferred Error* (DE) is generated for a double-bit ECC error on eviction of a cache line from the L1 cache to the L2 cache, or as a result of a snoop on the L1 cache.

#### Uncontainable errors

An *Uncontainable Error* (UC) is generated for a double-bit ECC error on the L1 tag RAM following an eviction.

An error can be injected immediately or when a 32-bit counter reaches zero. You can control the value of the counter through the Error Pseudo-fault Generation Countdown Register, ERXPFPCDN\_EL1. The value of the counter decrements on a per clock cycle basis. See the [Arm® Architecture Reference Manual Supplement, Reliability, Availability, and Serviceability \(RAS\), for A-profile architecture](#) for more information about ERXPFPCDN\_EL1.



Error injection is a separate source of error within the system and does not create hardware faults.

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## 11.6 AArch64 RAS registers

The following summary table provides an overview of all RAS registers in the core.

For more information on registers listed in the table, click on the link associated with the register name.

If a register does not have a link in the summary table, you can find more information about this Architecturally defined register in the [Arm® Architecture Reference Manual for A-profile architecture](#).

For registers without a listed reset value, refer to the individual field resets documented on the register description pages or to the [Arm® Architecture Reference Manual for A-profile architecture](#).

**Table 11-2: RAS registers summary**

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
<a href="#">ERRIDR_EL1</a>	3	0	C5	C3	0	See individual bit resets.	64-bit	Error Record ID Register
<a href="#">ERRSELR_EL1</a>	3	0	C5	C3	1	See individual bit resets.	64-bit	Error Record Select Register
<a href="#">ERXFR_EL1</a>	3	0	C5	C4	0	See individual bit resets.	64-bit	Selected Error Record Feature Register
<a href="#">ERXCTLR_EL1</a>	3	0	C5	C4	1	See individual bit resets.	64-bit	Selected Error Record Control Register
<a href="#">ERXSTATUS_EL1</a>	3	0	C5	C4	2	See individual bit resets.	64-bit	Selected Error Record Primary Status Register
<a href="#">ERXADDR_EL1</a>	3	0	C5	C4	3	See individual bit resets.	64-bit	Selected Error Record Address Register
<a href="#">ERXPFGF_EL1</a>	3	0	C5	C4	4	See individual bit resets.	64-bit	Selected Pseudo-fault Generation Feature register
<a href="#">ERXPFGCTL_EL1</a>	3	0	C5	C4	5	See individual bit resets.	64-bit	Selected Pseudo-fault Generation Control register
<a href="#">ERXPFGCDN_EL1</a>	3	0	C5	C4	6	See individual bit resets.	64-bit	Selected Pseudo-fault Generation Countdown register
<a href="#">ERXMISCO_EL1</a>	3	0	C5	C5	0	See individual bit resets.	64-bit	Selected Error Record Miscellaneous Register 0
<a href="#">ERXMISC1_EL1</a>	3	0	C5	C5	1	See individual bit resets.	64-bit	Selected Error Record Miscellaneous Register 1
<a href="#">ERXMISC2_EL1</a>	3	0	C5	C5	2	See individual bit resets.	64-bit	Selected Error Record Miscellaneous Register 2
<a href="#">ERXMISC3_EL1</a>	3	0	C5	C5	3	See individual bit resets.	64-bit	Selected Error Record Miscellaneous Register 3
<a href="#">DISR_EL1</a>	3	0	C12	C1	1	See individual bit resets.	64-bit	Deferred Interrupt Status Register
<a href="#">VSESR_EL2</a>	3	4	C5	C2	3	See individual bit resets.	64-bit	Virtual SError Exception Syndrome Register
<a href="#">VDISR_EL2</a>	3	4	C12	C1	1	See individual bit resets.	64-bit	Virtual Deferred Interrupt Status Register

## 12. Utility bus

The utility bus provides access to control registers for various system components in the *DynamiQ™ Shared Unit-120* and the cores within the DSU-120 DynamiQ™ cluster. The utility bus is implemented as a 64-bit AMBA AXI5 slave port, and the control registers are memory-mapped onto the utility bus.

The utility bus provides access to the following system functions in the Cortex-X4 core:

- *Reliability, Availability, and Serviceability (RAS)* registers for the cores
- *Activity Monitor Unit (AMU)* registers in the cores
- *Maximum Power Mitigation Mechanism (MPMM)* registers in the cores



Information about the *Power Policy Unit (PPU)* registers for the cores in the cluster is provided in the *Arm® DynamiQ™ Shared Unit-120 Technical Reference Manual*. For all other registers accessed by the utility bus, see *Utility bus* in the *Arm® DynamiQ™ Shared Unit-120 Technical Reference Manual*.

### 12.1 Base addresses for system components

Each set of System registers is grouped on separate 64KB page boundaries allowing access to be enforced by a *Memory Management Unit (MMU)*.

The following table shows the base addresses for each set of system component registers and what Security state they should be accessed from.



- The base address for each set of registers for the core RAS, AMU, and MPMM registers depend on the core instance number <n>, from 0 to the total number of cores minus one.
- In the following table, any address space that is not documented is treated as **RAZ/WI**.
- The base addresses in the following table are the addresses accessed on the utility bus interface. The system interconnect typically maps these addresses into a particular address range based on the system address map. Therefore, software has to add the base address listed here onto the system address range base to get the absolute physical address of a register.

**Table 12-1: Utility bus base addresses for system component registers**

Base address, n is core instance number	Registers	Security state	Memory map
0x<n>9_0000	Core <n> AMU	Both	<a href="#">B.6 External AMU registers summary</a> on page 1192
0x<n>A_0000	Core <n> RAS	Secure	<a href="#">A.14 AArch64 RAS registers summary</a> on page 897

Base address, n is core instance number	Registers	Security state	Memory map
0x<n>B_0000	Core <n> MPMM	Secure	<a href="#">B.2 External PPM registers summary</a> on page 991
0x<n>D_0000 - 0x<n>F_0000	Reserved	-	-



For more information on utility bus base addresses for system component registers, see the *Arm® DynamIQ™ Shared Unit-120 Technical Reference Manual*.



## 13. GIC CPU interface

The *Generic Interrupt Controller* (GIC) supports and controls interrupts. The GIC Distributor connects to the Cortex-X4 core through a GIC CPU interface. The GIC CPU interface includes registers to mask, identify, and control the state of interrupts that are forwarded to the core.

Each core in a DSU-120 DynamIQ™ cluster has a GIC CPU interface, which connects to a common external Distributor component.

The GICv4.1 architecture implemented in the Cortex-X4 core supports:

- Two Security states
- Secure virtualization
- *Software-Generated Interrupts* (SGIs)
- Message-based interrupts
- System register access for the CPU interface
- Interrupt masking and prioritization
- Cluster environments, including systems that contain more than eight cores
- Wakeup events in power management environments

The GIC includes interrupt grouping functionality that supports:

- Configuring each interrupt to belong to either Group 0 or Group 1, where Group 0 interrupts are always Secure
- Signaling Group 1 interrupts to the target core using either the IRQ or the FIQ exception request. Group 1 interrupts can be Secure or Non-secure
- Signaling Group 0 interrupts to the target core using the FIQ exception request only
- A unified scheme for handling the priority of Group 0 and Group 1 interrupts

See the [Arm® \*Generic Interrupt Controller Architecture Specification, GIC architecture version 3 and version 4\*](#) for more information about interrupt groups.

### 13.1 Disable the GIC CPU interface

The Cortex-X4 core always includes the *Generic Interrupt Controller* (GIC) CPU interface. However, you can disable it to meet your requirements.

To disable the GIC CPU interface, assert the GICCDISABLE signal HIGH at reset. If you disable it this way, then you can use an external GIC IP to drive the interrupt signals (nFIQ, nIRQ). If the Cortex-X4 core is not integrated with an external GIC interrupt Distributor component (minimum GICv3 architecture) in the system, then you must disable the GIC CPU interface.

If you disable the GIC CPU interface, then:

- The virtual input signals nVIRQ and nVFIQ and the input signals nIRQ and nFIQ can be driven by an external GIC in the SoC.
- GIC system register access generates **UNDEFINED** instruction exceptions.



If you enable the GIC CPU interface, then you must tie off nVIRQ and nVFIQ to HIGH. This is because the GIC CPU interface generates the virtual interrupt signals to the core. The nIRQ and nFIQ signals are controlled by software, therefore there is no requirement to tie them HIGH.

See *Functional integration* in the *Arm® DynamIQ™ Shared Unit-120 Configuration and Integration Manual* for more information on these signals.

## 13.2 AArch64 GIC system registers

The following summary table provides an overview of all GIC system registers in the core.

For more information on registers listed in the table, click on the link associated with the register name.

If a register does not have a link in the summary table, you can find more information about this Architecturally defined register in the [Arm® Architecture Reference Manual for A-profile architecture](#).

For registers without a listed reset value, refer to the individual field resets documented on the register description pages or to the [Arm® Architecture Reference Manual for A-profile architecture](#).

**Table 13-1: GIC system registers summary**

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
ICC_PMR_EL1	3	0	C4	C6	0	See individual bit resets.	64-bit	Interrupt Controller Interrupt Priority Mask Register
ICV_PMR_EL1	3	0	C4	C6	0	See individual bit resets.	64-bit	Interrupt Controller Virtual Interrupt Priority Mask Register
ICC_IARO_EL1	3	0	C12	C8	0	See individual bit resets.	64-bit	Interrupt Controller Interrupt Acknowledge Register 0
ICV_IARO_EL1	3	0	C12	C8	0	See individual bit resets.	64-bit	Interrupt Controller Virtual Interrupt Acknowledge Register 0
ICC_EOIRO_EL1	3	0	C12	C8	1	See individual bit resets.	64-bit	Interrupt Controller End Of Interrupt Register 0
ICV_EOIRO_EL1	3	0	C12	C8	1	See individual bit resets.	64-bit	Interrupt Controller Virtual End Of Interrupt Register 0
ICC_HPPIRO_EL1	3	0	C12	C8	2	See individual bit resets.	64-bit	Interrupt Controller Highest Priority Pending Interrupt Register 0
ICV_HPPIRO_EL1	3	0	C12	C8	2	See individual bit resets.	64-bit	Interrupt Controller Virtual Highest Priority Pending Interrupt Register 0
ICV_BPRO_EL1	3	0	C12	C8	3	See individual bit resets.	64-bit	Interrupt Controller Virtual Binary Point Register 0

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
ICC_AP0R0_EL1	3	0	C12	C8	4	See individual bit resets.	64-bit	Interrupt Controller Active Priorities Group 0 Registers
ICV_AP0R0_EL1	3	0	C12	C8	4	See individual bit resets.	64-bit	Interrupt Controller Virtual Active Priorities Group 0 Registers
ICC_AP1R0_EL1	3	0	C12	C9	0	See individual bit resets.	64-bit	Interrupt Controller Active Priorities Group 1 Registers
ICV_AP1R0_EL1	3	0	C12	C9	0	See individual bit resets.	64-bit	Interrupt Controller Virtual Active Priorities Group 1 Registers
ICC_DIR_EL1	3	0	C12	C11	1	See individual bit resets.	64-bit	Interrupt Controller Deactivate Interrupt Register
ICV_DIR_EL1	3	0	C12	C11	1	See individual bit resets.	64-bit	Interrupt Controller Deactivate Virtual Interrupt Register
ICC_RPR_EL1	3	0	C12	C11	3	See individual bit resets.	64-bit	Interrupt Controller Running Priority Register
ICV_RPR_EL1	3	0	C12	C11	3	See individual bit resets.	64-bit	Interrupt Controller Virtual Running Priority Register
ICC_SGI1R_EL1	3	0	C12	C11	5	See individual bit resets.	64-bit	Interrupt Controller Software Generated Interrupt Group 1 Register
ICC_ASIG1R_EL1	3	0	C12	C11	6	See individual bit resets.	64-bit	Interrupt Controller Alias Software Generated Interrupt Group 1 Register
ICC_SGIOR_EL1	3	0	C12	C11	7	See individual bit resets.	64-bit	Interrupt Controller Software Generated Interrupt Group 0 Register
ICC_IAR1_EL1	3	0	C12	C12	0	See individual bit resets.	64-bit	Interrupt Controller Interrupt Acknowledge Register 1
ICV_IAR1_EL1	3	0	C12	C12	0	See individual bit resets.	64-bit	Interrupt Controller Virtual Interrupt Acknowledge Register 1
ICC_EOIR1_EL1	3	0	C12	C12	1	See individual bit resets.	64-bit	Interrupt Controller End Of Interrupt Register 1
ICV_EOIR1_EL1	3	0	C12	C12	1	See individual bit resets.	64-bit	Interrupt Controller Virtual End Of Interrupt Register 1
ICC_HPPIR1_EL1	3	0	C12	C12	2	See individual bit resets.	64-bit	Interrupt Controller Highest Priority Pending Interrupt Register 1
ICV_HPPIR1_EL1	3	0	C12	C12	2	See individual bit resets.	64-bit	Interrupt Controller Virtual Highest Priority Pending Interrupt Register 1
ICC_BPR1_EL1	3	0	C12	C12	3	See individual bit resets.	64-bit	Interrupt Controller Binary Point Register 1
ICV_BPR1_EL1	3	0	C12	C12	3	See individual bit resets.	64-bit	Interrupt Controller Virtual Binary Point Register 1
ICC_CTLR_EL1	3	0	C12	C12	4	See individual bit resets.	64-bit	Interrupt Controller Control Register (EL1)
ICV_CTLR_EL1	3	0	C12	C12	4	See individual bit resets.	64-bit	Interrupt Controller Virtual Control Register
ICC_SRE_EL1	3	0	C12	C12	5	See individual bit resets.	64-bit	Interrupt Controller System Register Enable register (EL1)
ICC_IGRPEN0_EL1	3	0	C12	C12	6	See individual bit resets.	64-bit	Interrupt Controller Interrupt Group 0 Enable register

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
ICV_IGRPEN0_EL1	3	0	C12	C12	6	See individual bit resets.	64-bit	Interrupt Controller Virtual Interrupt Group 0 Enable register
ICC_IGRPEN1_EL1	3	0	C12	C12	7	See individual bit resets.	64-bit	Interrupt Controller Interrupt Group 1 Enable register
ICV_IGRPEN1_EL1	3	0	C12	C12	7	See individual bit resets.	64-bit	Interrupt Controller Virtual Interrupt Group 1 Enable register
ICH_APOR0_EL2	3	4	C12	C8	0	See individual bit resets.	64-bit	Interrupt Controller Hyp Active Priorities Group 0 Registers
ICH_AP1R0_EL2	3	4	C12	C9	0	See individual bit resets.	64-bit	Interrupt Controller Hyp Active Priorities Group 1 Registers
ICC_SRE_EL2	3	4	C12	C9	5	See individual bit resets.	64-bit	Interrupt Controller System Register Enable register (EL2)
ICH_HCR_EL2	3	4	C12	C11	0	See individual bit resets.	64-bit	Interrupt Controller Hyp Control Register
ICH_VTR_EL2	3	4	C12	C11	1	See individual bit resets.	64-bit	Interrupt Controller VGIC Type Register
ICH_MISR_EL2	3	4	C12	C11	2	See individual bit resets.	64-bit	Interrupt Controller Maintenance Interrupt State Register
ICH_EISR_EL2	3	4	C12	C11	3	See individual bit resets.	64-bit	Interrupt Controller End of Interrupt Status Register
ICH_ELSR_EL2	3	4	C12	C11	5	See individual bit resets.	64-bit	Interrupt Controller Empty List Register Status Register
ICH_VMCR_EL2	3	4	C12	C11	7	See individual bit resets.	64-bit	Interrupt Controller Virtual Machine Control Register
ICH_LR0_EL2	3	4	C12	C12	0	See individual bit resets.	64-bit	Interrupt Controller List Registers
ICH_LR1_EL2	3	4	C12	C12	1	See individual bit resets.	64-bit	Interrupt Controller List Registers
ICH_LR2_EL2	3	4	C12	C12	2	See individual bit resets.	64-bit	Interrupt Controller List Registers
ICH_LR3_EL2	3	4	C12	C12	3	See individual bit resets.	64-bit	Interrupt Controller List Registers
ICC_CTLR_EL3	3	6	C12	C12	4	See individual bit resets.	64-bit	Interrupt Controller Control Register (EL3)
ICC_SRE_EL3	3	6	C12	C12	5	See individual bit resets.	64-bit	Interrupt Controller System Register Enable register (EL3)
ICC_IGRPEN1_EL3	3	6	C12	C12	7	See individual bit resets.	64-bit	Interrupt Controller Interrupt Group 1 Enable register (EL3)

# 14. Advanced SIMD and floating-point support

The Cortex-X4 core supports the Advanced SIMD and scalar floating-point instructions in the A64 instruction set without floating-point exception trapping.

The Cortex-X4 core floating-point implementation includes features up to Arm®v9.2-A. BFloat16 floating-point and Int8 matrix multiplication are part of these supported features.

The Cortex-X4 core implements all operations in hardware with support for all combinations of:

- Rounding modes
- Flush-to-zero
- Default *Not a Number* (NaN) modes

The Cortex-X4 core supports *Alternate Floating Point* behavior (FEAT\_AFP), as part of Arm®v8.7-A and Arm®v9.2-A.

# 15. Scalable Vector Extensions support

The Cortex-X4 core supports the *Scalable Vector Extension* (SVE) and the *Scalable Vector Extension 2* (SVE2). SVE and SVE2 are intended to complement, not replace, AArch64 Advanced SIMD and floating-point functionality.

SVE is an optional extension introduced by the Armv8.2 architecture. The key features that SVE provides are:

- Predication
- Gather-load and scatter-store
- Software-managed speculative vectorization

The Cortex-X4 core implements a scalable vector length of 128 bits.

All the features and additions that SVE and SVE2 introduce are described in the [Arm® Architecture Reference Manual Supplement, The Scalable Vector Extension](#).

# 16. System control

The system registers control and provide status information for the functions that the core implements.

The main functions of the system registers are:

- System performance monitoring
- Cache configuration and management
- Overall system control and configuration
- *Memory Management Unit* (MMU) configuration and management
- *Generic Interrupt Controller* (GIC) configuration and management

The system registers are accessible in AArch64 Execution state at EL0 to EL3. Some of the system registers are accessible through the external debug interface or utility bus interface.

## 16.1 AArch64 Generic System Control registers

The following summary table provides an overview of all Generic System Control registers in the core.

For more information on registers listed in the table, click on the link associated with the register name.

If a register does not have a link in the summary table, you can find more information about this Architecturally defined register in the [Arm® Architecture Reference Manual for A-profile architecture](#).

For registers without a listed reset value, refer to the individual field resets documented on the register description pages or to the [Arm® Architecture Reference Manual for A-profile architecture](#).

**Table 16-1: Generic System Control registers summary**

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
<a href="#">ACTLR_EL1</a>	3	0	C1	C0	1	See individual bit resets.	64-bit	Auxiliary Control Register (EL1)
<a href="#">RGSRR_EL1</a>	3	0	C1	C0	5	See individual bit resets.	64-bit	Random Allocation Tag Seed Register.
<a href="#">GCR_EL1</a>	3	0	C1	C0	6	See individual bit resets.	64-bit	Tag Control Register.
<a href="#">TTBR0_EL1</a>	3	0	C2	C0	0	See individual bit resets.	64-bit	Translation Table Base Register 0 (EL1)
<a href="#">TTBR1_EL1</a>	3	0	C2	C0	1	See individual bit resets.	64-bit	Translation Table Base Register 1 (EL1)
<a href="#">TCR_EL1</a>	3	0	C2	C0	2	See individual bit resets.	64-bit	Translation Control Register (EL1)

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
APIAKeyLo_EL1	3	0	C2	C1	0	See individual bit resets.	64-bit	Pointer Authentication Key A for Instruction (bits[63:0])
APIAKeyHi_EL1	3	0	C2	C1	1	See individual bit resets.	64-bit	Pointer Authentication Key A for Instruction (bits[127:64])
APIBKeyLo_EL1	3	0	C2	C1	2	See individual bit resets.	64-bit	Pointer Authentication Key B for Instruction (bits[63:0])
APIBKeyHi_EL1	3	0	C2	C1	3	See individual bit resets.	64-bit	Pointer Authentication Key B for Instruction (bits[127:64])
APDAKeyLo_EL1	3	0	C2	C2	0	See individual bit resets.	64-bit	Pointer Authentication Key A for Data (bits[63:0])
APDAKeyHi_EL1	3	0	C2	C2	1	See individual bit resets.	64-bit	Pointer Authentication Key A for Data (bits[127:64])
APDBKeyLo_EL1	3	0	C2	C2	2	See individual bit resets.	64-bit	Pointer Authentication Key B for Data (bits[63:0])
APDBKeyHi_EL1	3	0	C2	C2	3	See individual bit resets.	64-bit	Pointer Authentication Key B for Data (bits[127:64])
APGAKeyLo_EL1	3	0	C2	C3	0	See individual bit resets.	64-bit	Pointer Authentication Key A for Code (bits[63:0])
APGAKeyHi_EL1	3	0	C2	C3	1	See individual bit resets.	64-bit	Pointer Authentication Key A for Code (bits[127:64])
SPSel	3	0	C4	C2	0	See individual bit resets.	64-bit	Stack Pointer Select
CurrentEL	3	0	C4	C2	2	See individual bit resets.	64-bit	Current Exception Level
PAN	3	0	C4	C2	3	See individual bit resets.	64-bit	Privileged Access Never
UAO	3	0	C4	C2	4	See individual bit resets.	64-bit	User Access Override
<a href="#">AFSR0_EL1</a>	3	0	C5	C1	0	See individual bit resets.	64-bit	Auxiliary Fault Status Register 0 (EL1)
<a href="#">AFSR1_EL1</a>	3	0	C5	C1	1	See individual bit resets.	64-bit	Auxiliary Fault Status Register 1 (EL1)
ESR_EL1	3	0	C5	C2	0	See individual bit resets.	64-bit	Exception Syndrome Register (EL1)
TFSR_EL1	3	0	C5	C6	0	See individual bit resets.	64-bit	Tag Fault Status Register (EL1)
TFSRE0_EL1	3	0	C5	C6	1	See individual bit resets.	64-bit	Tag Fault Status Register (EL0).
FAR_EL1	3	0	C6	C0	0	See individual bit resets.	64-bit	Fault Address Register (EL1)
PAR_EL1	3	0	C7	C4	0	See individual bit resets.	64-bit	Physical Address Register
MAIR_EL1	3	0	C10	C2	0	See individual bit resets.	64-bit	Memory Attribute Indirection Register (EL1)
<a href="#">AMAIR_EL1</a>	3	0	C10	C3	0	See individual bit resets.	64-bit	Auxiliary Memory Attribute Indirection Register (EL1)



Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
LORSA_EL1	3	0	C10	C4	0	See individual bit resets.	64-bit	LORegion Start Address (EL1)
LOREA_EL1	3	0	C10	C4	1	See individual bit resets.	64-bit	LORegion End Address (EL1)
LORN_EL1	3	0	C10	C4	2	See individual bit resets.	64-bit	LORegion Number (EL1)
LORC_EL1	3	0	C10	C4	3	See individual bit resets.	64-bit	LORegion Control (EL1)
LORID_EL1	3	0	C10	C4	7	See individual bit resets.	64-bit	LORegionID (EL1)
VBAR_EL1	3	0	C12	C0	0	See individual bit resets.	64-bit	Vector Base Address Register (EL1)
ISR_EL1	3	0	C12	C1	0	See individual bit resets.	64-bit	Interrupt Status Register
CONTEXTIDR_EL1	3	0	C13	C0	1	See individual bit resets.	64-bit	Context ID Register (EL1)
TPIDR_EL1	3	0	C13	C0	4	See individual bit resets.	64-bit	EL1 Software Thread ID Register
SCXTNUM_EL1	3	0	C13	C0	7	See individual bit resets.	64-bit	EL1 Read/Write Software Context Number
IMP_CPUACTLR_EL1	3	0	C15	C1	0	See individual bit resets.	64-bit	CPU Auxiliary Control Register (EL1)
IMP_CPUACTLR2_EL1	3	0	C15	C1	1	See individual bit resets.	64-bit	CPU Auxiliary Control Register 2 (EL1)
IMP_CPUACTLR3_EL1	3	0	C15	C1	2	See individual bit resets.	64-bit	CPU Auxiliary Control Register 3 (EL1)
IMP_CPUACTLR4_EL1	3	0	C15	C1	3	See individual bit resets.	64-bit	CPU Auxiliary Control Register 4 (EL1)
IMP_CPUACTLR_EL1	3	0	C15	C1	4	See individual bit resets.	64-bit	CPU Extended Control Register
IMP_CPUACTLR2_EL1	3	0	C15	C1	5	See individual bit resets.	64-bit	CPU Extended Control Register 2
IMP_CPUL2DIRTYLNCT_EL1	3	0	C15	C2	5	See individual bit resets.	64-bit	CPU L2 Dirty Line Count Register
IMP_CPUPWRCTLR_EL1	3	0	C15	C2	7	See individual bit resets.	64-bit	CPU Power Control Register
IMP_ATCR_EL1	3	0	C15	C7	0	See individual bit resets.	64-bit	CPU Auxiliary Translation Control Register (EL1)
IMP_CPUACTLR5_EL1	3	0	C15	C8	0	See individual bit resets.	64-bit	CPU Auxiliary Control Register 5 (EL1)
IMP_CPUACTLR6_EL1	3	0	C15	C8	1	See individual bit resets.	64-bit	CPU Auxiliary Control Register 6 (EL1)
IMP_CPUACTLR7_EL1	3	0	C15	C8	2	See individual bit resets.	64-bit	CPU Auxiliary Control Register 7 (EL1)
IMP_CPUACTLR8_EL1	3	0	C15	C8	5	See individual bit resets.	64-bit	CPU Auxiliary Control Register 8 (EL1)

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
IMP_CPUACTLR9_EL1	3	0	C15	C8	6	See individual bit resets.	64-bit	CPU Auxiliary Control Register 9 (EL1)
AIDR_EL1	3	1	C0	C0	7	See individual bit resets.	64-bit	Auxiliary ID Register
NZCV	3	3	C4	C2	0	See individual bit resets.	64-bit	Condition Flags
DAIF	3	3	C4	C2	1	See individual bit resets.	64-bit	Interrupt Mask Bits
DIT	3	3	C4	C2	5	See individual bit resets.	64-bit	Data Independent Timing
SSBS	3	3	C4	C2	6	See individual bit resets.	64-bit	Speculative Store Bypass Safe
TCO	3	3	C4	C2	7	See individual bit resets.	64-bit	Tag Check Override
FPCR	3	3	C4	C4	0	See individual bit resets.	64-bit	Floating-point Control Register
FPSR	3	3	C4	C4	1	See individual bit resets.	64-bit	Floating-point Status Register
TPIDR_ELO	3	3	C13	C0	2	See individual bit resets.	64-bit	EL0 Read/Write Software Thread ID Register
TPIDRRO_ELO	3	3	C13	C0	3	See individual bit resets.	64-bit	EL0 Read-Only Software Thread ID Register
SCXTNUM_ELO	3	3	C13	C0	7	See individual bit resets.	64-bit	EL0 Read/Write Software Context Number
ACTLR_EL2	3	4	C1	C0	1	See individual bit resets.	64-bit	Auxiliary Control Register (EL2)
HACR_EL2	3	4	C1	C1	7	See individual bit resets.	64-bit	Hypervisor Auxiliary Control Register
TTBR0_EL2	3	4	C2	C0	0	See individual bit resets.	64-bit	Translation Table Base Register 0 (EL2)
TTBR1_EL2	3	4	C2	C0	1	See individual bit resets.	64-bit	Translation Table Base Register 1 (EL2)
TCR_EL2	3	4	C2	C0	2	See individual bit resets.	64-bit	Translation Control Register (EL2)
VTTBR_EL2	3	4	C2	C1	0	See individual bit resets.	64-bit	Virtualization Translation Table Base Register
VTCCR_EL2	3	4	C2	C1	2	See individual bit resets.	64-bit	Virtualization Translation Control Register
VSTTBR_EL2	3	4	C2	C6	0	See individual bit resets.	64-bit	Virtualization Secure Translation Table Base Register
VSTCR_EL2	3	4	C2	C6	2	See individual bit resets.	64-bit	Virtualization Secure Translation Control Register
AFSR0_EL2	3	4	C5	C1	0	See individual bit resets.	64-bit	Auxiliary Fault Status Register 0 (EL2)
AFSR1_EL2	3	4	C5	C1	1	See individual bit resets.	64-bit	Auxiliary Fault Status Register 1 (EL2)

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
ESR_EL2	3	4	C5	C2	0	See individual bit resets.	64-bit	Exception Syndrome Register (EL2)
TFSR_EL2	3	4	C5	C6	0	See individual bit resets.	64-bit	Tag Fault Status Register (EL2)
FAR_EL2	3	4	C6	C0	0	See individual bit resets.	64-bit	Fault Address Register (EL2)
HPFAR_EL2	3	4	C6	C0	4	See individual bit resets.	64-bit	Hypervisor IPA Fault Address Register
MAIR_EL2	3	4	C10	C2	0	See individual bit resets.	64-bit	Memory Attribute Indirection Register (EL2)
AMAIR_EL2	3	4	C10	C3	0	See individual bit resets.	64-bit	Auxiliary Memory Attribute Indirection Register (EL2)
VBAR_EL2	3	4	C12	C0	0	See individual bit resets.	64-bit	Vector Base Address Register (EL2)
CONTEXTIDR_EL2	3	4	C13	C0	1	See individual bit resets.	64-bit	Context ID Register (EL2)
TPIDR_EL2	3	4	C13	C0	2	See individual bit resets.	64-bit	EL2 Software Thread ID Register
SCXTNUM_EL2	3	4	C13	C0	7	See individual bit resets.	64-bit	EL2 Read/Write Software Context Number
IMP_ATCR_EL2	3	4	C15	C7	0	See individual bit resets.	64-bit	CPU Auxiliary Translation Control Register (EL2)
IMP_AVTCR_EL2	3	4	C15	C7	1	See individual bit resets.	64-bit	CPU Virtualization Auxiliary Translation Control Register (EL2)
ACTLR_EL3	3	6	C1	C0	1	See individual bit resets.	64-bit	Auxiliary Control Register (EL3)
SCR_EL3	3	6	C1	C1	0	See individual bit resets.	64-bit	Secure Configuration Register
CPTR_EL3	3	6	C1	C1	2	See individual bit resets.	64-bit	Architectural Feature Trap Register (EL3)
MDCR_EL3	3	6	C1	C3	1	See individual bit resets.	64-bit	Monitor Debug Configuration Register (EL3)
TTBR0_EL3	3	6	C2	C0	0	See individual bit resets.	64-bit	Translation Table Base Register 0 (EL3)
TCR_EL3	3	6	C2	C0	2	See individual bit resets.	64-bit	Translation Control Register (EL3)
AFSR0_EL3	3	6	C5	C1	0	See individual bit resets.	64-bit	Auxiliary Fault Status Register 0 (EL3)
AFSR1_EL3	3	6	C5	C1	1	See individual bit resets.	64-bit	Auxiliary Fault Status Register 1 (EL3)
ESR_EL3	3	6	C5	C2	0	See individual bit resets.	64-bit	Exception Syndrome Register (EL3)
TFSR_EL3	3	6	C5	C6	0	See individual bit resets.	64-bit	Tag Fault Status Register (EL3)
FAR_EL3	3	6	C6	C0	0	See individual bit resets.	64-bit	Fault Address Register (EL3)

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
MAIR_EL3	3	6	C10	C2	0	See individual bit resets.	64-bit	Memory Attribute Indirection Register (EL3)
AMAIR_EL3	3	6	C10	C3	0	See individual bit resets.	64-bit	Auxiliary Memory Attribute Indirection Register (EL3)
VBAR_EL3	3	6	C12	C0	0	See individual bit resets.	64-bit	Vector Base Address Register (EL3)
RVBAR_EL3	3	6	C12	C0	1	See individual bit resets.	64-bit	Reset Vector Base Address Register (if EL3 implemented)
RMR_EL3	3	6	C12	C0	2	See individual bit resets.	64-bit	Reset Management Register (EL3)
TPIDR_EL3	3	6	C13	C0	2	See individual bit resets.	64-bit	EL3 Software Thread ID Register
SCXTNUM_EL3	3	6	C13	C0	7	See individual bit resets.	64-bit	EL3 Read/Write Software Context Number
IMP_CPUL2SDIRTYLNCT_EL3	3	6	C15	C2	3	See individual bit resets.	64-bit	CPU L2 Secure Dirty Line Count Register
IMP_CPUACTLR_EL3	3	6	C15	C4	0	See individual bit resets.	64-bit	CPU Auxiliary Control Register (EL3)
IMP_ATCR_EL3	3	6	C15	C7	0	See individual bit resets.	64-bit	CPU Auxiliary Translation Control Register (EL3)
IMP_CPUPSELR_EL3	3	6	C15	C8	0	See individual bit resets.	64-bit	Selected Instruction Private Select Register
IMP_CPUPCR_EL3	3	6	C15	C8	1	See individual bit resets.	64-bit	Selected Instruction Private Control Register
IMP_CPUPOR_EL3	3	6	C15	C8	2	See individual bit resets.	64-bit	Selected Instruction Private Opcode Register
IMP_CPUPMR_EL3	3	6	C15	C8	3	See individual bit resets.	64-bit	Selected Instruction Private Mask Register
IMP_CPUPOR2_EL3	3	6	C15	C8	4	See individual bit resets.	64-bit	Selected Instruction Private Opcode Register 2
IMP_CPUPMR2_EL3	3	6	C15	C8	5	See individual bit resets.	64-bit	Selected Instruction Private Mask Register 2
IMP_CPUPFR_EL3	3	6	C15	C8	6	See individual bit resets.	64-bit	Selected Instruction Private Flag Register

# 17. Debug

The DSU-120 DynamIQ™ cluster provides a debug system that supports both self-hosted and external debug. It has an external DebugBlock component, and integrates various CoreSight debug related components.

The CoreSight debug related components are split into two groups, with some components in the DSU-120 DynamIQ™ cluster, and others in the separate DebugBlock.

The DebugBlock is a dedicated debug component in the DSU, separate from the cluster. The DebugBlock operates within a separate power domain, enabling connection to a debugger to be maintained when the cores and the DSU-120 DynamIQ™ cluster are both powered down.

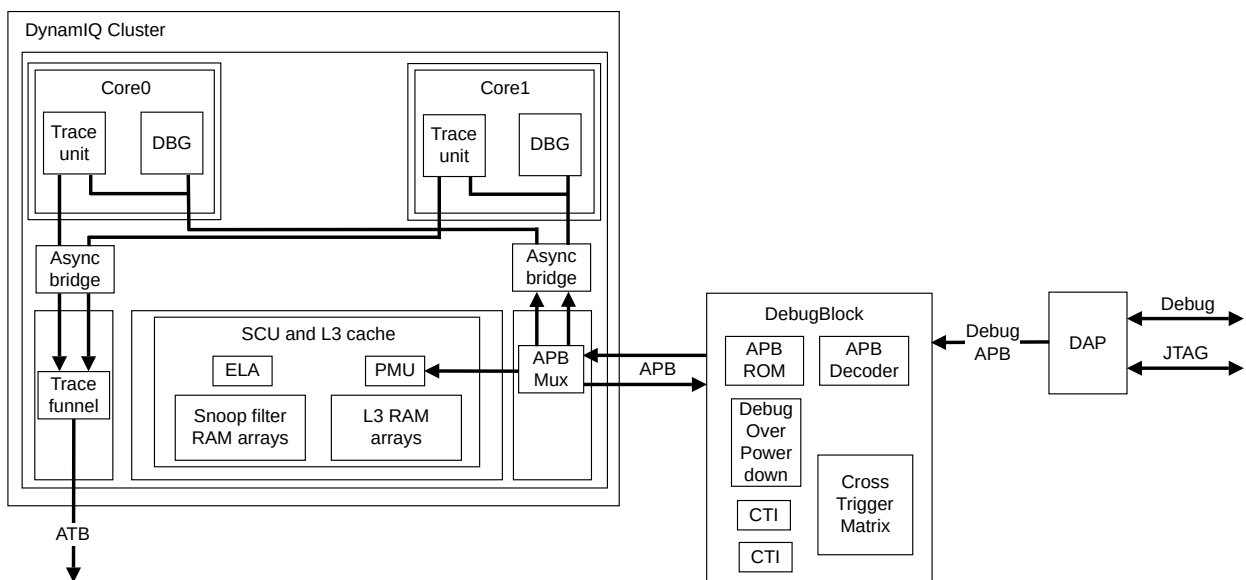
The connection between the cluster and the DebugBlock consists of a pair of *Advanced Peripheral Bus* (APB) interfaces, one in each direction. All debug traffic, except the authentication interface, takes place over this interface as read or write APB transactions. This debug traffic includes register reads, register writes, and *Cross Trigger Interface* (CTI) triggers.

The debug system implements the following CoreSight debug components:

- Per-core trace unit, integrated into the CoreSight subsystem.
- Per-core CTI, contained in the DebugBlock.
- *Cross Trigger Matrix* (CTM)
- Debug control provided by AMBA® APB interface to the DebugBlock

The following figure shows how the debug system is implemented with the DSU-120 DynamIQ™ cluster.

**Figure 17-1: DSU-120 DynamIQ™ cluster debug components**



The primary debug APB interface on the DebugBlock controls the debug components. The APB decoder decodes the requests on this bus before they are sent to the appropriate component in the DebugBlock or in the DSU-120 DynamIQ™ cluster. The per-core CTIs are connected to a CTM.

Each core contains a debug component that the debug APB bus accesses. The cores support debug over powerdown using modules in the DebugBlock that mirror key core information. These modules allow access to debug over powerdown CoreSight™ registers while the core is powered down.

The trace unit in each core outputs trace, which is funneled in the DSU-120 DynamIQ™ cluster down to a single AMBA® 4 ATBv1.1 interface.

See *Debug* in the *Arm® DynamIQ™ Shared Unit-120 Technical Reference Manual* for more information about the DSU-120 DynamIQ™ cluster debug components.

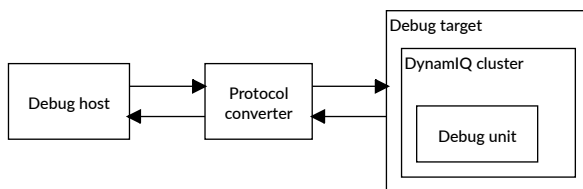
The Cortex-X4 core also supports direct access to internal memory, that is, cache debug. Direct access to internal memory allows software to read the internal memory that the L1 and L2 cache and *Translation Lookaside Buffer (TLB)* structures use. See [10. Direct access to internal memory](#) on page 80 for more information.

## 17.1 Supported debug methods

The DSU-120 DynamIQ™ cluster along with its associated cores is part of a debug system that supports both self-hosted and external debug.

The following figure shows a typical external debug system.

**Figure 17-2: External debug system**



### Debug host

A computer, for example a personal computer, that is running a software debugger such as the Arm® Debugger. You can use the debug host to issue high-level commands. For example, you can set a breakpoint at a certain location or examine the contents of a memory address.

### Protocol converter

The debug host sends messages to the debug target using an interface such as Ethernet. However, the debug target typically implements a different interface protocol. A device such as DSTREAM is required to convert between the two protocols.

## Debug target

The lowest level of the system implements system support for the protocol converter to access the debug unit. For DSU based devices, the mechanism used to access the debug unit is based on the CoreSight architecture. The DSU DebugBlock is accessed using an APB interface and the debug accesses are then directed to the selected X4 core inside the DSU-120 DynamIQ™ cluster. An example of a debug target is a development system with a test chip or a silicon part with a X4 core.

## Debug unit

Helps debugging software that is running on the core:

- DSU and external hardware based around the core.
- Operating systems
- Application software

With the debug unit, you can:

- Stop program execution.
- Examine and alter process and coprocessor state.
- Examine and alter memory and the state of the input or output peripherals.
- Restart the *Processing Element* (PE).

For self-hosted debug, the debug target runs debug monitor software that runs on the core in the DSU-120 DynamIQ™ cluster. This way, it does not require expensive interface hardware to connect a second host computer.

## 17.2 Debug register interfaces

The Cortex-X4 core implements the Arm®v9.2-A Debug architecture. It also supports the Arm®v8.4-A Debug architecture and Arm®v8.3-A Debug over powerdown.

The Debug architecture defines a set of Debug registers. The Debug register interfaces provide access to these registers either from software running on the core or from an external debugger. See *Debug* in the *Arm® DynamIQ™ Shared Unit-120 Technical Reference Manual* for more information.

### Related information

[5.7 Debug over powerdown](#) on page 59

### 17.2.1 Core interfaces

System register access allows the Cortex-X4 core to access certain Debug registers directly. The Debug register interfaces provide access to these registers either from software running on the core or from an external debugger.

Access to the Debug registers is partitioned as follows:

## Debug

This function is both system register based and memory-mapped. You can access the Debug register map using the APB slave port that connects into the DebugBlock of the *DynamiQ™ Shared Unit-120*.

## Performance monitoring

This function is system register based and memory-mapped. You can access the performance monitor registers using the APB slave port that connects into the DebugBlock of the DSU.

## Trace

This function is system register based and memory-mapped. You can access the trace unit registers using the APB slave port that connects into the DebugBlock of the DSU.

## Statistical profiling

This function is system register based.

## ELA registers

You can access the ELA registers using the APB slave port that connects into the DebugBlock of the DSU.

The ELA-600 is licensed separately, and the ELA registers are still present even if the ELA configuration parameter indicates that support for the ELA is not included.



This function is memory-mapped and is not accessible using System registers.

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For information on APB slave port interface, see the *Debug* chapter or the *Interfaces* section in the *Technical overview* chapter of the *Arm® DynamiQ™ Shared Unit-120 Technical Reference Manual*.

## 17.2.2 Effects of resets on debug registers

The `complexporeset_n` and `complexreset_n` signals of the core affect the debug registers.

`complexporeset_n` maps to a Cold reset that covers reset of the core logic and the integrated debug functionality. This signal initializes the core logic, including the trace unit, breakpoint, watchpoint logic, performance monitor, and debug logic.

`complexreset_n` maps to a Warm reset that covers reset of the core logic. This signal resets some of the debug and performance monitor logic.



### 17.2.3 Breakpoints and watchpoints

The Cortex-X4 core supports six breakpoints, four watchpoints, and a standard *Debug Communications Channel* (DCC).

A breakpoint consists of a breakpoint control register and a breakpoint value register. These two registers are referred to as a *Breakpoint Register Pair* (BRP). Four of the breakpoints (BRP 0-3) match only to the *Virtual Address* (VA) and the other two (BRP 4 and 5) match against either the VA or context ID, or the *Virtual Machine ID* (VMID).

You can use watchpoints to stop your target when a specific memory address is accessed by your program. All the watchpoints can be linked to two breakpoints (BRP 4 and 5) to enable a memory request to be trapped in a given process context.

## 17.3 Debug events

A debug event can be either a software debug event or a Halting debug event.

The Cortex-X4 core responds to a debug event in one of the following ways:

- It ignores the debug event
- It takes a debug exception
- It enters debug state

In the Cortex-X4 core, watchpoint debug events are always synchronous. Memory hint instructions and cache clean operations, except `DC ZVA`, and `DC IVA` do not generate watchpoint debug events. Store exclusive instructions generate a watchpoint debug event even when the check for the control of exclusive monitor fails. Atomic `CAS` instructions generate a watchpoint debug event even when the compare operation fails.

A Cold reset sets the Debug OS Lock. For the debug events and debug register accesses to operate normally, the Debug OS Lock must be cleared.

## 17.4 Debug memory map and debug signals

The debug memory map and debug signals are handled at the DSU-120 DynamIQ™ cluster level.

See *Debug* and *ROM tables* in the *Arm® DynamIQ™ Shared Unit-120 Technical Reference Manual*.

## 17.5 ROM table

The Cortex-X4 core includes a ROM table that contains a list of components in the system. Debuggers must use the ROM table to determine which CoreSight components are implemented.

The ROM table is a CoreSight debug related component that aids system debug along with CoreSight SoC and is for the Cortex-X4 core. There is one ROM table for each core and ROM tables comply with the [Arm® CoreSight™ Architecture Specification v3.0](#).

The *DynamiQ™ Shared Unit-120* has its own ROM tables, one for the cluster and one for the DebugBlock, and has entry points in the cluster ROM table for the ROM tables belonging to each core. See *ROM tables* in the *Arm® DynamiQ™ Shared Unit-120 Technical Reference Manual* for more information.

The Cortex-X4 core ROM table includes the following entries:

**Table 17-1: Core ROM table**

Offset	Name	Description
0x0000	ROMENTRY0	Core debug
0x0004	ROMENTRY1	Core PMU
0x0008	ROMENTRY2	Core trace unit
0x000C	ROMENTRY3	Optional ELA

### Related information

[17.10 External CoreROM registers](#) on page 126

## 17.6 CoreSight component identification

Each component associated with the Cortex-X4 core has a unique set of CoreSight™ ID values. The following table shows these values.

**Table 17-2: Cortex-X4 core CoreSight™ component identification**

Component	Peripheral ID	Component ID	DevType	DevArch	Core revision
DBG	0x04000BBD81	0xB105900D	0x15	0x47709A15	rOp1
PMU			0x16	0x47702A16	
Trace unit			0x13	0x47715A13	
ROM table			0x00	0x47700AF7	

## 17.7 CTI register identification values

The Cortex-X4 core *Cross Trigger Interface* (CTI) registers are located in the DebugBlock of the DSU.

For the cluster and core CTI register names and descriptions, see *External CTI registers* in the *Debug* chapter of the *Arm® DynamIQ™ Shared Unit-120 Technical Reference Manual*. Only the core CTI register peripheral ID values will differ from the cluster CTI register peripheral ID values.

The core CTI register peripheral ID values are listed in the following table.

**Table 17-3: Core CTI register peripheral ID values**

Register	Bitfield position	Bitfield name	Value
CTIPIDR4	[7:4]	SIZE	0b0000
	[3:0]	DES_2	0b0100
CTIPIDR3	[7:4]	REVAND	0b0000
	[3:0]	CMOD	0b0000
CTIPIDR2	[7:4]	REVISION	0b0000
	[3]	JEDEC	0b1
	[2:0]	DES_1	0b011
CTIPIDR1	[7:4]	DES_0	0b1011
	[3:0]	PART_1	0b1101
CTIPIDR0	[7:0]	PART_0	0b01001110

## 17.8 AArch64 Debug registers

The following summary table provides an overview of all Debug registers in the core.

For more information on registers listed in the table, click on the link associated with the register name.

If a register does not have a link in the summary table, you can find more information about this Architecturally defined register in the *Arm® Architecture Reference Manual for A-profile architecture*.

For registers without a listed reset value, refer to the individual field resets documented on the register description pages or to the *Arm® Architecture Reference Manual for A-profile architecture*.

**Table 17-4: Debug registers summary**

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
<a href="#">OSDTRRX_EL1</a>	2	0	C0	C0	2	See individual bit resets.	64-bit	OS Lock Data Transfer Register, Receive
<a href="#">DBGVRO_EL1</a>	2	0	C0	C0	4	See individual bit resets.	64-bit	Debug Breakpoint Value Registers
<a href="#">DBGBCRO_EL1</a>	2	0	C0	C0	5	See individual bit resets.	64-bit	Debug Breakpoint Control Registers
<a href="#">DBGWVRO_EL1</a>	2	0	C0	C0	6	See individual bit resets.	64-bit	Debug Watchpoint Value Registers
<a href="#">DBGWCRO_EL1</a>	2	0	C0	C0	7	See individual bit resets.	64-bit	Debug Watchpoint Control Registers

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
DBGBVR1_EL1	2	0	C0	C1	4	See individual bit resets.	64-bit	Debug Breakpoint Value Registers
DBGBCR1_EL1	2	0	C0	C1	5	See individual bit resets.	64-bit	Debug Breakpoint Control Registers
DBGWVR1_EL1	2	0	C0	C1	6	See individual bit resets.	64-bit	Debug Watchpoint Value Registers
DBGWCR1_EL1	2	0	C0	C1	7	See individual bit resets.	64-bit	Debug Watchpoint Control Registers
MDCCINT_EL1	2	0	C0	C2	0	See individual bit resets.	64-bit	Monitor DCC Interrupt Enable Register
MDSCR_EL1	2	0	C0	C2	2	See individual bit resets.	64-bit	Monitor Debug System Control Register
DBGBVR2_EL1	2	0	C0	C2	4	See individual bit resets.	64-bit	Debug Breakpoint Value Registers
DBGBCR2_EL1	2	0	C0	C2	5	See individual bit resets.	64-bit	Debug Breakpoint Control Registers
DBGWVR2_EL1	2	0	C0	C2	6	See individual bit resets.	64-bit	Debug Watchpoint Value Registers
DBGWCR2_EL1	2	0	C0	C2	7	See individual bit resets.	64-bit	Debug Watchpoint Control Registers
OSDTRTX_EL1	2	0	C0	C3	2	See individual bit resets.	64-bit	OS Lock Data Transfer Register, Transmit
DBGBVR3_EL1	2	0	C0	C3	4	See individual bit resets.	64-bit	Debug Breakpoint Value Registers
DBGBCR3_EL1	2	0	C0	C3	5	See individual bit resets.	64-bit	Debug Breakpoint Control Registers
DBGWVR3_EL1	2	0	C0	C3	6	See individual bit resets.	64-bit	Debug Watchpoint Value Registers
DBGWCR3_EL1	2	0	C0	C3	7	See individual bit resets.	64-bit	Debug Watchpoint Control Registers
DBGBVR4_EL1	2	0	C0	C4	4	See individual bit resets.	64-bit	Debug Breakpoint Value Registers
DBGBCR4_EL1	2	0	C0	C4	5	See individual bit resets.	64-bit	Debug Breakpoint Control Registers
DBGBVR5_EL1	2	0	C0	C5	4	See individual bit resets.	64-bit	Debug Breakpoint Value Registers
DBGBCR5_EL1	2	0	C0	C5	5	See individual bit resets.	64-bit	Debug Breakpoint Control Registers
OSECCR_EL1	2	0	C0	C6	2	See individual bit resets.	64-bit	OS Lock Exception Catch Control Register
MDRAR_EL1	2	0	C1	C0	0	See individual bit resets.	64-bit	Monitor Debug ROM Address Register
OSLAR_EL1	2	0	C1	C0	4	See individual bit resets.	64-bit	OS Lock Access Register
OSLSR_EL1	2	0	C1	C1	4	See individual bit resets.	64-bit	OS Lock Status Register
OSDLR_EL1	2	0	C1	C3	4	See individual bit resets.	64-bit	OS Double Lock Register
DBGPRCR_EL1	2	0	C1	C4	4	See individual bit resets.	64-bit	Debug Power Control Register
DBGCLAIMSET_EL1	2	0	C7	C8	6	See individual bit resets.	64-bit	Debug CLAIM Tag Set register
DBGCLAIMCLR_EL1	2	0	C7	C9	6	See individual bit resets.	64-bit	Debug CLAIM Tag Clear register
DBGAUTHSTATUS_EL1	2	0	C7	C14	6	See individual bit resets.	64-bit	Debug Authentication Status register
MDCCSR_ELO	2	3	C0	C1	0	See individual bit resets.	64-bit	Monitor DCC Status Register
DBGDTR_ELO	2	3	C0	C4	0	See individual bit resets.	64-bit	Debug Data Transfer Register, half-duplex
DBGDTRRX_ELO	2	3	C0	C5	0	See individual bit resets.	64-bit	Debug Data Transfer Register, Receive
DBGDTRTX_ELO	2	3	C0	C5	0	See individual bit resets.	64-bit	Debug Data Transfer Register, Transmit
TRFCR_EL1	3	0	C1	C2	1	See individual bit resets.	64-bit	Trace Filter Control Register (EL1)
MDCR_EL2	3	4	C1	C1	1	See individual bit resets.	64-bit	Monitor Debug Configuration Register (EL2)
TRFCR_EL2	3	4	C1	C2	1	See individual bit resets.	64-bit	Trace Filter Control Register (EL2)
IMP_IDATA0_EL3	3	6	C15	C0	0	See individual bit resets.	64-bit	Instruction Register 0
IMP_IDATA1_EL3	3	6	C15	C0	1	See individual bit resets.	64-bit	Instruction Register 1
IMP_IDATA2_EL3	3	6	C15	C0	2	See individual bit resets.	64-bit	Instruction Register 2
IMP_DDATA0_EL3	3	6	C15	C1	0	See individual bit resets.	64-bit	Data Register 0
IMP_DDATA1_EL3	3	6	C15	C1	1	See individual bit resets.	64-bit	Data Register 1

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
IMP_DDATA2_EL3	3	6	C15	C1	2	See individual bit resets.	64-bit	Data Register 2

## 17.9 External Debug registers

The following summary table provides an overview of all memory-mapped Debug registers in the core.

For more information on registers listed in the table, click on the link associated with the register name.

If a register does not have a link in the summary table, you can find more information about this Architecturally defined register in the [Arm® Architecture Reference Manual for A-profile architecture](#).

For registers without a listed reset value, refer to the individual field resets documented on the register description pages or to the [Arm® Architecture Reference Manual for A-profile architecture](#).

**Table 17-5: Debug registers summary**

Offset	Name	Reset	Width	Description
0x020	EDESR	See individual bit resets.	32-bit	External Debug Event Status Register
0x024	EDECR	See individual bit resets.	32-bit	External Debug Execution Control Register
0x030	EDWAR	See individual bit resets.	64-bit	External Debug Watchpoint Address Register
0x080	DBGDTRRX_ELO	See individual bit resets.	32-bit	Debug Data Transfer Register, Receive
0x084	EDITR	See individual bit resets.	32-bit	External Debug Instruction Transfer Register
0x088	EDSCR	See individual bit resets.	32-bit	External Debug Status and Control Register
0x08C	DBGDTRTX_ELO	See individual bit resets.	32-bit	Debug Data Transfer Register, Transmit
0x090	<a href="#">EDRCR</a>	See individual bit resets.	32-bit	External Debug Reserve Control Register
0x098	EDECCR	See individual bit resets.	32-bit	External Debug Exception Catch Control Register
0x300	OSLAR_EL1	See individual bit resets.	32-bit	OS Lock Access Register
0x310	<a href="#">EDPRCR</a>	See individual bit resets.	32-bit	External Debug Power/Reset Control Register
0x314	EDPRSR	See individual bit resets.	32-bit	External Debug Processor Status Register
0x400	<a href="#">DBGBVR0_EL1 [63:0]</a>	See individual bit resets.	64-bit	Debug Breakpoint Value Registers
0x408	<a href="#">DBGBCR0_EL1</a>	See individual bit resets.	64-bit	Debug Breakpoint Control Registers
0x410	<a href="#">DBGBVR1_EL1 [63:0]</a>	See individual bit resets.	64-bit	Debug Breakpoint Value Registers
0x418	<a href="#">DBGBCR1_EL1</a>	See individual bit resets.	64-bit	Debug Breakpoint Control Registers
0x420	<a href="#">DBGBVR2_EL1 [63:0]</a>	See individual bit resets.	64-bit	Debug Breakpoint Value Registers
0x428	<a href="#">DBGBCR2_EL1</a>	See individual bit resets.	64-bit	Debug Breakpoint Control Registers
0x430	<a href="#">DBGBVR3_EL1 [63:0]</a>	See individual bit resets.	64-bit	Debug Breakpoint Value Registers
0x438	<a href="#">DBGBCR3_EL1</a>	See individual bit resets.	64-bit	Debug Breakpoint Control Registers
0x440	<a href="#">DBGBVR4_EL1 [63:0]</a>	See individual bit resets.	64-bit	Debug Breakpoint Value Registers
0x448	<a href="#">DBGBCR4_EL1</a>	See individual bit resets.	64-bit	Debug Breakpoint Control Registers
0x450	<a href="#">DBGBVR5_EL1 [63:0]</a>	See individual bit resets.	64-bit	Debug Breakpoint Value Registers

Offset	Name	Reset	Width	Description
0x458	DBGBCR5_EL1	See individual bit resets.	64-bit	Debug Breakpoint Control Registers
0x800	DBGWVR0_EL1 [63:0]	See individual bit resets.	64-bit	Debug Watchpoint Value Registers
0x808	DBGWCR0_EL1	See individual bit resets.	64-bit	Debug Watchpoint Control Registers
0x810	DBGWVR1_EL1 [63:0]	See individual bit resets.	64-bit	Debug Watchpoint Value Registers
0x818	DBGWCR1_EL1	See individual bit resets.	64-bit	Debug Watchpoint Control Registers
0x820	DBGWVR2_EL1 [63:0]	See individual bit resets.	64-bit	Debug Watchpoint Value Registers
0x828	DBGWCR2_EL1	See individual bit resets.	64-bit	Debug Watchpoint Control Registers
0x830	DBGWVR3_EL1 [63:0]	See individual bit resets.	64-bit	Debug Watchpoint Value Registers
0x838	DBGWCR3_EL1	See individual bit resets.	64-bit	Debug Watchpoint Control Registers
0xD00	MIDR_EL1	See individual bit resets.	32-bit	Main ID Register
0xD20	EDPFR	See individual bit resets.	64-bit	External Debug Processor Feature Register
0xD28	EDDFR	See individual bit resets.	64-bit	External Debug Feature Register
0xD48	EDDFR1 [31:0]	See individual bit resets.	32-bit	External Debug Feature Register 1
0xD4C	EDDFR1 [63:32]	See individual bit resets.	32-bit	External Debug Feature Register 1
0xD60	EDAA32PFR	See individual bit resets.	64-bit	External Debug Auxiliary Processor Feature Register
0xF00	EDITCTRL	See individual bit resets.	32-bit	External Debug Integration mode Control register
0xFA0	DBGCLAIMSET_EL1	See individual bit resets.	32-bit	Debug CLAIM Tag Set register
0xFA4	DBGCLAIMCLR_EL1	See individual bit resets.	32-bit	Debug CLAIM Tag Clear register
0xFA8	EDDEVAFF0	See individual bit resets.	32-bit	External Debug Device Affinity register 0
0xFAC	EDDEVAFF1	See individual bit resets.	32-bit	External Debug Device Affinity register 1
0xFB0	EDLAR	See individual bit resets.	32-bit	External Debug Lock Access Register
0xFB4	EDLSR	See individual bit resets.	32-bit	External Debug Lock Status Register
0xFB8	DBGAUTHSTATUS_EL1	See individual bit resets.	32-bit	Debug Authentication Status register
0xFBC	EDDEVARCH	See individual bit resets.	32-bit	External Debug Device Architecture register
0xFC0	EDDEVID2	See individual bit resets.	32-bit	External Debug Device ID register 2
0xFC4	EDDEVID1	See individual bit resets.	32-bit	External Debug Device ID register 1
0xFC8	EDDEVID	See individual bit resets.	32-bit	External Debug Device ID register 0
0xFCC	EDDEVTYPE	See individual bit resets.	32-bit	External Debug Device Type register
0xFD0	EDPIDR4	See individual bit resets.	32-bit	External Debug Peripheral Identification Register 4
0xFE0	EDPIDR0	See individual bit resets.	32-bit	External Debug Peripheral Identification Register 0
0xFE4	EDPIDR1	See individual bit resets.	32-bit	External Debug Peripheral Identification Register 1
0xFE8	EDPIDR2	See individual bit resets.	32-bit	External Debug Peripheral Identification Register 2
0xFEC	EDPIDR3	See individual bit resets.	32-bit	External Debug Peripheral Identification Register 3
0xFF0	EDCIDR0	See individual bit resets.	32-bit	External Debug Component Identification Register 0
0xFF4	EDCIDR1	See individual bit resets.	32-bit	External Debug Component Identification Register 1
0xFF8	EDCIDR2	See individual bit resets.	32-bit	External Debug Component Identification Register 2
0xFFC	EDCIDR3	See individual bit resets.	32-bit	External Debug Component Identification Register 3

## 17.10 External CoreROM registers

The following summary table provides an overview of all memory-mapped CoreROM registers in the core.

For more information on registers listed in the table, click on the link associated with the register name.

For registers without a listed reset value, refer to the individual field resets documented on the register description pages or to the [Arm® Architecture Reference Manual for A-profile architecture](#).

**Table 17-6: CoreROM registers summary**

Offset	Name	Reset	Width	Description
0x000	<a href="#">COREROM_ROMENTRY0</a>	See individual bit resets.	32-bit	Core ROM table Entry 0
0x004	<a href="#">COREROM_ROMENTRY1</a>	See individual bit resets.	32-bit	Core ROM table Entry 1
0x008	<a href="#">COREROM_ROMENTRY2</a>	See individual bit resets.	32-bit	Core ROM table Entry 2
0x00C	<a href="#">COREROM_ROMENTRY3</a>	See individual bit resets.	32-bit	Core ROM table Entry 3
0xFB8	<a href="#">COREROM_AUTHSTATUS</a>	See individual bit resets.	32-bit	Core ROM table Authentication Status Register
0xFBC	<a href="#">COREROM_DEVARCH</a>	See individual bit resets.	32-bit	Core ROM table Device Architecture Register
0xFCC	<a href="#">COREROM_DEVTYPE</a>	See individual bit resets.	32-bit	Core ROM table Device Type Register
0xFD0	<a href="#">COREROM_PIDR4</a>	See individual bit resets.	32-bit	Core ROM table Peripheral Identification Register 4
0xFE0	<a href="#">COREROM_PIDR0</a>	See individual bit resets.	32-bit	Core ROM table Peripheral Identification Register 0
0xFE4	<a href="#">COREROM_PIDR1</a>	See individual bit resets.	32-bit	Core ROM table Peripheral Identification Register 1
0xFE8	<a href="#">COREROM_PIDR2</a>	See individual bit resets.	32-bit	Core ROM table Peripheral Identification Register 2
0xFEC	<a href="#">COREROM_PIDR3</a>	See individual bit resets.	32-bit	Core ROM table Peripheral Identification Register 3
0xFF0	<a href="#">COREROM_CIDR0</a>	See individual bit resets.	32-bit	Core ROM table Component Identification Register 0
0xFF4	<a href="#">COREROM_CIDR1</a>	See individual bit resets.	32-bit	Core ROM table Component Identification Register 1
0xFF8	<a href="#">COREROM_CIDR2</a>	See individual bit resets.	32-bit	Core ROM table Component Identification Register 2
0xFFC	<a href="#">COREROM_CIDR3</a>	See individual bit resets.	32-bit	Core ROM table Component Identification Register 3

# 18. Performance Monitors Extension support

The Cortex-X4 core implements the Performance Monitors Extension, including Arm®v8.4-A, Arm®v8.5-A and Arm®v8.7-A performance monitoring features.

The Cortex-X4 core *Performance Monitoring Unit* (PMU):

- Collects events through an event interface from other units in the design. These events are used as triggers for event counters.
- Supports cycle counters through the Performance Monitors Control Register.
- Implements PMU snapshots for context samples.
- Provides six PMU 64-bit counters that count any of the events available in the core. The absolute counts that are recorded might vary because of pipeline effects. This variation has negligible effect except in cases where the counters are enabled for a very short time.

You can program the PMU using either the System registers or the external Debug APB interface.

## 18.1 Performance monitors events

The Cortex-X4 core *Performance Monitoring Unit* (PMU) collects events from other units in the design and uses numbers to reference these events.

### Common Event PMU events

The following table shows the Cortex-X4 core performance monitors events that are generated and the numbers that the PMU uses to reference the events. The table also shows the bit position of each event on the event bus. Event numbers that are not listed are reserved.

See the [Arm® Architecture Reference Manual for A-profile architecture](#) for more information about these PMU events.

See the [Arm® Architecture Reference Manual Supplement Armv9, for Armv9-A architecture profile](#) for information about SVE-specific PMU events.



Unless otherwise indicated, each of these events can be exported to the trace unit and selected in accordance with the *Arm® Embedded Trace Extension*.

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**Table 18-1: Common Event PMU events**

Event number	Mnemonic	Description
0x0000	SW_INCR	<p>Instruction architecturally executed, Condition code check pass, software increment</p> <p>This event counts any instruction architecturally executed (condition code check pass).</p>
0x0001	L1I_CACHE_REFILL	<p>Level 1 instruction cache refill</p> <p>This event counts any instruction fetch which misses in the cache.</p> <p>The following instructions are not counted:</p> <ul style="list-style-type: none"> <li>Cache maintenance instructions</li> <li>Non-cacheable accesses</li> </ul>
0x0002	L1I_TLB_REFILL	<p>Level 1 instruction TLB refill</p> <p>This event counts any refill of the L1 instruction TLB from the MMU Translation Cache (MMUTC). This includes refills that result in a translation fault.</p> <p>The following instructions are not counted:</p> <ul style="list-style-type: none"> <li>TLB maintenance instructions</li> </ul> <p>This event counts regardless of whether the MMU is enabled.</p>
0x0003	L1D_CACHE_REFILL	<p>Level 1 data cache refill</p> <p>This event counts any load or store operation or translation table walk that causes data to be read from outside the L1 cache, including accesses which do not allocate into L1.</p> <p>The following instructions are not counted:</p> <ul style="list-style-type: none"> <li>Cache maintenance instructions and prefetches.</li> <li>Stores of an entire cache line, even if they make a coherency request outside the L1.</li> <li>Partial cache line writes which do not allocate into the L1 cache.</li> <li>Non-cacheable accesses.</li> </ul> <p>This event counts the sum of L1D_CACHE_REFILL_RD and L1D_CACHE_REFILL_WR.</p>
0x0004	L1D_CACHE	<p>Level 1 data cache access</p> <p>This event counts any load or store operation or translation table walk that looks up in the L1 data cache. In particular, any access that could count the L1D_CACHE_REFILL event causes this event to count.</p> <p>The following instructions are not counted:</p> <ul style="list-style-type: none"> <li>Cache maintenance instructions and prefetches.</li> <li>Non-cacheable accesses.</li> </ul> <p>This event counts the sum of L1D_CACHE_RD and L1D_CACHE_WR.</p>

Event number	Mnemonic	Description
0x0005	L1D_TLB_REFILL	<p>Level 1 data TLB refill</p> <p>This event counts any refill of the data L1 TLB from the L2 TLB. This includes refills which result in a translation fault.</p> <p>The following instructions are not counted:</p> <ul style="list-style-type: none"> <li>• TLB maintenance instructions.</li> </ul> <p>This event counts regardless of whether the MMU is enabled.</p>
0x0008	INST_RETIRED	<p>Instruction architecturally executed</p> <p>This event counts all retired instructions, including ones that fail their condition check.</p>
0x0009	EXC_TAKEN	<p>Exception taken</p> <p>The counter counts each exception taken.</p>
0x000A	EXC_RETURN	Instruction architecturally executed, Condition code check pass, exception return
0x000B	CID_WRITE_RETIRED	<p>Instruction architecturally executed, Condition code check pass, write to CONTEXTIDR</p> <p>This event only counts writes using the CONTEXTIDR_EL1 mnemonic.</p> <p>Writes to CONTEXTIDR_EL12 and CONTEXTIDR_EL2 are not counted.</p>
0x000C	PC_WRITE_RETIRED	<p>Instruction architecturally executed, Condition code check pass, software change of the PC</p> <p>This event counts all branches taken and popped from the branch monitor. This excludes exception entries, debug entries, and CCFAIL branches.</p>
0x000D	BR_IMMED_RETIRED	<p>Instruction architecturally executed, immediate branch</p> <p>This event counts all branches decoded as immediate branches, taken or not, and popped from the branch monitor. This excludes exception entries, debug entries, and CCFAIL branches.</p>
0x000E	BR_RETURN_RETIRED	Instruction architecturally executed, Condition code check pass, procedure return
0x0010	BR_MIS_PRED	<p>Mispredicted or not predicted branch speculatively executed</p> <p>This event counts any predictable branch instruction which is mispredicted either due to dynamic misprediction or because the MMU is off and the branches are statically predicted not taken.</p>
0x0011	CPU_CYCLES	Cycle
0x0012	BR_PRED	<p>Predictable branch speculatively executed</p> <p>This event counts all predictable branches.</p>

Event number	Mnemonic	Description
0x0013	MEM_ACCESS	<p>Data memory access</p> <p>This event counts memory accesses due to load or store instructions.</p> <p>The following instructions are not counted:</p> <ul style="list-style-type: none"> <li>• Instruction fetches.</li> <li>• Cache maintenance instructions.</li> <li>• Translation table walks or prefetches.</li> </ul> <p>This event counts the sum of MEM_ACCESS_RD and MEM_ACCESS_WR.</p>
0x0014	L1I_CACHE	<p>Level 1 instruction cache access</p> <p>This event counts any instruction fetch which accesses the L1 instruction cache.</p> <p>The following instructions are not counted:</p> <ul style="list-style-type: none"> <li>• Cache maintenance instructions.</li> <li>• Non-cacheable accesses.</li> </ul>
0x0015	L1D_CACHE_WB	<p>Level 1 data cache write-back</p> <p>This event counts any write-back of data from the L1 data cache to L2 or L3. The event counts both victim line evictions and snoops, including cache maintenance operations.</p> <p>The following instructions are not counted:</p> <ul style="list-style-type: none"> <li>• Invalidations which do not result in data being transferred out of the L1.</li> <li>• Full-line writes which write to L2 without writing L1, such as write-streaming mode.</li> </ul>
0x0016	L2D_CACHE	<p>Level 2 data cache access</p> <ul style="list-style-type: none"> <li>• If the core is configured with a per-core L2 cache, this event counts any transaction from L1 which looks up in the L2 cache, and any writeback from the L1 to the L2. Snoops from outside the core and cache maintenance operations are not counted.</li> <li>• If the core is not configured with a per-core L2 cache, this event counts the cluster cache event, as defined by L3D_CACHE.</li> <li>• If neither a per-core cache nor a cluster cache are configured, then this event is not implemented.</li> </ul>
0x0017	L2D_CACHE_REFILL	<p>Level 2 data cache refill</p> <ul style="list-style-type: none"> <li>• If the core is configured with a per-core L2 cache, this event counts any Cacheable transaction from L1 which causes data to be read from outside the core. L2 refills caused by stashes into L2 are not meant to be counted.</li> <li>• If the core is not configured with a per-core L2 cache, this event counts the cluster cache event, as defined by L3D_CACHE_REFILL.</li> <li>• If neither a per-core cache nor a cluster cache are configured, then this event is not implemented.</li> </ul>

Event number	Mnemonic	Description
0x0018	L2D_CACHE_WB	<p>Level 2 data cache write-back</p> <p>If the core is configured with a per-core L2 cache, this event counts any write-back of data from the L2 cache to a location outside the core. The event includes snoops to the L2 which return data, regardless of whether they cause an invalidation. Invalidations from the L2 which do not write data outside of the core and snoops which return data from the L1 are not counted.</p> <ul style="list-style-type: none"> <li>If the core is not configured with a per-core L2 cache, this event is not implemented.</li> </ul>
0x0019	BUS_ACCESS	<p>This event counts for every beat of data that is transferred over the data channels between the core and the SCU. If both read and write data beats are transferred on a given cycle, this event is counted twice on that cycle.</p> <p>This event counts the sum of BUS_ACCESS_RD and BUS_ACCESS_WR.</p>
0x001A	MEMORY_ERROR	Local memory error
0x001B	INST_SPEC	<p>Operation speculatively executed</p> <p>This event duplicates INST_RETIRED.</p>
0x001C	TTBR_WRITE_RETIRED	<p>Instruction architecturally executed, condition code check pass, write to TTBR</p> <p>This event only counts writes to TTBR0/TTBR1 in AArch32 and TTBR0_EL1/TTBR1_EL1 in AArch64.</p> <p>The following instructions are not counted:</p> <ul style="list-style-type: none"> <li>Accesses to TTBR0_EL12/TTBR1_EL12 or TTBR0_EL2/TTBR1_EL2.</li> </ul>
0x1D	BUS_CYCLES	Bus cycle
0x001E	CHAIN	For odd-numbered counters, this event increments the count by one for each overflow of the preceding even-numbered counter. For even numbered counters, there is no increment.
0x0020	L2D_CACHE_ALLOCATE	<p>Level 2 data cache allocation without refill</p> <p>This event counts any full cache line write into the L2 cache which does not cause a linefill, including write-backs from L1 to L2 and full-line writes which do not allocate into L1.</p>
0x0021	BR_RETIRED	<p>Instruction architecturally executed, branch</p> <p>This event counts all branches, taken or not, popped from the branch monitor. This excludes exception entries, debug entries, and CCFail branches. In the ** core, an ISB is a branch, and even micro architectural ISBs are counted.</p>
0x0022	BR_MIS_PRED_RETIRED	<p>Instruction architecturally executed, mispredicted branch</p> <p>This event counts any branch that is counted by BR_RETIRED which is not correctly predicted and causes a pipeline clean.</p>
0x0023	STALL_FRONTEND	<p>No operation has been issued, because of the frontend</p> <p>The counter counts on any cycle when no operations are issued due to the instruction queue being empty.</p>
0x0024	STALL_BACKEND	<p>No operation has been issued, because of the backend</p> <p>The counter counts on any cycle when no operations are issued due to a pipeline stall.</p>

Event number	Mnemonic	Description
0x0025	L1D_TLB	Level 1 data TLB access  This event counts any load or store operation which accesses the data L1 TLB. If both a load and a store are executed on a cycle, this event counts twice. This event counts regardless of whether the MMU is enabled.
0x0026	L1I_TLB	Level 1 instruction TLB access  This event counts any instruction fetch which accesses the instruction L1 TLB. This event counts regardless of whether the MMU is enabled.
0x0029	L3D_CACHE_ALLOCATE	Attributable level 3 data or unified cache allocation without refill This event counts any full cache line write into the L3 cache which does not cause a linefill, including write-backs from L2 to L3 and full-line writes which do not allocate into L2.  This event also counts WriteUnique and datafull WriteEvictOrEvict.
0x002A	L3D_CACHE_REFILL	Attributable level 3 data or unified cache refill This event counts for any cacheable read transaction returning data from the SCU for which the data source was outside the cluster.
0x002B	L3D_CACHE	Attributable level 3 data or unified cache access This event counts for any cacheable read, write or write-back transaction sent to the SCU.
0x002D	L2D_TLB_REFILL	Level 2 data TLB refill  This event counts on any refill of the L2 TLB, caused by either an instruction or data access.  This event does not count if the MMU is disabled.
0x002F	L2D_TLB	Level 2 data TLB access  Attributable level 2 unified TLB access.  This event counts on any access to the L2 TLB (caused by a refill of any of the L1 TLBs).  This event does not count if the MMU is disabled.
0x0031	REMOTE_ACCESS	Access to another socket in a multi-socket system  This event counts any transactions returning data from another socket in a multi-socket system.
0x0034	DTLB_WALK	Data TLB access with at least one translation table walk  Access to data TLB that caused a translation table walk.  This event counts on any data access which causes L2D_TLB_REFILL to count.
0x0035	ITLB_WALK	Instruction TLB access with at least one translation table walk  Access to instruction TLB that caused a translation table walk.  This event counts on any instruction access which causes L2D_TLB_REFILL to count.
0x0036	LL_CACHE_RD	Last level cache access, read  This event counts any cacheable read transaction which returns a data source of 'interconnect cache', 'DRAM', 'remote' or 'inter-cluster peer'.

Event number	Mnemonic	Description
0x0037	LL_CACHE_MISS_RD	<p>Last Level cache miss read</p> <p>This event counts any cacheable read transaction which returns a data source of 'DRAM', 'remote' or 'inter-cluster peer'.</p>
0x0039	L1D_CACHE_LMISS_RD	<p>Level 1 data cache long-latency read miss</p> <p>Level 1 data cache access, read.</p> <p>This event counts any load operation or translation table walk access which looks up in the L1 data cache. In particular, any access which could count the L1D_CACHE_REFILL_RD event causes this event to count.</p> <p>The following instructions are not counted:</p> <ul style="list-style-type: none"> <li>• Cache maintenance instructions and prefetches.</li> <li>• Non-cacheable accesses.</li> </ul>
0x003A	OP_RETIRED	<p>Micro-operation architecturally executed</p> <p>This event counts each operation counted by OP_SPEC that would be executed in a simple sequential execution of the program.</p>
0x003B	OP_SPEC	<p>Micro-operation speculatively executed</p> <p>This event counts the number of operations executed by the core, including those that are executed speculatively and would not be executed in a simple sequential execution of the program.</p>
0x003C	STALL	<p>No operation sent for execution</p> <p>This event counts every Attributable cycle on which no Attributable instruction or operation was sent for execution on this core.</p>
0x003D	STALL_SLOT_BACKEND	<p>No operation sent for execution on a slot due to the backend</p> <p>Counts each slot counted by STALL_SLOT where no Attributable instruction or operation was sent for execution because the backend is unable to accept one of:</p> <ul style="list-style-type: none"> <li>• The instruction operation available for the PE on the slot.</li> <li>• Any operations on the slot.</li> </ul>
0x003E	STALL_SLOT_FRONTEND	<p>No operation sent for execution on a slot due to the frontend</p> <p>Counts each slot counted by STALL_SLOT where no Attributable instruction or operation was sent for execution because there was no Attributable instruction or operation available to issue from the PE from the frontend for the slot.</p>
0x003F	STALL_SLOT	<p>No operation sent for execution on a slot</p> <p>The counter counts on each Attributable cycle the number of instruction or operation slots that are not occupied by an instruction or operation Attributable to the PE.</p>
0x0040	L1D_CACHE_RD	<p>Level 1 data cache access, read</p> <p>Counts any load operation or translation table walk access which looks up in the L1 data cache. In particular, any access which could count the L1D_CACHE_REFILL_RD event causes this event to count. Cache maintenance instructions and prefetches are not counted. Non-cacheable accesses are not counted.</p>

Event number	Mnemonic	Description
0x0041	L1D_CACHE_WR	Level 1 data cache access, write  Counts any store operation which looks up in the L1 data cache. In particular, any access which could count the L1D_CACHE_REFILL event causes this event to count. Cache maintenance instructions and prefetches are not counted. Non-cacheable accesses are not counted.
0x0044	L1D_CACHE_REFILL_INNER	Level 1 data cache refill, inner  This event counts any L1 data cache linefill (as counted by L1D_CACHE_REFILL) which hits in the L2 cache, L3 cache, or another core in the cluster.
0x0045	L1D_CACHE_REFILL_OUTER	Level 1 data cache refill, outer  This event counts any L1 data cache linefill (as counted by L1D_CACHE_REFILL) which does not hit in the L2 cache, L3 cache, or another core in the cluster, and instead obtains data from outside the cluster.
0x0046	L1D_CACHE_WB_VICTIM	Level 1 data cache write-back, victim
0x0047	L1D_CACHE_WB_CLEAN	Level 1 data cache write-back, cleaning and coherency
0x0048	L1D_CACHE_INVALID	Level 1 data cache invalidate
0x004C	L1D_TLB_REFILL_RD	Level 1 data TLB refill, read
0x004D	L1D_TLB_REFILL_WR	Level 1 data TLB refill, write
0x004E	L1D_TLB_RD	Level 1 data TLB access, read
0x004F	L1D_TLB_WR	Level 1 data TLB access, write
0x0050	L2D_CACHE_RD	Level 2 data cache access, read  This event counts any transaction issued from L1 caches which looks up in the L2 cache, including requests for instructions fetches and MMU table walks. The transaction is counted regardless of the source that generated it in the L1, being a load, store or prefetch request.
0x0051	L2D_CACHE_WR	Level 2 data cache access, write  This event counts any full cache line write into the L2 cache which does not cause a linefill, including write-backs from L1 to L2, full-line writes which do not allocate into L1 and MMU descriptor hardware updates performed in L2.
0x0052	L2D_CACHE_REFILL_RD	Level 2 data cache refill, read  This event counts any cacheable transaction generated by a read operation which causes data to be read from outside the L2.  This event is counted on RXDAT, using the type of request to determine if the refill was for a read (line requested in any state).
0x0053	L2D_CACHE_REFILL_WR	Level 2 data cache refill, write  This event counts any cacheable transaction generated by a store operation which causes data to be read from outside the L2.  Counted on RXDAT, using the type of request to determine if the refill was for a write (line requested in unique state).

Event number	Mnemonic	Description
0x0056	L2D_CACHE_WB_VICTIM	Level 2 data cache write-back, victim  This event counts any datafull write-back operation caused by allocations.
0x0057	L2D_CACHE_WB_CLEAN	Level 2 data cache write-back, cleaning, and coherency  This event counts any datafull write-back operation caused by cache maintenance operations or external coherency requests.
0x0058	L2D_CACHE_INVALID	Level 2 data cache invalidate  This event counts any cache maintenance operation which causes the invalidation of a line present in the L2 cache.
0x005C	L2D_TLB_REFILL_RD	Attributable level 2 data or unified TLB refill, read
0x005D	L2D_TLB_REFILL_WR	Attributable level 2 data or unified TLB refill, write
0x005E	L2D_TLB_RD	Attributable level 2 data or unified TLB access, read
0x005F	L2D_TLB_WR	Attributable level 2 data or unified TLB access, write
0x0060	BUS_ACCESS_RD	Bus access, read  This event counts for every beat of data that is transferred over the read data channel between the core and the SCU.
0x0061	BUS_ACCESS_WR	Bus access, write  This event counts for every beat of data that is transferred over the write data channel between the core and the SCU.
0x0066	MEM_ACCESS_RD	Data memory access, read  This event counts memory accesses due to load instructions. The following instructions are not counted: <ul style="list-style-type: none"> <li>The following instructions are not counted: - Instruction fetches - Cache maintenance instructions. - Translation table walks. - Prefetches.</li> </ul>
0x0067	MEM_ACCESS_WR	Data memory access, write  This event counts memory accesses due to store instructions.  The following instructions are not counted: <ul style="list-style-type: none"> <li>Instruction fetches.</li> <li>Cache maintenance instructions.</li> <li>Translation table walks.</li> <li>Prefetches.</li> </ul>
0x0068	UNALIGNED_LD_SPEC	Unaligned access, read
0x0069	UNALIGNED_ST_SPEC	Unaligned access, write
0x006A	UNALIGNED_LDST_SPEC	Unaligned access
0x006C	LDREX_SPEC	Exclusive operation speculatively executed, LDREX or LDX
0x006D	STREX_PASS_SPEC	Exclusive operation speculatively executed, STREX or STX pass
0x006E	STREX_FAIL_SPEC	Exclusive operation speculatively executed, Store-Exclusive fail.  Exclusive operation speculatively executed, STREX or STX fail.



Event number	Mnemonic	Description
0x006F	STREX_SPEC	Exclusive operation speculatively executed, Store-Exclusive. Exclusive operation speculatively executed, STREX or STX.
0x0070	LD_SPEC	Operation speculatively executed, load
0x0071	ST_SPEC	Operation speculatively executed, store
0x0072	LDST_SPEC	Operation speculatively executed, load or store
0x0073	DP_SPEC	Operation speculatively executed, integer data processing
0x0074	ASE_SPEC	Operation speculatively executed, Advanced SIMD
0x0075	VFP_SPEC	Operation speculatively executed, floating-point
0x0076	PC_WRITE_SPEC	Operation speculatively executed, software change of the PC
0x0077	CRYPTO_SPEC	Operation speculatively executed, Cryptographic instruction
0x0078	BR_IMMED_SPEC	Branch speculatively executed, immediate branch
0x0079	BR_RETURN_SPEC	Branch speculatively executed, procedure return
0x007A	BR_INDIRECT_SPEC	Branch speculatively executed, indirect branch
0x007C	ISB_SPEC	Barrier speculatively executed, ISB
0x007D	DSB_SPEC	Barrier speculatively executed, DSB
0x007E	DMB_SPEC	Barrier speculatively executed, DMB
0x007F	CSDB_SPEC	Barrier speculatively executed, CDSB
0x0081	EXC_UNDEF	Exception taken, other synchronous Counts the number of undefined exceptions taken locally
0x0082	EXC_SVC	Exception taken, Supervisor Call Exception taken locally, Supervisor Call
0x0083	EXC_PABORT	Exception taken, Instruction Abort Exception taken locally, Instruction Abort
0x0084	EXC_DABORT	Exception taken, Data Abort or SError Exception taken locally, Data Abort and SError
0x0086	EXC_IRQ	Exception taken, IRQ Exception taken locally, IRQ
0x0087	EXC_FIQ	Exception taken, FIQ Exception taken locally, FIQ
0x0088	EXC_SMC	Exception taken, Secure Monitor Call Exception taken locally, Secure Monitor Call
0x008A	EXC_HVC	Exception taken, Hypervisor Call Exception taken locally, Hypervisor Call
0x008B	EXC_TRAP_PABORT	Exception taken, Instruction Abort not Taken locally
0x008C	EXC_TRAP_DABORT	Exception taken, Data Abort or SError not Taken locally

Event number	Mnemonic	Description
0x008D	EXC_TRAP_OTHER	Exception taken, other traps not Taken locally
0x008E	EXC_TRAP_IRQ	Exception taken, IRQ not Taken locally
0x008F	EXC_TRAP_FIQ	Exception taken, FIQ not Taken locally
0x0090	RC_LD_SPEC	Release consistency operation speculatively executed, Load-Acquire
0x0091	RC_ST_SPEC	Release consistency operation speculatively executed, Store-Release
0x00A0	L3D_CACHE_RD	Attributable level 3 data or unified cache access, read  This event counts for any cacheable read transaction sent to the SCU.
0x4000	SAMPLE_POP	Statistical Profiling sample population  The counter increments for each operation that might be sampled, whether or not the operation was sampled. Operations that are executed at an Exception level or Security state in which the Statistical Profiling Extension is disabled are not counted.
0x4001	SAMPLE_FEED	Statistical Profiling sample taken  The counter increments each time the sample interval counter reaches zero and is reloaded, and the sample does not collide with the previous sample. Samples that are removed by filtering, or discarded, and not written to the Profiling Buffer are counted.
0x4002	SAMPLE_FILTRATE	Statistical Profiling sample taken and not removed by filtering  The counter increments each time that a completed sample record is checked against the filters and not removed. Sample records that are not removed by filtering, but are discarded before being written to the Profiling Buffer because of a Profiling Buffer management event, are counted.
0x4003	SAMPLE_COLLISION	Statistical Profiling sample collided with previous sample  The counter increments for each sample record that is taken when the previous sampled operation has not completed generating its sample record.
0x4004	CNT_CYCLES	Constant frequency cycles
0x4005	STALL_BACKEND_MEM	Memory stall cycles  The counter is defined identically to STALL_BACKEND_MEM in the AMUv1 architecture.
0x4006	L1I_CACHE_LMISS	Level 1 instruction cache long-latency miss  The counter counts each access counted by L1I_CACHE that incurs additional latency because it returns instructions from outside the Level 1 instruction cache.
0x4009	L2D_CACHE_LMISS_RD	Level 2 data cache long-latency read miss  The counter counts each memory read access counted by L2D_CACHE that incurs additional latency because it returns data from outside the Level 2 data or unified cache of this PE.
0x400B	L3D_CACHE_LMISS_RD	Level 3 data cache long-latency read miss  The counter counts each memory read access counted by L3D_CACHE that incurs additional latency because it returns data from outside the Level 3 data or unified cache of this PE.
0x400C	TRB_WRAP	Trace buffer current write pointer wrapped

Event number	Mnemonic	Description
0x400D	PMU_OVFS	PMU overflow, counters accessible to EL1 and ELO  <b>Note:</b> This event is exported to the trace unit, but cannot be counted in the PMU.
0x400E	TRB_TRIG	Trace buffer Trigger Event  <b>Note:</b> This event is exported to the trace unit, but cannot be counted in the PMU.
0x400F	PMU_HOVFS	PMU overflow, counters reserved for use by EL2  <b>Note:</b> This event is exported to the trace unit, but cannot be counted in the PMU.
0x4010	TRCEXTOUT0	PE Trace Unit external output 0  <b>Note:</b> This event is not exported to the trace unit.
0x4011	TRCEXTOUT1	PE Trace Unit external output 1  <b>Note:</b> This event is not exported to the trace unit.
0x4012	TRCEXTOUT2	PE Trace Unit external output 2  <b>Note:</b> This event is not exported to the trace unit.
0x4013	TRCEXTOUT3	PE Trace Unit external output 3  <b>Note:</b> This event is not exported to the trace unit.
0x4018	CTI_TRIGOUT4	Cross Trigger Interface output trigger 4
0x4019	CTI_TRIGOUT5	Cross Trigger Interface output trigger 5
0x401A	CTI_TRIGOUT6	Cross Trigger Interface output trigger 6
0x401B	CTI_TRIGOUT7	Cross Trigger Interface output trigger 7
0x4020	LDST_ALIGN_LAT	Access with additional latency from alignment  The counter counts each access counted by MEM_ACCESS that, due to the alignment of the address and size of data being accessed, incurred additional latency.
0x4021	LD_ALIGN_LAT	Load with additional latency from alignment
0x4022	ST_ALIGN_LAT	Store with additional latency from alignment
0x4024	MEM_ACCESS_CHECKED	Checked data memory access
0x4025	MEM_ACCESS_RD_CHECKED	Checked data memory access, read

Event number	Mnemonic	Description
0x4026	MEM_ACCESS_WR_CHECKED	Checked data memory access, write
0x8004	SIMD_INST_SPEC	SIMD instruction speculatively executed
0x8005	ASE_INST_SPEC	Advanced SIMD operations speculatively executed
0x8006	SVE_INST_SPEC	SVE operation, including load/store
0x8014	FP_HP_SPEC	Half-precision floating-point operation speculatively executed
0x8018	FP_SP_SPEC	Single-precision floating-point operation speculatively executed
0x801C	FP_DP_SPEC	Double-precision floating-point operation speculatively executed
0x8040	INT_SPEC	Advanced SIMD and SVE integer operations speculatively executed
0x8074	SVE_PRED_SPEC	SVE predicated operations speculatively executed
0x8075	SVE_PRED_EMPTY_SPEC	SVE predicated operations with no active predicates speculatively executed
0x8076	SVE_PRED_FULL_SPEC	SVE predicated operations with all active predicates speculatively executed
0x8077	SVE_PRED_PARTIAL_SPEC	SVE predicated operations with partially active predicates speculatively executed
0x8079	SVE_PRED_NOT_FULL_SPEC	SVE predicated operations with no or partially active predicates speculatively executed
0x80BC	SVE_LDFF_SPEC	SVE First-fault load operations speculatively executed
0x80BD	SVE_LDFF_FAULT_SPEC	SVE First-fault load operations speculatively executed which set FFR bit to 0
0x80C0	FP_SCALE_OPS_SPEC	Scalable floating-point element operations speculatively executed
0x80C1	FP_FIXED_OPS_SPEC	Non-scalable floating-point element operations speculatively executed
0x80E3	ASE_SVE_INT8_SPEC	Advanced SIMD and SVE 8-bit integer operation speculatively executed
0x80E7	ASE_SVE_INT16_SPEC	Advanced SIMD and SVE 16-bit integer operation speculatively executed
0x80EB	ASE_SVE_INT32_SPEC	Advanced SIMD and SVE 32-bit integer operation speculatively executed
0x80EF	ASE_SVE_INT64_SPEC	Advanced SIMD and SVE 64-bit integer operation speculatively executed
0x8087	PRF_SPEC	The counter counts speculatively executed prefetch operations due to scalar PRFM and SVE PRFInstructions
0x8108	BR_IMMED_TAKEN_RETIRE	Instruction architecturally executed, immediate branch taken
0x810C	BR_INDNR_TAKEN_RETIRE	Instruction architecturally executed, indirect branch taken excluding returns
0x8110	BR_IMMED_PRED_RETIRE	Instruction architecturally executed, predicted immediate branch
0x8111	BR_IMMED_MIS_PRED_RETIRE	Instruction architecturally executed, mispredicted immediate branch
0x8112	BR_IND_PRED_RETIRE	Instruction architecturally executed, predicted indirect branch
0x8113	BR_IND_MIS_PRED_RETIRE	Instruction architecturally executed, mispredicted indirect branch
0x8114	BR_RETURN_PRED_RETIRE	Instruction architecturally executed, predicted procedure return
0x8115	BR_RETURN_MIS_PRED_RETIRE	Instruction architecturally executed, mispredicted procedure return
0x8116	BR_INDNR_PRED_RETIRE	Instruction architecturally executed, predicted indirect branch excluding returns
0x8117	BR_INDNR_MIS_PRED_RETIRE	Instruction architecturally executed, mispredicted indirect branch excluding returns
0x8118	BR_TAKEN_PRED_RETIRE	Instruction architecturally executed, predicted taken branch
0x8119	BR_TAKEN_MIS_PRED_RETIRE	Instruction architecturally executed, mispredicted taken branch
0x811A	BR_SKIP_PRED_RETIRE	Instruction architecturally executed, predicted not taken branch
0x811B	BR_SKIP_MIS_PRED_RETIRE	Instruction architecturally executed, mispredicted not taken branch
0x811C	BR_PRED_RETIRE	Instruction architecturally executed, predicted branch
0x811D	BR_IND_RETIRE	Instruction architecturally executed, indirect branch
0x8120	INST_FETCH_PERCYC	Total cycles, INST_FETCH

Event number	Mnemonic	Description
0x8121	MEM_ACCESS_RD_PERCYC	Total cycles, MEM_ACCESS_RD
0x8124	INST_FETCH	Instruction memory access
0x8128	DTLB_WALK_PERCYC	Total cycles, DTLB_WALK  The counter counts by the number of data TLB walk events in progress on each processor cycle.
0x8129	ITLB_WALK_PERCYC	Total cycles, ITLB_WALK  The counter counts by the number of instruction TLB walk events in progress on each processor cycle.
0x812A	SAMPLE_FEED_BR	Statistical Profiling sample taken, branch
0x812B	SAMPLE_FEED_LD	Statistical Profiling sample taken, load
0x812C	SAMPLE_FEED_ST	Statistical Profiling sample taken, store
0x812D	SAMPLE_FEED_OP	Statistical Profiling sample taken, matching operation type
0x812E	SAMPLE_FEED_EVENT	Statistical Profiling sample taken, matching events
0x812F	SAMPLE_FEED_LAT	Statistical Profiling sample taken, exceeding minimum latency
0x8130	L1D_TLB_RW	Level 1 data or unified TLB demand access
0x8131	L1I_TLB_RD	Level 1 instruction TLB demand access
0x8132	L1D_TLB_PRFM	Level 1 data or unified TLB preload or prefetch
0x8133	L1I_TLB_PRFM	Level 1 instruction TLB preload or prefetch
0x8134	DTLB_HWUPD	Data TLB hardware update of translation table
0x8135	ITLB_HWUPD	Instruction TLB hardware update of translation table
0x8136	DTLB_STEP	Data TLB translation table walk, step
0x8137	ITLB_STEP	Instruction TLB translation table walk, step
0x8138	DTLB_WALK_LARGE	Data TLB large page translation table walk
0x8139	ITLB_WALK_LARGE	Instruction TLB large page translation table walk
0x813A	DTLB_WALK_SMALL	Data TLB small page translation table walk
0x813B	ITLB_WALK_SMALL	Instruction TLB small page translation table walk
0x813C	DTLB_WALK_RW	Data TLB demand access with at least one translation table walk
0x813D	ITLB_WALK_RD	Instruction TLB demand access with at least one translation table walk
0x813E	DTLB_WALK_PRFM	Data TLB preload or prefetch with at least one translation table walk
0x813F	ITLB_WALK_PRFM	Instruction TLB preload or prefetch with at least one translation table walk
0x81C0	L1I_CACHE_HIT_RD	Level 1 instruction cache demand fetch hit
0x81D0	L1I_CACHE_HIT_RD_FPRFM	Level 1 instruction cache demand fetch first hit, fetched by software preload
0x81E0	L1I_CACHE_HIT_RD_FHWPRF	Level 1 instruction cache demand fetch first hit, fetched by hardware prefetcher
0x8140	L1D_CACHE_RW	Level 1 data cache demand access
0x8141	L1I_CACHE_RD	Level 1 instruction cache demand access
0x8142	L1D_CACHE_PRFM	Level 1 data cache preload or prefetch
0x8143	L1I_CACHE_PRFM	Level 1 instruction cache preload or prefetch
0x8144	L1D_CACHE_MISS	Level 1 data cache demand access miss
0x8145	L1I_CACHE_HWPRF	Level 1 instruction cache hardware prefetch

Event number	Mnemonic	Description
0x8146	L1D_CACHE_REFILL_PRFM	Level 1 data cache refill, preload or prefetch
0x8147	L1I_CACHE_REFILL_PRFM	Level 1 instruction cache refill,preload or prefetch
0x8148	L2D_CACHE_RW	Level 2 data cache demand access miss
0x814A	L2D_CACHE_PRFM	Level 2 data cache preload or prefetch
0x814C	L2D_CACHE_MISS	Level 2 data cache demand access miss
0x814E	L2D_CACHE_REFILL_PRFM	Level 2 data cache refill, preload or prefetch
0x8150	L3D_CACHE_RW	Level 3 data cache demand access miss
0x8151	L3D_CACHE_PRFM	Level 3 data cache preload or prefetch
0x8152	L3D_CACHE_MISS	Level 3 data cache demand access miss
0x8153	L3D_CACHE_REFILL_PRFM	Level 3 data cache refill,preload or prefetch
0x8154	L1D_CACHE_HWPRF	Level 1 data cache hardware prefetch
0x8155	L2D_CACHE_HWPRF	Level 2 data cache hardware prefetch
0x8156	L1D_CACHE_HWPRF	Level 1 data cache hardware prefetch
0x8158	STALL_FRONTEND_MEMBOUND	Frontend stall cycles, memory bound
0x8159	STALL_FRONTEND_L1I	Frontend stall cycles, level 1 instruction cache
0x815B	STALL_FRONTEND_MEM	Frontend stall cycles, last level PE cache or memory
0x815C	STALL_FRONTEND_TLB	Frontend stall cycles, TLB
0x8160	STALL_FRONTEND_CPUBOUND	Frontend stall cycles, processor bound
0x8161	STALL_FRONTEND_FLOW	Frontend stall cycles, flow control
0x8162	STALL_FRONTEND_FLUSH	Frontend stall cycles, flush recovery
0x8164	STALL_BACKEND_MEMBOUND	Backend stall cycles, memory bound
0x8165	STALL_BACKEND_L1D	Backend stall cycles, level 1 data cache
0x8167	STALL_BACKEND_TLB	Backend stall cycles, TLB
0x8168	STALL_BACKEND_ST	Backend stall cycles, store
0x816A	STALL_BACKEND_CPUBOUND	Backend stall cycles, processor bound
0x816B	STALL_BACKEND_BUSY	Backend stall cycles, backend busy
0x816D	STALL_BACKEND_RENAME	Backend stall cycles, rename full
0x8200	L1I_CACHE_HIT	Level 1 instruction cache hit
0x8208	L1I_CACHE_HIT_PRFM	Level 1 instruction cache software preload hit
0x8240	L1I_LFB_HIT_RD	Level 1 instruction cache demand fetch line-fill buffer hit
0x8250	L1I_LFB_HIT_RD_FPRFM	Level 1 instruction cache demand fetch line-fill buffer first hit, recently fetched by software preload
0x8260	L1I_LFB_HIT_RD_FHWPRF	Level 1 instruction cache demand fetch line-fill buffer first hit, recently fetched by hardware prefetcher

## 18.2 Performance monitors interrupts

The *Performance Monitoring Unit* (PMU) can be configured to generate an interrupt when one or more of the counters overflow.

Performance monitors interrupts indicate events that have been observed several times.

When the PMU generates an interrupt, the nPMUIRQ[n] output is driven LOW.

See *Performance Monitors Extension support* in the *Arm® DynamIQ™ Shared Unit-120 Technical Reference Manual* for more information.

## 18.3 External register access permissions

The Cortex-X4 core supports access to the *Performance Monitoring Unit* (PMU) registers from the system register interface and a memory-mapped interface.

Access to a register depends on:

- Whether the core is powered up
- The state of the OS Lock
- The state of External Performance Monitors Access Disable

The behavior is specific to each register and is not described in this manual. For a detailed description of these features and their effects on the registers, see the [Arm® Architecture Reference Manual for A-profile architecture](#). The register descriptions provided in this manual describe whether each register is read/write or read-only.

## 18.4 AArch64 Performance Monitors registers

The following summary table provides an overview of all Performance Monitors registers in the core.

For more information on registers listed in the table, click on the link associated with the register name.

If a register does not have a link in the summary table, you can find more information about this Architecturally defined register in the [Arm® Architecture Reference Manual for A-profile architecture](#).

For registers without a listed reset value, refer to the individual field resets documented on the register description pages or to the [Arm® Architecture Reference Manual for A-profile architecture](#).

**Table 18-2: Performance Monitors registers summary**

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
PMINTENSET_EL1	3	0	C9	C14	1	See individual bit resets.	64-bit	Performance Monitors Interrupt Enable Set register
PMINTENCLR_EL1	3	0	C9	C14	2	See individual bit resets.	64-bit	Performance Monitors Interrupt Enable Clear register
PMMIR_EL1	3	0	C9	C14	6	See individual bit resets.	64-bit	Performance Monitors Machine Identification Register
PMCR_ELO	3	3	C9	C12	0	See individual bit resets.	64-bit	Performance Monitors Control Register
PMCNTENSET_ELO	3	3	C9	C12	1	See individual bit resets.	64-bit	Performance Monitors Count Enable Set register
PMCNTENCLR_ELO	3	3	C9	C12	2	See individual bit resets.	64-bit	Performance Monitors Count Enable Clear register
PMOVSLR_ELO	3	3	C9	C12	3	See individual bit resets.	64-bit	Performance Monitors Overflow Flag Status Clear Register
PMSWINC_ELO	3	3	C9	C12	4	See individual bit resets.	64-bit	Performance Monitors Software Increment register
PMSELR_ELO	3	3	C9	C12	5	See individual bit resets.	64-bit	Performance Monitors Event Counter Selection Register
PMCEID0_ELO	3	3	C9	C12	6	See individual bit resets.	64-bit	Performance Monitors Common Event Identification register 0
PMCEID1_ELO	3	3	C9	C12	7	See individual bit resets.	64-bit	Performance Monitors Common Event Identification register 1
PMCCNTR_ELO	3	3	C9	C13	0	See individual bit resets.	64-bit	Performance Monitors Cycle Count Register
PMXEVTYPER_ELO	3	3	C9	C13	1	See individual bit resets.	64-bit	Performance Monitors Selected Event Type Register
PMXEVCNTR_ELO	3	3	C9	C13	2	See individual bit resets.	64-bit	Performance Monitors Selected Event Count Register
PMUSERENR_ELO	3	3	C9	C14	0	See individual bit resets.	64-bit	Performance Monitors User Enable Register
PMOVSSSET_ELO	3	3	C9	C14	3	See individual bit resets.	64-bit	Performance Monitors Overflow Flag Status Set register
PMEVCNTR0_ELO	3	3	C14	C8	0	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
PMEVCNTR1_ELO	3	3	C14	C8	1	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
PMEVCNTR2_ELO	3	3	C14	C8	2	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
PMEVCNTR3_ELO	3	3	C14	C8	3	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
PMEVCNTR4_ELO	3	3	C14	C8	4	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
PMEVCNTR5_ELO	3	3	C14	C8	5	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
PMEVTYPER0_ELO	3	3	C14	C12	0	See individual bit resets.	64-bit	Performance Monitors Event Type Registers



Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
<a href="#">PMEVTYPER1_ELO</a>	3	3	C14	C12	1	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
<a href="#">PMEVTYPER2_ELO</a>	3	3	C14	C12	2	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
<a href="#">PMEVTYPER3_ELO</a>	3	3	C14	C12	3	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
<a href="#">PMEVTYPER4_ELO</a>	3	3	C14	C12	4	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
<a href="#">PMEVTYPER5_ELO</a>	3	3	C14	C12	5	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
<a href="#">PMCCFILTR_ELO</a>	3	3	C14	C15	7	See individual bit resets.	64-bit	Performance Monitors Cycle Count Filter Register

## 18.5 External PMU registers

The following summary table provides an overview of all memory-mapped PMU registers in the core.

For more information on registers listed in the table, click on the link associated with the register name.

If a register does not have a link in the summary table, you can find more information about this Architecturally defined register in the [Arm® Architecture Reference Manual for A-profile architecture](#).

For registers without a listed reset value, refer to the individual field resets documented on the register description pages or to the [Arm® Architecture Reference Manual for A-profile architecture](#).

**Table 18-3: PMU registers summary**

Offset	Name	Reset	Width	Description
0x0	<a href="#">PMEVCNTR0_ELO</a>	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0x8	<a href="#">PMEVCNTR1_ELO</a>	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0x10	<a href="#">PMEVCNTR2_ELO</a>	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0x18	<a href="#">PMEVCNTR3_ELO</a>	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0x20	<a href="#">PMEVCNTR4_ELO</a>	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0x28	<a href="#">PMEVCNTR5_ELO</a>	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0x30	<a href="#">PMEVCNTR6_ELO</a>	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0x38	<a href="#">PMEVCNTR7_ELO</a>	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0x40	<a href="#">PMEVCNTR8_ELO</a>	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0x48	<a href="#">PMEVCNTR9_ELO</a>	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0x50	<a href="#">PMEVCNTR10_ELO</a>	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0x58	<a href="#">PMEVCNTR11_ELO</a>	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0x60	<a href="#">PMEVCNTR12_ELO</a>	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0x68	<a href="#">PMEVCNTR13_ELO</a>	See individual bit resets.	64-bit	Performance Monitors Event Count Registers

Offset	Name	Reset	Width	Description
0x70	PMEVCNTR14_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0x78	PMEVCNTR15_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0x80	PMEVCNTR16_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0x88	PMEVCNTR17_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0x90	PMEVCNTR18_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0x98	PMEVCNTR19_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0xA0	PMEVCNTR20_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0xA8	PMEVCNTR21_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0xB0	PMEVCNTR22_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0xB8	PMEVCNTR23_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0xC0	PMEVCNTR24_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0xC8	PMEVCNTR25_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0xD0	PMEVCNTR26_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0xD8	PMEVCNTR27_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0xE0	PMEVCNTR28_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0xE8	PMEVCNTR29_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0xF0	PMEVCNTR30_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0x0F8	PMCCNTR_ELO [31:0]	See individual bit resets.	32-bit	Performance Monitors Cycle Counter
0x0FC	PMCCNTR_ELO [63:32]	See individual bit resets.	32-bit	Performance Monitors Cycle Counter
0x200	PMPCSR [31:0]	See individual bit resets.	32-bit	Program Counter Sample Register
0x204	PMPCSR [63:32]	See individual bit resets.	32-bit	Program Counter Sample Register
0x220	PMPCSR [31:0]	See individual bit resets.	32-bit	Program Counter Sample Register
0x224	PMPCSR [63:32]	See individual bit resets.	32-bit	Program Counter Sample Register
0x208	PMCID1SR	See individual bit resets.	32-bit	CONTEXTIDR_EL1 Sample Register
0x228	PMCID1SR	See individual bit resets.	32-bit	CONTEXTIDR_EL1 Sample Register
0x20C	PMVIDSR	See individual bit resets.	32-bit	VMID Sample Register
0x22C	PMCID2SR	See individual bit resets.	32-bit	CONTEXTIDR_EL2 Sample Register
0x400	PMEVTYPER0_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x404	PMEVTYPER1_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x408	PMEVTYPER2_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x40C	PMEVTYPER3_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x410	PMEVTYPER4_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x414	PMEVTYPER5_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x418	PMEVTYPER6_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x41C	PMEVTYPER7_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x420	PMEVTYPER8_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x424	PMEVTYPER9_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x428	PMEVTYPER10_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x42C	PMEVTYPER11_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x430	PMEVTYPER12_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers

Offset	Name	Reset	Width	Description
0x434	PMEVTYPER13_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x438	PMEVTYPER14_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x43C	PMEVTYPER15_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x440	PMEVTYPER16_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x444	PMEVTYPER17_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x448	PMEVTYPER18_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x44C	PMEVTYPER19_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x450	PMEVTYPER20_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x454	PMEVTYPER21_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x458	PMEVTYPER22_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x45C	PMEVTYPER23_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x460	PMEVTYPER24_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x464	PMEVTYPER25_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x468	PMEVTYPER26_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x46C	PMEVTYPER27_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x470	PMEVTYPER28_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x474	PMEVTYPER29_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x478	PMEVTYPER30_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x47C	PMCCFILTR_ELO [31:0]	See individual bit resets.	32-bit	Performance Monitors Cycle Counter Filter Register
0x600	PMPCSSR	See individual bit resets.	64-bit	Snapshot Program Counter Sample Register
0x608	PMCIDSSR	See individual bit resets.	32-bit	Snapshot CONTEXTIDR_EL1 Sample Register
0x60C	PMCID2SSR	See individual bit resets.	32-bit	Snapshot CONTEXTIDR_EL2 Sample Register
0x610	PMSSSR	See individual bit resets.	32-bit	PMU Snapshot Status Register
0x618	PMCCNTSR	See individual bit resets.	64-bit	PMU Cycle Counter Snapshot Register
0x620	PMEVCNTSR0	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x628	PMEVCNTSR1	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x630	PMEVCNTSR2	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x638	PMEVCNTSR3	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x640	PMEVCNTSR4	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x648	PMEVCNTSR5	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x650	PMEVCNTSR6	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x658	PMEVCNTSR7	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x660	PMEVCNTSR8	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x668	PMEVCNTSR9	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x670	PMEVCNTSR10	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x678	PMEVCNTSR11	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x680	PMEVCNTSR12	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x688	PMEVCNTSR13	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x690	PMEVCNTSR14	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x698	PMEVCNTSR15	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register

Offset	Name	Reset	Width	Description
0x6A0	PMEVCNTR16	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x6A8	PMEVCNTR17	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x6B0	PMEVCNTR18	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x6B8	PMEVCNTR19	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x6C0	PMEVCNTR20	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x6C8	PMEVCNTR21	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x6D0	PMEVCNTR22	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x6D8	PMEVCNTR23	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x6E0	PMEVCNTR24	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x6E8	PMEVCNTR25	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x6F0	PMEVCNTR26	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x6F8	PMEVCNTR27	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x700	PMEVCNTR28	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x708	PMEVCNTR29	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x710	PMEVCNTR30	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0xC00	PMCNTENSET_ELO [31:0]	See individual bit resets.	32-bit	Performance Monitors Count Enable Set register
0xC20	PMCNTENCLR_ELO [31:0]	See individual bit resets.	32-bit	Performance Monitors Count Enable Clear register
0xC40	PMINTENSET_EL1 [31:0]	See individual bit resets.	32-bit	Performance Monitors Interrupt Enable Set register
0xC60	PMINTENCLR_EL1 [31:0]	See individual bit resets.	32-bit	Performance Monitors Interrupt Enable Clear register
0xC80	PMOVSLR_ELO [31:0]	See individual bit resets.	32-bit	Performance Monitors Overflow Flag Status Clear register
0xCA0	PMSWINC_ELO	See individual bit resets.	32-bit	Performance Monitors Software Increment register
0xCC0	PMOVSET_ELO [31:0]	See individual bit resets.	32-bit	Performance Monitors Overflow Flag Status Set register
0xE00	PMCFGR [31:0]	See individual bit resets.	32-bit	Performance Monitors Configuration Register
0xE04	PMCR_ELO	See individual bit resets.	32-bit	Performance Monitors Control Register
0xE20	PMCEID0	See individual bit resets.	32-bit	Performance Monitors Common Event Identification register 0
0xE24	PMCEID1	See individual bit resets.	32-bit	Performance Monitors Common Event Identification register 1
0xE28	PMCEID2	See individual bit resets.	32-bit	Performance Monitors Common Event Identification register 2
0xE2C	PMCEID3	See individual bit resets.	32-bit	Performance Monitors Common Event Identification register 3
0xE30	PMSSCR	See individual bit resets.	32-bit	PMU Snapshot Capture Register
0xE40	PMMIR [31:0]	See individual bit resets.	32-bit	Performance Monitors Machine Identification Register
0xFA8	PMDEVAFF0	See individual bit resets.	32-bit	Performance Monitors Device Affinity register 0
0xFAC	PMDEVAFF1	See individual bit resets.	32-bit	Performance Monitors Device Affinity register 1
0xFB0	PMLAR	See individual bit resets.	32-bit	Performance Monitors Lock Access Register
0xFB4	PMLSR	See individual bit resets.	32-bit	Performance Monitors Lock Status Register
0xFB8	PMAUTHSTATUS	See individual bit resets.	32-bit	Performance Monitors Authentication Status register
0xFBC	PMDEVARCH	See individual bit resets.	32-bit	Performance Monitors Device Architecture register
0xFC8	PMDEVID	See individual bit resets.	32-bit	Performance Monitors Device ID register
0xFCC	PMDEVTYPE	See individual bit resets.	32-bit	Performance Monitors Device Type register
0xFD0	PMPIDR4	See individual bit resets.	32-bit	Performance Monitors Peripheral Identification Register 4
0xFE0	PMPIDR0	See individual bit resets.	32-bit	Performance Monitors Peripheral Identification Register 0

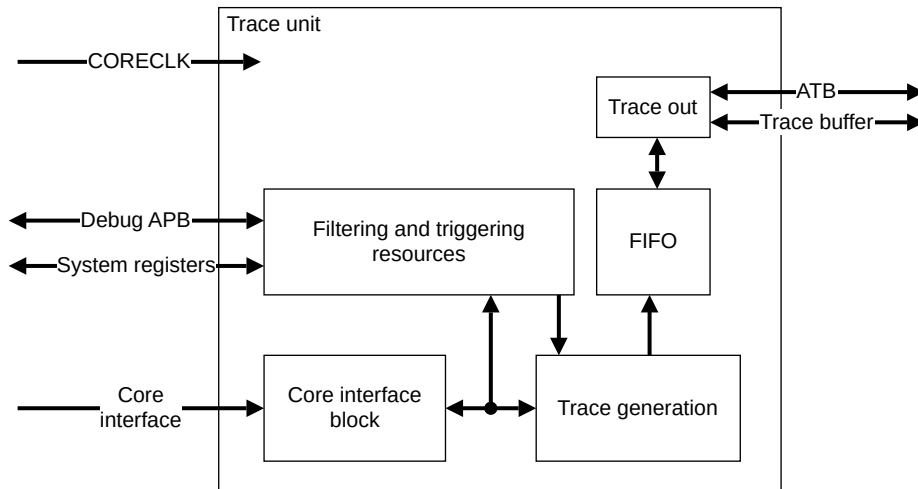
Offset	Name	Reset	Width	Description
0xFE4	PMPIDR1	See individual bit resets.	32-bit	Performance Monitors Peripheral Identification Register 1
0xFE8	PMPIDR2	See individual bit resets.	32-bit	Performance Monitors Peripheral Identification Register 2
0xFEC	PMPIDR3	See individual bit resets.	32-bit	Performance Monitors Peripheral Identification Register 3
0xFF0	PMCIDR0	See individual bit resets.	32-bit	Performance Monitors Component Identification Register 0
0xFF4	PMCIDR1	See individual bit resets.	32-bit	Performance Monitors Component Identification Register 1
0xFF8	PMCIDR2	See individual bit resets.	32-bit	Performance Monitors Component Identification Register 2
0xFFC	PMCIDR3	See individual bit resets.	32-bit	Performance Monitors Component Identification Register 3

# 19. Embedded Trace Extension support

The Cortex-X4 core implements the *Embedded Trace Extension* (ETE). The trace unit performs real-time instruction flow tracing based on the ETE. The trace unit is a CoreSight component and is an integral part of the Arm real-time debug solution.

The following figure shows the main components of the trace unit:

**Figure 19-1: Trace unit components**



## Core interface

The core interface monitors and generates P0 elements that are essentially executed branches and exceptions traced in program order.

## Trace generation

The trace generation logic generates various trace packets based on P0 elements.

## Filtering and triggering resources

You can limit the amount of trace data that the trace unit generates by filtering. For example, you can limit trace generation to a certain address range. The trace unit supports other logic analyzer style filtering options. The trace unit can also generate a trigger that is a signal to the Trace Capture Device to stop capturing trace.

## FIFO

The trace unit generates trace in a highly compressed form. The *First In First Out* (FIFO) enables trace bursts to be flattened out. When the FIFO is full, the FIFO signals an overflow. The trace generation logic does not generate any new trace until the FIFO is emptied. This behavior causes a gap in the trace when viewed in the debugger.

## Trace out

Trace from the FIFO is output on the AMBA ATB interface or to the trace buffer.

See the [Arm® Architecture Reference Manual for A-profile architecture](#) for more information.

## 19.1 Trace unit resources

Trace resources include counters, external input and output signals, and comparators.

The following table shows the trace unit resources, and indicates which of these resources the X4 core implements.

**Table 19-1: Trace unit resources implemented**

Description	Configuration
Number of resource selection pairs implemented	8
Number of external input selectors implemented	4
Number of <i>Embedded Trace Extension</i> (ETE) events	4
Number of counters implemented	2
Reduced function counter implemented	Not implemented
Number of sequencer states implemented	4
Number of Virtual Machine ID comparators implemented	1
Number of Context ID comparators implemented	1
Number of address comparator pairs implemented	4
Number of single-shot comparator controls	1
Number of core comparator inputs implemented	0
Data address comparisons implemented	Not implemented
Number of data value comparators implemented	0

See the [Arm® Architecture Reference Manual for A-profile architecture](#) for more information.

## 19.2 Trace unit generation options

The Cortex-X4 core trace unit implements a set of generation options.

The following table shows the trace generation options that are implemented in the Cortex-X4 core trace unit.

**Table 19-2: Trace unit generation options implemented**

Description	Configuration
Instruction address size in bytes	8

Description	Configuration
Data address size in bytes	0, as the <i>Embedded Trace Extension</i> (ETE) does not implement data tracing
Data value size in bytes	0, as the ETE does not implement data tracing
Virtual Machine ID size in bytes	4
Context ID size in bytes	4
Support for conditional instruction tracing	Not implemented
Support for tracing of data	Not implemented
Support for tracing of load and store instructions as PO elements	Not implemented
Support for cycle counting in the instruction trace	Implemented
Support for branch broadcast tracing	Implemented
Number of events that are supported in the trace	4
Return stack support	Implemented
Tracing of SError exception support	Implemented
Instruction trace cycle counting minimum threshold	4
Size of Trace ID	7 bits
Synchronization period support	Read/write
Global timestamp size	64 bits
Number of cores available for tracing	1
ATB trigger support	Implemented
Low-power behavior override	Not implemented
Stall control support	Not implemented
Support for overflow avoidance	Not implemented
Support for using CONTEXTIDR_EL2 in <i>Virtual Machine Identifier</i> (VMID) comparator	Implemented

See the [Arm® Architecture Reference Manual for A-profile architecture](#) for more information.

## 19.3 Reset the trace unit

The reset for the trace buffer is the same as a Cold reset for the core. When using the *TRace Buffer Extension* (TRBE), a Warm reset disables the trace buffer and therefore it is not possible to use the trace buffer to capture trace for a Warm reset.

If the trace unit is reset, then tracing stops until the trace unit is reprogrammed and re-enabled. However, if the core is reset using Warm reset, the last few instructions provided by the core before the reset might not be traced.



## 19.4 Program and read the trace unit registers

You program and read the trace unit registers using either the Debug *Advanced Peripheral Bus* (APB) interface or the System register interface.

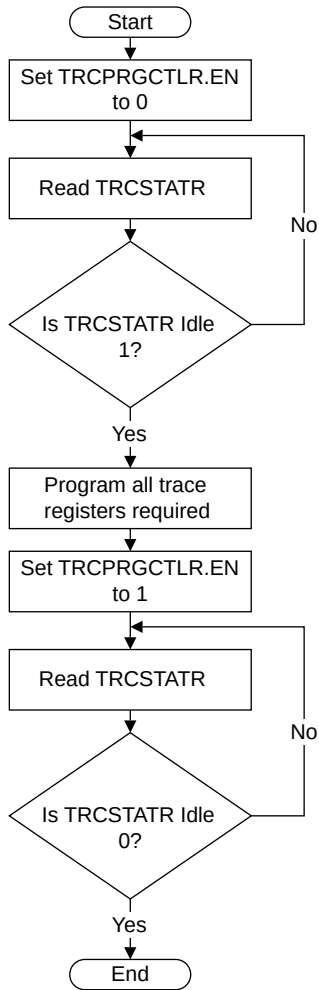
The core does not have to be in debug state when you program the trace unit registers. When you program the trace unit registers, you must enable all the changes at the same time. Otherwise, if you program the counter, it might start to count based on incorrect events before the correct setup is in place for the trigger condition. To disable the trace unit, use the TRCPRGCTLR.EN bit.

See the [Arm® Architecture Reference Manual for A-profile architecture](#) for more information about the following trace unit registers:

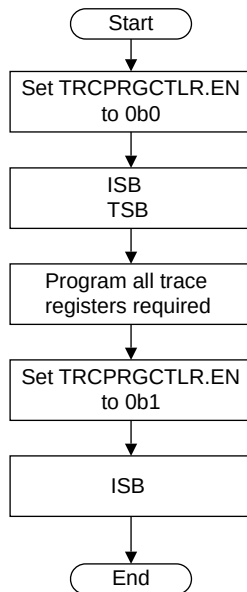
- Programming Control Register, TRCPRGCTLR
- Trace Status Register, TRCSTATR

The following figure shows the flow for programming trace unit registers using the Debug APB interface:

**Figure 19-2: Programming trace unit registers using the Debug APB interface**



The following figure shows the flow for programming trace unit registers using the System register interface:

**Figure 19-3: Programming trace registers using the System register interface**

## 19.5 Trace unit register interfaces

The Cortex-X4 core supports an *Advanced Peripheral Bus (APB)* memory-mapped interface and a system register interface to trace unit registers.

Register accesses differ depending on the trace unit state. See the [Arm® Architecture Reference Manual for A-profile architecture](#) for information on the behaviors and access mechanisms.

## 19.6 Interaction with the Performance Monitoring Unit and Debug

The trace unit interacts with the *Performance Monitoring Unit (PMU)* and it can access the PMU events.

### Interaction with the PMU

The Cortex-X4 core includes a PMU that enables events, such as cache misses and executed instructions, to be counted over time.

The PMU and trace unit function together.

### Use of PMU events by the trace unit

The PMU architectural events are available to the trace unit through the extended input facility. See the [Arm® Architecture Reference Manual for A-profile architecture](#) for more information about PMU events.

The trace unit uses four extended external input selectors to access the PMU events. Each selector can independently select one of the PMU events, that are then active for the cycles where the relevant events occur. These selected events can then be accessed by any of the event registers within the trace unit.

### Related information

[18. Performance Monitors Extension support](#) on page 128

[18.1 Performance monitors events](#) on page 128

## 19.7 Embedded Trace Extension events

The Cortex-X4 core trace unit collects events from other units in the design and uses numbers to reference these events.

Other than the events mentioned in [18.1 Performance monitors events](#) on page 128, the events listed in the following table are also exported.

**Table 19-3: ETE events**

Event number	Event mnemonic	Description
0x400D	PMU_OVFS	PMU overflow, counters accessible to EL1 and EL0
0x400E	TRB_TRIG	Trace buffer Trigger Event
0x400F	PMU_HOVS	PMU overflow, counters reserved for use by EL2

## 19.8 AArch64 Trace unit registers

The following summary table provides an overview of all Trace unit registers in the core.

For more information on registers listed in the table, click on the link associated with the register name.

If a register does not have a link in the summary table, you can find more information about this Architecturally defined register in the [Arm® Architecture Reference Manual for A-profile architecture](#).

For registers without a listed reset value, refer to the individual field resets documented on the register description pages or to the [Arm® Architecture Reference Manual for A-profile architecture](#).

**Table 19-4: Trace unit registers summary**

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
<a href="#">TRCTRACEIDR</a>	2	1	C0	C0	1	See individual bit resets.	64-bit	Trace ID Register
<a href="#">TRCVICTLR</a>	2	1	C0	C0	2	See individual bit resets.	64-bit	ViewInst Main Control Register
<a href="#">TRCSEQEVRO</a>	2	1	C0	C0	4	See individual bit resets.	64-bit	Sequencer State Transition Control Register <n>

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
TRCCNTRLDVRO	2	1	C0	C0	5	See individual bit resets.	64-bit	Counter Reload Value Register <n>
TRCIDR8	2	1	C0	C0	6	See individual bit resets.	64-bit	ID Register 8
TRCIMSPECO	2	1	C0	C0	7	See individual bit resets.	64-bit	IMP DEF Register 0
TRCPRGCTLR	2	1	C0	C1	0	See individual bit resets.	64-bit	Programming Control Register
TRCVIIECTLR	2	1	C0	C1	2	See individual bit resets.	64-bit	ViewInst Include/Exclude Control Register
TRCSEQEVR1	2	1	C0	C1	4	See individual bit resets.	64-bit	Sequencer State Transition Control Register <n>
TRCCNTRLDVR1	2	1	C0	C1	5	See individual bit resets.	64-bit	Counter Reload Value Register <n>
TRCIDR9	2	1	C0	C1	6	See individual bit resets.	64-bit	ID Register 9
TRCVISSCTLR	2	1	C0	C2	2	See individual bit resets.	64-bit	ViewInst Start/Stop Control Register
TRCSEQEVR2	2	1	C0	C2	4	See individual bit resets.	64-bit	Sequencer State Transition Control Register <n>
TRCIDR10	2	1	C0	C2	6	See individual bit resets.	64-bit	ID Register 10
TRCSTATR	2	1	C0	C3	0	See individual bit resets.	64-bit	Trace Status Register
TRCIDR11	2	1	C0	C3	6	See individual bit resets.	64-bit	ID Register 11
TRCCONFIGR	2	1	C0	C4	0	See individual bit resets.	64-bit	Trace Configuration Register
TRCCNTCTLR0	2	1	C0	C4	5	See individual bit resets.	64-bit	Counter Control Register <n>
TRCIDR12	2	1	C0	C4	6	See individual bit resets.	64-bit	ID Register 12
TRCCNTCTLR1	2	1	C0	C5	5	See individual bit resets.	64-bit	Counter Control Register <n>
TRCIDR13	2	1	C0	C5	6	See individual bit resets.	64-bit	ID Register 13
TRCAUXCTLR	2	1	C0	C6	0	See individual bit resets.	64-bit	Auxiliary Control Register
TRCSEQRSTEV	2	1	C0	C6	4	See individual bit resets.	64-bit	Sequencer Reset Control Register
TRCSEQSTR	2	1	C0	C7	4	See individual bit resets.	64-bit	Sequencer State Register
TRCEVENTCTLOR	2	1	C0	C8	0	See individual bit resets.	64-bit	Event Control 0 Register
TRCEXTINSELRO	2	1	C0	C8	4	See individual bit resets.	64-bit	External Input Select Register <n>

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
TRCCNTVR0	2	1	C0	C8	5	See individual bit resets.	64-bit	Counter Value Register <n>
TRCIDR0	2	1	C0	C8	7	See individual bit resets.	64-bit	ID Register 0
TRCEVENTCTL1R	2	1	C0	C9	0	See individual bit resets.	64-bit	Event Control 1 Register
TRCEXTINSELR1	2	1	C0	C9	4	See individual bit resets.	64-bit	External Input Select Register <n>
TRCCNTVR1	2	1	C0	C9	5	See individual bit resets.	64-bit	Counter Value Register <n>
TRCIDR1	2	1	C0	C9	7	See individual bit resets.	64-bit	ID Register 1
TRCRSR	2	1	C0	C10	0	See individual bit resets.	64-bit	Resources Status Register
TRCEXTINSELR2	2	1	C0	C10	4	See individual bit resets.	64-bit	External Input Select Register <n>
TRCIDR2	2	1	C0	C10	7	See individual bit resets.	64-bit	ID Register 2
TRCEXTINSELR3	2	1	C0	C11	4	See individual bit resets.	64-bit	External Input Select Register <n>
TRCIDR3	2	1	C0	C11	7	See individual bit resets.	64-bit	ID Register 3
TRCTSCTLR	2	1	C0	C12	0	See individual bit resets.	64-bit	Timestamp Control Register
TRCIDR4	2	1	C0	C12	7	See individual bit resets.	64-bit	ID Register 4
TRCSYNCPR	2	1	C0	C13	0	See individual bit resets.	64-bit	Synchronization Period Register
TRCIDR5	2	1	C0	C13	7	See individual bit resets.	64-bit	ID Register 5
TRCCCCTLR	2	1	C0	C14	0	See individual bit resets.	64-bit	Cycle Count Control Register
TRCIDR6	2	1	C0	C14	7	See individual bit resets.	64-bit	ID Register 6
TRCBBCTLR	2	1	C0	C15	0	See individual bit resets.	64-bit	Branch Broadcast Control Register
TRCIDR7	2	1	C0	C15	7	See individual bit resets.	64-bit	ID Register 7
TRCSSCCRO	2	1	C1	C0	2	See individual bit resets.	64-bit	Single-shot Comparator Control Register <n>
TRCOSLSR	2	1	C1	C1	4	See individual bit resets.	64-bit	Trace OS Lock Status Register
TRCRSCTLR2	2	1	C1	C2	0	See individual bit resets.	64-bit	Resource Selection Control Register <n>
TRCRSCTLR3	2	1	C1	C3	0	See individual bit resets.	64-bit	Resource Selection Control Register <n>

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
TRCRSCTLR4	2	1	C1	C4	0	See individual bit resets.	64-bit	Resource Selection Control Register <n>
TRCRSCTLR5	2	1	C1	C5	0	See individual bit resets.	64-bit	Resource Selection Control Register <n>
TRCRSCTLR6	2	1	C1	C6	0	See individual bit resets.	64-bit	Resource Selection Control Register <n>
TRCRSCTLR7	2	1	C1	C7	0	See individual bit resets.	64-bit	Resource Selection Control Register <n>
TRCRSCTLR8	2	1	C1	C8	0	See individual bit resets.	64-bit	Resource Selection Control Register <n>
TRCSSCSRO	2	1	C1	C8	2	See individual bit resets.	64-bit	Single-shot Comparator Control Status Register <n>
TRCRSCTLR9	2	1	C1	C9	0	See individual bit resets.	64-bit	Resource Selection Control Register <n>
TRCRSCTLR10	2	1	C1	C10	0	See individual bit resets.	64-bit	Resource Selection Control Register <n>
TRCRSCTLR11	2	1	C1	C11	0	See individual bit resets.	64-bit	Resource Selection Control Register <n>
TRCRSCTLR12	2	1	C1	C12	0	See individual bit resets.	64-bit	Resource Selection Control Register <n>
TRCRSCTLR13	2	1	C1	C13	0	See individual bit resets.	64-bit	Resource Selection Control Register <n>
TRCRSCTLR14	2	1	C1	C14	0	See individual bit resets.	64-bit	Resource Selection Control Register <n>
TRCRSCTLR15	2	1	C1	C15	0	See individual bit resets.	64-bit	Resource Selection Control Register <n>
TRCACVR0	2	1	C2	C0	0	See individual bit resets.	64-bit	Address Comparator Value Register <n>
TRCACATR0	2	1	C2	C0	2	See individual bit resets.	64-bit	Address Comparator Access Type Register <n>
TRCACVR1	2	1	C2	C2	0	See individual bit resets.	64-bit	Address Comparator Value Register <n>
TRCACATR1	2	1	C2	C2	2	See individual bit resets.	64-bit	Address Comparator Access Type Register <n>
TRCACVR2	2	1	C2	C4	0	See individual bit resets.	64-bit	Address Comparator Value Register <n>
TRCACATR2	2	1	C2	C4	2	See individual bit resets.	64-bit	Address Comparator Access Type Register <n>
TRCACVR3	2	1	C2	C6	0	See individual bit resets.	64-bit	Address Comparator Value Register <n>
TRCACATR3	2	1	C2	C6	2	See individual bit resets.	64-bit	Address Comparator Access Type Register <n>
TRCACVR4	2	1	C2	C8	0	See individual bit resets.	64-bit	Address Comparator Value Register <n>
TRCACATR4	2	1	C2	C8	2	See individual bit resets.	64-bit	Address Comparator Access Type Register <n>

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
<a href="#">TRCACVR5</a>	2	1	C2	C10	0	See individual bit resets.	64-bit	Address Comparator Value Register <n>
<a href="#">TRCACATR5</a>	2	1	C2	C10	2	See individual bit resets.	64-bit	Address Comparator Access Type Register <n>
<a href="#">TRCACVR6</a>	2	1	C2	C12	0	See individual bit resets.	64-bit	Address Comparator Value Register <n>
<a href="#">TRCACATR6</a>	2	1	C2	C12	2	See individual bit resets.	64-bit	Address Comparator Access Type Register <n>
<a href="#">TRCACVR7</a>	2	1	C2	C14	0	See individual bit resets.	64-bit	Address Comparator Value Register <n>
<a href="#">TRCACATR7</a>	2	1	C2	C14	2	See individual bit resets.	64-bit	Address Comparator Access Type Register <n>
<a href="#">TRCCIDCVR0</a>	2	1	C3	C0	0	See individual bit resets.	64-bit	Context Identifier Comparator Value Registers <n>
<a href="#">TRCVMIDCVR0</a>	2	1	C3	C0	1	See individual bit resets.	64-bit	Virtual Context Identifier Comparator Value Register <n>
<a href="#">TRCCIDCCTLR0</a>	2	1	C3	C0	2	See individual bit resets.	64-bit	Context Identifier Comparator Control Register 0
<a href="#">TRCVMIDCCTLR0</a>	2	1	C3	C2	2	See individual bit resets.	64-bit	Virtual Context Identifier Comparator Control Register 0
<a href="#">TRCDEVID</a>	2	1	C7	C2	7	See individual bit resets.	64-bit	Device Configuration Register
<a href="#">TRCCLAIMSET</a>	2	1	C7	C8	6	See individual bit resets.	64-bit	Claim Tag Set Register
<a href="#">TRCCLAIMCLR</a>	2	1	C7	C9	6	See individual bit resets.	64-bit	Claim Tag Clear Register
<a href="#">TRCAUTHSTATUS</a>	2	1	C7	C14	6	See individual bit resets.	64-bit	Authentication Status Register
<a href="#">TRCDEVARCH</a>	2	1	C7	C15	6	See individual bit resets.	64-bit	Device Architecture Register

## 19.9 External ETE registers

The following summary table provides an overview of all memory-mapped ETE registers in the core.

For more information on registers listed in the table, click on the link associated with the register name.

For registers without a listed reset value, refer to the individual field resets documented on the register description pages or to the [Arm® Architecture Reference Manual for A-profile architecture](#).

**Table 19-5: ETE registers summary**

Offset	Name	Reset	Width	Description
0x018	<a href="#">TRCAUXCTLR</a>	See individual bit resets.	32-bit	Auxiliary Control Register



Offset	Name	Reset	Width	Description
0x180	TRCIDR8	See individual bit resets.	32-bit	ID Register 8
0x184	TRCIDR9	See individual bit resets.	32-bit	ID Register 9
0x188	TRCIDR10	See individual bit resets.	32-bit	ID Register 10
0x18C	TRCIDR11	See individual bit resets.	32-bit	ID Register 11
0x190	TRCIDR12	See individual bit resets.	32-bit	ID Register 12
0x194	TRCIDR13	See individual bit resets.	32-bit	ID Register 13
0x1C0	TRCIMSPEC0	See individual bit resets.	32-bit	IMP DEF Register 0
0x1E0	TRCIDR0	See individual bit resets.	32-bit	ID Register 0
0x1E4	TRCIDR1	See individual bit resets.	32-bit	ID Register 1
0x1E8	TRCIDR2	See individual bit resets.	32-bit	ID Register 2
0x1EC	TRCIDR3	See individual bit resets.	32-bit	ID Register 3
0x1F0	TRCIDR4	See individual bit resets.	32-bit	ID Register 4
0x1F4	TRCIDR5	See individual bit resets.	32-bit	ID Register 5
0x1F8	TRCIDR6	See individual bit resets.	32-bit	ID Register 6
0x1FC	TRCIDR7	See individual bit resets.	32-bit	ID Register 7
0xF00	TRCITCTRL	See individual bit resets.	32-bit	Integration Mode Control Register
0xFA0	TRCCLAIMSET	See individual bit resets.	32-bit	Claim Tag Set Register
0xFA4	TRCCLAIMCLR	See individual bit resets.	32-bit	Claim Tag Clear Register
0xFBC	TRCDEVARCH	See individual bit resets.	32-bit	Device Architecture Register
0xFC0	TRCDEVID2	See individual bit resets.	32-bit	Device Configuration Register 2
0xFC4	TRCDEVID1	See individual bit resets.	32-bit	Device Configuration Register 1
0xFC8	TRCDEVID	See individual bit resets.	32-bit	Device Configuration Register
0xFCC	TRCDEVTYPE	See individual bit resets.	32-bit	Device Type Register
0xFD0	TRCPIDR4	See individual bit resets.	32-bit	Peripheral Identification Register 4
0xFD4	TRCPIDR5	See individual bit resets.	32-bit	Peripheral Identification Register 5
0xFD8	TRCPIDR6	See individual bit resets.	32-bit	Peripheral Identification Register 6
0xFDC	TRCPIDR7	See individual bit resets.	32-bit	Peripheral Identification Register 7
0xFE0	TRCPIDR0	See individual bit resets.	32-bit	Peripheral Identification Register 0
0xFE4	TRCPIDR1	See individual bit resets.	32-bit	Peripheral Identification Register 1
0xFE8	TRCPIDR2	See individual bit resets.	32-bit	Peripheral Identification Register 2
0xFEC	TRCPIDR3	See individual bit resets.	32-bit	Peripheral Identification Register 3
0xFF0	TRCCIDR0	See individual bit resets.	32-bit	Component Identification Register 0
0xFF4	TRCCIDR1	See individual bit resets.	32-bit	Component Identification Register 1
0xFF8	TRCCIDR2	See individual bit resets.	32-bit	Component Identification Register 2
0xFFC	TRCCIDR3	See individual bit resets.	32-bit	Component Identification Register 3

## 20. Trace Buffer Extension support

The Cortex-X4 core implements the *TRace Buffer Extension* (TRBE). The TRBE writes the program flow trace generated by the trace unit directly to memory. The TRBE is programmed through System registers.

When enabled, the TRBE can:

- Accept trace data from the trace unit and write it to L2 memory.
- Discard trace data from the trace unit. In this case, the data is lost.
- Reject trace data from the trace unit. In this case, the trace unit retains data until the TRBE accepts it.

When disabled, the TRBE ignores trace data and the trace unit sends trace data to the AMBA® *Trace Bus* (ATB) interface.

### 20.1 Program and read the trace buffer registers

You can program and read the *TRace Buffer Extension* (TRBE) registers using the System register interface.

The core does not have to be in debug state when you program the TRBE registers. When you program the TRBE registers, you must enable all the changes at the same time. Otherwise, if you program the counter, it might start to count based on incorrect events before the correct setup is in place for the trigger condition. To disable the TRBE, use the TRBLIMITR\_EL1.E bit.

See the [Arm® Architecture Reference Manual for A-profile architecture](#) for information on the TRBE register behaviors and access mechanisms.

### 20.2 Trace buffer register interface

The Cortex-X4 core supports a System register interface to *TRace Buffer Extension* (TRBE) registers.

Register accesses differ depending on the TRBE state. See the [Arm® Architecture Reference Manual for A-profile architecture](#) for information on the behaviors and access mechanisms.

# 21. Activity Monitors Extension support

The Cortex-X4 core implements the Activity Monitors Extension to the Arm®v8.4-A architecture. Activity monitoring has features similar to performance monitoring features, but is intended for system management use whereas performance monitoring is aimed at user and debug applications.

The activity monitors provide useful information for system power management and persistent monitoring. The activity monitors are read-only in operation and their configuration is limited to the highest Exception level implemented.

The Cortex-X4 core implements seven counters in two groups, each of which is a 64-bit counter that counts a fixed event. Group 0 has four counters 0-3, and Group 1 has three counters 10-12.

## 21.1 Activity monitors access

The Cortex-X4 core supports access to activity monitors from the System register interface and supports read-only memory-mapped access using the utility bus interface.

See the [Arm® Architecture Reference Manual for A-profile architecture](#) for information on the memory mapping of these registers.

### Access enable bit

There are multiple access enable bits associated with the Activity Monitors System registers:

- AMUSERENR\_ELO.EN controls access from ELO to the Activity Monitors System registers
- CPTR\_EL2.TAM controls access from ELO and EL1 to the Activity Monitors System registers
- CPTR\_EL3.TAM controls access from ELO, EL1, and EL2 to the Activity Monitors Extension System registers



AMUSERENR\_ELO.EN is configurable at EL1, EL2, and EL3. All other controls, as well as the value of the counters, are configurable only at the highest implemented Exception level.

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For a detailed description of access controls for the registers, see the [Arm® Architecture Reference Manual for A-profile architecture](#).

### System register access

The activity monitors are accessible using the `MRS` and `MSR` instructions.

### External memory-mapped access

Activity monitors can be memory-mapped accessed from the utility bus interface. In this case, the Activity Monitors registers only provide read access to the Activity Monitor Event Counter registers.

The base address for *Activity Monitoring Unit* (AMU) registers on the utility bus interface is  $0x\langle n \rangle 90000$ , where  $n$  is the Cortex-X4 core instance number in the DSU-120 DynamIQ™ cluster.

These registers are treated as RAZ/WI if either:

- The register is marked as Reserved.
- The register is accessed in the wrong Security state.

## 21.2 Activity monitors counters

The Cortex-X4 core implements four activity monitors counters, 0-3, and three auxiliary counters, 10-12 that map to specific *Activity Monitoring Unit* (AMU) events.

Each counter has the following characteristics:

- All events are counted in 64-bit wrapping counters that overflow when they wrap. There is no support for overflow status indication or interrupts.
- Any change in clock frequency, can affect any counter. For example, when a `WFI`, `WFE`, `WFIIT`, or `WFET` instruction stops the clock.
- Events 0-3 and auxiliary events 10-12 are fixed, and the `AMEVTYPER0<n>_ELO` and `AMEVTYPER1<n>_ELO` evtCount bits are read-only.
- The activity monitor counters are reset to zero on a Cold reset of the power domain of the core. When the core is not in reset, activity monitoring is available.

## 21.3 Activity monitors events

Activity monitors events in the Cortex-X4 core are either fixed or programmable, and they map to the activity monitors counters.

The following table shows the mapping of counters to fixed events.

**Table 21-1: Mapping of counters to fixed events**

Activity monitor counter <n>	Event	Event number	Description
AMEVCNTR00	CPU_CYCLES	0x0011	Core frequency cycles
AMEVCNTR01	CNT_CYCLES	0x4004	Constant frequency cycles
AMEVCNTR02	INSTR_RETIRED	0x0008	Instruction architecturally executed  This counter increments for every instruction that is executed architecturally, including instructions that fail their condition code check.

Activity monitor counter <n>	Event	Event number	Description
AMEVCNTR03	STALL_BACKEND_MEM	0x4005	Memory stall cycles  This counter counts cycles in which the core is unable to dispatch instructions from the front end to the back end due to a back end stall caused by a miss in the last level of cache within the core clock domain.
AMEVCNTR10	MPMM_THRESHOLD_GEAR0	0x0300	Maximum Power Mitigation System (MPMM) Gear 0 activity period threshold exceeded
AMEVCNTR11	MPMM_THRESHOLD_GEAR1	0x0301	Maximum Power Mitigation System (MPMM) Gear 1 activity period threshold exceeded
AMEVCNTR12	MPMM_THRESHOLD_GEAR2	0x0302	Maximum Power Mitigation System (MPMM) Gear 2 activity period threshold exceeded

### Related information

[5.5.1 Maximum Power Mitigation Mechanism](#) on page 56

## 21.4 AArch64 Activity Monitors registers

The following summary table provides an overview of all Activity Monitors registers in the core.

For more information on registers listed in the table, click on the link associated with the register name.

If a register does not have a link in the summary table, you can find more information about this Architecturally defined register in the [Arm® Architecture Reference Manual for A-profile architecture](#).

For registers without a listed reset value, refer to the individual field resets documented on the register description pages or to the [Arm® Architecture Reference Manual for A-profile architecture](#).

**Table 21-2: Activity Monitors registers summary**

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
<a href="#">AMCR_ELO</a>	3	3	C13	C2	0	See individual bit resets.	64-bit	Activity Monitors Control Register
<a href="#">AMCFGR_ELO</a>	3	3	C13	C2	1	See individual bit resets.	64-bit	Activity Monitors Configuration Register
<a href="#">AMCGCR_ELO</a>	3	3	C13	C2	2	See individual bit resets.	64-bit	Activity Monitors Counter Group Configuration Register
<a href="#">AMUSERENR_ELO</a>	3	3	C13	C2	3	See individual bit resets.	64-bit	Activity Monitors User Enable Register
<a href="#">AMCNTENCLR0_ELO</a>	3	3	C13	C2	4	See individual bit resets.	64-bit	Activity Monitors Count Enable Clear Register 0
<a href="#">AMCNTENSET0_ELO</a>	3	3	C13	C2	5	See individual bit resets.	64-bit	Activity Monitors Count Enable Set Register 0
<a href="#">AMCNTENCLR1_ELO</a>	3	3	C13	C3	0	See individual bit resets.	64-bit	Activity Monitors Count Enable Clear Register 1

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
<a href="#">AMCNTENSET1_ELO</a>	3	3	C13	C3	1	See individual bit resets.	64-bit	Activity Monitors Count Enable Set Register 1
<a href="#">AMEVCNTR00_ELO</a>	3	3	C13	C4	0	See individual bit resets.	64-bit	Activity Monitors Event Counter Registers 0
<a href="#">AMEVCNTR01_ELO</a>	3	3	C13	C4	1	See individual bit resets.	64-bit	Activity Monitors Event Counter Registers 0
<a href="#">AMEVCNTR02_ELO</a>	3	3	C13	C4	2	See individual bit resets.	64-bit	Activity Monitors Event Counter Registers 0
<a href="#">AMEVCNTR03_ELO</a>	3	3	C13	C4	3	See individual bit resets.	64-bit	Activity Monitors Event Counter Registers 0
<a href="#">AMEVTYPER00_ELO</a>	3	3	C13	C6	0	See individual bit resets.	64-bit	Activity Monitors Event Type Registers 0
<a href="#">AMEVTYPER01_ELO</a>	3	3	C13	C6	1	See individual bit resets.	64-bit	Activity Monitors Event Type Registers 0
<a href="#">AMEVTYPER02_ELO</a>	3	3	C13	C6	2	See individual bit resets.	64-bit	Activity Monitors Event Type Registers 0
<a href="#">AMEVTYPER03_ELO</a>	3	3	C13	C6	3	See individual bit resets.	64-bit	Activity Monitors Event Type Registers 0
<a href="#">AMEVCNTR10_ELO</a>	3	3	C13	C12	0	See individual bit resets.	64-bit	Activity Monitors Event Counter Registers 1
<a href="#">AMEVCNTR11_ELO</a>	3	3	C13	C12	1	See individual bit resets.	64-bit	Activity Monitors Event Counter Registers 1
<a href="#">AMEVCNTR12_ELO</a>	3	3	C13	C12	2	See individual bit resets.	64-bit	Activity Monitors Event Counter Registers 1
<a href="#">AMEVTYPER10_ELO</a>	3	3	C13	C14	0	See individual bit resets.	64-bit	Activity Monitors Event Type Registers 1
<a href="#">AMEVTYPER11_ELO</a>	3	3	C13	C14	1	See individual bit resets.	64-bit	Activity Monitors Event Type Registers 1
<a href="#">AMEVTYPER12_ELO</a>	3	3	C13	C14	2	See individual bit resets.	64-bit	Activity Monitors Event Type Registers 1

## 21.5 External AMU registers

The following summary table provides an overview of all memory-mapped AMU registers in the core.

For more information on registers listed in the table, click on the link associated with the register name.

If a register does not have a link in the summary table, you can find more information about this Architecturally defined register in the [Arm® Architecture Reference Manual for A-profile architecture](#).

For registers without a listed reset value, refer to the individual field resets documented on the register description pages or to the [Arm® Architecture Reference Manual for A-profile architecture](#).

**Table 21-3: AMU registers summary**

Offset	Name	Reset	Width	Description
0x0	<a href="#">AMEVCNTR00 [31:0]</a>	See individual bit resets.	32-bit	Activity Monitors Event Counter Registers 0
0x4	<a href="#">AMEVCNTR00 [63:32]</a>	See individual bit resets.	32-bit	Activity Monitors Event Counter Registers 0
0x8	<a href="#">AMEVCNTR01 [31:0]</a>	See individual bit resets.	32-bit	Activity Monitors Event Counter Registers 0
0xC	<a href="#">AMEVCNTR01 [63:32]</a>	See individual bit resets.	32-bit	Activity Monitors Event Counter Registers 0
0x10	<a href="#">AMEVCNTR02 [31:0]</a>	See individual bit resets.	32-bit	Activity Monitors Event Counter Registers 0
0x14	<a href="#">AMEVCNTR02 [63:32]</a>	See individual bit resets.	32-bit	Activity Monitors Event Counter Registers 0
0x18	<a href="#">AMEVCNTR03 [31:0]</a>	See individual bit resets.	32-bit	Activity Monitors Event Counter Registers 0
0x1C	<a href="#">AMEVCNTR03 [63:32]</a>	See individual bit resets.	32-bit	Activity Monitors Event Counter Registers 0
0x100	<a href="#">AMEVCNTR10 [31:0]</a>	See individual bit resets.	32-bit	Activity Monitors Event Counter Registers 1
0x104	<a href="#">AMEVCNTR10 [63:32]</a>	See individual bit resets.	32-bit	Activity Monitors Event Counter Registers 1
0x108	<a href="#">AMEVCNTR11 [31:0]</a>	See individual bit resets.	32-bit	Activity Monitors Event Counter Registers 1
0x10C	<a href="#">AMEVCNTR11 [63:32]</a>	See individual bit resets.	32-bit	Activity Monitors Event Counter Registers 1
0x110	<a href="#">AMEVCNTR12 [31:0]</a>	See individual bit resets.	32-bit	Activity Monitors Event Counter Registers 1
0x114	<a href="#">AMEVCNTR12 [63:32]</a>	See individual bit resets.	32-bit	Activity Monitors Event Counter Registers 1
0x400	<a href="#">AMEVTYPER00</a>	See individual bit resets.	32-bit	Activity Monitors Event Type Registers 0
0x404	<a href="#">AMEVTYPER01</a>	See individual bit resets.	32-bit	Activity Monitors Event Type Registers 0
0x408	<a href="#">AMEVTYPER02</a>	See individual bit resets.	32-bit	Activity Monitors Event Type Registers 0
0x40C	<a href="#">AMEVTYPER03</a>	See individual bit resets.	32-bit	Activity Monitors Event Type Registers 0
0x480	<a href="#">AMEVTYPER10</a>	See individual bit resets.	32-bit	Activity Monitors Event Type Registers 1
0x484	<a href="#">AMEVTYPER11</a>	See individual bit resets.	32-bit	Activity Monitors Event Type Registers 1
0x488	<a href="#">AMEVTYPER12</a>	See individual bit resets.	32-bit	Activity Monitors Event Type Registers 1
0xC00	<a href="#">AMCNTENSET0</a>	See individual bit resets.	32-bit	Activity Monitors Count Enable Set Register 0
0xC04	<a href="#">AMCNTENSET1</a>	See individual bit resets.	32-bit	Activity Monitors Count Enable Set Register 1
0xC20	<a href="#">AMCNTENCLR0</a>	See individual bit resets.	32-bit	Activity Monitors Count Enable Clear Register 0
0xC24	<a href="#">AMCNTENCLR1</a>	See individual bit resets.	32-bit	Activity Monitors Count Enable Clear Register 1
0xCE0	<a href="#">AMCGCR</a>	See individual bit resets.	32-bit	Activity Monitors Counter Group Configuration Register
0xE00	<a href="#">AMCFGR</a>	See individual bit resets.	32-bit	Activity Monitors Configuration Register
0xE04	<a href="#">AMCR</a>	See individual bit resets.	32-bit	Activity Monitors Control Register
0xE08	<a href="#">AMIIDR</a>	See individual bit resets.	32-bit	Activity Monitors Implementation Identification Register
0xFA8	<a href="#">AMDEVAFF0</a>	See individual bit resets.	32-bit	Activity Monitors Device Affinity Register 0
0xFAC	<a href="#">AMDEVAFF1</a>	See individual bit resets.	32-bit	Activity Monitors Device Affinity Register 1
0xFBC	<a href="#">AMDEVARCH</a>	See individual bit resets.	32-bit	Activity Monitors Device Architecture Register
0xFCC	<a href="#">AMDEVTYPE</a>	See individual bit resets.	32-bit	Activity Monitors Device Type Register
0xFD0	<a href="#">AMPIDR4</a>	See individual bit resets.	32-bit	Activity Monitors Peripheral Identification Register 4
0xFE0	<a href="#">AMPIDR0</a>	See individual bit resets.	32-bit	Activity Monitors Peripheral Identification Register 0
0xFE4	<a href="#">AMPIDR1</a>	See individual bit resets.	32-bit	Activity Monitors Peripheral Identification Register 1
0xFE8	<a href="#">AMPIDR2</a>	See individual bit resets.	32-bit	Activity Monitors Peripheral Identification Register 2
0xFEC	<a href="#">AMPIDR3</a>	See individual bit resets.	32-bit	Activity Monitors Peripheral Identification Register 3
0xFF0	<a href="#">AMCIDR0</a>	See individual bit resets.	32-bit	Activity Monitors Component Identification Register 0

Offset	Name	Reset	Width	Description
0xFF4	<a href="#">AMCIDR1</a>	See individual bit resets.	32-bit	Activity Monitors Component Identification Register 1
0xFF8	<a href="#">AMCIDR2</a>	See individual bit resets.	32-bit	Activity Monitors Component Identification Register 2
0xFFC	<a href="#">AMCIDR3</a>	See individual bit resets.	32-bit	Activity Monitors Component Identification Register 3



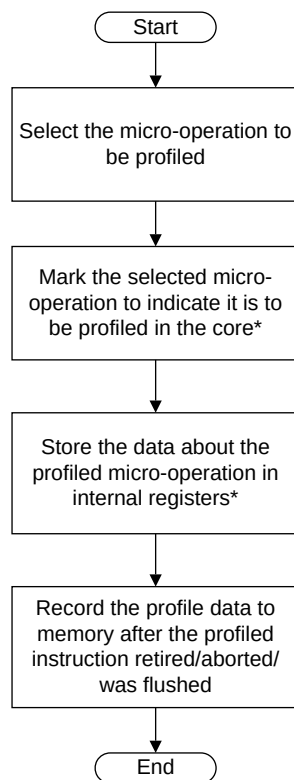
## 22. Statistical Profiling Extension support

The Cortex-X4 core implements the optional *Statistical Profiling Extension* (SPE) to the Arm®v8.7-A architecture. The SPE provides a statistical view of the performance characteristics of executed instructions that software writers can use to optimize their code for better performance.

The Cortex-X4 core profiles micro-operations to minimize the amount of logic necessary to support the SPE.

The following figure shows the SPE behavior in the Cortex-X4 core.

**Figure 22-1: SPE behavior**



\* Throughout the lifetime of the micro-operation in the core

Profiles are collected periodically and a down-counter drives the selection of the micro-operations to be profiled. This counter counts the number of speculative micro-operations that are dispatched, decremented once for each micro-operation. When the counter reaches zero, a micro-operation is identified as being sampled and is profiled throughout its lifetime in the core.

SPE profiles are written to memory using a *Virtual Address* (VA), which means that writes of profiles must have access to the *Memory Management Unit* (MMU) to translate a VA to a *Physical Address* (PA), and must have a means to be written to memory.



Profiling is expected to be largely non-intrusive to the performance of the core. The performance of the core is not meaningfully perturbed while profiling is taking place. The rate of occurrence depends on the sampling rate. You can specify a sampling rate that is meaningfully intrusive to the performance of the core. Arm recommends that the minimum sampling interval is once per 1024 micro-operations. This value is communicated to software through PMSIDR\_EL1.Interval, bits[11:8].

See the [Arm® Architecture Reference Manual for A-profile architecture](#) for more information.

## 22.1 Statistical Profiling Extension events packet

The events packet indicates the **IMPLEMENTATION DEFINED** events that the sampled operation generated.

The following table shows the events defined in the 32-bit events packet implemented in the Cortex-X4 core.

**Table 22-1: SPE events packet**

Bits	Definition
[31:19]	Reserved
[18]	Empty predicate
[17]	Partial predicate
[16:13]	Reserved
[12]	Late prefetch
[11]	Data alignment flag
[10]	Remote access
[9]	Last level cache miss
[8]	Last level cache access
[7]	Branch mispredicted
[6]	Not taken
[5]	L1 data cache <i>Translation Lookaside Buffer</i> (TLB)
[4]	TLB access
[3]	L1 data cache refill
[2]	L1 data cache access
[1]	Architecturally retired
[0]	Generated exception

## 22.2 Statistical Profiling Extension data source packet

The data source packet indicates where the data returned for a load or store operation was sourced.

The following table shows the data source defined in the 8-bit data source packet implemented in the Cortex-X4 core.

**Table 22-2: SPE data source packet**

Value	Name
0b0000	L1 data cache
0b1000	L2 cache
0b1001	Peer core
0b1010	Local cluster
0b1011	System cache
0b1100	Peer cluster
0b1101	Remote
0b1110	Dynamic Random Access Memory (DRAM)

## 22.3 AArch64 Statistical Profiling Extension registers

The following summary table provides an overview of all Statistical Profiling Extension registers in the core.

For more information on registers listed in the table, click on the link associated with the register name.

If a register does not have a link in the summary table, you can find more information about this Architecturally defined register in the [Arm® Architecture Reference Manual for A-profile architecture](#).

For registers without a listed reset value, refer to the individual field resets documented on the register description pages or to the [Arm® Architecture Reference Manual for A-profile architecture](#).

**Table 22-3: Statistical Profiling Extension registers summary**

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
PMSCR_EL1	3	0	C9	C9	0	See individual bit resets.	64-bit	Statistical Profiling Control Register (EL1)
<a href="#">PMSNEVFR_EL1</a>	3	0	C9	C9	1	See individual bit resets.	64-bit	Sampling Inverted Event Filter Register
PMSICR_EL1	3	0	C9	C9	2	See individual bit resets.	64-bit	Sampling Interval Counter Register
PMSIRR_EL1	3	0	C9	C9	3	See individual bit resets.	64-bit	Sampling Interval Reload Register
PMSFCR_EL1	3	0	C9	C9	4	See individual bit resets.	64-bit	Sampling Filter Control Register
<a href="#">PMSEVFR_EL1</a>	3	0	C9	C9	5	See individual bit resets.	64-bit	Sampling Event Filter Register
PMSLATFR_EL1	3	0	C9	C9	6	See individual bit resets.	64-bit	Sampling Latency Filter Register
<a href="#">PMSIDR_EL1</a>	3	0	C9	C9	7	See individual bit resets.	64-bit	Sampling Profiling ID Register

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
PMBLIMITR_EL1	3	0	C9	C10	0	See individual bit resets.	64-bit	Profiling Buffer Limit Address Register
PMBPTR_EL1	3	0	C9	C10	1	See individual bit resets.	64-bit	Profiling Buffer Write Pointer Register
PMBSR_EL1	3	0	C9	C10	3	See individual bit resets.	64-bit	Profiling Buffer Status/syndrome Register
PMBIDR_EL1	3	0	C9	C10	7	See individual bit resets.	64-bit	Profiling Buffer ID Register
PMSCR_EL2	3	4	C9	C9	0	See individual bit resets.	64-bit	Statistical Profiling Control Register (EL2)

# Appendix A AArch64 registers

This appendix contains the descriptions for the Cortex-X4 AArch64 registers.

This manual does not provide a complete list of registers. Read this manual together with the [Arm® Architecture Reference Manual for A-profile architecture](#).

## A.1 AArch64 Generic System Control registers summary

The following summary table provides an overview of all Generic System Control registers in the core.

For more information on registers listed in the table, click on the link associated with the register name.

If a register does not have a link in the summary table, you can find more information about this Architecturally defined register in the [Arm® Architecture Reference Manual for A-profile architecture](#).

For registers without a listed reset value, refer to the individual field resets documented on the register description pages or to the [Arm® Architecture Reference Manual for A-profile architecture](#).

**Table A-1: Generic System Control registers summary**

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
<a href="#">ACTLR_EL1</a>	3	0	C1	C0	1	See individual bit resets.	64-bit	Auxiliary Control Register (EL1)
<a href="#">RGSR_EL1</a>	3	0	C1	C0	5	See individual bit resets.	64-bit	Random Allocation Tag Seed Register.
<a href="#">GCR_EL1</a>	3	0	C1	C0	6	See individual bit resets.	64-bit	Tag Control Register.
<a href="#">TTBR0_EL1</a>	3	0	C2	C0	0	See individual bit resets.	64-bit	Translation Table Base Register 0 (EL1)
<a href="#">TTBR1_EL1</a>	3	0	C2	C0	1	See individual bit resets.	64-bit	Translation Table Base Register 1 (EL1)
<a href="#">TCR_EL1</a>	3	0	C2	C0	2	See individual bit resets.	64-bit	Translation Control Register (EL1)
<a href="#">APIAKeyLo_EL1</a>	3	0	C2	C1	0	See individual bit resets.	64-bit	Pointer Authentication Key A for Instruction (bits[63:0])
<a href="#">APIAKeyHi_EL1</a>	3	0	C2	C1	1	See individual bit resets.	64-bit	Pointer Authentication Key A for Instruction (bits[127:64])
<a href="#">APIBKeyLo_EL1</a>	3	0	C2	C1	2	See individual bit resets.	64-bit	Pointer Authentication Key B for Instruction (bits[63:0])
<a href="#">APIBKeyHi_EL1</a>	3	0	C2	C1	3	See individual bit resets.	64-bit	Pointer Authentication Key B for Instruction (bits[127:64])
<a href="#">APDAKeyLo_EL1</a>	3	0	C2	C2	0	See individual bit resets.	64-bit	Pointer Authentication Key A for Data (bits[63:0])

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
APDAKeyHi_EL1	3	0	C2	C2	1	See individual bit resets.	64-bit	Pointer Authentication Key A for Data (bits[127:64])
APDBKeyLo_EL1	3	0	C2	C2	2	See individual bit resets.	64-bit	Pointer Authentication Key B for Data (bits[63:0])
APDBKeyHi_EL1	3	0	C2	C2	3	See individual bit resets.	64-bit	Pointer Authentication Key B for Data (bits[127:64])
APGAKeyLo_EL1	3	0	C2	C3	0	See individual bit resets.	64-bit	Pointer Authentication Key A for Code (bits[63:0])
APGAKeyHi_EL1	3	0	C2	C3	1	See individual bit resets.	64-bit	Pointer Authentication Key A for Code (bits[127:64])
SPSel	3	0	C4	C2	0	See individual bit resets.	64-bit	Stack Pointer Select
CurrentEL	3	0	C4	C2	2	See individual bit resets.	64-bit	Current Exception Level
PAN	3	0	C4	C2	3	See individual bit resets.	64-bit	Privileged Access Never
UAO	3	0	C4	C2	4	See individual bit resets.	64-bit	User Access Override
<a href="#">AFSR0_EL1</a>	3	0	C5	C1	0	See individual bit resets.	64-bit	Auxiliary Fault Status Register 0 (EL1)
<a href="#">AFSR1_EL1</a>	3	0	C5	C1	1	See individual bit resets.	64-bit	Auxiliary Fault Status Register 1 (EL1)
ESR_EL1	3	0	C5	C2	0	See individual bit resets.	64-bit	Exception Syndrome Register (EL1)
TFSR_EL1	3	0	C5	C6	0	See individual bit resets.	64-bit	Tag Fault Status Register (EL1)
TFSREO_EL1	3	0	C5	C6	1	See individual bit resets.	64-bit	Tag Fault Status Register (EL0).
FAR_EL1	3	0	C6	C0	0	See individual bit resets.	64-bit	Fault Address Register (EL1)
PAR_EL1	3	0	C7	C4	0	See individual bit resets.	64-bit	Physical Address Register
MAIR_EL1	3	0	C10	C2	0	See individual bit resets.	64-bit	Memory Attribute Indirection Register (EL1)
<a href="#">AMAIR_EL1</a>	3	0	C10	C3	0	See individual bit resets.	64-bit	Auxiliary Memory Attribute Indirection Register (EL1)
LORSA_EL1	3	0	C10	C4	0	See individual bit resets.	64-bit	LORegion Start Address (EL1)
LOREA_EL1	3	0	C10	C4	1	See individual bit resets.	64-bit	LORegion End Address (EL1)
LORN_EL1	3	0	C10	C4	2	See individual bit resets.	64-bit	LORegion Number (EL1)
LORC_EL1	3	0	C10	C4	3	See individual bit resets.	64-bit	LORegion Control (EL1)
<a href="#">LORID_EL1</a>	3	0	C10	C4	7	See individual bit resets.	64-bit	LORegionID (EL1)

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
VBAR_EL1	3	0	C12	C0	0	See individual bit resets.	64-bit	Vector Base Address Register (EL1)
ISR_EL1	3	0	C12	C1	0	See individual bit resets.	64-bit	Interrupt Status Register
CONTEXTIDR_EL1	3	0	C13	C0	1	See individual bit resets.	64-bit	Context ID Register (EL1)
TPIDR_EL1	3	0	C13	C0	4	See individual bit resets.	64-bit	EL1 Software Thread ID Register
SCXTNUM_EL1	3	0	C13	C0	7	See individual bit resets.	64-bit	EL1 Read/Write Software Context Number
IMP_CPUACTLR_EL1	3	0	C15	C1	0	See individual bit resets.	64-bit	CPU Auxiliary Control Register (EL1)
IMP_CPUACTLR2_EL1	3	0	C15	C1	1	See individual bit resets.	64-bit	CPU Auxiliary Control Register 2 (EL1)
IMP_CPUACTLR3_EL1	3	0	C15	C1	2	See individual bit resets.	64-bit	CPU Auxiliary Control Register 3 (EL1)
IMP_CPUACTLR4_EL1	3	0	C15	C1	3	See individual bit resets.	64-bit	CPU Auxiliary Control Register 4 (EL1)
IMP_CPUJECTLR_EL1	3	0	C15	C1	4	See individual bit resets.	64-bit	CPU Extended Control Register
IMP_CPUJECTLR2_EL1	3	0	C15	C1	5	See individual bit resets.	64-bit	CPU Extended Control Register 2
IMP_CPUL2DIRTYLNCT_EL1	3	0	C15	C2	5	See individual bit resets.	64-bit	CPU L2 Dirty Line Count Register
IMP_CPUPWRCTLR_EL1	3	0	C15	C2	7	See individual bit resets.	64-bit	CPU Power Control Register
IMP_ATCR_EL1	3	0	C15	C7	0	See individual bit resets.	64-bit	CPU Auxiliary Translation Control Register (EL1)
IMP_CPUACTLR5_EL1	3	0	C15	C8	0	See individual bit resets.	64-bit	CPU Auxiliary Control Register 5 (EL1)
IMP_CPUACTLR6_EL1	3	0	C15	C8	1	See individual bit resets.	64-bit	CPU Auxiliary Control Register 6 (EL1)
IMP_CPUACTLR7_EL1	3	0	C15	C8	2	See individual bit resets.	64-bit	CPU Auxiliary Control Register 7 (EL1)
IMP_CPUACTLR8_EL1	3	0	C15	C8	5	See individual bit resets.	64-bit	CPU Auxiliary Control Register 8 (EL1)
IMP_CPUACTLR9_EL1	3	0	C15	C8	6	See individual bit resets.	64-bit	CPU Auxiliary Control Register 9 (EL1)
AIDR_EL1	3	1	C0	C0	7	See individual bit resets.	64-bit	Auxiliary ID Register
NZCV	3	3	C4	C2	0	See individual bit resets.	64-bit	Condition Flags
DAIF	3	3	C4	C2	1	See individual bit resets.	64-bit	Interrupt Mask Bits
DIT	3	3	C4	C2	5	See individual bit resets.	64-bit	Data Independent Timing

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
SSBS	3	3	C4	C2	6	See individual bit resets.	64-bit	Speculative Store Bypass Safe
TCO	3	3	C4	C2	7	See individual bit resets.	64-bit	Tag Check Override
FPCR	3	3	C4	C4	0	See individual bit resets.	64-bit	Floating-point Control Register
FPSR	3	3	C4	C4	1	See individual bit resets.	64-bit	Floating-point Status Register
TPIDR_ELO	3	3	C13	C0	2	See individual bit resets.	64-bit	ELO Read/Write Software Thread ID Register
TPIDRRO_ELO	3	3	C13	C0	3	See individual bit resets.	64-bit	ELO Read-Only Software Thread ID Register
SCXTNUM_ELO	3	3	C13	C0	7	See individual bit resets.	64-bit	ELO Read/Write Software Context Number
ACTLR_EL2	3	4	C1	C0	1	See individual bit resets.	64-bit	Auxiliary Control Register (EL2)
HACR_EL2	3	4	C1	C1	7	See individual bit resets.	64-bit	Hypervisor Auxiliary Control Register
TTBR0_EL2	3	4	C2	C0	0	See individual bit resets.	64-bit	Translation Table Base Register 0 (EL2)
TTBR1_EL2	3	4	C2	C0	1	See individual bit resets.	64-bit	Translation Table Base Register 1 (EL2)
TCR_EL2	3	4	C2	C0	2	See individual bit resets.	64-bit	Translation Control Register (EL2)
VTTBR_EL2	3	4	C2	C1	0	See individual bit resets.	64-bit	Virtualization Translation Table Base Register
VTCR_EL2	3	4	C2	C1	2	See individual bit resets.	64-bit	Virtualization Translation Control Register
VSTTBR_EL2	3	4	C2	C6	0	See individual bit resets.	64-bit	Virtualization Secure Translation Table Base Register
VSTCR_EL2	3	4	C2	C6	2	See individual bit resets.	64-bit	Virtualization Secure Translation Control Register
AFSRO_EL2	3	4	C5	C1	0	See individual bit resets.	64-bit	Auxiliary Fault Status Register 0 (EL2)
AFSR1_EL2	3	4	C5	C1	1	See individual bit resets.	64-bit	Auxiliary Fault Status Register 1 (EL2)
ESR_EL2	3	4	C5	C2	0	See individual bit resets.	64-bit	Exception Syndrome Register (EL2)
TFSR_EL2	3	4	C5	C6	0	See individual bit resets.	64-bit	Tag Fault Status Register (EL2)
FAR_EL2	3	4	C6	C0	0	See individual bit resets.	64-bit	Fault Address Register (EL2)
HPFAR_EL2	3	4	C6	C0	4	See individual bit resets.	64-bit	Hypervisor IPA Fault Address Register
MAIR_EL2	3	4	C10	C2	0	See individual bit resets.	64-bit	Memory Attribute Indirection Register (EL2)



Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
AMAIR_EL2	3	4	C10	C3	0	See individual bit resets.	64-bit	Auxiliary Memory Attribute Indirection Register (EL2)
VBAR_EL2	3	4	C12	C0	0	See individual bit resets.	64-bit	Vector Base Address Register (EL2)
CONTEXTIDR_EL2	3	4	C13	C0	1	See individual bit resets.	64-bit	Context ID Register (EL2)
TPIDR_EL2	3	4	C13	C0	2	See individual bit resets.	64-bit	EL2 Software Thread ID Register
SCXTNUM_EL2	3	4	C13	C0	7	See individual bit resets.	64-bit	EL2 Read/Write Software Context Number
IMP_ATCR_EL2	3	4	C15	C7	0	See individual bit resets.	64-bit	CPU Auxiliary Translation Control Register (EL2)
IMP_AVTCR_EL2	3	4	C15	C7	1	See individual bit resets.	64-bit	CPU Virtualization Auxiliary Translation Control Register (EL2)
ACTLR_EL3	3	6	C1	C0	1	See individual bit resets.	64-bit	Auxiliary Control Register (EL3)
SCR_EL3	3	6	C1	C1	0	See individual bit resets.	64-bit	Secure Configuration Register
CPTR_EL3	3	6	C1	C1	2	See individual bit resets.	64-bit	Architectural Feature Trap Register (EL3)
MDCR_EL3	3	6	C1	C3	1	See individual bit resets.	64-bit	Monitor Debug Configuration Register (EL3)
TTBR0_EL3	3	6	C2	C0	0	See individual bit resets.	64-bit	Translation Table Base Register 0 (EL3)
TCR_EL3	3	6	C2	C0	2	See individual bit resets.	64-bit	Translation Control Register (EL3)
AFSRO_EL3	3	6	C5	C1	0	See individual bit resets.	64-bit	Auxiliary Fault Status Register 0 (EL3)
AFSR1_EL3	3	6	C5	C1	1	See individual bit resets.	64-bit	Auxiliary Fault Status Register 1 (EL3)
ESR_EL3	3	6	C5	C2	0	See individual bit resets.	64-bit	Exception Syndrome Register (EL3)
TFSR_EL3	3	6	C5	C6	0	See individual bit resets.	64-bit	Tag Fault Status Register (EL3)
FAR_EL3	3	6	C6	C0	0	See individual bit resets.	64-bit	Fault Address Register (EL3)
MAIR_EL3	3	6	C10	C2	0	See individual bit resets.	64-bit	Memory Attribute Indirection Register (EL3)
AMAIR_EL3	3	6	C10	C3	0	See individual bit resets.	64-bit	Auxiliary Memory Attribute Indirection Register (EL3)
VBAR_EL3	3	6	C12	C0	0	See individual bit resets.	64-bit	Vector Base Address Register (EL3)
RVBAR_EL3	3	6	C12	C0	1	See individual bit resets.	64-bit	Reset Vector Base Address Register (if EL3 implemented)
RMR_EL3	3	6	C12	C0	2	See individual bit resets.	64-bit	Reset Management Register (EL3)

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
TPIDR_EL3	3	6	C13	C0	2	See individual bit resets.	64-bit	EL3 Software Thread ID Register
SCXTNUM_EL3	3	6	C13	C0	7	See individual bit resets.	64-bit	EL3 Read/Write Software Context Number
IMP_CPUL2SDIRTYLNCT_EL3	3	6	C15	C2	3	See individual bit resets.	64-bit	CPU L2 Secure Dirty Line Count Register
IMP_CPUACTLR_EL3	3	6	C15	C4	0	See individual bit resets.	64-bit	CPU Auxiliary Control Register (EL3)
IMP_ATCR_EL3	3	6	C15	C7	0	See individual bit resets.	64-bit	CPU Auxiliary Translation Control Register (EL3)
IMP_CPUPSELR_EL3	3	6	C15	C8	0	See individual bit resets.	64-bit	Selected Instruction Private Select Register
IMP_CPUPCR_EL3	3	6	C15	C8	1	See individual bit resets.	64-bit	Selected Instruction Private Control Register
IMP_CPUPOR_EL3	3	6	C15	C8	2	See individual bit resets.	64-bit	Selected Instruction Private Opcode Register
IMP_CPUPMR_EL3	3	6	C15	C8	3	See individual bit resets.	64-bit	Selected Instruction Private Mask Register
IMP_CPUPOR2_EL3	3	6	C15	C8	4	See individual bit resets.	64-bit	Selected Instruction Private Opcode Register 2
IMP_CPUPMR2_EL3	3	6	C15	C8	5	See individual bit resets.	64-bit	Selected Instruction Private Mask Register 2
IMP_CPUPFR_EL3	3	6	C15	C8	6	See individual bit resets.	64-bit	Selected Instruction Private Flag Register

### A.1.1 ACTLR\_EL1, Auxiliary Control Register (EL1)

Provides **IMPLEMENTATION DEFINED** configuration and control options for execution at EL1 and EL0.



Arm recommends the contents of this register have no effect on the PE when AArch64-HCR\_EL2.{E2H, TGE} is {1, 1}, and instead the configuration and control fields are provided by the AArch64-ACTLR\_EL2 register. This avoids the need for software to manage the contents of these register when switching between a Guest OS and a Host OS.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

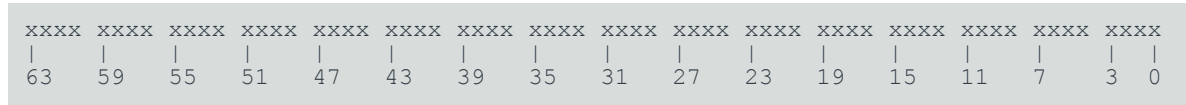
##### Functional group

Generic System Control

### Access type

See bit descriptions

### Reset value



Note

Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-1: AArch64\_actlr\_el1 bit assignments

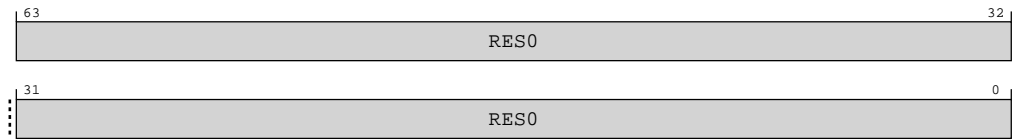


Table A-2: ACTLR\_EL1 bit descriptions

Bits	Name	Description	Reset
[63:0]	RES0	Reserved	RES0

### Access

MRS <Xt>, ACTLR\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0001	0b0000	0b001

MSR ACTLR\_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0001	0b0000	0b001

### Accessibility

MRS <Xt>, ACTLR\_EL1

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TACR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = ACTLR_EL1;
    endif
elseif PSTATE.EL == EL2 then
    
```

```
X[t, 64] = ACTLR_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = ACTLR_EL1;
```

MSR ACTLR\_EL1, &lt;Xt&gt;

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TACR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        ACTLR_EL1 = X[t, 64];
elseif PSTATE.EL == EL2 then
    ACTLR_EL1 = X[t, 64];
elseif PSTATE.EL == EL3 then
    ACTLR_EL1 = X[t, 64];
```

## A.1.2 AFSRO\_EL1, Auxiliary Fault Status Register 0 (EL1)

Provides additional **IMPLEMENTATION DEFINED** fault status information for exceptions taken to EL1.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Generic System Control

#### Access type

See bit descriptions

#### Reset value

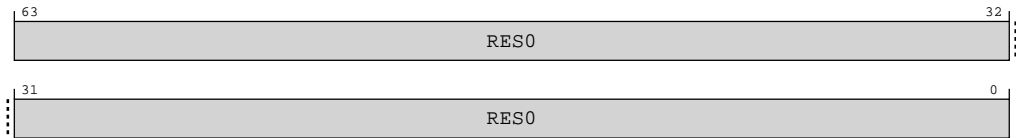
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Note

Where the reset reads xxxx, see individual bits.

## Bit descriptions

**Figure A-2: AArch64\_ahsr0\_el1 bit assignments****Table A-5: AFSRO\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:0]	RES0	Reserved	RES0

### Access

When AArch64-HCR\_EL2.E2H is 1, without explicit synchronization, access from EL3 using the mnemonic AFSRO\_EL1 or AFSRO\_EL12 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

MRS <Xt>, AFSRO\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0001	0b000

MSR AFSRO\_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0001	0b000

MRS <Xt>, AFSRO\_EL12

op0	op1	CRn	CRm	op2
0b11	0b101	0b0101	0b0001	0b000

MSR AFSRO\_EL12, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b101	0b0101	0b0001	0b000

### Accessibility

When AArch64-HCR\_EL2.E2H is 1, without explicit synchronization, access from EL3 using the mnemonic AFSRO\_EL1 or AFSRO\_EL12 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

MRS <Xt>, AFSRO\_EL1

```
if PSTATE.EL == EL0 then
    UNDEFINED;
```

```

elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TRVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HFGTR_EL2.AFSRO_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = AFSRO_EL1;
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        X[t, 64] = AFSRO_EL2;
    else
        X[t, 64] = AFSRO_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = AFSRO_EL1;

```

## MSR AFSRO\_EL1, &lt;Xt&gt;

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HFGWTR_EL2.AFSRO_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        AFSRO_EL1 = X[t, 64];
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        AFSRO_EL2 = X[t, 64];
    else
        AFSRO_EL1 = X[t, 64];
elseif PSTATE.EL == EL3 then
    AFSRO_EL1 = X[t, 64];

```

## MRS &lt;Xt&gt;, AFSRO\_EL12

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        X[t, 64] = AFSRO_EL1;
    else
        UNDEFINED;
elseif PSTATE.EL == EL3 then
    if EL2Enabled() && HCR_EL2.E2H == '1' then
        X[t, 64] = AFSRO_EL1;
    else
        UNDEFINED;

```

## MSR AFSRO\_EL12, &lt;Xt&gt;

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        AFSRO_EL1 = X[t, 64];
    else
        UNDEFINED;
elseif PSTATE.EL == EL3 then

```

```

if EL2Enabled() && HCR_EL2.E2H == '1' then
    AFSR0_EL1 = X[t, 64];
else
    UNDEFINED;
    
```

### A.1.3 AFSR1\_EL1, Auxiliary Fault Status Register 1 (EL1)

Provides additional **IMPLEMENTATION DEFINED** fault status information for exceptions taken to EL1.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

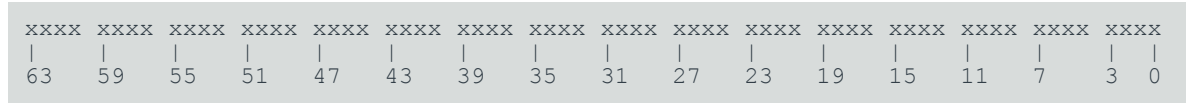
##### Functional group

Generic System Control

##### Access type

See bit descriptions

##### Reset value



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-3: AArch64\_afsr1\_el1 bit assignments

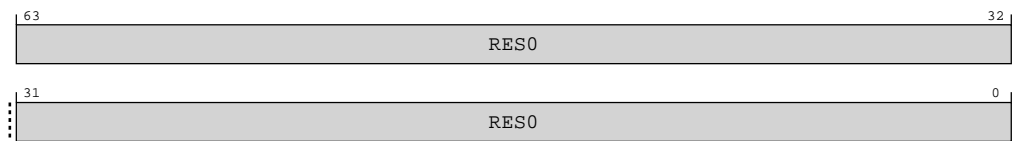


Table A-10: AFSR1\_EL1 bit descriptions

Bits	Name	Description	Reset
[63:0]	RES0	Reserved	RES0

## Access

When AArch64-HCR\_EL2.E2H is 1, without explicit synchronization, access from EL3 using the mnemonic AFSR1\_EL1 or AFSR1\_EL12 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

MRS <Xt>, AFSR1\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0001	0b001

MSR AFSR1\_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0001	0b001

MRS <Xt>, AFSR1\_EL12

op0	op1	CRn	CRm	op2
0b11	0b101	0b0101	0b0001	0b001

MSR AFSR1\_EL12, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b101	0b0101	0b0001	0b001

## Accessibility

When AArch64-HCR\_EL2.E2H is 1, without explicit synchronization, access from EL3 using the mnemonic AFSR1\_EL1 or AFSR1\_EL12 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

MRS <Xt>, AFSR1\_EL1

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TRVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HFGRTR_EL2.AFSR1_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = AFSR1_EL1;
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        X[t, 64] = AFSR1_EL2;
    else
        X[t, 64] = AFSR1_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = AFSR1_EL1;

```

MSR AFSR1\_EL1, <Xt>

```

if PSTATE.EL == EL0 then
    UNDEFINED;

```



```

elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HFGWTR_EL2.AFSR1_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        AFSR1_EL1 = X[t, 64];
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        AFSR1_EL2 = X[t, 64];
    else
        AFSR1_EL1 = X[t, 64];
elseif PSTATE.EL == EL3 then
    AFSR1_EL1 = X[t, 64];

```

### MRS <Xt>, AFSR1\_EL12

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        X[t, 64] = AFSR1_EL1;
    else
        UNDEFINED;
elseif PSTATE.EL == EL3 then
    if EL2Enabled() && HCR_EL2.E2H == '1' then
        X[t, 64] = AFSR1_EL1;
    else
        UNDEFINED;

```

### MSR AFSR1\_EL12, <Xt>

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        AFSR1_EL1 = X[t, 64];
    else
        UNDEFINED;
elseif PSTATE.EL == EL3 then
    if EL2Enabled() && HCR_EL2.E2H == '1' then
        AFSR1_EL1 = X[t, 64];
    else
        UNDEFINED;

```

## A.1.4 AMAIR\_EL1, Auxiliary Memory Attribute Indirection Register (EL1)

Provides **IMPLEMENTATION DEFINED** memory attributes for the memory regions specified by AArch64-MAIR\_EL1.

### Configurations

This register is available in all configurations.

**Attributes**

**Width**

64

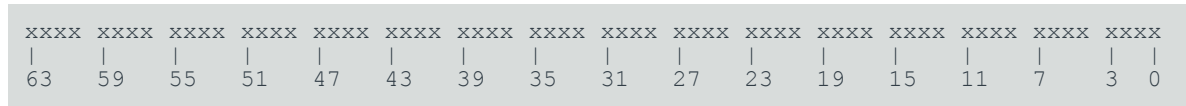
**Functional group**

Generic System Control

**Access type**

See bit descriptions

**Reset value**

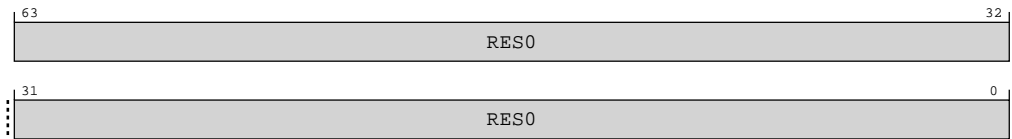


Note

Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure A-4: AArch64\_amair\_el1 bit assignments**



**Table A-15: AMAIR\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:0]	RES0	Reserved	RES0

**Access**

When AArch64-HCR\_EL2.E2H is 1, without explicit synchronization, access from EL3 using the mnemonic AMAIR\_EL1 or AMAIR\_EL12 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

MRS <Xt>, AMAIR\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1010	0b0011	0b000

MSR AMAIR\_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1010	0b0011	0b000

MRS <Xt>, AMAIR\_EL12

op0	op1	CRn	CRm	op2
0b11	0b101	0b1010	0b0011	0b000

MSR AMAIR\_EL12, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b101	0b1010	0b0011	0b000

## Accessibility

When AArch64-HCR\_EL2.E2H is 1, without explicit synchronization, access from EL3 using the mnemonic AMAIR\_EL1 or AMAIR\_EL12 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

MRS <Xt>, AMAIR\_EL1

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TRVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HFGTR_EL2.AMAIR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = AMAIR_EL1;
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        X[t, 64] = AMAIR_EL2;
    else
        X[t, 64] = AMAIR_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = AMAIR_EL1;

```

MSR AMAIR\_EL1, <Xt>

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HFGWTR_EL2.AMAIR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        AMAIR_EL1 = X[t, 64];
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        AMAIR_EL2 = X[t, 64];
    else
        AMAIR_EL1 = X[t, 64];
elseif PSTATE.EL == EL3 then
    AMAIR_EL1 = X[t, 64];

```

## MRS &lt;Xt&gt;, AMAIR\_EL12

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        X[ $\bar{t}$ , 64] = AMAIR_EL1;
    else
        UNDEFINED;
elseif PSTATE.EL == EL3 then
    if EL2Enabled() && HCR_EL2.E2H == '1' then
        X[t, 64] = AMAIR_EL1;
    else
        UNDEFINED;

```

## MSR AMAIR\_EL12, &lt;Xt&gt;

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        AMAIR_EL1 = X[t, 64];
    else
        UNDEFINED;
elseif PSTATE.EL == EL3 then
    if EL2Enabled() && HCR_EL2.E2H == '1' then
        AMAIR_EL1 = X[t, 64];
    else
        UNDEFINED;

```

## A.1.5 LORID\_EL1, LORegionID (EL1)

Indicates the number of LORegions and LORegion descriptors supported by the PE.

### Configurations

If no LORegion descriptors are implemented, then the registers AArch64-LORC\_EL1, AArch64-LORN\_EL1, AArch64-LOREA\_EL1, and AArch64-LORSA\_EL1 are RES0.

### Attributes

#### Width

64

#### Functional group

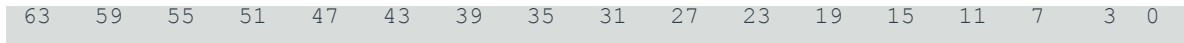
Generic System Control

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	0000	0100	xxxx	xxxx	0000	0100



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-5: AArch64\_lorid\_el1 bit assignments

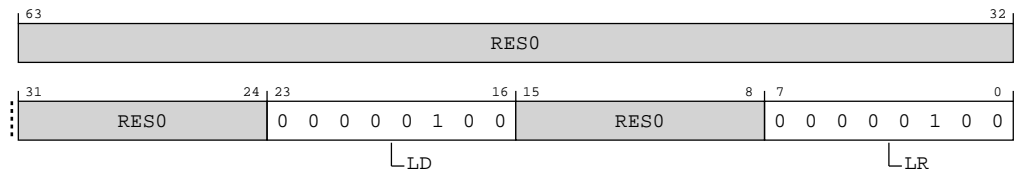


Table A-20: LORID\_EL1 bit descriptions

Bits	Name	Description	Reset
[63:24]	RES0	Reserved	RES0
[23:16]	LD	Number of LORegion descriptors supported by the PE. This is an 8-bit binary number. <b>0b00000100</b> Four LOR descriptors are supported	0x04
[15:8]	RES0	Reserved	RES0
[7:0]	LR	Number of LORegions supported by the PE. This is an 8-bit binary number. <b>Note:</b> If LORID_EL1 indicates that no LORegions are implemented, then LoadLOAcquire and StoreLORelease will behave as LoadAcquire and StoreRelease. <b>0b00000100</b> Four LORegions are supported	0x04

### Access

MRS <Xt>, LORID\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1010	0b0100	0b111

### Accessibility

MRS <Xt>, LORID\_EL1

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TLOR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    
```

```

elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HFGTR_EL2.LORID_EL1 == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elseif SCR_EL3.TLOR == '1' then
    if Halted() && EDSCR.SDD == '1' then
        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = LORID_EL1;
elseif PSTATE.EL == EL2 then
    if SCR_EL3.TLOR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = LORID_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = LORID_EL1;

```

## A.1.6 IMP\_CPUACTLR\_EL1, CPU Auxiliary Control Register (EL1)

This register contains control bits that affect the CPU behavior

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Generic System Control

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0

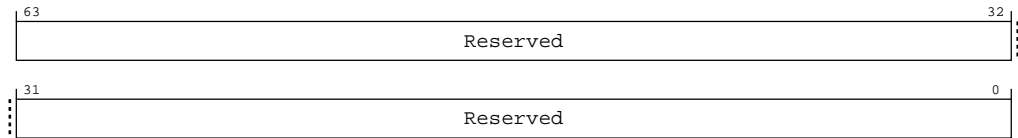


Note

Where the reset reads xxxx, see individual bits.

## Bit descriptions

**Figure A-6: AArch64\_imp\_cpuactlr\_el1 bit assignments**



**Table A-22: IMP\_CPUACTLR\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:0]	Reserved	Reserved for Arm internal use.	64 {x}

### Access

MRS <Xt>, S3\_0\_C15\_C1\_0

op0	op1	CRn	CRm	op2
0b11	0b000	0b1111	0b0001	0b000

MSR S3\_0\_C15\_C1\_0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1111	0b0001	0b000

### Accessibility

MRS <Xt>, S3\_0\_C15\_C1\_0

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TIDCP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = IMP_CPUACTLR_EL1;
elseif PSTATE.EL == EL2 then
    X[t, 64] = IMP_CPUACTLR_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = IMP_CPUACTLR_EL1;

```

MSR S3\_0\_C15\_C1\_0, <Xt>

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TIDCP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && ACTLR_EL2.ACTLREN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif ACTLR_EL3.ACTLREN == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        IMP_CPUACTLR_EL1 = X[t, 64];

```

```

elseif PSTATE.EL == EL2 then
    if ACTLR_EL3.ACTLREN == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        IMP_CPUACTLR_EL1 = X[t, 64];
elseif PSTATE.EL == EL3 then
    IMP_CPUACTLR_EL1 = X[t, 64];
    
```

## A.1.7 IMP\_CPUACTLR2\_EL1, CPU Auxiliary Control Register 2 (EL1)

This register contains control bits that affect the CPU behavior

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

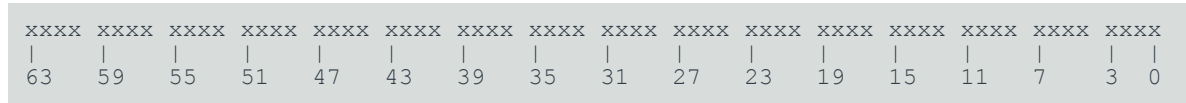
#### Functional group

Generic System Control

#### Access type

See bit descriptions

#### Reset value



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-7: AArch64\_imp\_cpuactlr2\_el1 bit assignments

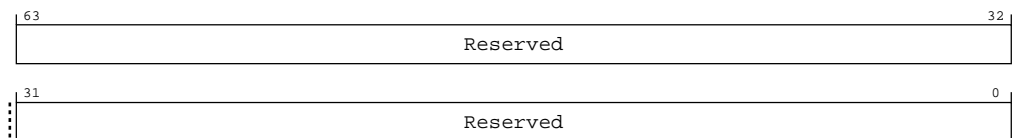


Table A-25: IMP\_CPUACTLR2\_EL1 bit descriptions

Bits	Name	Description	Reset
[63:0]	Reserved	Reserved for Arm internal use.	64 {x}



## Access

MRS &lt;Xt&gt;, S3\_0\_C15\_C1\_1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1111	0b0001	0b001

MSR S3\_0\_C15\_C1\_1, &lt;Xt&gt;

op0	op1	CRn	CRm	op2
0b11	0b000	0b1111	0b0001	0b001

## Accessibility

MRS &lt;Xt&gt;, S3\_0\_C15\_C1\_1

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TIDCP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = IMP_CPUACTLR2_EL1;
elseif PSTATE.EL == EL2 then
    X[t, 64] = IMP_CPUACTLR2_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = IMP_CPUACTLR2_EL1;

```

MSR S3\_0\_C15\_C1\_1, &lt;Xt&gt;

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TIDCP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && ACTLR_EL2.ACTLREN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif ACTLR_EL3.ACTLREN == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        IMP_CPUACTLR2_EL1 = X[t, 64];
elseif PSTATE.EL == EL2 then
    if ACTLR_EL3.ACTLREN == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        IMP_CPUACTLR2_EL1 = X[t, 64];
elseif PSTATE.EL == EL3 then
    IMP_CPUACTLR2_EL1 = X[t, 64];

```

## A.1.8 IMP\_CPUACTLR3\_EL1, CPU Auxiliary Control Register 3 (EL1)

This register contains control bits that affect the CPU behavior

### Configurations

This register is available in all configurations.

**Attributes**

**Width**

64

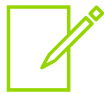
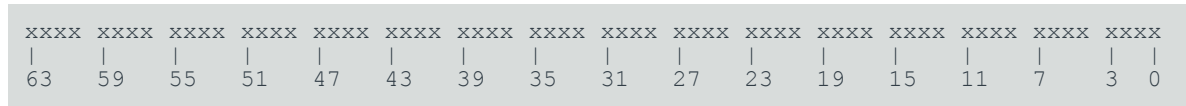
**Functional group**

Generic System Control

**Access type**

See bit descriptions

**Reset value**

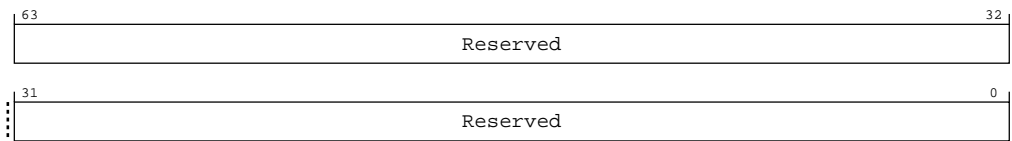


Note

Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure A-8: AArch64\_imp\_cpuactlr3\_el1 bit assignments**



**Table A-28: IMP\_CPUACTLR3\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:0]	Reserved	Reserved for Arm internal use.	64 {x}

**Access**

MRS <Xt>, S3\_0\_C15\_C1\_2

op0	op1	CRn	CRm	op2
0b11	0b000	0b1111	0b0001	0b010

MSR S3\_0\_C15\_C1\_2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1111	0b0001	0b010

## Accessibility

MRS <Xt>, S3\_0\_C15\_C1\_2

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TIDCP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = IMP_CPUACTLR3_EL1;
elseif PSTATE.EL == EL2 then
    X[t, 64] = IMP_CPUACTLR3_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = IMP_CPUACTLR3_EL1;

```

MSR S3\_0\_C15\_C1\_2, <Xt>

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TIDCP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && ACTLR_EL2.ACTLREN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif ACTLR_EL3.ACTLREN == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        IMP_CPUACTLR3_EL1 = X[t, 64];
elseif PSTATE.EL == EL2 then
    if ACTLR_EL3.ACTLREN == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        IMP_CPUACTLR3_EL1 = X[t, 64];
elseif PSTATE.EL == EL3 then
    IMP_CPUACTLR3_EL1 = X[t, 64];

```

## A.1.9 IMP\_CPUACTLR4\_EL1, CPU Auxiliary Control Register 4 (EL1)

This register contains control bits that affect the CPU behavior

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Generic System Control

#### Access type

See bit descriptions

#### Reset value

```

xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx

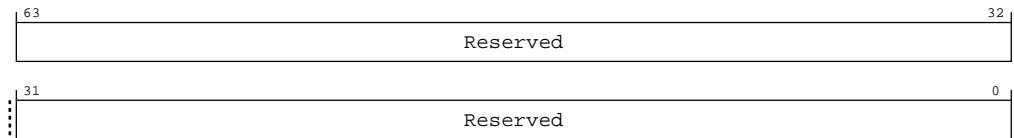
```



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure A-9: AArch64\_imp\_cpuctlr4\_el1 bit assignments**



**Table A-31: IMP\_CPUACTLR4\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:0]	Reserved	Reserved for Arm internal use.	64 {x}

### Access

MRS <Xt>, S3\_0\_C15\_C1\_3

op0	op1	CRn	CRm	op2
0b11	0b000	0b1111	0b0001	0b011

MSR S3\_0\_C15\_C1\_3, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1111	0b0001	0b011

### Accessibility

MRS <Xt>, S3\_0\_C15\_C1\_3

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TIDCP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = IMP_CPUACTLR4_EL1;
elseif PSTATE.EL == EL2 then
    X[t, 64] = IMP_CPUACTLR4_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = IMP_CPUACTLR4_EL1;
    
```

MSR S3\_0\_C15\_C1\_3, &lt;Xt&gt;

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TIDCP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && ACTLR_EL2.ACTLREN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif ACTLR_EL3.ACTLREN == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        IMP_CPUACTLR4_EL1 = X[t, 64];
    endif PSTATE.EL == EL2 then
        if ACTLR_EL3.ACTLREN == '0' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            IMP_CPUACTLR4_EL1 = X[t, 64];
        endif PSTATE.EL == EL3 then
            IMP_CPUACTLR4_EL1 = X[t, 64];

```

## A.1.10 IMP\_CPUACTLR\_EL1, CPU Extended Control Register

This register contains control bits that affect the CPU behavior

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Generic System Control

#### Access type

See bit descriptions

#### Reset value

1100	0000	0000	0xxx	00xx	0100	0000	0x11	0100	0000	0101	01xx	0x11	xx00	xx00	0x00
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Note

Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-10: AArch64\_imp\_cpuctlr\_el1 bit assignments

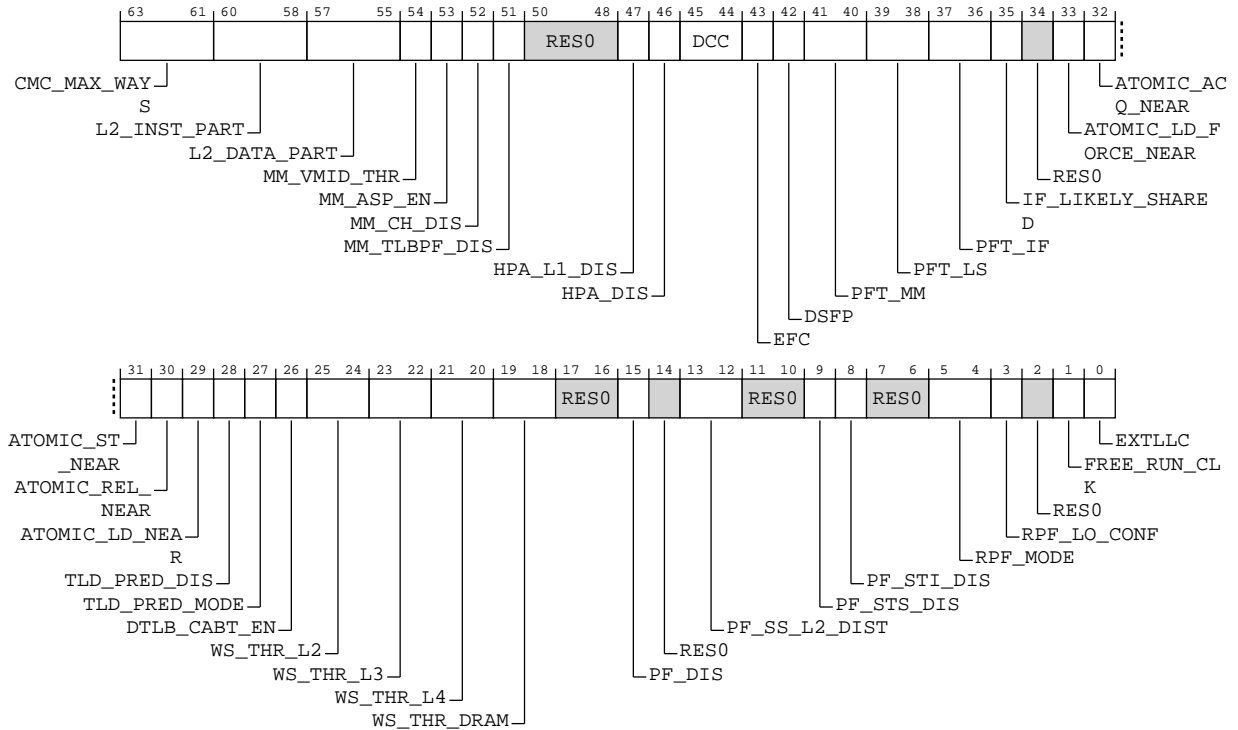


Table A-34: IMP\_CPUCTLR\_EL1 bit descriptions

Bits	Name	Description	Reset
[63:61]	CMC_MAX_WAYS	Maximum number of ways of the the L2 used by CMC. The possible values are: <b>0b000</b> CMC disabled <b>0b001</b> CMC can use 1 way <b>0b010</b> CMC can use 2 ways <b>0b011</b> CMC can use 3 ways <b>0b100</b> CMC can use 4 ways <b>0b101</b> CMC can use 5 ways <b>0b110</b> CMC can use 6 ways. This is the reset value <b>0b111</b> Reserved	0b110

Bits	Name	Description	Reset
[60:58]	L2_INST_PART	<p>Partition the L2 cache for Instruction. The possible values are:</p> <p><b>0b000</b> No ways reserved for instructions. This is the reset value</p> <p><b>0b001</b> Reserve 1 way for instruction. Only instruction fetches can allocate way 7 (2MB) or 11 (3MB)</p> <p><b>0b010</b> Reserve 2 ways for instruction. Only instruction fetches can allocate ways 7:6 (2MB) or 11:10 (3MB)</p> <p><b>0b011</b> Reserve 3 ways for instruction. Only instruction fetches can allocate ways 7:5 (2MB) or 11:9 (3MB)</p> <p><b>0b100</b> Reserve 4 ways for instruction. Only instruction fetches can allocate ways 7:4 (2MB) or 11:8 (3MB)</p> <p><b>0b101</b> Reserve 5 ways for instruction. Only instruction fetches can allocate ways 7:3 (2MB) or 11:7 (3MB)</p> <p><b>0b110</b> Reserve 6 ways for instruction. Only instruction fetches can allocate ways 7:2 (2MB) or 11:6 (3MB)</p> <p><b>0b111</b> Reserved</p>	0b000
[57:55]	L2_DATA_PART	<p>Reserve L2 capacity for data accesses. The possible values are:</p> <p><b>0b000</b> No ways reserved for data. This is the reset value</p> <p><b>0b001</b> Reserve 1 way for data. Only data accesses can allocate way 0</p> <p><b>0b010</b> Reserve 2 ways for data. Only data accesses can allocate ways 1:0</p> <p><b>0b011</b> Reserve 3 ways for data. Only data accesses can allocate ways 2:0</p> <p><b>0b100</b> Reserve 4 ways for data. Only data accesses can allocate ways 3:0</p> <p><b>0b101</b> Reserve 5 ways for data. Only data accesses can allocate ways 4:0</p> <p><b>0b110</b> Reserve 6 ways for data. Only data accesses can allocate ways 5:0</p> <p><b>0b111</b> Reserved</p>	0b000

Bits	Name	Description	Reset
[54]	MM_VMID_THR	VMID filter threshold. The possible values are:  <b>0b0</b> VMID filter flush after 16 unique VMID allocations to the MMU Translation Cache. This is the default value.  <b>0b1</b> VMID filter flush after 32 unique VMID allocations to the MMU Translation Cache	0b0
[53]	MM_ASP_EN	Disables allocation of splintered pages in L2 TLB. The possible values are:  <b>0b0</b> Enables allocation of splintered pages in the L2 TLB. This is the default value.  <b>0b1</b> Disables allocation of splintered pages in the L2 TLB.	0b0
[52]	MM_CH_DIS	Disables use of contiguous hint. The possible values are:  <b>0b0</b> Enables use of contiguous hint. This is the default value.  <b>0b1</b> Disables use of contiguous hint.	0b0
[51]	MM_TLBPF_DIS	Disables TLB prefetcher. The possible values are:  <b>0b0</b> Enables TLB prefetcher. This is the default value.  <b>0b1</b> Disables TLB prefetcher.	0b0
[50:48]	<b>RES0</b>	Reserved	<b>RES0</b>
[47]	HPA_L1_DIS	Disables hardware page aggregation in L1 TLBs. The possible values are:  <b>0b0</b> Enables hardware page aggregation in L1 TLBs. This is the default value.  <b>0b1</b> Disables hardware page aggregation in L1 TLBs.	0b0
[46]	HPA_DIS	Disable Hardware page aggregation. The possible values are:  <b>0b0</b> Enables hardware page aggregation. This is the default value.  <b>0b1</b> Disables hardware page aggregation.	0b0



Bits	Name	Description	Reset
[45:44]	DCC	<p>Controls whether evictions of clean cache-lines send data on the CHI interface. Set this based on whether there is a cache on the path to memory. The possible values are:</p> <p><b>0b00</b> Disables sending data when clean cache-lines are evicted.</p> <p><b>0b01</b> Enables sending WriteEvictFull transactions when Unique Clean cache-lines are evicted. Shared Clean cache-line evictions do not send data.</p> <p><b>0b10</b> Enables sending WriteEvictOrEvict transactions when Unique Clean cache-lines are evicted. Shared Clean cache-line evictions do not send data.</p> <p><b>0b11</b> Enables sending WriteEvictOrEvict transactions when Unique Clean or Shared Clean cache-lines are evicted.</p>	xx
[43]	EFC	<p>Eviction Flush Control (EFC). Controls whether hardware cache flushes and DC CISW instruction send data when evicting clean and dirty cache line. If it is known that data is likely to be used soon by another core, setting this bit can improve system performance. The possible values are:</p> <p><b>0b0</b> Disables cache allocation in downstream caches when hardware cache flushes or DC CISW instructions evict a clean or cache line. Downstream Snoop Filter Present (DSFP) controls the sending of Evict transactions</p> <p><b>0b1</b> Enables cache allocation in downstream caches when hardware cache flushes or DC CISW instructions evict a clean or dirty cache line. Downstream Cache Control (DCC) controls the sending of data. DSFP controls the sending of Evict transactions.</p>	0b0
[42]	DSFP	<p>Downstream Snoop Filter Present (DSFP). Enables sending Evict transactions on the CHI interface when clean lines are evicted without data. You must enable this if there is at least one snoop filter in the path to memory</p> <p><b>0b0</b> Disables sending Evict transactions when clean cachelines are evicted without data</p> <p><b>0b1</b> Enables sending of Evict transaction when clean cachelines are evicted without data.</p>	0b1

Bits	Name	Description	Reset
[41:40]	PFT_MM	<p>DRAM prefetch using PrefetchTgt transactions for tablewalk requests. The possible values are:</p> <p><b>0b00</b> Disable prefetchtgt generation for requests from the Memory Management unit (MMU). This is the default value.</p> <p><b>0b01</b> Conservatively generate prefetchtgt for cacheable requests from the MMU, always generate for Non-cacheable.</p> <p><b>0b10</b> Agressively generate prefetchtgt for cacheable requests from the MMU, always generate for Non-cacheable.</p> <p><b>0b11</b> Always generate prefetchtgt for cacheable requests from the MMU, always generate for Non-cacheable.</p>	0b00
[39:38]	PFT_LS	<p>DRAM prefetch using PrefetchTgt transactions for load and store requests. The possible values are:</p> <p><b>0b00</b> Disable prefetchtgt generation for requests from the Load-Store unit (LS). This is the default value.</p> <p><b>0b01</b> Conservatively generate prefetchtgt for cacheable requests from the LS, always generate for Non-cacheable.</p> <p><b>0b10</b> Agressively generate prefetchtgt for cacheable requests from the LS, always generate for Non-cacheable.</p> <p><b>0b11</b> Always generate prefetchtgt for cacheable requests from the LS, always generate for Non-cacheable.</p>	0b00
[37:36]	PFT_IF	<p>DRAM prefetch using PrefetchTgt transactions for instruction fetch requests. The possible values are:</p> <p><b>0b00</b> Disable prefetchtgt generation for requests from the Instruction Fetch unit (IF). This is the default value.</p> <p><b>0b01</b> Conservatively generate prefetchtgt for cacheable requests from the IF, always generate for Non-cacheable.</p> <p><b>0b10</b> Agressively generate prefetchtgt for cacheable requests from the IF, always generate for Non-cacheable.</p> <p><b>0b11</b> Always generate prefetchtgt for cacheable requests from the IF, always generate for Non-cacheable.</p>	0b00

Bits	Name	Description	Reset
[35]	IF_LIKELY_SHARED	<p>Instruction fetch Shared state control. The possible values are:</p> <p><b>0b0</b> Instruction fetch requests do not assert TXREQ LikelyShared. This is the reset value.</p> <p><b>0b1</b> Instruction fetch requests assert TXREQ LikelyShared and request a SharedClean copy of data.</p>	0b0
[34]	RES0	Reserved	RES0
[33]	ATOMIC_LD_FORCE_NEAR	<p>A load atomic (including SWP &amp; CAS) instruction to WB memory will be performed near. The possible values are:</p> <p><b>0b0</b> Load-atomic is near if cache line is already Exclusive, otherwise make far atomic request.</p> <p><b>0b1</b> Load-atomic will be performed near by bringing the line into the L1D Cache. This is the default value.</p>	0b1
[32]	ATOMIC_ACQ_NEAR	<p>An atomic instruction to WB memory with acquire semantics that does not hit in the cache in Exclusive state, may make up to one fill request. The possible values are:</p> <p><b>0b0</b> Acquire-atomic is near if cache line is already Exclusive, otherwise make far atomic request.</p> <p><b>0b1</b> Acquire-atomic will make up to 1 fill request to perform near. This is the default value.</p>	0b1
[31]	ATOMIC_ST_NEAR	<p>A store atomic instruction to WB memory that does not hit in the cache in Exclusive state, may make up to one fill request. The possible values are:</p> <p><b>0b0</b> Store-atomic is near if cache line is already Exclusive, otherwise make far atomic request. This is the default value.</p> <p><b>0b1</b> Store-atomic will make up to 1 fill request to perform near.</p>	0b0
[30]	ATOMIC_REL_NEAR	<p>An atomic instruction to WB memory with release semantics that does not hit in the cache in Exclusive state, may make up to one fill request. The possible values are:</p> <p><b>0b0</b> Release-atomic is near if cache line is already Exclusive, otherwise make far atomic request.</p> <p><b>0b1</b> Release-atomic will make up to 1 fill request to perform near. This is the default value.</p>	0b1
[29]	ATOMIC_LD_NEAR	<p>A load atomic (including SWP &amp; CAS) instruction to WB memory that does not hit in the cache in Exclusive state, may make up to one fill request. The possible values are:</p> <p><b>0b0</b> Load-atomic is near if cache line is already Exclusive, otherwise make far atomic request. This is the default value.</p> <p><b>0b1</b> Load-atomic will make up to 1 fill request to perform near.</p>	0b0

Bits	Name	Description	Reset
[28]	TLD_PRED_DIS	Disable Transient Load Prediction. The possible values are: <b>0b0</b> Enables transient load prediction. This is the default value. <b>0b1</b> Disables transient load prediction.	0b0
[27]	TLD_PRED_MODE	Aggressive Transient Load Prediction. The possible values are: <b>0b0</b> Disables aggressive transient load prediction. This is the default value. <b>0b1</b> Enables aggressive transient load prediction.	0b0
[26]	DTLB_CABT_EN	Enables TLB Conflict Data Abort Exception. The possible values are: <b>0b0</b> Disables TLB conflict data abort exception. This is the default value. <b>0b1</b> Enables TLB conflict data abort exception.	0b0
[25:24]	WS_THR_L2	Threshold for direct stream to L2 cache on store. The possible values are: <b>0b00</b> 256B - This is the default value <b>0b01</b> 4KB <b>0b10</b> 8KB <b>0b11</b> Disables direct stream to L2 cache on store.	0b00
[23:22]	WS_THR_L3	Threshold for direct stream to L3 cache on store. The possible values are: <b>0b00</b> 128KB <b>0b01</b> 256KB - This is the default value <b>0b10</b> 512KB <b>0b11</b> Disables direct stream to L3 cache on store.	0b01
[21:20]	WS_THR_L4	Threshold for direct stream to L4 cache on store. The possible values are: <b>0b00</b> 256KB <b>0b01</b> 512KB - This is the default value <b>0b10</b> 1MB <b>0b11</b> Disables direct stream to L4 cache on store.	0b01

Bits	Name	Description	Reset
[19:18]	WS_THR_DRAM	Threshold for direct stream to DRAM on store. The possible values are: <b>0b00</b> 512KB <b>0b01</b> 1MB - This is the default value <b>0b10</b> 2MB <b>0b11</b> Disables direct stream to DRAM on store.	0b01
[17:16]	RES0	Reserved	RES0
[15]	PF_DIS	Disables hardware prefetching. The possible values are: <b>0b0</b> Enables hardware prefetching. This is the default value. <b>0b1</b> Disables hardware prefetching.	0b0
[14]	RES0	Reserved	RES0
[13:12]	PF_SS_L2_DIST	Single cache line stride prefetching L2 distance. The possible values are: <b>0b00</b> 22 lines ahead <b>0b01</b> 40 lines ahead <b>0b10</b> 60 lines ahead <b>0b11</b> Dynamic. This is the default value.	0b11
[11:10]	RES0	Reserved	RES0
[9]	PF_STS_DIS	Disable store-stride prefetches. The possible values are: <b>0b0</b> Enables store prefetching. This is the default value. <b>0b1</b> Disables store prefetching.	0b0
[8]	PF_STI_DIS	Disable store prefetches at issue (not overridden by ls_hw_pref_disable). The possible values are: <b>0b0</b> Enables store prefetching. This is the default value. <b>0b1</b> Disable store prefetching.	0b0
[7:6]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[5:4]	RPF_MODE	Region prefetcher aggressiveness. The possible values are: <b>0b00</b> Dynamic region prefetch aggressiveness. This is the default value. <b>0b01</b> Conservative region prefetching. <b>0b10</b> Very Conservative region prefetching. <b>0b11</b> Most Conservative region prefetching. This will disable the region prefetcher.	0b00
[3]	RPF_LO_CONF	Region Prefetcher single accesses training behavior. The possible values are: <b>0b0</b> Mostly don't train PHT on single access. This is the default value. <b>0b1</b> Always train the PHT on single access. This results in fewer prefetch requests.	0b0
[2]	RES0	Reserved	RES0
[1]	FREE_RUN_CLK	Free-running SRAM clock. The possible values are: <b>0b0</b> Normal clock gate behavior. This is the default value. <b>0b1</b> Enable clock gate override on all the single-cycle RAMs	0b0
[0]	EXTLLC	Internal or external Last-level cache (LLC) in the system. The possible values are: <b>0b0</b> Indicates that an internal Last-level cache is present in the system, and that the DataSource field on the master CHI interface indicates when data is returned from the LLC. This is used to control how the LL_CACHE* PMU events count. This is the default value. <b>0b1</b> Indicates that an external Last-level cache is present in the system, and that the DataSource field on the master CHI interface indicates when data is returned from the LLC. This is used to control how the LL_CACHE* PMU events count.	0b0

## Access

MRS <Xt>, S3\_0\_C15\_C1\_4

op0	op1	CRn	CRm	op2
0b11	0b000	0b1111	0b0001	0b100

MSR S3\_0\_C15\_C1\_4, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1111	0b0001	0b100

## Accessibility

MRS <Xt>, S3\_0\_C15\_C1\_4

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TIDCP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = IMP_CPUECTLR_EL1;
elseif PSTATE.EL == EL2 then
    X[t, 64] = IMP_CPUECTLR_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = IMP_CPUECTLR_EL1;

```

MSR S3\_0\_C15\_C1\_4, <Xt>

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TIDCP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && ACTLR_EL2.ECTLREN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif ACTLR_EL3.ECTLREN == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        IMP_CPUECTLR_EL1 = X[t, 64];
elseif PSTATE.EL == EL2 then
    if ACTLR_EL3.ECTLREN == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        IMP_CPUECTLR_EL1 = X[t, 64];
elseif PSTATE.EL == EL3 then
    IMP_CPUECTLR_EL1 = X[t, 64];

```

### A.1.11 IMP\_CPUECTLR2\_EL1, CPU Extended Control Register 2

This register contains control bits that affect the CPU behavior

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Functional group

Generic System Control

##### Access type

See bit descriptions

##### Reset value

```

xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxx0 0001 1000 0000 0000

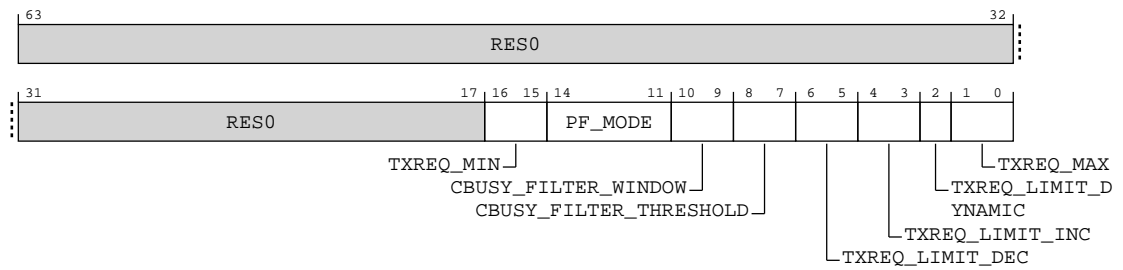
```



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure A-11: AArch64\_imp\_cpuctlr2\_el1 bit assignments**



**Table A-37: IMP\_CPUECTLR2\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:17]	RES0	Reserved	RES0
[16:15]	TXREQ_MIN	Minimum number of TXREQ transactions outstanding from the L2 Transaction Queue. The possible values are: <b>0b00</b> 1/4 of L2 TQ size - This is the default value <b>0b01</b> 1/8 of L2 TQ size <b>0b10</b> 1/16 of L2 TQ size <b>0b11</b> 1/32 of L2 TQ size	0b00



Bits	Name	Description	Reset
[14:11]	PF_MODE	<p>Prefetcher Aggressiveness Modes. With mode 0 representing the most aggressive mode and 3 representing the most conservative mode. The possible values and associated ranges are:</p> <p><b>0b0000</b> Modes [0,0] (statically at the most aggressive mode)</p> <p><b>0b0001</b> Modes [0,1]</p> <p><b>0b0010</b> Modes [0,2]</p> <p><b>0b0011</b> Modes [0,3] - This is the default value.</p> <p><b>0b0100</b> Modes [1,1]</p> <p><b>0b0101</b> Modes [1,2]</p> <p><b>0b0110</b> Modes [1,3]</p> <p><b>0b0111</b> Modes [2,2]</p> <p><b>0b1000</b> Modes [2,3]</p> <p><b>0b1001</b> Modes [3,3] (statically at the most conservative mode)</p> <p><b>0b1010</b> reserved</p> <p><b>0b1011</b> reserved</p> <p><b>0b1100</b> reserved</p> <p><b>0b1101</b> reserved</p> <p><b>0b1110</b> reserved</p> <p><b>0b1111</b> reserved</p>	0b0011

Bits	Name	Description	Reset
[10:9]	CBUSY_FILTER_WINDOW	Number of CBusy responses in one sampling window. The possible values are:  <b>0b00</b> 256 - This is the default value  <b>0b01</b> 64  <b>0b10</b> 128  <b>0b11</b> 512	0b00
[8:7]	CBUSY_FILTER_THRESHOLD	Fraction of of CBusy responses in the sampling window necessary to be considered a valid sample of that CBusy value. The possible values are:  <b>0b00</b> 1/16 - This is the default value  <b>0b01</b> 1/32  <b>0b10</b> 1/8  <b>0b11</b> 1/4	0b00
[6:5]	TXREQ_LIMIT_DEC	Dynamic TXREQ limit decrement. Controls how quickly the dynamic TXREQ limit is decreased when CBusy indicates value of 3. The possible values are:  <b>0b00</b> 4 - This is the default value  <b>0b01</b> 8  <b>0b10</b> 16  <b>0b11</b> 2	0b00
[4:3]	TXREQ_LIMIT_INC	Dynamic TXREQ limit increment. Controls how quickly the dynamic TXREQ limit is increased when CBusy indicates values less than 2. The possible values are:  <b>0b00</b> 4 - This is the default value  <b>0b01</b> 8  <b>0b10</b> 16  <b>0b11</b> 2	0b00

Bits	Name	Description	Reset
[2]	TXREQ_LIMIT_DYNAMIC	<p>Selects static or dynamic control of TXREQ limit. Dynamic TXREQ limit will adjust based on CBusy responses on RXDAT and RXRSP in the range of the static limit selected by CPUECTLR2_EL1[1:0] and 1/4 of the L2 TQ SIZE. The possible values are:</p> <p><b>0b0</b> maximum number of TXREQ transactions statically set by CPUECTLR2_EL1[1:0] - This is the default value.</p> <p><b>0b1</b> maximum number of TXREQ transactions dynamically controlled</p>	0b0
[1:0]	TXREQ_MAX	<p>Maximum number of TXREQ transactions outstanding from the L2 Transaction Queue. The possible values are:</p> <p><b>0b00</b> full L2 TQ size - This is the default value</p> <p><b>0b01</b> 3/4 of L2 TQ size</p> <p><b>0b10</b> 1/2 of L2 TQ size</p> <p><b>0b11</b> 1/4 of L2 TQ size</p>	0b00

### Access

MRS <Xt>, S3\_0\_C15\_C1\_5

op0	op1	CRn	CRm	op2
0b11	0b000	0b1111	0b0001	0b101

MSR S3\_0\_C15\_C1\_5, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1111	0b0001	0b101

### Accessibility

MRS <Xt>, S3\_0\_C15\_C1\_5

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TIDCP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = IMP_CPUECTLR2_EL1;
elseif PSTATE.EL == EL2 then
    X[t, 64] = IMP_CPUECTLR2_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = IMP_CPUECTLR2_EL1;

```

MSR S3\_0\_C15\_C1\_5, <Xt>

```

if PSTATE.EL == EL0 then

```

```

UNDEFINED;
elseif PSTATE.EL == EL1 then
  if EL2Enabled() && HCR_EL2.TIDCP == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
  elseif EL2Enabled() && ACTLR_EL2.ECTLREN == '0' then
    AArch64.SystemAccessTrap(EL2, 0x18);
  elseif ACTLR_EL3.ECTLREN == '0' then
    AArch64.SystemAccessTrap(EL3, 0x18);
  else
    IMP_CPUECTLR2_EL1 = X[t, 64];
elseif PSTATE.EL == EL2 then
  if ACTLR_EL3.ECTLREN == '0' then
    AArch64.SystemAccessTrap(EL3, 0x18);
  else
    IMP_CPUECTLR2_EL1 = X[t, 64];
elseif PSTATE.EL == EL3 then
  IMP_CPUECTLR2_EL1 = X[t, 64];

```

## A.1.12 IMP\_CPUL2DIRTYLNCT\_EL1, CPU L2 Dirty Line Count Register

This register contains control bits that affect the CPU behavior

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Generic System Control

#### Access type

See bit descriptions

#### Reset value

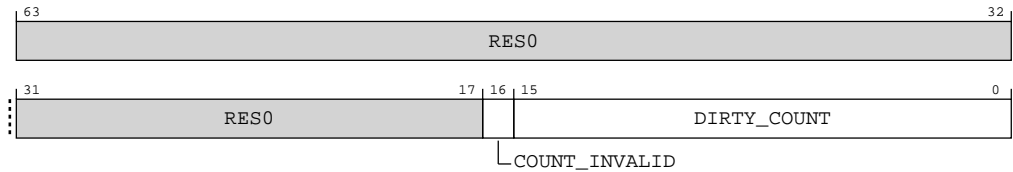
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxx0	0000	0000	0000	0000
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Note

Where the reset reads xxxx, see individual bits.

## Bit descriptions

**Figure A-12: AArch64\_imp\_cpul2dirtylnct\_el1 bit assignments****Table A-40: IMP\_CPUL2DIRTYLNCT\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:17]	RES0	Reserved	RES0
[16]	COUNT_INVALID	Indicates the dirty count is invalid. Reset value is 'b0	0b0
[15:0]	DIRTY_COUNT	Number of dirty lines in the L2. Reset value is 'h0000	0x0000

### Access

MRS &lt;Xt&gt;, S3\_0\_C15\_C2\_5

op0	op1	CRn	CRm	op2
0b11	0b000	0b1111	0b0010	0b101

### Accessibility

MRS &lt;Xt&gt;, S3\_0\_C15\_C2\_5

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TIDCP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = IMP_CPUL2DIRTYLNCT_EL1;
    endif
elseif PSTATE.EL == EL2 then
    X[t, 64] = IMP_CPUL2DIRTYLNCT_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = IMP_CPUL2DIRTYLNCT_EL1;
endif

```

## A.1.13 IMP\_CPUPWRCTLR\_EL1, CPU Power Control Register

This register controls various power aspects of the core.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

**Functional group**

Generic System Control

**Access type**

See bit descriptions

**Reset value**

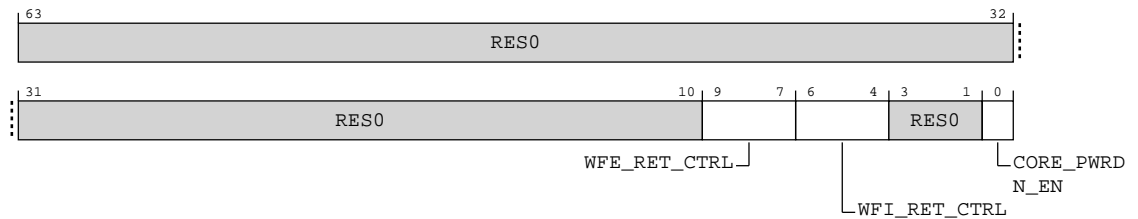
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xx00	0000	xxx0		
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3	0



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure A-13: AArch64\_imp\_cpupwrctrl\_el1 bit assignments**



**Table A-42: IMP\_CPUPWRCTRL\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:10]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[9:7]	WFE_RET_CTRL	<p>Wait for Event retention control. The possible values are:</p> <p><b>0b000</b> Dynamic retention is disabled.</p> <p><b>0b001</b> 2 system counter ticks are required before retention entry.</p> <p><b>0b010</b> 8 system counter ticks are required before retention entry.</p> <p><b>0b011</b> 32 system counter ticks are required before retention entry.</p> <p><b>0b100</b> 64 system counter ticks are required before retention entry.</p> <p><b>0b101</b> 128 system counter ticks are required before retention entry.</p> <p><b>0b110</b> 256 system counter ticks are required before retention entry.</p> <p><b>0b111</b> 512 system counter ticks are required before retention entry.</p>	0b000
[6:4]	WFI_RET_CTRL	<p>Wait for Interrupt retention control. The possible values are:</p> <p><b>0b000</b> Dynamic retention is disabled.</p> <p><b>0b001</b> 2 system counter ticks are required before retention entry.</p> <p><b>0b010</b> 8 system counter ticks are required before retention entry.</p> <p><b>0b011</b> 32 system counter ticks are required before retention entry.</p> <p><b>0b100</b> 64 system counter ticks are required before retention entry.</p> <p><b>0b101</b> 128 system counter ticks are required before retention entry.</p> <p><b>0b110</b> 256 system counter ticks are required before retention entry.</p> <p><b>0b111</b> 512 system counter ticks are required before retention entry.</p>	0b000
[3:1]	RES0	Reserved	RES0
[0]	CORE_PWRDN_EN	<p>Indicates to the power controller if the CPU wants to power down when it enters WFE/WFI state. The possible values are:</p> <p><b>0b0</b> CPU does not want to power down when it enters WFE/WFI state.</p> <p><b>0b1</b> CPU wants to power down when it enters WFE/WFI state.</p>	0b0

## Access

MRS &lt;Xt&gt;, S3\_0\_C15\_C2\_7

op0	op1	CRn	CRm	op2
0b11	0b000	0b11111	0b0010	0b111

MSR S3\_0\_C15\_C2\_7, &lt;Xt&gt;

op0	op1	CRn	CRm	op2
0b11	0b000	0b11111	0b0010	0b111

## Accessibility

MRS &lt;Xt&gt;, S3\_0\_C15\_C2\_7

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TIDCP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = IMP_CPUPWRCTLR_EL1;
elseif PSTATE.EL == EL2 then
    X[t, 64] = IMP_CPUPWRCTLR_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = IMP_CPUPWRCTLR_EL1;

```

MSR S3\_0\_C15\_C2\_7, &lt;Xt&gt;

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TIDCP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && ACTLR_EL2.PWREN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif ACTLR_EL3.PWREN == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        IMP_CPUPWRCTLR_EL1 = X[t, 64];
elseif PSTATE.EL == EL2 then
    if ACTLR_EL3.PWREN == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        IMP_CPUPWRCTLR_EL1 = X[t, 64];
elseif PSTATE.EL == EL3 then
    IMP_CPUPWRCTLR_EL1 = X[t, 64];

```

## A.1.14 IMP\_ATCR\_EL1, CPU Auxiliary Translation Control Register (EL1)

This register contains control bits that affect the CPU behavior.

### Configurations

This register is available in all configurations.



**Attributes**

**Width**

64

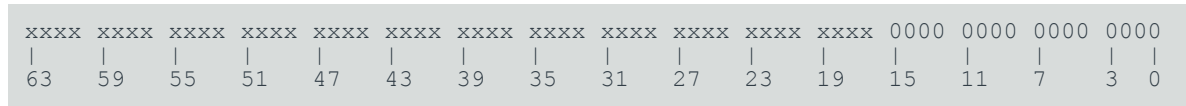
**Functional group**

Generic System Control

**Access type**

See bit descriptions

**Reset value**

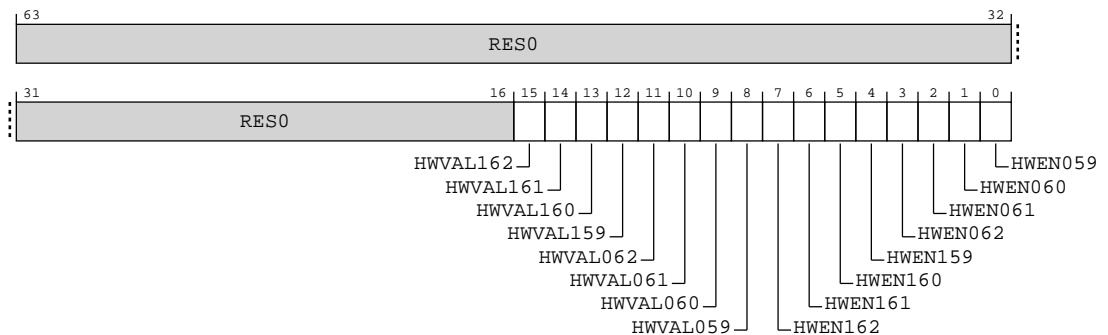


Note

Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure A-14: AArch64\_imp\_atcr\_el1 bit assignments**



**Table A-45: IMP\_ATCR\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:16]	RES0	Reserved	RES0
[15]	HWVAL162	Value of PBHA[3] on memory accesses due to translation table walks using TTBR1_EL1 if HWEN162 is set.	0b0
[14]	HWVAL161	Value of PBHA[2] on memory accesses due to translation table walks using TTBR1_EL1 if HWEN161 is set.	0b0
[13]	HWVAL160	Value of PBHA[1] on memory accesses due to translation table walks using TTBR1_EL1 if HWEN160 is set.	0b0
[12]	HWVAL159	Value of PBHA[0] on memory accesses due to translation table walks using TTBR1_EL1 if HWEN159 is set.	0b0
[11]	HWVAL062	Value of PBHA[3] on memory accesses due to translation table walks using TTBR0_EL1 if HWEN062 is set.	0b0
[10]	HWVAL061	Value of PBHA[2] on memory accesses due to translation table walks using TTBR0_EL1 if HWEN061 is set.	0b0
[9]	HWVAL060	Value of PBHA[1] on memory accesses due to translation table walks using TTBR0_EL1 if HWEN060 is set.	0b0
[8]	HWVAL059	Value of PBHA[0] on memory accesses due to translation table walks using TTBR0_EL1 if HWEN059 is set.	0b0

Bits	Name	Description	Reset
[7]	HWEN162	Enable use of PBHA[3] on memory accesses due to translation table walks using TTBR1_EL1. If this bit is clear, PBHA[3] will be 0 on translation table walks.	0b0
[6]	HWEN161	Enable use of PBHA[2] on memory accesses due to translation table walks using TTBR1_EL1. If this bit is clear, PBHA[2] will be 0 on translation table walks.	0b0
[5]	HWEN160	Enable use of PBHA[1] on memory accesses due to translation table walks using TTBR1_EL1. If this bit is clear, PBHA[1] will be 0 on translation table walks.	0b0
[4]	HWEN159	Enable use of PBHA[0] on memory accesses due to translation table walks using TTBR1_EL1. If this bit is clear, PBHA[0] will be 0 on translation table walks.	0b0
[3]	HWEN062	Enable use of PBHA[3] on memory accesses due to translation table walks using TTBR0_EL1. If this bit is clear, PBHA[3] will be 0 on translation table walks.	0b0
[2]	HWEN061	Enable use of PBHA[2] on memory accesses due to translation table walks using TTBR0_EL1. If this bit is clear, PBHA[2] will be 0 on translation table walks.	0b0
[1]	HWEN060	Enable use of PBHA[1] on memory accesses due to translation table walks using TTBR0_EL1. If this bit is clear, PBHA[1] will be 0 on translation table walks.	0b0
[0]	HWEN059	Enable use of PBHA[0] on memory accesses due to translation table walks using TTBR0_EL1. If this bit is clear, PBHA[0] will be 0 on translation table walks.	0b0

### Access

MRS <Xt>, S3\_0\_C15\_C7\_0

op0	op1	CRn	CRm	op2
0b11	0b000	0b1111	0b0111	0b000

MSR S3\_0\_C15\_C7\_0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1111	0b0111	0b000

### Accessibility

MRS <Xt>, S3\_0\_C15\_C7\_0

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TIDCP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = IMP_ATCR_EL1;
elseif PSTATE.EL == EL2 then
    X[t, 64] = IMP_ATCR_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = IMP_ATCR_EL1;

```

MSR S3\_0\_C15\_C7\_0, <Xt>

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TIDCP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);

```

```

else
    IMP_ATCR_EL1 = X[t, 64];
elseif PSTATE.EL == EL2 then
    IMP_ATCR_EL1 = X[t, 64];
elseif PSTATE.EL == EL3 then
    IMP_ATCR_EL1 = X[t, 64];
    
```

### A.1.15 IMP\_CPUACTLR5\_EL1, CPU Auxiliary Control Register 5 (EL1)

This register contains control bits that affect the CPU behavior

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

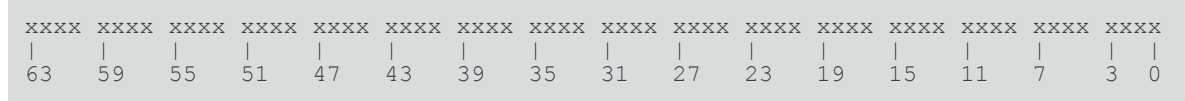
##### Functional group

Generic System Control

##### Access type

See bit descriptions

##### Reset value



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-15: AArch64\_imp\_cpuctlr5\_el1 bit assignments

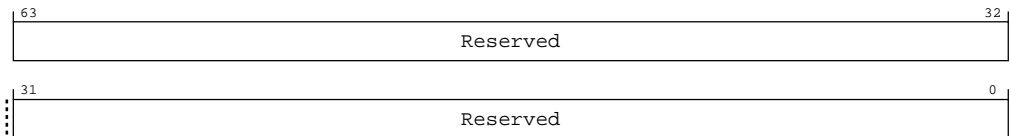


Table A-48: IMP\_CPUACTLR5\_EL1 bit descriptions

Bits	Name	Description	Reset
[63:0]	Reserved	Reserved for Arm internal use.	64 {x}

## Access

MRS &lt;Xt&gt;, S3\_0\_C15\_C8\_0

op0	op1	CRn	CRm	op2
0b11	0b000	0b1111	0b1000	0b000

MSR S3\_0\_C15\_C8\_0, &lt;Xt&gt;

op0	op1	CRn	CRm	op2
0b11	0b000	0b1111	0b1000	0b000

## Accessibility

MRS &lt;Xt&gt;, S3\_0\_C15\_C8\_0

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TIDCP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = IMP_CPUACTLR5_EL1;
elseif PSTATE.EL == EL2 then
    X[t, 64] = IMP_CPUACTLR5_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = IMP_CPUACTLR5_EL1;

```

MSR S3\_0\_C15\_C8\_0, &lt;Xt&gt;

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TIDCP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && ACTLR_EL2.ACTLREN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif ACTLR_EL3.ACTLREN == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        IMP_CPUACTLR5_EL1 = X[t, 64];
elseif PSTATE.EL == EL2 then
    if ACTLR_EL3.ACTLREN == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        IMP_CPUACTLR5_EL1 = X[t, 64];
elseif PSTATE.EL == EL3 then
    IMP_CPUACTLR5_EL1 = X[t, 64];

```

## A.1.16 IMP\_CPUACTLR6\_EL1, CPU Auxiliary Control Register 6 (EL1)

This register contains control bits that affect the CPU behavior

### Configurations

This register is available in all configurations.

**Attributes**

**Width**

64

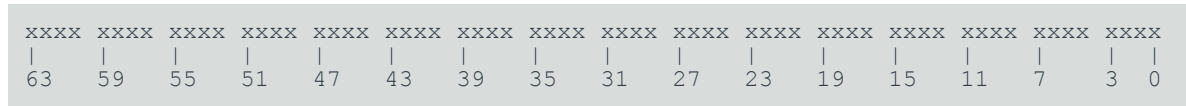
**Functional group**

Generic System Control

**Access type**

See bit descriptions

**Reset value**

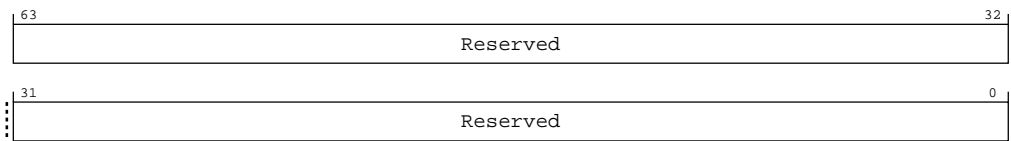


Note

Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure A-16: AArch64\_imp\_cpuctlr6\_el1 bit assignments**



**Table A-51: IMP\_CPUACTLR6\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:0]	Reserved	Reserved for Arm internal use.	64 {x}

**Access**

MRS <Xt>, S3\_0\_C15\_C8\_1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1111	0b1000	0b001

MSR S3\_0\_C15\_C8\_1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1111	0b1000	0b001

## Accessibility

MRS <Xt>, S3\_0\_C15\_C8\_1

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TIDCP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = IMP_CPUACTLR6_EL1;
elseif PSTATE.EL == EL2 then
    X[t, 64] = IMP_CPUACTLR6_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = IMP_CPUACTLR6_EL1;

```

MSR S3\_0\_C15\_C8\_1, <Xt>

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TIDCP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && ACTLR_EL2.ACTLREN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif ACTLR_EL3.ACTLREN == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        IMP_CPUACTLR6_EL1 = X[t, 64];
elseif PSTATE.EL == EL2 then
    if ACTLR_EL3.ACTLREN == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        IMP_CPUACTLR6_EL1 = X[t, 64];
elseif PSTATE.EL == EL3 then
    IMP_CPUACTLR6_EL1 = X[t, 64];

```

### A.1.17 IMP\_CPUACTLR7\_EL1, CPU Auxiliary Control Register 7 (EL1)

This register contains control bits that affect the CPU behavior

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Functional group

Generic System Control

##### Access type

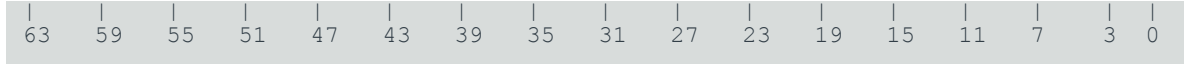
See bit descriptions

##### Reset value

```

xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx

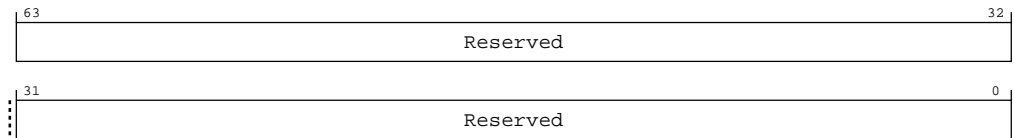
```



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure A-17: AArch64\_imp\_cpuctlr7\_el1 bit assignments**



**Table A-54: IMP\_CPUACTLR7\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:0]	Reserved	Reserved for Arm internal use.	64 {x}

### Access

MRS <Xt>, S3\_0\_C15\_C8\_2

op0	op1	CRn	CRm	op2
0b11	0b000	0b1111	0b1000	0b010

MSR S3\_0\_C15\_C8\_2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1111	0b1000	0b010

### Accessibility

MRS <Xt>, S3\_0\_C15\_C8\_2

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TIDCP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = IMP_CPUACTLR7_EL1;
elseif PSTATE.EL == EL2 then
    X[t, 64] = IMP_CPUACTLR7_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = IMP_CPUACTLR7_EL1;
    
```

MSR S3\_0\_C15\_C8\_2, &lt;Xt&gt;

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TIDCP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && ACTLR_EL2.ACTLREN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif ACTLR_EL3.ACTLREN == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        IMP_CPUACTLR7_EL1 = X[t, 64];
    elsif PSTATE.EL == EL2 then
        if ACTLR_EL3.ACTLREN == '0' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            IMP_CPUACTLR7_EL1 = X[t, 64];
    elsif PSTATE.EL == EL3 then
        IMP_CPUACTLR7_EL1 = X[t, 64];

```

## A.1.18 IMP\_CPUACTLR8\_EL1, CPU Auxiliary Control Register 8 (EL1)

This register contains control bits that affect the CPU behavior

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Generic System Control

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



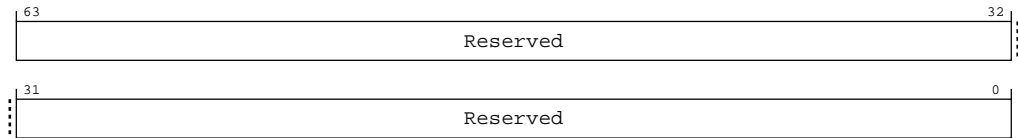
Note

Where the reset reads xxxx, see individual bits.



## Bit descriptions

**Figure A-18: AArch64\_imp\_cpuctlr8\_el1 bit assignments**



**Table A-57: IMP\_CPUACTLR8\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:0]	Reserved	Reserved for Arm internal use.	64 {x}

### Access

MRS <Xt>, S3\_0\_C15\_C8\_5

op0	op1	CRn	CRm	op2
0b11	0b000	0b1111	0b1000	0b101

MSR S3\_0\_C15\_C8\_5, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1111	0b1000	0b101

### Accessibility

MRS <Xt>, S3\_0\_C15\_C8\_5

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TIDCP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = IMP_CPUACTLR8_EL1;
elseif PSTATE.EL == EL2 then
    X[t, 64] = IMP_CPUACTLR8_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = IMP_CPUACTLR8_EL1;

```

MSR S3\_0\_C15\_C8\_5, <Xt>

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TIDCP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && ACTLR_EL2.ACTLREN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif ACTLR_EL3.ACTLREN == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        IMP_CPUACTLR8_EL1 = X[t, 64];

```

```

elseif PSTATE.EL == EL2 then
    if ACTLR_EL3.ACTLREN == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        IMP_CPUACTLR8_EL1 = X[t, 64];
elseif PSTATE.EL == EL3 then
    IMP_CPUACTLR8_EL1 = X[t, 64];
    
```

### A.1.19 IMP\_CPUACTLR9\_EL1, CPU Auxiliary Control Register 9 (EL1)

This register contains control bits that affect the CPU behavior

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

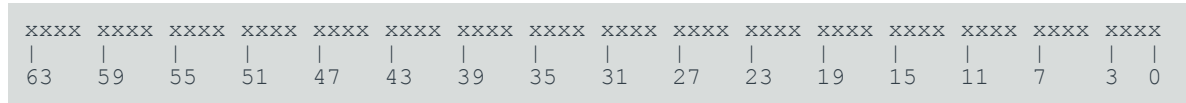
##### Functional group

Generic System Control

##### Access type

See bit descriptions

##### Reset value



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-19: AArch64\_imp\_cpuactlr9\_el1 bit assignments

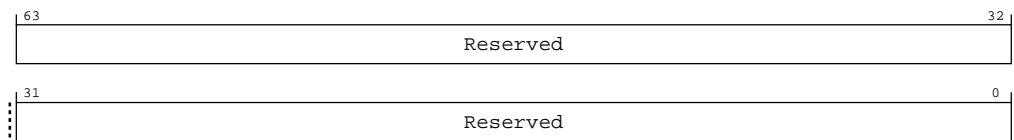


Table A-60: IMP\_CPUACTLR9\_EL1 bit descriptions

Bits	Name	Description	Reset
[63:0]	Reserved	Reserved for Arm internal use.	64 {x}

## Access

MRS &lt;Xt&gt;, S3\_0\_C15\_C8\_6

op0	op1	CRn	CRm	op2
0b11	0b000	0b1111	0b1000	0b110

MSR S3\_0\_C15\_C8\_6, &lt;Xt&gt;

op0	op1	CRn	CRm	op2
0b11	0b000	0b1111	0b1000	0b110

## Accessibility

MRS &lt;Xt&gt;, S3\_0\_C15\_C8\_6

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TIDCP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = IMP_CPUACTLR9_EL1;
elseif PSTATE.EL == EL2 then
    X[t, 64] = IMP_CPUACTLR9_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = IMP_CPUACTLR9_EL1;

```

MSR S3\_0\_C15\_C8\_6, &lt;Xt&gt;

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TIDCP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && ACTLR_EL2.ACTLREN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif ACTLR_EL3.ACTLREN == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        IMP_CPUACTLR9_EL1 = X[t, 64];
elseif PSTATE.EL == EL2 then
    if ACTLR_EL3.ACTLREN == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        IMP_CPUACTLR9_EL1 = X[t, 64];
elseif PSTATE.EL == EL3 then
    IMP_CPUACTLR9_EL1 = X[t, 64];

```

## A.1.20 AIDR\_EL1, Auxiliary ID Register

Provides **IMPLEMENTATION DEFINED** identification information.

The value of this register must be interpreted in conjunction with the value of AArch64-MIDR\_EL1.

## Configurations

This register is available in all configurations.

## Attributes

### Width

64

### Functional group

Generic System Control

### Access type

See bit descriptions

### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3	0



Note

Where the reset reads xxxx, see individual bits.

## Bit descriptions

Figure A-20: AArch64\_aidr\_el1 bit assignments

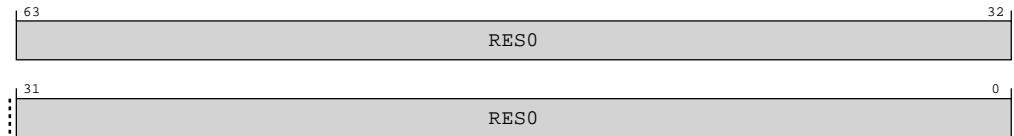


Table A-63: AIDR\_EL1 bit descriptions

Bits	Name	Description	Reset
[63:0]	RES0	Reserved	RES0

## Access

MRS <Xt>, AIDR\_EL1

op0	op1	CRn	CRm	op2
0b11	0b001	0b0000	0b0000	0b111

## Accessibility

MRS <Xt>, AIDR\_EL1

```
if PSTATE.EL == EL0 then
```

```

if EL2Enabled() && HCR_EL2.TGE == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
else
    AArch64.SystemAccessTrap(EL1, 0x18);
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TID1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HFGTR_EL2.AIDR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = AIDR_EL1;
elseif PSTATE.EL == EL2 then
    X[t, 64] = AIDR_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = AIDR_EL1;

```

## A.1.21 FPCR, Floating-point Control Register

Controls floating-point behavior.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

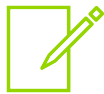
Generic System Control

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Note

Where the reset reads xxxx, see individual bits.

## Bit descriptions

Figure A-21: AArch64\_fpcr bit assignments

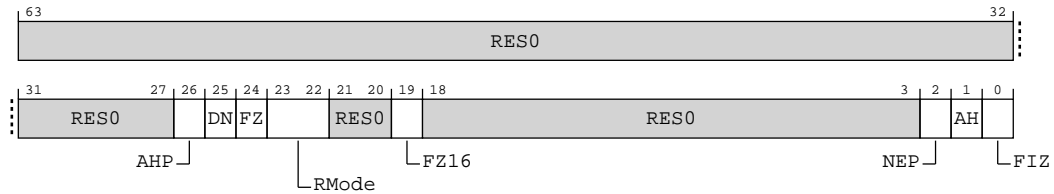


Table A-65: FPCR bit descriptions

Bits	Name	Description	Reset
[63:27]	RES0	Reserved	RES0
[26]	AHP	Alternative half-precision control bit. <b>0b0</b> IEEE half-precision format selected. <b>0b1</b> Alternative half-precision format selected.	x
[25]	DN	Default NaN use for NaN propagation. <b>0b0</b> NaN operands propagate through to the output of a floating-point operation. <b>0b1</b> Any operation involving one or more NaNs returns the Default NaN.  This bit has no effect on the output of FABS, FMAX*, FMIN*, and FNEG instructions, and a default NaN is never returned as a result of these instructions.	x
[24]	FZ	Flushing denormalized numbers to zero control bit. <b>0b0</b> If FPCR.AH is 0, the flushing to zero of single-precision and double-precision denormalized inputs to, and outputs of, floating-point instructions not enabled by this control, but other factors might cause the input denormalized numbers to be flushed to zero.  If FPCR.AH is 1, the flushing to zero of single-precision and double-precision denormalized outputs of floating-point instructions not enabled by this control, but other factors might cause the input denormalized numbers to be flushed to zero. <b>0b1</b> If FPCR.AH is 0, denormalized single-precision and double-precision inputs to, and outputs from, floating-point instructions are flushed to zero.  If FPCR.AH is 1, denormalized single-precision and double-precision outputs from floating-point instructions are flushed to zero.	x

Bits	Name	Description	Reset
[23:22]	RMode	<p>Rounding Mode control field.</p> <p><b>0b00</b> Round to Nearest (RN) mode.</p> <p><b>0b01</b> Round towards Plus Infinity (RP) mode.</p> <p><b>0b10</b> Round towards Minus Infinity (RM) mode.</p> <p><b>0b11</b> Round towards Zero (RZ) mode.</p>	xx
[21:20]	RES0	Reserved	RES0
[19]	FZ16	<p>Flushing denormalized numbers to zero control bit on half-precision data-processing instructions.</p> <p><b>0b0</b> For some instructions, this bit disables flushing to zero of inputs and outputs that are half-precision denormalized numbers.</p> <p><b>0b1</b> Flushing denormalized numbers to zero enabled.</p> <p>For some instructions that do not convert a half-precision input to a higher precision output, this bit enables flushing to zero of inputs and outputs that are half-precision denormalized numbers.</p>	x
[18:3]	RES0	Reserved	RES0
[2]	NEP	<p>Controls how the output elements other than the lowest element of the vector are determined for Advanced SIMD scalar instructions.</p> <p><b>0b0</b> Does not affect how the output elements other than the lowest are determined for Advanced SIMD scalar instructions.</p> <p><b>0b1</b> The output elements other than the lowest are taken from the following registers:</p> <ul style="list-style-type: none"> <li>For 3-input scalar versions of the FMLA (by element) and FMLS (by element) instructions, the &lt;Hd&gt;, &lt;Sd&gt;, or &lt;Dd&gt; register.</li> <li>For 3-input versions of the FMADD, FMSUB, FNMADD, and FNMSUB instructions, the &lt;Ha&gt;, &lt;Sa&gt;, or &lt;Da&gt; register.</li> <li>For 2-input scalar versions of the FACGE, FACGT, FCMEQ (register), FCMGE (register), and FCMGT (register) instructions, the &lt;Hm&gt;, &lt;Sm&gt;, or &lt;Dm&gt; register.</li> <li>For 2-input scalar versions of the FABD, FADD (scalar), FDIV (scalar), FMAX (scalar), FMAXNM (scalar), FMIN (scalar), FMINNM (scalar), FMUL (by element), FMUL (scalar), FMULX (by element), FMULX (scalar), FNMUL (scalar), FRECPX, FRSQRTS, and FSUB (scalar) instructions, the &lt;Hn&gt;, &lt;Sn&gt;, or &lt;Dn&gt; register.</li> <li>For 1-input scalar versions of the following instructions, the &lt;Hd&gt;, &lt;Sd&gt;, or &lt;Dd&gt; register: <ul style="list-style-type: none"> <li>The (vector) versions of the FCVTAS, FCVTAU, FCVTMS, FCVTMU, FCVTNS, FCVTNU, FCVTPS, and FCVTPU instructions.</li> <li>The (vector, fixed-point) and (vector, integer) versions of the FCVTZS, FCVTZU, SCVTF, and UCVTF instructions.</li> <li>The (scalar) versions of the FABS, FNEG, FRINT32X, FRINT32Z, FRINT64X, FRINT64Z, FRINTA, FRINTI, FRINTM, FRINTN, FRINTP, FRINTX, FRINTZ, and FSQRT instructions.</li> <li>The (scalar, fixed-point) and (scalar, integer) versions of the SCVTF and UCVTF instructions.</li> <li>The BFCVT, FCVT, FCVTXN, FRECPX, FRECPX, and FRSQRTE instructions.</li> </ul> </li> </ul>	x

Bits	Name	Description	Reset
[1]	AH	Alternate Handling. Controls alternate handling of floating-point numbers. <b>0b1</b>	x
[0]	FIZ	Flush Inputs to Zero. Controls whether single-precision, double-precision and BFloat16 input operands that are denormalized numbers are flushed to zero. <b>0b0</b> The flushing to zero of single-precision and double-precision denormalized inputs to floating-point instructions not enabled by this control, but other factors might cause the input denormalized numbers to be flushed to zero. <b>0b1</b> Denormalized single-precision and double-precision inputs to most floating-point instructions flushed to zero.	x

### Access

MRS <Xt>, FPCR

op0	op1	CRn	CRm	op2
0b11	0b011	0b0100	0b0100	0b000

MSR FPCR, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b0100	0b0100	0b000

### Accessibility

MRS <Xt>, FPCR

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CPACR_EL1.FPEN != '11' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x00);
        else
            AArch64.SystemAccessTrap(EL1, 0x07);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CPTR_EL2.FPEN != '11' then
            AArch64.SystemAccessTrap(EL2, 0x07);
        elsif EL2Enabled() && HCR_EL2.E2H == '1' && CPTR_EL2.FPEN == 'x0' then
            AArch64.SystemAccessTrap(EL2, 0x07);
        elsif EL2Enabled() && HCR_EL2.E2H != '1' && CPTR_EL2.TFP == '1' then
            AArch64.SystemAccessTrap(EL2, 0x07);
        elsif CPTR_EL3.TFP == '1' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x07);
            else
                X[t, 64] = FPCR;
        elsif PSTATE.EL == EL1 then
            if CPACR_EL1.FPEN == 'x0' then
                AArch64.SystemAccessTrap(EL1, 0x07);
            elsif EL2Enabled() && HCR_EL2.E2H != '1' && CPTR_EL2.TFP == '1' then
                AArch64.SystemAccessTrap(EL2, 0x07);
            elsif EL2Enabled() && HCR_EL2.E2H == '1' && CPTR_EL2.FPEN == 'x0' then
                AArch64.SystemAccessTrap(EL2, 0x07);
            elsif CPTR_EL3.TFP == '1' then
                if HalTED() && EDSCR.SDD == '1' then

```



```

        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x07);
    else
        X[t, 64] = FPCR;
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '0' && CPTR_EL2.TFP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x07);
    elseif HCR_EL2.E2H == '1' && CPTR_EL2.FPEN == 'x0' then
        AArch64.SystemAccessTrap(EL2, 0x07);
    elseif CPTR_EL3.TFP == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x07);
    else
        X[t, 64] = FPCR;
elseif PSTATE.EL == EL3 then
    if CPTR_EL3.TFP == '1' then
        AArch64.SystemAccessTrap(EL3, 0x07);
    else
        X[t, 64] = FPCR;

```

## MSR FPCR, &lt;Xt&gt;

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && CPACR_EL1.FPEN != '11' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x00);
        else
            AArch64.SystemAccessTrap(EL1, 0x07);
    elseif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && CPTR_EL2.FPEN != '11' then
        AArch64.SystemAccessTrap(EL2, 0x07);
    elseif EL2Enabled() && HCR_EL2.E2H == '1' && CPTR_EL2.FPEN == 'x0' then
        AArch64.SystemAccessTrap(EL2, 0x07);
    elseif EL2Enabled() && HCR_EL2.E2H != '1' && CPTR_EL2.TFP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x07);
    elseif CPTR_EL3.TFP == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x07);
    else
        FPCR = X[t, 64];
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.FPEN == 'x0' then
        AArch64.SystemAccessTrap(EL1, 0x07);
    elseif EL2Enabled() && HCR_EL2.E2H != '1' && CPTR_EL2.TFP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x07);
    elseif EL2Enabled() && HCR_EL2.E2H == '1' && CPTR_EL2.FPEN == 'x0' then
        AArch64.SystemAccessTrap(EL2, 0x07);
    elseif CPTR_EL3.TFP == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x07);
    else
        FPCR = X[t, 64];
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '0' && CPTR_EL2.TFP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x07);
    elseif HCR_EL2.E2H == '1' && CPTR_EL2.FPEN == 'x0' then
        AArch64.SystemAccessTrap(EL2, 0x07);
    elseif CPTR_EL3.TFP == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x07);

```

```

else
    FPCR = X[t, 64];
elseif PSTATE.EL == EL3 then
    if CPTR_EL3.TFP == '1' then
        AArch64.SystemAccessTrap(EL3, 0x07);
    else
        FPCR = X[t, 64];

```

## A.1.22 ACTLR\_EL2, Auxiliary Control Register (EL2)

Provides **IMPLEMENTATION DEFINED** configuration and control options for EL2.



Arm recommends the contents of this register are updated to apply to EL0 when AArch64-HCR\_EL2.{E2H, TGE} is {1, 1}, gaining configuration and control fields from the AArch64-ACTLR\_EL1. This avoids the need for software to manage the contents of these register when switching between a Guest OS and a Host OS.

### Configurations

If EL2 is not implemented, this register is RES0 from EL3.

This register has no effect if EL2 is not enabled in the current Security state.

### Attributes

#### Width

64

#### Functional group

Generic System Control

#### Access type

See bit descriptions

#### Reset value

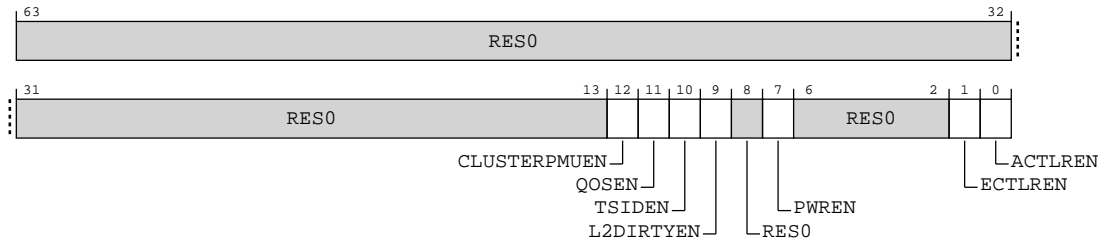
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxx0	000x	0xxx	xx00
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

## Bit descriptions

**Figure A-22: AArch64\_actlr\_el2 bit assignments**



**Table A-68: ACTLR\_EL2 bit descriptions**

Bits	Name	Description	Reset
[63:13]	RES0	Reserved	RES0
[12]	CLUSTERPMUEN	Performance Management Registers enable. The possible values are: <b>0b0</b> CLUSTERPM* registers are not write-accessible from EL1. This is the reset value. <b>0b1</b> CLUSTERPM* registers are write-accessible from EL1 if they are write-accessible from EL2.	0b0
[11]	QOSEN	CPU Bus QoS Register enable. The possible values are: <b>0b0</b> Register CPUBUSQOS_EL1 is not write-accessible from EL1. This is the reset value. <b>0b1</b> Register CPUBOSQOS_EL1 is write-accessible from EL1 if it is also write-accessible from EL2	0b0
[10]	TSIDEN	Thread Scheme ID Register enable. The possible values are: <b>0b0</b> Register CLUSTERTHREADSID is not write-accessible from EL1. This is the reset value. <b>0b1</b> Register CLUSTERTHREADSID is write-accessible from EL1 if they are write-accessible from EL2	0b0
[9]	L2DIRTYEN	L2 Dirty Line Count Register enable. The possible values are: <b>0b0</b> Register CPUL2DIRTYLNCT_EL1 is not read-accessible in EL1. This is the reset value. <b>0b1</b> Register CPUL2DIRTYLNCT_EL1 is read-accessible in EL1.	0b0
[8]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[7]	PWREN	Power Control Registers enable. The possible values are:  <b>0b0</b> Registers CPUPWRCTLR, CLUSTERPWRCTLR, CLUSTERPWRDN, CLUSTERPWRSTAT, CLUSTERL3HIT and CLUSTERL3MISS are not write accessible from EL1. This is the reset value.  <b>0b1</b> Registers CPUPWRCTLR, CLUSTERPWRCTLR, CLUSTERPWRDN, CLUSTERPWRSTAT, CLUSTERL3HIT and CLUSTERL3MISS are write-accessible from EL1 if they are write-accessible from EL2	0b0
[6:2]	RES0	Reserved	RES0
[1]	ECTLREN	Extended Control Registers enable. The possible values are:  <b>0b0</b> CPUECTLR*_EL1 and CLUSTERECTLR_EL1 are not write-accessible from EL1. This is the reset value.  <b>0b1</b> CPUECTLR*_EL1 and CLUSTERECTLR_EL1 are write-accessible from EL1 if they are write-accessible from EL2.	0b0
[0]	ACTLREN	Auxiliary Control Registers enable. The possible values are:  <b>0b0</b> CPUACTLR*_EL1 and CLUSTERACTLR are not write-accessible from EL1. This is the reset value.  <b>0b1</b> CPUACTLR*_EL1 and CLUSTERACTLR are write-accessible from EL1 if they are write-accessible from EL2	0b0

## Access

MRS <Xt>, ACTLR\_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0001	0b0000	0b001

MSR ACTLR\_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0001	0b0000	0b001

## Accessibility

MRS <Xt>, ACTLR\_EL2

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    X[t, 64] = ACTLR_EL2;
elseif PSTATE.EL == EL3 then
    X[t, 64] = ACTLR_EL2;

```

MSR ACTLR\_EL2, &lt;Xt&gt;

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    ACTLR_EL2 = X[t, 64];
elseif PSTATE.EL == EL3 then
    ACTLR_EL2 = X[t, 64];

```

### A.1.23 HACR\_EL2, Hypervisor Auxiliary Control Register

Controls trapping to EL2 of **IMPLEMENTATION DEFINED** aspects of EL1 or EL0 operation.



Arm recommends that the values in this register do not cause unnecessary traps to EL2 when `AArch64-HCR_EL2.{E2H, TGE} == {1, 1}`.

#### Configurations

If EL2 is not implemented, this register is RES0 from EL3.

This register has no effect if EL2 is not enabled in the current Security state.

#### Attributes

##### Width

64

##### Functional group

Generic System Control

##### Access type

See bit descriptions

##### Reset value

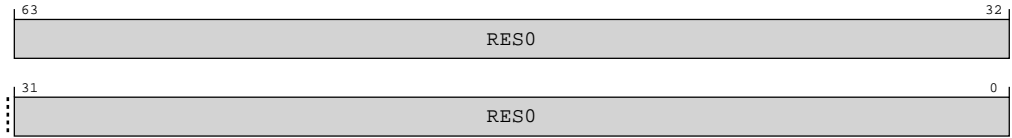
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

## Bit descriptions

**Figure A-23: AArch64\_hacr\_el2 bit assignments**



**Table A-71: HACR\_EL2 bit descriptions**

Bits	Name	Description	Reset
[63:0]	RES0	Reserved	RES0

### Access

MRS <Xt>, HACR\_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0001	0b0001	0b111

MSR HACR\_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0001	0b0001	0b111

### Accessibility

MRS <Xt>, HACR\_EL2

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    X[t, 64] = HACR_EL2;
elseif PSTATE.EL == EL3 then
    X[t, 64] = HACR_EL2;
    
```

MSR HACR\_EL2, <Xt>

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    HACR_EL2 = X[t, 64];
elseif PSTATE.EL == EL3 then
    HACR_EL2 = X[t, 64];
    
```

### A.1.24 AFSR0\_EL2, Auxiliary Fault Status Register 0 (EL2)

Provides additional **IMPLEMENTATION DEFINED** fault status information for exceptions taken to EL2.

#### Configurations

If EL2 is not implemented, this register is RES0 from EL3.

This register has no effect if EL2 is not enabled in the current Security state.

#### Attributes

##### Width

64

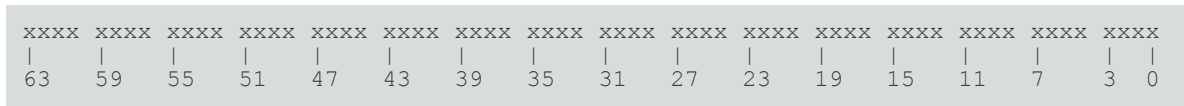
##### Functional group

Generic System Control

##### Access type

See bit descriptions

##### Reset value



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-24: AArch64\_afsr0\_el2 bit assignments

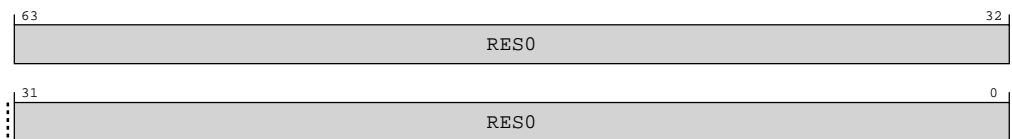


Table A-74: AFSR0\_EL2 bit descriptions

Bits	Name	Description	Reset
[63:0]	RES0	Reserved	RES0

#### Access

When AArch64-HCR\_EL2.E2H is 1, without explicit synchronization, access from EL2 using the mnemonic AFSR0\_EL2 or AFSR0\_EL1 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

MRS &lt;Xt&gt;, AFSRO\_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0101	0b0001	0b000

MSR AFSRO\_EL2, &lt;Xt&gt;

op0	op1	CRn	CRm	op2
0b11	0b100	0b0101	0b0001	0b000

MRS &lt;Xt&gt;, AFSRO\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0001	0b000

MSR AFSRO\_EL1, &lt;Xt&gt;

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0001	0b000

## Accessibility

When AArch64-HCR\_EL2.E2H is 1, without explicit synchronization, access from EL2 using the mnemonic AFSRO\_EL2 or AFSRO\_EL1 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

MRS &lt;Xt&gt;, AFSRO\_EL2

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    X[t, 64] = AFSRO_EL2;
elseif PSTATE.EL == EL3 then
    X[t, 64] = AFSRO_EL2;

```

MSR AFSRO\_EL2, &lt;Xt&gt;

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    AFSRO_EL2 = X[t, 64];
elseif PSTATE.EL == EL3 then
    AFSRO_EL2 = X[t, 64];

```

MRS &lt;Xt&gt;, AFSRO\_EL1

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TRVM == '1' then

```



```

    AArch64.SystemAccessTrap(EL2, 0x18);
  elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HFGTR_EL2.AFSRO_EL1 == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
  else
    X[t, 64] = AFSRO_EL1;
  elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
      X[t, 64] = AFSRO_EL2;
    else
      X[t, 64] = AFSRO_EL1;
  elseif PSTATE.EL == EL3 then
    X[t, 64] = AFSRO_EL1;

```

MSR AFSRO\_EL1, &lt;Xt&gt;

```

if PSTATE.EL == EL0 then
  UNDEFINED;
elseif PSTATE.EL == EL1 then
  if EL2Enabled() && HCR_EL2.TVM == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
  elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HFGWTR_EL2.AFSRO_EL1 == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
  else
    AFSRO_EL1 = X[t, 64];
elseif PSTATE.EL == EL2 then
  if HCR_EL2.E2H == '1' then
    AFSRO_EL2 = X[t, 64];
  else
    AFSRO_EL1 = X[t, 64];
elseif PSTATE.EL == EL3 then
  AFSRO_EL1 = X[t, 64];

```

## A.1.25 AFSR1\_EL2, Auxiliary Fault Status Register 1 (EL2)

Provides additional **IMPLEMENTATION DEFINED** fault status information for exceptions taken to EL2.

### Configurations

If EL2 is not implemented, this register is RES0 from EL3.

This register has no effect if EL2 is not enabled in the current Security state.

### Attributes

#### Width

64

#### Functional group

Generic System Control

#### Access type

See bit descriptions

#### Reset value

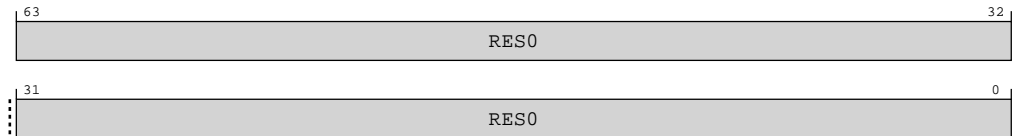
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure A-25: AArch64\_afsr1\_el2 bit assignments**



**Table A-79: AFSR1\_EL2 bit descriptions**

Bits	Name	Description	Reset
[63:0]	RES0	Reserved	RES0

#### Access

When AArch64-HCR\_EL2.E2H is 1, without explicit synchronization, access from EL2 using the mnemonic AFSR1\_EL2 or AFSR1\_EL1 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

MRS <Xt>, AFSR1\_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b0101	0b0001	0b001

MSR AFSR1\_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b0101	0b0001	0b001

MRS <Xt>, AFSR1\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0001	0b001

MSR AFSR1\_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0001	0b001

## Accessibility

When AArch64-HCR\_EL2.E2H is 1, without explicit synchronization, access from EL2 using the mnemonic AFSR1\_EL2 or AFSR1\_EL1 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

MRS <Xt>, AFSR1\_EL2

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    X[t, 64] = AFSR1_EL2;
elseif PSTATE.EL == EL3 then
    X[t, 64] = AFSR1_EL2;
```

MSR AFSR1\_EL2, <Xt>

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    AFSR1_EL2 = X[t, 64];
elseif PSTATE.EL == EL3 then
    AFSR1_EL2 = X[t, 64];
```

MRS <Xt>, AFSR1\_EL1

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TRVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HFGTR_EL2.AFSR1_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = AFSR1_EL1;
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        X[t, 64] = AFSR1_EL2;
    else
        X[t, 64] = AFSR1_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = AFSR1_EL1;
```

MSR AFSR1\_EL1, <Xt>

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HFGWTR_EL2.AFSR1_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        AFSR1_EL1 = X[t, 64];
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        AFSR1_EL2 = X[t, 64];
```

```

else
    AFSR1_EL1 = X[t, 64];
elseif PSTATE.EL == EL3 then
    AFSR1_EL1 = X[t, 64];
    
```

### A.1.26 AMAIR\_EL2, Auxiliary Memory Attribute Indirection Register (EL2)

Provides **IMPLEMENTATION DEFINED** memory attributes for the memory regions specified by AArch64-MAIR\_EL2.

#### Configurations

If EL2 is not implemented, this register is RES0 from EL3.

This register has no effect if EL2 is not enabled in the current Security state.

#### Attributes

##### Width

64

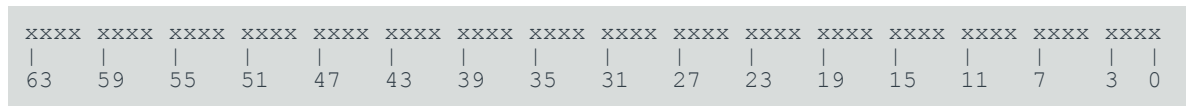
##### Functional group

Generic System Control

##### Access type

See bit descriptions

##### Reset value



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-26: AArch64\_amair\_el2 bit assignments

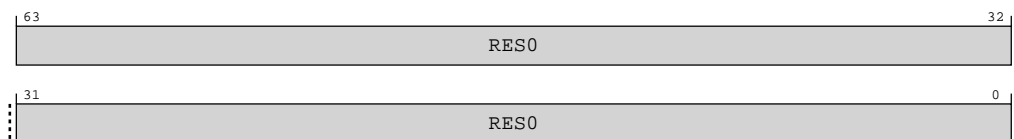


Table A-84: AMAIR\_EL2 bit descriptions

Bits	Name	Description	Reset
[63:0]	RES0	Reserved	RES0

## Access

When AArch64-HCR\_EL2.E2H is 1, without explicit synchronization, access from EL2 using the mnemonic AMAIR\_EL2 or AMAIR\_EL1 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

MRS <Xt>, AMAIR\_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1010	0b0011	0b000

MSR AMAIR\_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1010	0b0011	0b000

MRS <Xt>, AMAIR\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1010	0b0011	0b000

MSR AMAIR\_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1010	0b0011	0b000

## Accessibility

When AArch64-HCR\_EL2.E2H is 1, without explicit synchronization, access from EL2 using the mnemonic AMAIR\_EL2 or AMAIR\_EL1 are not guaranteed to be ordered with respect to accesses using the other mnemonic.

MRS <Xt>, AMAIR\_EL2

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    X[t, 64] = AMAIR_EL2;
elseif PSTATE.EL == EL3 then
    X[t, 64] = AMAIR_EL2;

```

MSR AMAIR\_EL2, <Xt>

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    AMAIR_EL2 = X[t, 64];
elseif PSTATE.EL == EL3 then
    AMAIR_EL2 = X[t, 64];

```

## MRS &lt;Xt&gt;, AMAIR\_EL1

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TRVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HFGTR_EL2.AMAIR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = AMAIR_EL1;
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        X[t, 64] = AMAIR_EL2;
    else
        X[t, 64] = AMAIR_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = AMAIR_EL1;

```

## MSR AMAIR\_EL1, &lt;Xt&gt;

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TVM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HFGWTR_EL2.AMAIR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        AMAIR_EL1 = X[t, 64];
elseif PSTATE.EL == EL2 then
    if HCR_EL2.E2H == '1' then
        AMAIR_EL2 = X[t, 64];
    else
        AMAIR_EL1 = X[t, 64];
elseif PSTATE.EL == EL3 then
    AMAIR_EL1 = X[t, 64];

```

## A.1.27 IMP\_ATCR\_EL2, CPU Auxiliary Translation Control Register (EL2)

This register contains control bits that affect the CPU behavior.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Generic System Control

#### Access type

See bit descriptions

### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	0000	0000	0000	0000
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-27: AArch64\_imp\_atcr\_el2 bit assignments

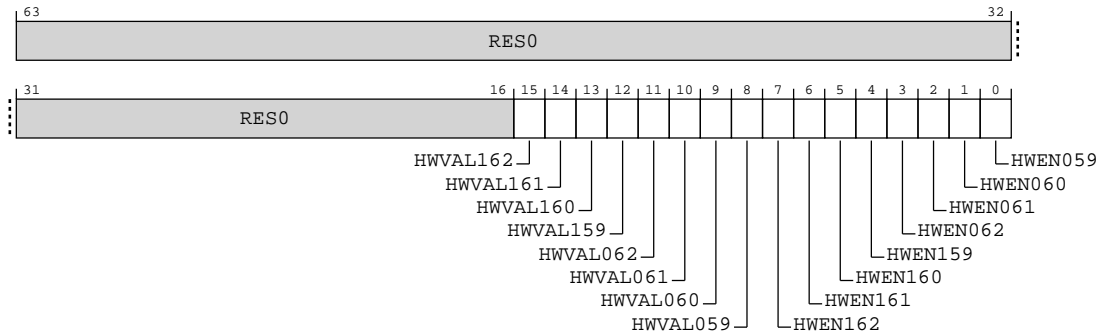


Table A-89: IMP\_ATCR\_EL2 bit descriptions

Bits	Name	Description	Reset
[63:16]	RES0	Reserved	RES0
[15]	HWVAL162	Value of PBHA[3] on memory accesses due to translation table walks using TTBR1_EL2 if HWEN162 is set.	0b0
[14]	HWVAL161	Value of PBHA[2] on memory accesses due to translation table walks using TTBR1_EL2 if HWEN161 is set.	0b0
[13]	HWVAL160	Value of PBHA[1] on memory accesses due to translation table walks using TTBR1_EL2 if HWEN160 is set.	0b0
[12]	HWVAL159	Value of PBHA[0] on memory accesses due to translation table walks using TTBR1_EL2 if HWEN159 is set.	0b0
[11]	HWVAL062	Value of PBHA[3] on memory accesses due to translation table walks using TTBR0_EL2 if HWEN062 is set.	0b0
[10]	HWVAL061	Value of PBHA[2] on memory accesses due to translation table walks using TTBR0_EL2 if HWEN061 is set.	0b0
[9]	HWVAL060	Value of PBHA[1] on memory accesses due to translation table walks using TTBR0_EL2 if HWEN060 is set.	0b0
[8]	HWVAL059	Value of PBHA[0] on memory accesses due to translation table walks using TTBR0_EL2 if HWEN059 is set.	0b0
[7]	HWEN162	Enable use of PBHA[3] on memory accesses due to translation table walks using TTBR1_EL2. If this bit is clear, PBHA[3] will be 0 on translation table walks.	0b0
[6]	HWEN161	Enable use of PBHA[2] on memory accesses due to translation table walks using TTBR1_EL2. If this bit is clear, PBHA[2] will be 0 on translation table walks.	0b0
[5]	HWEN160	Enable use of PBHA[1] on memory accesses due to translation table walks using TTBR1_EL2. If this bit is clear, PBHA[1] will be 0 on translation table walks.	0b0
[4]	HWEN159	Enable use of PBHA[0] on memory accesses due to translation table walks using TTBR1_EL2. If this bit is clear, PBHA[0] will be 0 on translation table walks.	0b0

Bits	Name	Description	Reset
[3]	HWEN062	Enable use of PBHA[3] on memory accesses due to translation table walks using TTBRO_EL2. If this bit is clear, PBHA[3] will be 0 on translation table walks.	0b0
[2]	HWEN061	Enable use of PBHA[2] on memory accesses due to translation table walks using TTBRO_EL2. If this bit is clear, PBHA[2] will be 0 on translation table walks.	0b0
[1]	HWEN060	Enable use of PBHA[1] on memory accesses due to translation table walks using TTBRO_EL2. If this bit is clear, PBHA[1] will be 0 on translation table walks.	0b0
[0]	HWEN059	Enable use of PBHA[0] on memory accesses due to translation table walks using TTBRO_EL2. If this bit is clear, PBHA[0] will be 0 on translation table walks.	0b0

### Access

MRS <Xt>, S3\_4\_C15\_C7\_0

op0	op1	CRn	CRm	op2
0b11	0b100	0b1111	0b0111	0b000

MSR S3\_4\_C15\_C7\_0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1111	0b0111	0b000

### Accessibility

MRS <Xt>, S3\_4\_C15\_C7\_0

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    X[t, 64] = IMP_ATCR_EL2;
elseif PSTATE.EL == EL3 then
    X[t, 64] = IMP_ATCR_EL2;

```

MSR S3\_4\_C15\_C7\_0, <Xt>

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    IMP_ATCR_EL2 = X[t, 64];
elseif PSTATE.EL == EL3 then
    IMP_ATCR_EL2 = X[t, 64];

```



## A.1.28 IMP\_AVTCR\_EL2, CPU Virtualization Auxiliary Translation Control Register (EL2)

This register contains control bits that affect the CPU behavior.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Generic System Control

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	0000	0000	0000	0000	
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3	0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-28: AArch64\_imp\_avtcr\_el2 bit assignments

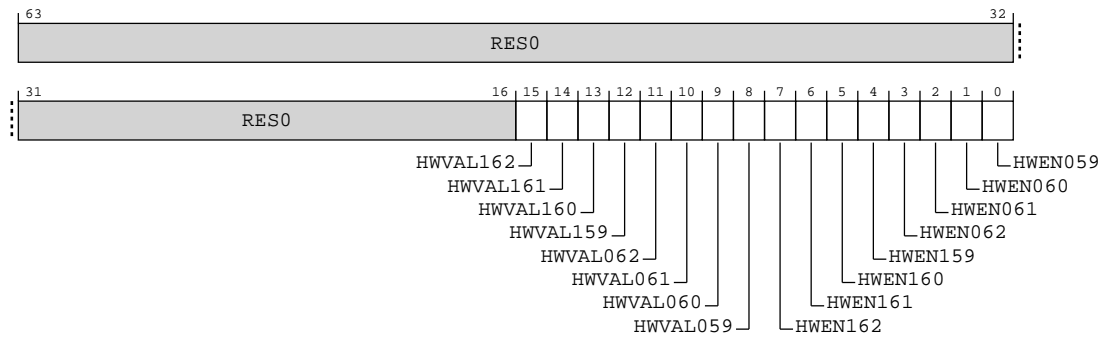


Table A-92: IMP\_AVTCR\_EL2 bit descriptions

Bits	Name	Description	Reset
[63:16]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[15]	HWVAL162	Value of PBHA[3] on memory accesses due to translation table walks using VSTTBR_EL2 if HWEN162 is set.	0b0
[14]	HWVAL161	Value of PBHA[2] on memory accesses due to translation table walks using VSTTBR_EL2 if HWEN161 is set.	0b0
[13]	HWVAL160	Value of PBHA[1] on memory accesses due to translation table walks using VSTTBR_EL2 if HWEN160 is set.	0b0
[12]	HWVAL159	Value of PBHA[0] on memory accesses due to translation table walks using VSTTBR_EL2 if HWEN159 is set.	0b0
[11]	HWVAL062	Value of PBHA[3] on memory accesses due to translation table walks using TTBRO_EL2 if HWEN062 is set.	0b0
[10]	HWVAL061	Value of PBHA[2] on memory accesses due to translation table walks using TTBRO_EL2 if HWEN061 is set.	0b0
[9]	HWVAL060	Value of PBHA[1] on memory accesses due to translation table walks using TTBRO_EL2 if HWEN060 is set.	0b0
[8]	HWVAL059	Value of PBHA[0] on memory accesses due to translation table walks using TTBRO_EL2 if HWEN059 is set.	0b0
[7]	HWEN162	Enable use of PBHA[3] on memory accesses due to translation table walks using VSTTBR_EL2. If this bit is clear, PBHA[3] will be 0 on translation table walks.	0b0
[6]	HWEN161	Enable use of PBHA[2] on memory accesses due to translation table walks using VSTTBR_EL2. If this bit is clear, PBHA[2] will be 0 on translation table walks.	0b0
[5]	HWEN160	Enable use of PBHA[1] on memory accesses due to translation table walks using VSTTBR_EL2. If this bit is clear, PBHA[1] will be 0 on translation table walks.	0b0
[4]	HWEN159	Enable use of PBHA[0] on memory accesses due to translation table walks using VSTTBR_EL2. If this bit is clear, PBHA[0] will be 0 on translation table walks.	0b0
[3]	HWEN062	Enable use of PBHA[3] on memory accesses due to translation table walks using TTBRO_EL2. If this bit is clear, PBHA[3] will be 0 on translation table walks.	0b0
[2]	HWEN061	Enable use of PBHA[2] on memory accesses due to translation table walks using TTBRO_EL2. If this bit is clear, PBHA[2] will be 0 on translation table walks.	0b0
[1]	HWEN060	Enable use of PBHA[1] on memory accesses due to translation table walks using TTBRO_EL2. If this bit is clear, PBHA[1] will be 0 on translation table walks.	0b0
[0]	HWEN059	Enable use of PBHA[0] on memory accesses due to translation table walks using TTBRO_EL2. If this bit is clear, PBHA[0] will be 0 on translation table walks.	0b0

## Access

MRS <Xt>, S3\_4\_C15\_C7\_1

op0	op1	CRn	CRm	op2
0b11	0b100	0b1111	0b0111	0b001

MSR S3\_4\_C15\_C7\_1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1111	0b0111	0b001

## Accessibility

MRS <Xt>, S3\_4\_C15\_C7\_1

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
```

```

elseif PSTATE.EL == EL2 then
    X[t, 64] = IMP_AVTCR_EL2;
elseif PSTATE.EL == EL3 then
    X[t, 64] = IMP_AVTCR_EL2;

```

MSR S3\_4\_C15\_C7\_1, &lt;Xt&gt;

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    IMP_AVTCR_EL2 = X[t, 64];
elseif PSTATE.EL == EL3 then
    IMP_AVTCR_EL2 = X[t, 64];

```

## A.1.29 ACTLR\_EL3, Auxiliary Control Register (EL3)

Provides **IMPLEMENTATION DEFINED** configuration and control options for EL3.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Generic System Control

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxx0	000x	0xxx	xx00
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0

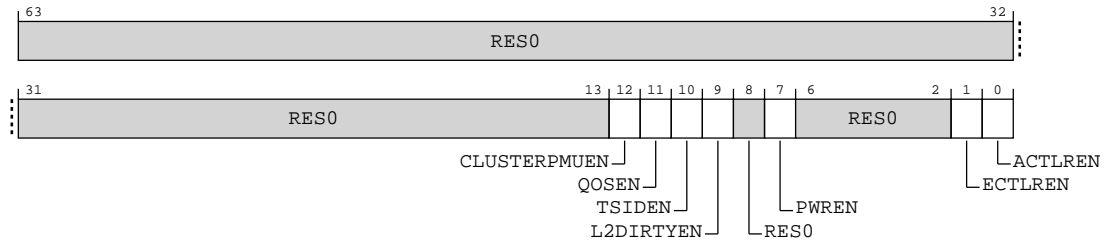


Note

Where the reset reads xxxx, see individual bits.

## Bit descriptions

**Figure A-29: AArch64\_actlr\_el3 bit assignments**



**Table A-95: ACTLR\_EL3 bit descriptions**

Bits	Name	Description	Reset
[63:13]	RES0	Reserved	RES0
[12]	CLUSTERPMUEN	Performance Management Registers enable. The possible values are:  <b>0b0</b> CLUSTERPM* registers are not write-accessible from EL2 and EL1. This is the reset value.  <b>0b1</b> CLUSTERPM* registers are write-accessible from EL2 and EL1 if they are write-accessible from EL2.	0b0
[11]	QOSEN	CPU Bus QoS Register enable. The possible values are:  <b>0b0</b> Register CPUBUSQOS_EL1 is not write-accessible EL2 and EL1. This is the reset value.  <b>0b1</b> Register CPUBOSQOS_EL1 is write-accessible from EL2, and EL1 (if write-accessible from EL2)	0b0
[10]	TSIDEN	Thread Scheme ID Register enable. The possible values are:  <b>0b0</b> Register CLUSTERTHREADSID is not write-accessible from EL2 and EL1. This is the reset value.  <b>0b1</b> Register CLUSTERTHREADSID is write-accessible from EL2 and EL1 if they are write-accessible from EL2	0b0
[9]	L2DIRTYEN	L2 Dirty Line Count Register enable. The possible values are:  <b>0b0</b> Register CPUL2DIRTYLNCT_EL1 is not read-accessible in EL2 and EL1. This is the reset value.  <b>0b1</b> Register CPUL2DIRTYLNCT_EL1 is read-accessible in EL2 and EL1.	0b0
[8]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[7]	PWREN	Power Control Registers enable. The possible values are:  <b>0b0</b> Registers CPUPWRCTLR, CLUSTERPWRCTLR, CLUSTERPWRDN, CLUSTERPWRSTAT, CLUSTERL3HIT and CLUSTERL3MISS are not write accessible from EL2 and EL1. This is the reset value.  <b>0b1</b> Registers CPUPWRCTLR, CLUSTERPWRCTLR, CLUSTERPWRDN, CLUSTERPWRSTAT, CLUSTERL3HIT and CLUSTERL3MISS are write-accessible from EL2 and EL1 if they are write-accessible from EL2	0b0
[6:2]	RES0	Reserved	RES0
[1]	ECTLREN	Extended Control Registers enable. The possible values are:  <b>0b0</b> CPUCTL*_EL2 and EL1 and CLUSTERECTLR_EL2 and EL1 are not write-accessible from EL2 and EL1. This is the reset value.  <b>0b1</b> CPUCTL*_EL2 and EL1 and CLUSTERECTLR_EL2 and EL1 are write-accessible from EL2 and EL1 if they are write-accessible from EL2.	0b0
[0]	ACTLREN	Auxiliary Control Registers enable. The possible values are:  <b>0b0</b> CPUACTLR*_EL2 and EL1 and CLUSTERACTLR are not write-accessible from EL2 and EL1. This is the reset value.  <b>0b1</b> CPUACTLR*_EL2 and EL1 and CLUSTERACTLR are write-accessible from EL2 and EL1 if they are write-accessible from EL2	0b0

## Access

MRS <Xt>, ACTLR\_EL3

op0	op1	CRn	CRm	op2
0b11	0b110	0b0001	0b0000	0b001

MSR ACTLR\_EL3, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b0001	0b0000	0b001

## Accessibility

MRS <Xt>, ACTLR\_EL3

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    UNDEFINED;
elseif PSTATE.EL == EL3 then
    X[t, 64] = ACTLR_EL3;

```

MSR ACTLR\_EL3, <Xt>

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    UNDEFINED;
elseif PSTATE.EL == EL3 then
    ACTLR_EL3 = X[t, 64];
    
```

### A.1.30 AFSR0\_EL3, Auxiliary Fault Status Register 0 (EL3)

Provides additional **IMPLEMENTATION DEFINED** fault status information for exceptions taken to EL3.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Functional group

Generic System Control

##### Access type

See bit descriptions

##### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0

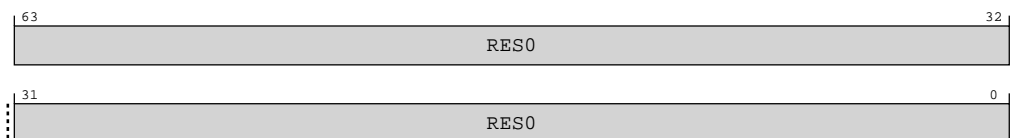


Note

Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-30: AArch64\_afsr0\_el3 bit assignments



**Table A-98: AFSRO\_EL3 bit descriptions**

Bits	Name	Description	Reset
[63:0]	RES0	Reserved	RES0

**Access**

MRS &lt;Xt&gt;, AFSRO\_EL3

op0	op1	CRn	CRm	op2
0b11	0b110	0b0101	0b0001	0b000

MSR AFSRO\_EL3, &lt;Xt&gt;

op0	op1	CRn	CRm	op2
0b11	0b110	0b0101	0b0001	0b000

**Accessibility**

MRS &lt;Xt&gt;, AFSRO\_EL3

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    UNDEFINED;
elseif PSTATE.EL == EL3 then
    X[t, 64] = AFSRO_EL3;

```

MSR AFSRO\_EL3, &lt;Xt&gt;

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    UNDEFINED;
elseif PSTATE.EL == EL3 then
    AFSRO_EL3 = X[t, 64];

```

**A.1.31 AFSR1\_EL3, Auxiliary Fault Status Register 1 (EL3)**Provides additional **IMPLEMENTATION DEFINED** fault status information for exceptions taken to EL3.**Configurations**

This register is available in all configurations.

**Attributes****Width**

64

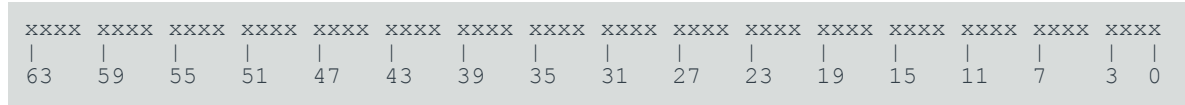
### Functional group

Generic System Control

### Access type

See bit descriptions

### Reset value



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-31: AArch64\_afsr1\_el3 bit assignments

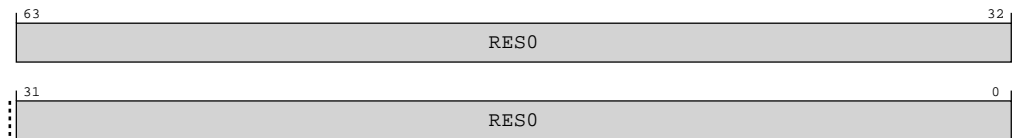


Table A-101: AFSR1\_EL3 bit descriptions

Bits	Name	Description	Reset
[63:0]	RES0	Reserved	RES0

### Access

MRS <Xt>, AFSR1\_EL3

op0	op1	CRn	CRm	op2
0b11	0b110	0b0101	0b0001	0b001

MSR AFSR1\_EL3, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b0101	0b0001	0b001

### Accessibility

MRS <Xt>, AFSR1\_EL3

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
```



```

elseif PSTATE.EL == EL2 then
    UNDEFINED;
elseif PSTATE.EL == EL3 then
    X[t, 64] = AFSR1_EL3;

```

MSR AFSR1\_EL3, &lt;Xt&gt;

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    UNDEFINED;
elseif PSTATE.EL == EL3 then
    AFSR1_EL3 = X[t, 64];

```

### A.1.32 AMAIR\_EL3, Auxiliary Memory Attribute Indirection Register (EL3)

Provides **IMPLEMENTATION DEFINED** memory attributes for the memory regions specified by AArch64-MAIR\_EL3.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Functional group

Generic System Control

##### Access type

See bit descriptions

##### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0

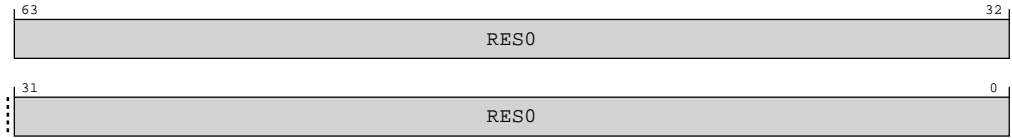


Note

Where the reset reads xxxx, see individual bits.

## Bit descriptions

**Figure A-32: AArch64\_amair\_el3 bit assignments**



**Table A-104: AMAIR\_EL3 bit descriptions**

Bits	Name	Description	Reset
[63:0]	RES0	Reserved	RES0

### Access

MRS <Xt>, AMAIR\_EL3

op0	op1	CRn	CRm	op2
0b11	0b110	0b1010	0b0011	0b000

MSR AMAIR\_EL3, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b1010	0b0011	0b000

### Accessibility

MRS <Xt>, AMAIR\_EL3

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    UNDEFINED;
elseif PSTATE.EL == EL3 then
    X[t, 64] = AMAIR_EL3;
    
```

MSR AMAIR\_EL3, <Xt>

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    UNDEFINED;
elseif PSTATE.EL == EL3 then
    AMAIR_EL3 = X[t, 64];
    
```

### A.1.33 RMR\_EL3, Reset Management Register (EL3)

A write to the register at EL3 can request a Warm reset.

#### Configurations

When EL3 is implemented:

- If EL3 can use all Execution states then this register must be implemented.
- In a AArch64 only implementation it is IMPLEMENTATION DEFINED whether the register is implemented.

Otherwise, direct accesses to RMR\_EL3 are UNDEFINED.

#### Attributes

##### Width

64

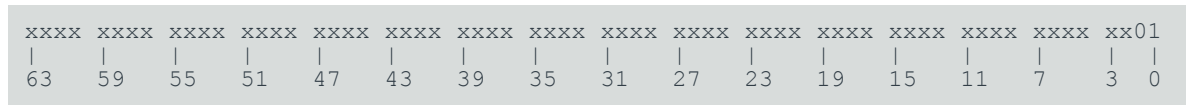
##### Functional group

Generic System Control

##### Access type

See bit descriptions

##### Reset value



Note

Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-33: AArch64\_rmr\_el3 bit assignments

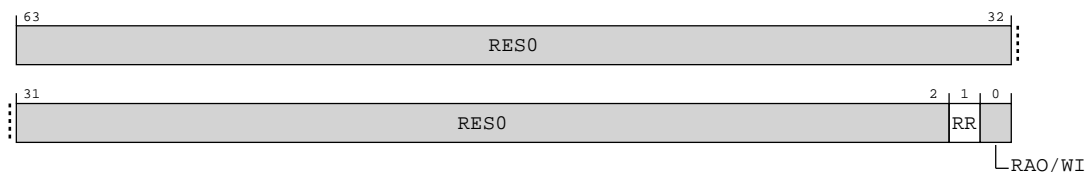


Table A-107: RMR\_EL3 bit descriptions

Bits	Name	Description	Reset
[63:2]	RES0	Reserved	RES0
[1]	RR	Reset Request. Setting this bit to 1 requests a Warm reset.	0b0

Bits	Name	Description	Reset
[0]	RAO/WI	Reserved	RAO/WI

### Access

MRS <Xt>, RMR\_EL3

op0	op1	CRn	CRm	op2
0b11	0b110	0b1100	0b0000	0b010

MSR RMR\_EL3, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b1100	0b0000	0b010

### Accessibility

MRS <Xt>, RMR\_EL3

```
if PSTATE.EL == EL3 then
    X[t, 64] = RMR_EL3;
else
    UNDEFINED;
```

MSR RMR\_EL3, <Xt>

```
if PSTATE.EL == EL3 then
    RMR_EL3 = X[t, 64];
else
    UNDEFINED;
```

## A.1.34 IMP\_CPUL2SDIRTYLNCT\_EL3, CPU L2 Secure Dirty Line Count Register

This register contains control bits that affect the CPU behavior

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Generic System Control

#### Access type

See bit descriptions

### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxx0	0000	0000	0000	0000
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-34: AArch64\_imp\_cpul2dirtylnct\_el3 bit assignments

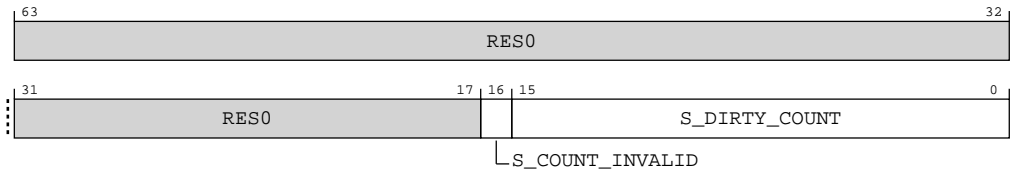


Table A-110: IMP\_CPUL2SDIRTYLNCT\_EL3 bit descriptions

Bits	Name	Description	Reset
[63:17]	RES0	Reserved	RES0
[16]	S_COUNT_INVALID	Indicates the secure dirty count is invalid. Reset value is 'b0	0b0
[15:0]	S_DIRTY_COUNT	Number of dirty secure lines in the L2. Reset value is 'h0000	0x0000

### Access

MRS <Xt>, S3\_6\_C15\_C2\_3

op0	op1	CRn	CRm	op2
0b11	0b110	0b1111	0b0010	0b011

### Accessibility

MRS <Xt>, S3\_6\_C15\_C2\_3

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    UNDEFINED;
elseif PSTATE.EL == EL3 then
    X[t, 64] = IMP_CPUL2SDIRTYLNCT_EL3;

```

### A.1.35 IMP\_CPUACTLR\_EL3, CPU Auxiliary Control Register (EL3)

This register contains control bits that affect the CPU behavior

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

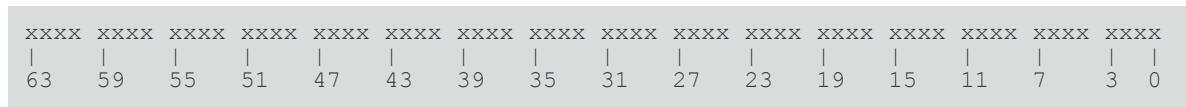
##### Functional group

Generic System Control

##### Access type

See bit descriptions

##### Reset value



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-35: AArch64\_imp\_cpuctlr\_el3 bit assignments

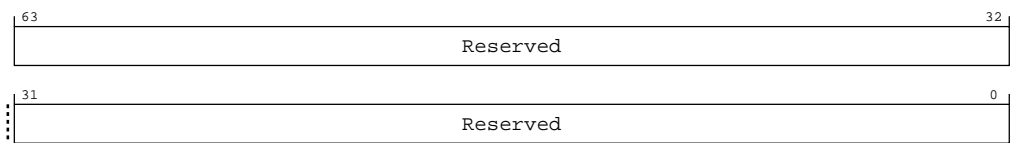


Table A-112: IMP\_CPUACTLR\_EL3 bit descriptions

Bits	Name	Description	Reset
[63:0]	Reserved	Reserved for Arm internal use.	64 {x}

#### Access

MRS <Xt>, S3\_6\_C15\_C4\_0

op0	op1	CRn	CRm	op2
0b11	0b110	0b1111	0b0100	0b000

MSR S3\_6\_C15\_C4\_0, &lt;Xt&gt;

op0	op1	CRn	CRm	op2
0b11	0b110	0b1111	0b0100	0b000

**Accessibility**

MRS &lt;Xt&gt;, S3\_6\_C15\_C4\_0

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    UNDEFINED;
elseif PSTATE.EL == EL3 then
    X[t, 64] = IMP_CPUACTLR_EL3;

```

MSR S3\_6\_C15\_C4\_0, &lt;Xt&gt;

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    UNDEFINED;
elseif PSTATE.EL == EL3 then
    IMP_CPUACTLR_EL3 = X[t, 64];

```

**A.1.36 IMP\_ATCR\_EL3, CPU Auxiliary Translation Control Register (EL3)**

This register contains control bits that affect the CPU behavior.

**Configurations**

This register is available in all configurations.

**Attributes****Width**

64

**Functional group**

Generic System Control

**Access type**

See bit descriptions

**Reset value**

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	0000	xxxx	0000
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure A-36: AArch64\_imp\_atcr\_el3 bit assignments**



**Table A-115: IMP\_ATCR\_EL3 bit descriptions**

Bits	Name	Description	Reset
[63:12]	RES0	Reserved	RES0
[11]	HWVAL062	Value of PBHA[3] on memory accesses due to translation table walks using TTBR0_EL3 if HWEN062 is set.	0b0
[10]	HWVAL061	Value of PBHA[2] on memory accesses due to translation table walks using TTBR0_EL3 if HWEN061 is set.	0b0
[9]	HWVAL060	Value of PBHA[1] on memory accesses due to translation table walks using TTBR0_EL3 if HWEN060 is set.	0b0
[8]	HWVAL059	Value of PBHA[0] on memory accesses due to translation table walks using TTBR0_EL3 if HWEN059 is set.	0b0
[7:4]	RES0	Reserved	RES0
[3]	HWEN062	Enable use of PBHA[3] on memory accesses due to translation table walks using TTBR0_EL3. If this bit is clear, PBHA[3] will be 0 on translation table walks.	0b0
[2]	HWEN061	Enable use of PBHA[2] on memory accesses due to translation table walks using TTBR0_EL3. If this bit is clear, PBHA[2] will be 0 on translation table walks.	0b0
[1]	HWEN060	Enable use of PBHA[1] on memory accesses due to translation table walks using TTBR0_EL3. If this bit is clear, PBHA[1] will be 0 on translation table walks.	0b0
[0]	HWEN059	Enable use of PBHA[0] on memory accesses due to translation table walks using TTBR0_EL3. If this bit is clear, PBHA[0] will be 0 on translation table walks.	0b0

### Access

MRS <Xt>, S3\_6\_C15\_C7\_0

op0	op1	CRn	CRm	op2
0b11	0b110	0b1111	0b0111	0b000

MSR S3\_6\_C15\_C7\_0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b1111	0b0111	0b000



## Accessibility

MRS <Xt>, S3\_6\_C15\_C7\_0

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    UNDEFINED;
elseif PSTATE.EL == EL3 then
    X[t, 64] = IMP_ATCR_EL3;

```

MSR S3\_6\_C15\_C7\_0, <Xt>

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    UNDEFINED;
elseif PSTATE.EL == EL3 then
    IMP_ATCR_EL3 = X[t, 64];

```

### A.1.37 IMP\_CPUPSELR\_EL3, Selected Instruction Private Select Register

Selects the current instruction patch register for subsequent accesses to AArch64-IMP\_CPUPCR\_EL3, AArch64-IMP\_CPUPOR\_EL3, AArch64-IMP\_CPUPMR\_EL3, AArch64-IMP\_CPUPOR2\_EL3, AArch64-IMP\_CPUPMR2\_EL3, and AArch64-IMP\_CPUPFR\_EL3

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Functional group

Generic System Control

##### Access type

See bit descriptions

##### Reset value

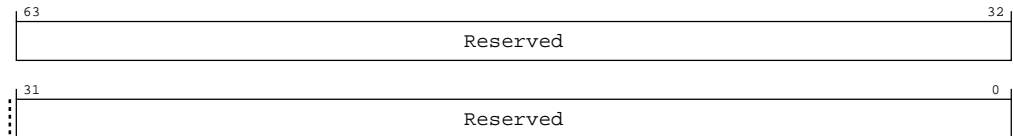
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure A-37: AArch64\_imp\_cpupselr\_el3 bit assignments**



**Table A-118: IMP\_CPUPSELR\_EL3 bit descriptions**

Bits	Name	Description	Reset
[63:0]	Reserved	Reserved for Arm internal use.	64 {x}

#### Access

MRS <Xt>, S3\_6\_C15\_C8\_0

op0	op1	CRn	CRm	op2
0b11	0b110	0b1111	0b1000	0b000

MSR S3\_6\_C15\_C8\_0, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b1111	0b1000	0b000

#### Accessibility

MRS <Xt>, S3\_6\_C15\_C8\_0

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    UNDEFINED;
elseif PSTATE.EL == EL3 then
    X[t, 64] = IMP_CPUPSELR_EL3;
    
```

MSR S3\_6\_C15\_C8\_0, <Xt>

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    UNDEFINED;
    
```

```
elseif PSTATE.EL == EL3 then
    IMP_CPUPSELR_EL3 = X[t, 64];
```

### A.1.38 IMP\_CPUPCR\_EL3, Selected Instruction Private Control Register

Configures current Instruction Patch selected by AArch64-IMP\_CPUPSELR\_EL3.SEL.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

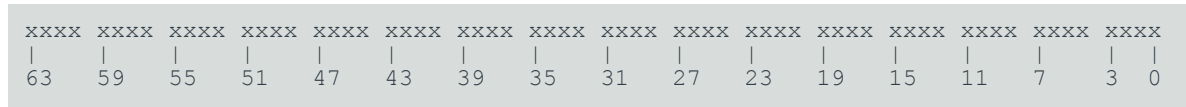
##### Functional group

Generic System Control

##### Access type

See bit descriptions

##### Reset value



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-38: AArch64\_imp\_cpupcr\_el3 bit assignments

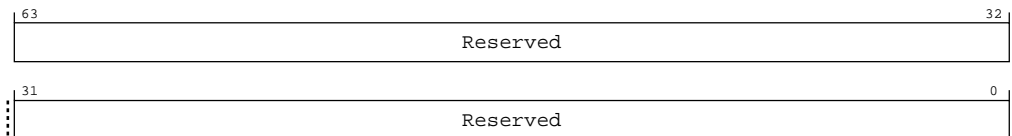


Table A-121: IMP\_CPUPCR\_EL3 bit descriptions

Bits	Name	Description	Reset
[63:0]	Reserved	Reserved for Arm internal use.	64 {x}

#### Access

MRS <Xt>, S3\_6\_C15\_C8\_1

op0	op1	CRn	CRm	op2
0b11	0b110	0b1111	0b1000	0b001

MSR S3\_6\_C15\_C8\_1, &lt;Xt&gt;

op0	op1	CRn	CRm	op2
0b11	0b110	0b1111	0b1000	0b001

### Accessibility

MRS &lt;Xt&gt;, S3\_6\_C15\_C8\_1

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    UNDEFINED;
elseif PSTATE.EL == EL3 then
    X[t, 64] = IMP_CPUPCR_EL3;

```

MSR S3\_6\_C15\_C8\_1, &lt;Xt&gt;

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    UNDEFINED;
elseif PSTATE.EL == EL3 then
    IMP_CPUPCR_EL3 = X[t, 64];

```

## A.1.39 IMP\_CPUPOR\_EL3, Selected Instruction Private Opcode Register

Opcode for current Instruction Patch selected by AArch64-IMP\_CPUPSELR\_EL3.SEL.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

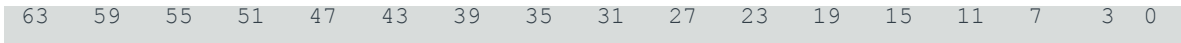
Generic System Control

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------



Note

Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-39: AArch64\_imp\_cpupor\_el3 bit assignments

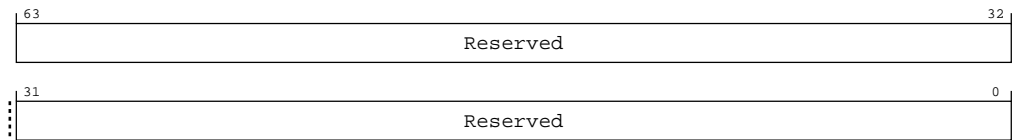


Table A-124: IMP\_CPUPOR\_EL3 bit descriptions

Bits	Name	Description	Reset
[63:0]	Reserved	Reserved for Arm internal use.	64 {x}

### Access

MRS <Xt>, S3\_6\_C15\_C8\_2

op0	op1	CRn	CRm	op2
0b11	0b110	0b1111	0b1000	0b010

MSR S3\_6\_C15\_C8\_2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b1111	0b1000	0b010

### Accessibility

MRS <Xt>, S3\_6\_C15\_C8\_2

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    UNDEFINED;
elseif PSTATE.EL == EL3 then
    X[t, 64] = IMP_CPUPOR_EL3;
    
```

MSR S3\_6\_C15\_C8\_2, <Xt>

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    
```

```

    UNDEFINED;
    elsif PSTATE.EL == EL2 then
        UNDEFINED;
    elsif PSTATE.EL == EL3 then
        IMP_CPUPOR_EL3 = X[t, 64];
    
```

### A.1.40 IMP\_CPUPMR\_EL3, Selected Instruction Private Mask Register

Mask for current Instruction Patch selected by AArch64-IMP\_CPUPSELR\_EL3.SEL.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

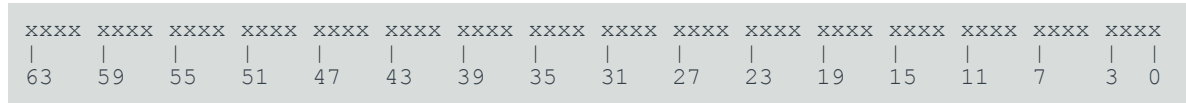
##### Functional group

Generic System Control

##### Access type

See bit descriptions

##### Reset value



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-40: AArch64\_imp\_cpupmr\_el3 bit assignments

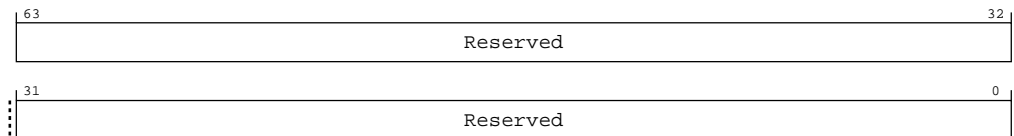


Table A-127: IMP\_CPUPMR\_EL3 bit descriptions

Bits	Name	Description	Reset
[63:0]	Reserved	Reserved for Arm internal use.	64 {x}

## Access

MRS <Xt>, S3\_6\_C15\_C8\_3

op0	op1	CRn	CRm	op2
0b11	0b110	0b1111	0b1000	0b011

MSR S3\_6\_C15\_C8\_3, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b1111	0b1000	0b011

## Accessibility

MRS <Xt>, S3\_6\_C15\_C8\_3

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    UNDEFINED;
elseif PSTATE.EL == EL3 then
    X[t, 64] = IMP_CPUPMR_EL3;

```

MSR S3\_6\_C15\_C8\_3, <Xt>

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    UNDEFINED;
elseif PSTATE.EL == EL3 then
    IMP_CPUPMR_EL3 = X[t, 64];

```

## A.1.41 IMP\_CPUPOR2\_EL3, Selected Instruction Private Opcode Register 2

Opcode exclusion for current Instruction Patch selected by AArch64-IMP\_CPUPSELR\_EL3.SEL.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

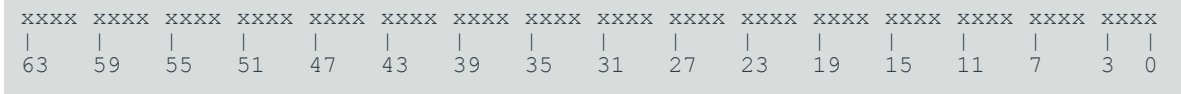
#### Functional group

Generic System Control

#### Access type

See bit descriptions

### Reset value



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-41: AArch64\_imp\_cpupor2\_el3 bit assignments

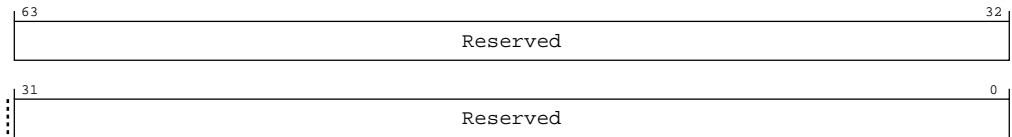


Table A-130: IMP\_CPUPOR2\_EL3 bit descriptions

Bits	Name	Description	Reset
[63:0]	Reserved	Reserved for Arm internal use.	64 {x}

### Access

MRS <Xt>, S3\_6\_C15\_C8\_4

op0	op1	CRn	CRm	op2
0b11	0b110	0b1111	0b1000	0b100

MSR S3\_6\_C15\_C8\_4, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b1111	0b1000	0b100

### Accessibility

MRS <Xt>, S3\_6\_C15\_C8\_4

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    UNDEFINED;
elseif PSTATE.EL == EL3 then
    X[t, 64] = IMP_CPUPOR2_EL3;

```



MSR S3\_6\_C15\_C8\_4, <Xt>

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    UNDEFINED;
elseif PSTATE.EL == EL3 then
    IMP_CPUPOR2_EL3 = X[t, 64];
    
```

## A.1.42 IMP\_CPUPMR2\_EL3, Selected Instruction Private Mask Register 2

Mask exclusion for current Instruction Patch selected by AArch64-IMP\_CPUPSELR\_EL3.SEL.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Generic System Control

#### Access type

See bit descriptions

#### Reset value

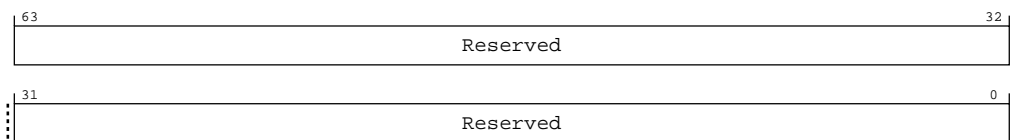
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-42: AArch64\_imp\_cpupmr2\_el3 bit assignments



**Table A-133: IMP\_CPUPMR2\_EL3 bit descriptions**

Bits	Name	Description	Reset
[63:0]	Reserved	Reserved for Arm internal use.	64 {x}

**Access**

MRS &lt;Xt&gt;, S3\_6\_C15\_C8\_5

op0	op1	CRn	CRm	op2
0b11	0b110	0b1111	0b1000	0b101

MSR S3\_6\_C15\_C8\_5, &lt;Xt&gt;

op0	op1	CRn	CRm	op2
0b11	0b110	0b1111	0b1000	0b101

**Accessibility**

MRS &lt;Xt&gt;, S3\_6\_C15\_C8\_5

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    UNDEFINED;
elseif PSTATE.EL == EL3 then
    X[t, 64] = IMP_CPUPMR2_EL3;

```

MSR S3\_6\_C15\_C8\_5, &lt;Xt&gt;

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    UNDEFINED;
elseif PSTATE.EL == EL3 then
    IMP_CPUPMR2_EL3 = X[t, 64];

```

**A.1.43 IMP\_CPUPFR\_EL3, Selected Instruction Private Flag Register**

Instruction Patch flags for current Instruction Patch selected by AArch64-IMP\_CPUPSELR\_EL3.SEL.

**Configurations**

This register is available in all configurations.

**Attributes**

**Width**

64

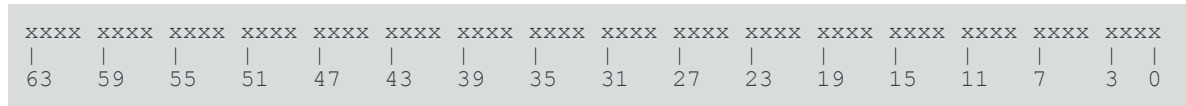
**Functional group**

Generic System Control

**Access type**

See bit descriptions

**Reset value**

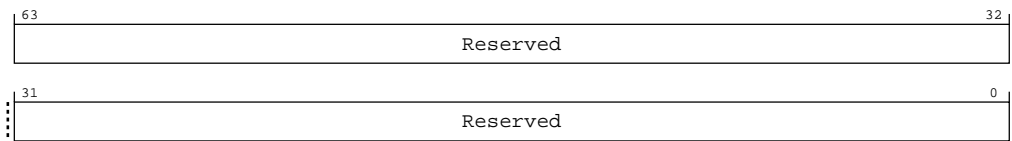


Note

Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure A-43: AArch64\_imp\_cpupfr\_el3 bit assignments**



**Table A-136: IMP\_CPUPFR\_EL3 bit descriptions**

Bits	Name	Description	Reset
[63:0]	Reserved	Reserved for Arm internal use.	64 {x}

**Access**

MRS <Xt>, S3\_6\_C15\_C8\_6

op0	op1	CRn	CRm	op2
0b11	0b110	0b1111	0b1000	0b110

MSR S3\_6\_C15\_C8\_6, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b1111	0b1000	0b110

## Accessibility

MRS <Xt>, S3\_6\_C15\_C8\_6

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    X[t, 64] = IMP_CPUPFR_EL3;

```

MSR S3\_6\_C15\_C8\_6, <Xt>

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    IMP_CPUPFR_EL3 = X[t, 64];

```

## A.2 AArch64 Random number control registers summary

The following summary table provides an overview of all Random number control registers in the core.

For more information on registers listed in the table, click on the link associated with the register name.

For registers without a listed reset value, refer to the individual field resets documented on the register description pages or to the [Arm® Architecture Reference Manual for A-profile architecture](#).

**Table A-139: Random number control registers summary**

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
<a href="#">IMP_CPUPPMPDPCR_EL1</a>	3	0	C15	C2	4	See individual bit resets.	64-bit	Performance and Power Management PDP Control Register
<a href="#">IMP_CPUPPMCR_EL3</a>	3	6	C15	C2	0	See individual bit resets.	64-bit	Global Performance and Power Management Configuration Register
<a href="#">IMP_CPUMPMMCR_EL3</a>	3	6	C15	C2	1	See individual bit resets.	64-bit	Global MPMM Control Register
<a href="#">IMP_CPUPPMCR4_EL3</a>	3	6	C15	C2	4	See individual bit resets.	64-bit	CPU Power Performance Management Control Register
<a href="#">IMP_CPUPPMCR5_EL3</a>	3	6	C15	C2	5	See individual bit resets.	64-bit	CPU Power Performance Management Control Register
<a href="#">IMP_CPUPPMCR6_EL3</a>	3	6	C15	C2	6	See individual bit resets.	64-bit	CPU Power Performance Management Control Register

## A.2.1 IMP\_CPUPPMPDPCR\_EL1, Performance and Power Management PDP Control Register

Provides **IMPLEMENTATION DEFINED** control of the Performance Defined Power (PDP) feature.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xx00	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xx00
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Note

Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-44: AArch64\_imp\_cpupmpdpcr\_el1 bit assignments

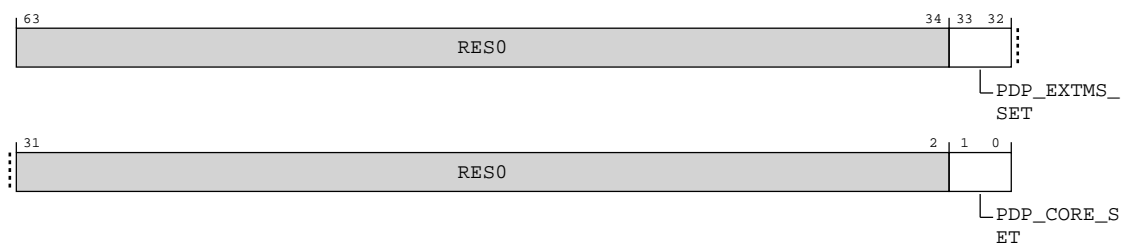


Table A-140: IMP\_CPUPPMPDPCR\_EL1 bit descriptions

Bits	Name	Description	Reset
[63:34]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[33:32]	PDP_EXTMS_SET	External memory system PDP Aggressiveness  <b>0b00</b> Disable PDP  <b>0b01</b> Enable PDP at low aggressiveness  <b>0b10</b> Enable PDP at medium aggressiveness  <b>0b11</b> Enable PDP at high aggressiveness	0b00
[31:2]	RES0	Reserved	RES0
[1:0]	PDP_CORE_SET	Core PDP Aggressiveness  <b>0b00</b> Disable PDP  <b>0b01</b> Enable PDP at low aggressiveness  <b>0b10</b> Enable PDP at medium aggressiveness  <b>0b11</b> Enable PDP at high aggressiveness	0b00

### Access

MRS <Xt>, S3\_0\_C15\_C2\_4

op0	op1	CRn	CRm	op2
0b11	0b000	0b1111	0b0010	0b100

MSR S3\_0\_C15\_C2\_4, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1111	0b0010	0b100

### Accessibility

MRS <Xt>, S3\_0\_C15\_C2\_4

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TIDCP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = IMP_CPUPPMPDPCR_EL1;
elseif PSTATE.EL == EL2 then
    X[t, 64] = IMP_CPUPPMPDPCR_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = IMP_CPUPPMPDPCR_EL1;

```

MSR S3\_0\_C15\_C2\_4, &lt;Xt&gt;

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TIDCP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        IMP_CPUPPMPDPCR_EL1 = X[t, 64];
elseif PSTATE.EL == EL2 then
    IMP_CPUPPMPDPCR_EL1 = X[t, 64];
elseif PSTATE.EL == EL3 then
    IMP_CPUPPMPDPCR_EL1 = X[t, 64];

```

## A.2.2 IMP\_CPUPPMCR\_EL3, Global Performance and Power Management Configuration Register

Provides **IMPLEMENTATION DEFINED** control and discovery of the Performance and Power Management (PPM) features.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

#### Access type

See bit descriptions

#### Reset value

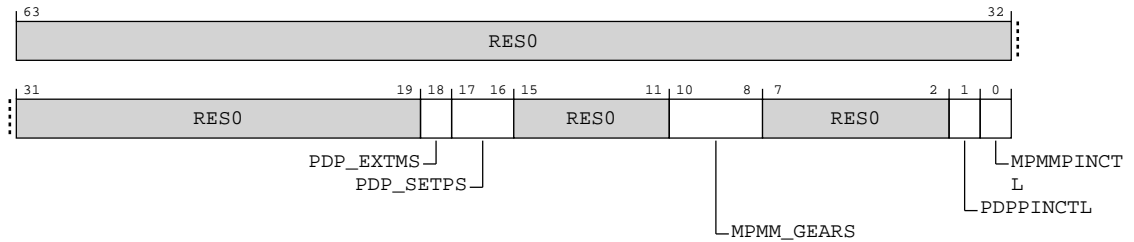
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	x111	xxxx	x011	xxxx	xx00
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure A-45: AArch64\_imp\_cpuppmcr\_el3 bit assignments**



**Table A-143: IMP\_CPUPPMCR\_EL3 bit descriptions**

Bits	Name	Description	Reset
[63:19]	RESO	Reserved	RESO
[18]	PDP_EXTMS	External memory system PDP control <b>0b1</b> Independent external memory system PDP control is implemented	0b1
[17:16]	PDP_SETPS	Number of PDP Setpoints Implemented <b>0b11</b> 3 PDP setpoints are implemented	0b11
[15:11]	RESO	Reserved	RESO
[10:8]	MPMM_GEARs	Number of MPMM Gears Implemented <b>0b011</b> 3 MPMM gears are implemented	0b011
[7:2]	RESO	Reserved	RESO
[1]	PDPPINCTL	PDP Pin Control Enabled <b>0b0</b> PDP control through SPR and utility bus <b>0b1</b> PDP control through pin only	0b0
[0]	MPMPINCTL	MPMM Pin Control Enabled <b>0b0</b> MPMM control through SPR and utility bus <b>0b1</b> MPMM control through pin only	0b0

### Access

MRS <Xt>, S3\_6\_C15\_C2\_0

op0	op1	CRn	CRm	op2
0b11	0b110	0b1111	0b0010	0b000

MSR S3\_6\_C15\_C2\_0, <Xt>



op0	op1	CRn	CRm	op2
0b11	0b110	0b1111	0b0010	0b000

### Accessibility

MRS <Xt>, S3\_6\_C15\_C2\_0

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    UNDEFINED;
elseif PSTATE.EL == EL3 then
    X[t, 64] = IMP_CPUPPMCR_EL3;

```

MSR S3\_6\_C15\_C2\_0, <Xt>

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    UNDEFINED;
elseif PSTATE.EL == EL3 then
    IMP_CPUPPMCR_EL3 = X[t, 64];

```

## A.2.3 IMP\_CPUPPMCR\_EL3, Global MPMM Control Register

Provides **IMPLEMENTATION DEFINED** control of the Maximum Power Mitigation Mechanism (MPMM) feature.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

#### Access type

See bit descriptions

#### Reset value

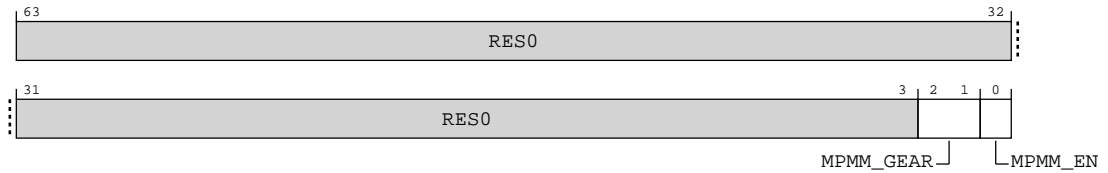
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	x000
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure A-46: AArch64\_imp\_cpumpmmcr\_el3 bit assignments**



**Table A-146: IMP\_CPUMPMMCR\_EL3 bit descriptions**

Bits	Name	Description	Reset
[63:3]	RES0	Reserved	RES0
[2:1]	MPMM_GEAR	MPMM Gear Select  <b>0b00</b> Select MPMM Gear 0  <b>0b01</b> Select MPMM Gear 1  <b>0b10</b> Select MPMM Gear 2  <b>0b11</b> Select MPMM Gear 3	0b00
[0]	MPMM_EN	MPMM Master Enable  <b>0b0</b> MPMM is disabled  <b>0b1</b> MPMM is enabled	0b0

### Access

MRS <Xt>, S3\_6\_C15\_C2\_1

op0	op1	CRn	CRm	op2
0b11	0b110	0b1111	0b0010	0b001

MSR S3\_6\_C15\_C2\_1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b1111	0b0010	0b001

## Accessibility

MRS <Xt>, S3\_6\_C15\_C2\_1

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    X[t, 64] = IMP_CPUMPMCR_EL3;

```

MSR S3\_6\_C15\_C2\_1, <Xt>

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    IMP_CPUMPMCR_EL3 = X[t, 64];

```

## A.2.4 IMP\_CPUPPMCR4\_EL3, CPU Power Performance Management Control Register

This register contains control bits that affect the CPU behavior

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0

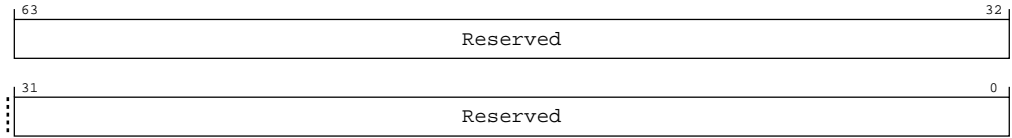


Note

Where the reset reads xxxx, see individual bits.

## Bit descriptions

**Figure A-47: AArch64\_imp\_cpuppmcr4\_el3 bit assignments**



**Table A-149: IMP\_CPUPPMCR4\_EL3 bit descriptions**

Bits	Name	Description	Reset
[63:0]	Reserved	Reserved for Arm internal use.	64 {x}

### Access

MRS <Xt>, S3\_6\_C15\_C2\_4

op0	op1	CRn	CRm	op2
0b11	0b110	0b1111	0b0010	0b100

MSR S3\_6\_C15\_C2\_4, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b1111	0b0010	0b100

### Accessibility

MRS <Xt>, S3\_6\_C15\_C2\_4

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    UNDEFINED;
elseif PSTATE.EL == EL3 then
    X[t, 64] = IMP_CPUPPMCR4_EL3;
    
```

MSR S3\_6\_C15\_C2\_4, <Xt>

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    UNDEFINED;
elseif PSTATE.EL == EL3 then
    IMP_CPUPPMCR4_EL3 = X[t, 64];
    
```

## A.2.5 IMP\_CPUPPMCR5\_EL3, CPU Power Performance Management Control Register

This register contains control bits that affect the CPU behavior

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3	0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-48: AArch64\_imp\_cpuppmcr5\_el3 bit assignments

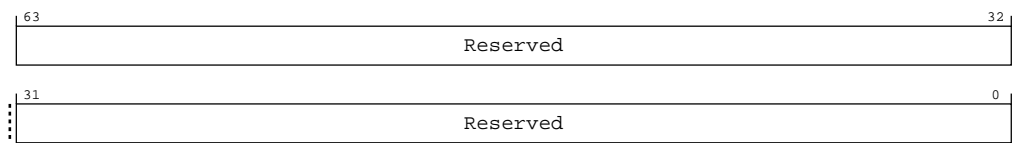


Table A-152: IMP\_CPUPPMCR5\_EL3 bit descriptions

Bits	Name	Description	Reset
[63:0]	Reserved	Reserved for Arm internal use.	64 {x}

### Access

MRS <Xt>, S3\_6\_C15\_C2\_5

op0	op1	CRn	CRm	op2
0b11	0b110	0b1111	0b0010	0b101

MSR S3\_6\_C15\_C2\_5, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b1111	0b0010	0b101

### Accessibility

MRS <Xt>, S3\_6\_C15\_C2\_5

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    UNDEFINED;
elseif PSTATE.EL == EL3 then
    X[t, 64] = IMP_CPUPPMCR5_EL3;
```

MSR S3\_6\_C15\_C2\_5, <Xt>

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    UNDEFINED;
elseif PSTATE.EL == EL3 then
    IMP_CPUPPMCR5_EL3 = X[t, 64];
```

## A.2.6 IMP\_CPUPPMCR6\_EL3, CPU Power Performance Management Control Register

This register contains control bits that affect the CPU behavior

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

#### Access type

See bit descriptions

#### Reset value

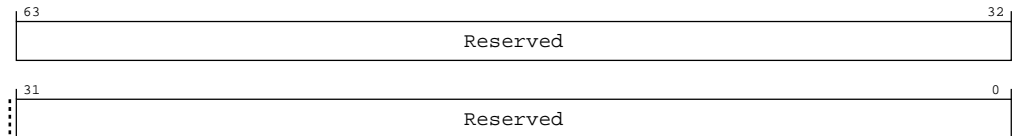
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure A-49: AArch64\_imp\_cpuppmcr6\_el3 bit assignments**



**Table A-155: IMP\_CPUPPMCR6\_EL3 bit descriptions**

Bits	Name	Description	Reset
[63:0]	Reserved	Reserved for Arm internal use.	64 { x }

#### Access

MRS <Xt>, S3\_6\_C15\_C2\_6

op0	op1	CRn	CRm	op2
0b11	0b110	0b1111	0b0010	0b110

MSR S3\_6\_C15\_C2\_6, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b1111	0b0010	0b110

#### Accessibility

MRS <Xt>, S3\_6\_C15\_C2\_6

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    UNDEFINED;
elseif PSTATE.EL == EL3 then
    X[t, 64] = IMP_CPUPPMCR6_EL3;
    
```

MSR S3\_6\_C15\_C2\_6, <Xt>

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    UNDEFINED;
    
```

```
elseif PSTATE.EL == EL3 then
    IMP_CPUPPMCR6_EL3 = X[t, 64];
```

## A.3 AArch64 Debug registers summary

The following summary table provides an overview of all Debug registers in the core.

For more information on registers listed in the table, click on the link associated with the register name.

If a register does not have a link in the summary table, you can find more information about this Architecturally defined register in the [Arm® Architecture Reference Manual for A-profile architecture](#).

For registers without a listed reset value, refer to the individual field resets documented on the register description pages or to the [Arm® Architecture Reference Manual for A-profile architecture](#).

**Table A-158: Debug registers summary**

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
<a href="#">OSDTRRX_EL1</a>	2	0	C0	C0	2	See individual bit resets.	64-bit	OS Lock Data Transfer Register, Receive
<a href="#">DBGBVR0_EL1</a>	2	0	C0	C0	4	See individual bit resets.	64-bit	Debug Breakpoint Value Registers
<a href="#">DBGBCR0_EL1</a>	2	0	C0	C0	5	See individual bit resets.	64-bit	Debug Breakpoint Control Registers
<a href="#">DBGWVR0_EL1</a>	2	0	C0	C0	6	See individual bit resets.	64-bit	Debug Watchpoint Value Registers
<a href="#">DBGWCR0_EL1</a>	2	0	C0	C0	7	See individual bit resets.	64-bit	Debug Watchpoint Control Registers
<a href="#">DBGBVR1_EL1</a>	2	0	C0	C1	4	See individual bit resets.	64-bit	Debug Breakpoint Value Registers
<a href="#">DBGBCR1_EL1</a>	2	0	C0	C1	5	See individual bit resets.	64-bit	Debug Breakpoint Control Registers
<a href="#">DBGWVR1_EL1</a>	2	0	C0	C1	6	See individual bit resets.	64-bit	Debug Watchpoint Value Registers
<a href="#">DBGWCR1_EL1</a>	2	0	C0	C1	7	See individual bit resets.	64-bit	Debug Watchpoint Control Registers
<a href="#">MDCCINT_EL1</a>	2	0	C0	C2	0	See individual bit resets.	64-bit	Monitor DCC Interrupt Enable Register
<a href="#">MDSCR_EL1</a>	2	0	C0	C2	2	See individual bit resets.	64-bit	Monitor Debug System Control Register
<a href="#">DBGBVR2_EL1</a>	2	0	C0	C2	4	See individual bit resets.	64-bit	Debug Breakpoint Value Registers
<a href="#">DBGBCR2_EL1</a>	2	0	C0	C2	5	See individual bit resets.	64-bit	Debug Breakpoint Control Registers
<a href="#">DBGWVR2_EL1</a>	2	0	C0	C2	6	See individual bit resets.	64-bit	Debug Watchpoint Value Registers
<a href="#">DBGWCR2_EL1</a>	2	0	C0	C2	7	See individual bit resets.	64-bit	Debug Watchpoint Control Registers
<a href="#">OSDTRTX_EL1</a>	2	0	C0	C3	2	See individual bit resets.	64-bit	OS Lock Data Transfer Register, Transmit
<a href="#">DBGBVR3_EL1</a>	2	0	C0	C3	4	See individual bit resets.	64-bit	Debug Breakpoint Value Registers
<a href="#">DBGBCR3_EL1</a>	2	0	C0	C3	5	See individual bit resets.	64-bit	Debug Breakpoint Control Registers
<a href="#">DBGWVR3_EL1</a>	2	0	C0	C3	6	See individual bit resets.	64-bit	Debug Watchpoint Value Registers
<a href="#">DBGWCR3_EL1</a>	2	0	C0	C3	7	See individual bit resets.	64-bit	Debug Watchpoint Control Registers
<a href="#">DBGBVR4_EL1</a>	2	0	C0	C4	4	See individual bit resets.	64-bit	Debug Breakpoint Value Registers
<a href="#">DBGBCR4_EL1</a>	2	0	C0	C4	5	See individual bit resets.	64-bit	Debug Breakpoint Control Registers
<a href="#">DBGBVR5_EL1</a>	2	0	C0	C5	4	See individual bit resets.	64-bit	Debug Breakpoint Value Registers
<a href="#">DBGBCR5_EL1</a>	2	0	C0	C5	5	See individual bit resets.	64-bit	Debug Breakpoint Control Registers



Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
OSECCR_EL1	2	0	C0	C6	2	See individual bit resets.	64-bit	OS Lock Exception Catch Control Register
MDRAR_EL1	2	0	C1	C0	0	See individual bit resets.	64-bit	Monitor Debug ROM Address Register
OSLAR_EL1	2	0	C1	C0	4	See individual bit resets.	64-bit	OS Lock Access Register
OSLSR_EL1	2	0	C1	C1	4	See individual bit resets.	64-bit	OS Lock Status Register
OSDLR_EL1	2	0	C1	C3	4	See individual bit resets.	64-bit	OS Double Lock Register
DBGPRCR_EL1	2	0	C1	C4	4	See individual bit resets.	64-bit	Debug Power Control Register
DBGCLAIMSET_EL1	2	0	C7	C8	6	See individual bit resets.	64-bit	Debug CLAIM Tag Set register
DBGCLAIMCLR_EL1	2	0	C7	C9	6	See individual bit resets.	64-bit	Debug CLAIM Tag Clear register
DBGAUTHSTATUS_EL1	2	0	C7	C14	6	See individual bit resets.	64-bit	Debug Authentication Status register
MDCCSR_ELO	2	3	C0	C1	0	See individual bit resets.	64-bit	Monitor DCC Status Register
DBGDTR_ELO	2	3	C0	C4	0	See individual bit resets.	64-bit	Debug Data Transfer Register, half-duplex
DBGDTRRX_ELO	2	3	C0	C5	0	See individual bit resets.	64-bit	Debug Data Transfer Register, Receive
DBGDTRTX_ELO	2	3	C0	C5	0	See individual bit resets.	64-bit	Debug Data Transfer Register, Transmit
TRFCR_EL1	3	0	C1	C2	1	See individual bit resets.	64-bit	Trace Filter Control Register (EL1)
MDCR_EL2	3	4	C1	C1	1	See individual bit resets.	64-bit	Monitor Debug Configuration Register (EL2)
TRFCR_EL2	3	4	C1	C2	1	See individual bit resets.	64-bit	Trace Filter Control Register (EL2)
IMP_IDATA0_EL3	3	6	C15	C0	0	See individual bit resets.	64-bit	Instruction Register 0
IMP_IDATA1_EL3	3	6	C15	C0	1	See individual bit resets.	64-bit	Instruction Register 1
IMP_IDATA2_EL3	3	6	C15	C0	2	See individual bit resets.	64-bit	Instruction Register 2
IMP_DDATA0_EL3	3	6	C15	C1	0	See individual bit resets.	64-bit	Data Register 0
IMP_DDATA1_EL3	3	6	C15	C1	1	See individual bit resets.	64-bit	Data Register 1
IMP_DDATA2_EL3	3	6	C15	C1	2	See individual bit resets.	64-bit	Data Register 2

### A.3.1 DBGBVR0\_EL1, Debug Breakpoint Value Registers

Holds a virtual address, or a VMID and/or a context ID, for use in breakpoint matching. Forms breakpoint *n* together with control register AArch64-DBGBCR<*n*>\_EL1.

#### Configurations

How this register is interpreted depends on the value of AArch64-DBGBCR<*n*>\_EL1.BT.

- When AArch64-DBGBCR<*n*>\_EL1.BT is 0b000x, this register holds a virtual address.
- When AArch64-DBGBCR<*n*>\_EL1.BT is 0b001x, 0b011x, or 0b110x, this register holds a Context ID.
- When AArch64-DBGBCR<*n*>\_EL1.BT is 0b100x, this register holds a VMID.
- When AArch64-DBGBCR<*n*>\_EL1.BT is 0b101x, this register holds a VMID and a Context ID.
- When AArch64-DBGBCR<*n*>\_EL1.BT is 0b111x, this register holds two Context ID values.

For other values of AArch64-DBGBCR<*n*>\_EL1.BT, this register is RES0.

If breakpoint *n* is not implemented then accesses to this register are UNDEFINED.

**Attributes**

**Width**

64

**Functional group**

Debug registers

**Access type**

See bit descriptions

**Reset value**

**When AArch64-DBGBCR0\_EL1.BT == '000x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When AArch64-DBGBCR0\_EL1.BT == '001x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When AArch64-DBGBCR0\_EL1.BT == '011x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When AArch64-DBGBCR0\_EL1.BT == '100x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When AArch64-DBGBCR0\_EL1.BT == '101x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When AArch64-DBGBCR0\_EL1.BT == '110x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When AArch64-DBGBCR0\_EL1.BT == '111x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

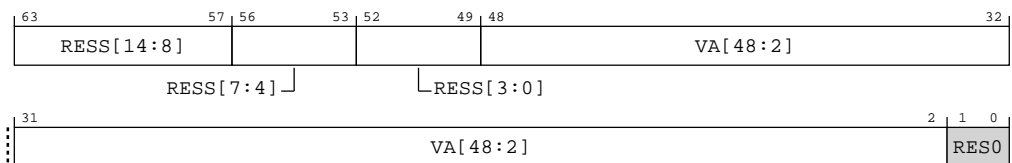


Where the reset reads xxxx, see individual bits.

**Bit descriptions**

When AArch64-DBGBCR0\_EL1.BT == '000'

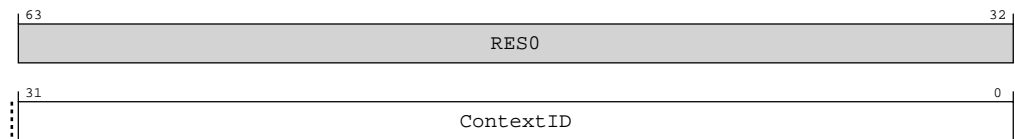
**Figure A-50: AArch64\_dbgvr0\_el1 bit assignments**



**Table A-159: DBGVRO\_EL1 bit descriptions**

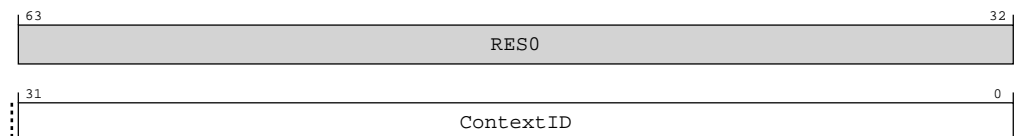
Bits	Name	Description	Reset
[63:57]	RESS[14:8]	Reserved, Sign extended. Software must set all bits in this field to the same value as the most significant bit of the VA field. If all bits in this field are not the same value as the most significant bit of the VA field, then all of the following apply: <ul style="list-style-type: none"> <li>It is <b>CONSTRAINED UNPREDICTABLE</b> whether the PE ignores this field when comparing an address.</li> <li>If the breakpoint is not context-aware, it is <b>IMPLEMENTATION DEFINED</b> whether the value read back in each bit of this field is a copy of the most significant bit of the VA field or the value written.</li> </ul>	7 {x}
[56:53]	RESS[7:4]	Extension to RESS[14:8]. For more information, see RESS[14:8].	xxxx
[52:49]	RESS[3:0]	Extension to RESS[14:8]. For more information, see RESS[14:8].	xxxx
[48:2]	VA[48:2]	Bits[48:2] of the address value for comparison.	47 {x}
[1:0]	RES0	Reserved	RES0

When AArch64-DBGBCRO\_EL1.BT == '001'

**Figure A-51: AArch64\_dbgvr0\_el1 bit assignments****Table A-160: DBGVRO\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31:0]	ContextID	Context ID value for comparison.  The value is compared against AArch64-CONTEXTIDR_EL2 when (FEAT_VHE is implemented or FEAT_Debugv8p2 is implemented), AArch64-HCR_EL2.E2H is 1, and either: <ul style="list-style-type: none"> <li>The PE is executing at EL2.</li> <li>AArch64-HCR_EL2.TGE is 1, the PE is executing at EL0, and EL2 is enabled in the current Security state.</li> </ul> Otherwise, the value is compared against AArch64-CONTEXTIDR_EL1.	32 {x}

When AArch64-DBGBCRO\_EL1.BT == '011'

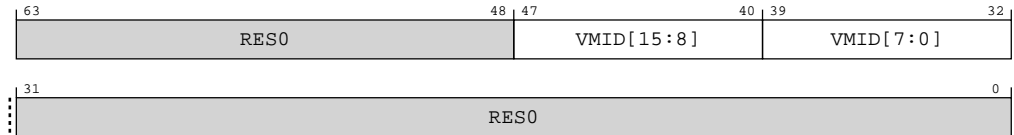
**Figure A-52: AArch64\_dbgvr0\_el1 bit assignments**

**Table A-161: DBGBCR0\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31:0]	ContextID	Context ID value for comparison against AArch64-CONTEXTIDR_EL1.	32 {x}

When AArch64-DBGBCR0\_EL1.BT == '100'

**Figure A-53: AArch64\_dbgbcr0\_el1 bit assignments**

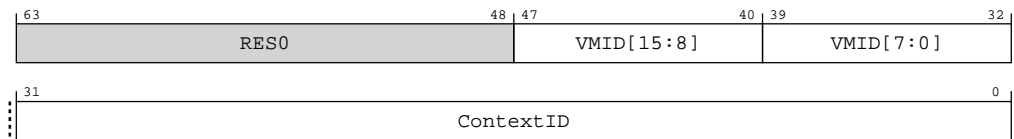


**Table A-162: DBGBCR0\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:48]	RES0	Reserved	RES0
[47:40]	VMID[15:8]	<b>When AArch64-VTCR_EL2.VS == '1'</b> Extension to VMID[7:0]. For more information, see DBGBCR<n>_EL1.VMID[7:0].  <b>Otherwise</b> RES0	8 {x}
[39:32]	VMID[7:0]	VMID value for comparison.  The VMID is 8 bits when any of the following are true: <ul style="list-style-type: none"> <li>• AArch64-VTCR_EL2.VS is 0.</li> <li>• FEAT_VMID16 is not implemented.</li> </ul>	8 {x}
[31:0]	RES0	Reserved	RES0

When AArch64-DBGBCR0\_EL1.BT == '101'

**Figure A-54: AArch64\_dbgbcr0\_el1 bit assignments**



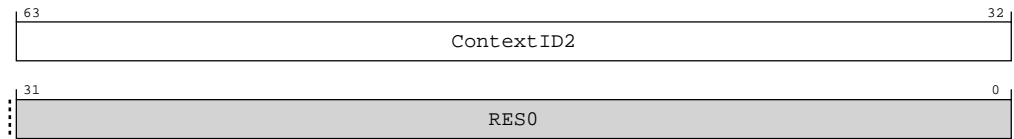
**Table A-163: DBGBCR0\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:48]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[47:40]	VMID[15:8]	<b>When AArch64-VTCR_EL2.VS == '1'</b> Extension to VMID[7:0]. For more information, see DBGVCR<n>_EL1.VMID[7:0].  <b>Otherwise</b> RES0	8 {x}
[39:32]	VMID[7:0]	VMID value for comparison.  The VMID is 8 bits when any of the following are true: <ul style="list-style-type: none"> <li>• AArch64-VTCR_EL2.VS is 0.</li> <li>• FEAT_VMID16 is not implemented.</li> </ul>	8 {x}
[31:0]	ContextID	Context ID value for comparison against AArch64-CONTEXTIDR_EL1.	32 {x}

When AArch64-DBGBCR0\_EL1.BT == '110'

**Figure A-55: AArch64\_dbgvcr0\_el1 bit assignments**

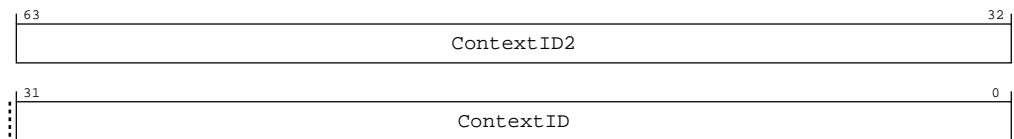


**Table A-164: DBGVCR0\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	ContextID2	Context ID value for comparison against AArch64-CONTEXTIDR_EL2.	32 {x}
[31:0]	RES0	Reserved	RES0

When AArch64-DBGBCR0\_EL1.BT == '111'

**Figure A-56: AArch64\_dbgvcr0\_el1 bit assignments**



**Table A-165: DBGVCR0\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	ContextID2	Context ID value for comparison against AArch64-CONTEXTIDR_EL2.	32 {x}
[31:0]	ContextID	Context ID value for comparison against AArch64-CONTEXTIDR_EL1.	32 {x}

**Access**

MRS <Xt>, DBGVCR0\_EL1

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0000	0b100

MSR DBGVRO\_EL1, &lt;Xt&gt;

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0000	0b100

## Accessibility

MRS &lt;Xt&gt;, DBGVRO\_EL1

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.DBGBVRn_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        X[t, 64] = DBGVRO_EL1[0];
elseif PSTATE.EL == EL2 then
    if MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        X[t, 64] = DBGVRO_EL1[0];
elseif PSTATE.EL == EL3 then
    if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        X[t, 64] = DBGVRO_EL1[0];

```

MSR DBGVRO\_EL1, &lt;Xt&gt;

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.DBGBVRn_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGVRO_EL1[0] = X[t, 64];
elseif PSTATE.EL == EL2 then

```

```

if MDCR_EL3.TDA == '1' then
    if Halted() && EDSCR.SDD == '1' then
        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
    Halt(DebugHalt_SoftwareAccess);
else
    DBGVCR_EL1[0] = X[t, 64];
elseif PSTATE.EL == EL3 then
    if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGVCR_EL1[0] = X[t, 64];

```

### A.3.2 DBGBCR0\_EL1, Debug Breakpoint Control Registers

Holds control information for a breakpoint. Forms breakpoint n together with value register AArch64-DBGVCR<n>\_EL1.

#### Configurations

If breakpoint n is not implemented, accesses to this register are UNDEFINED.

#### Attributes

##### Width

64

##### Functional group

Debug registers

##### Access type

See bit descriptions

##### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0

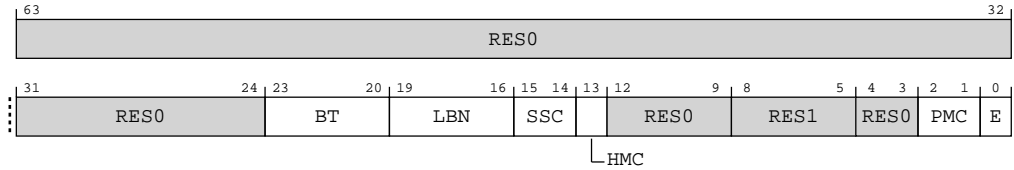


Note

Where the reset reads xxxx, see individual bits.

## Bit descriptions

**Figure A-57: AArch64\_dbgbcr0\_el1 bit assignments**



**Table A-168: DBGBCR0\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:24]	RES0	Reserved	RES0
[23:20]	BT	<p>Breakpoint Type.</p> <p>With DBGBCR&lt;n&gt;_EL1.BT2 when implemented, specifies breakpoint type.</p> <p><b>0b0000</b> Unlinked instruction address match. AArch64-DBGBCR&lt;n&gt;_EL1 is the address of an instruction.</p> <p><b>0b0001</b> Linked instruction address match. As 0b0000, but linked to a breakpoint that has linking enabled.</p>	xxxx
[19:16]	LBN	<p>Linked Breakpoint Number.</p> <p>For Linked address matching breakpoints, with DBGBCR&lt;n&gt;_EL1.LBNX when implemented, specifies the index of the breakpoint linked to.</p> <p>For all other breakpoint types, this field is ignored and reads of the register return an <b>UNKNOWN</b> value.</p>	xxxx
[15:14]	SSC	<p>Security state control. Determines the Security states under which a Breakpoint debug event for breakpoint n is generated.</p> <p>The fields that indicate when the breakpoint can be generated are: HMC, PMC, and SSC. These fields must be considered in combination, and the values that are permitted for these fields are constrained.</p> <p>For more information on the operation of these fields, see <i>Execution conditions for which a breakpoint generates Breakpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a>.</p> <p>For more information on the effect of programming the fields to a reserved set of values, see <i>Reserved DBGBCR&lt;n&gt;_EL1.{SSC, HMC, PMC} values</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a>.</p>	xx
[13]	HMC	<p>Higher mode control. Determines the debug perspective for deciding when a Breakpoint debug event for breakpoint n is generated.</p> <p>The fields that indicate when the breakpoint can be generated are: HMC, PMC, and SSC. These fields must be considered in combination, and the values that are permitted for these fields are constrained.</p> <p>For more information on the operation of these fields, see <i>Execution conditions for which a breakpoint generates Breakpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a>.</p> <p>For more information, see DBGBCR&lt;n&gt;_EL1.SSC.</p>	x
[12:9]	RES0	Reserved	RES0
[8:5]	RES1	Reserved	RES1



Bits	Name	Description	Reset
[4:3]	RES0	Reserved	RES0
[2:1]	PMC	<p>Privilege mode control. Determines the Exception level or levels at which a Breakpoint debug event for breakpoint n is generated.</p> <p>The fields that indicate when the breakpoint can be generated are: HMC, PMC, and SSC. These fields must be considered in combination, and the values that are permitted for these fields are constrained.</p> <p>For more information on the operation of these fields, see <i>Execution conditions for which a breakpoint generates Breakpoint exceptions</i> in the <i>Arm® Architecture Reference Manual for A-profile architecture</i>.</p> <p>For more information, see DBGBCR&lt;n&gt;_EL1.SSC.</p>	xx
[0]	E	<p>Enable breakpoint n.</p> <p><b>0b0</b> Breakpoint n disabled.</p> <p><b>0b1</b> Breakpoint n enabled.</p>	x

### Access

MRS <Xt>, DBGBCRO\_EL1

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0000	0b101

MSR DBGBCRO\_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0000	0b101

### Accessibility

MRS <Xt>, DBGBCRO\_EL1

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.DBGBCRn_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        X[t, 64] = DBGBCR_EL1[0];
elseif PSTATE.EL == EL2 then
    if MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);

```

```

    elsif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        X[t, 64] = DBGBCR_EL1[0];
    elsif PSTATE.EL == EL3 then
        if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            X[t, 64] = DBGBCR_EL1[0];

```

MSR DBGBCR0\_EL1, <Xt>

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.DBGBCRn_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGBCR_EL1[0] = X[t, 64];
elsif PSTATE.EL == EL2 then
    if MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGBCR_EL1[0] = X[t, 64];
elsif PSTATE.EL == EL3 then
    if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGBCR_EL1[0] = X[t, 64];

```

### A.3.3 DBGWVR0\_EL1, Debug Watchpoint Value Registers

Holds a data address value for use in watchpoint matching. Forms watchpoint n together with control register AArch64-DBGWCR<n>\_EL1.

#### Configurations

If watchpoint n is not implemented then accesses to this register are UNDEFINED.

#### Attributes

##### Width

64

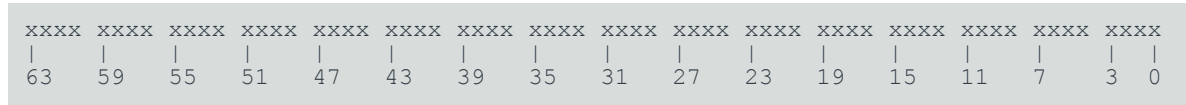
##### Functional group

Debug registers

### Access type

See bit descriptions

### Reset value



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-58: AArch64\_dbgwvr0\_el1 bit assignments

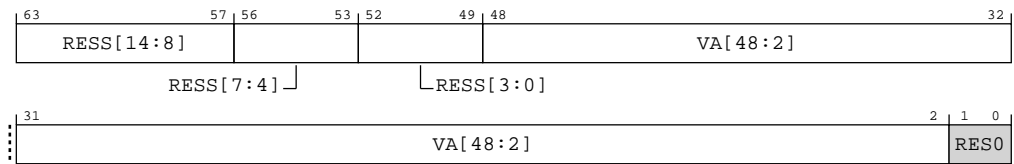


Table A-171: DBGWVR0\_EL1 bit descriptions

Bits	Name	Description	Reset
[63:57]	RESS[14:8]	Reserved, Sign extended. Software must set all bits in this field to the same value as the most significant bit of the VA field. If all bits in this field are not the same value as the most significant bit of the VA field, then all of the following apply: <ul style="list-style-type: none"> <li>It is <b>CONSTRAINED UNPREDICTABLE</b> whether the PE ignores this field when comparing an address.</li> <li>It is <b>IMPLEMENTATION DEFINED</b> whether the value read back in each bit of this field is a copy of the most significant bit of the VA field or the value written.</li> </ul>	7 {x}
[56:53]	RESS[7:4]	Extension to RESS[14:8]. For more information, see RESS[14:8].	xxxx
[52:49]	RESS[3:0]	Extension to RESS[14:8]. For more information, see RESS[14:8].	xxxx
[48:2]	VA[48:2]	Bits[48:2] of the address value for comparison.  Arm deprecates setting AArch64-DBGWVR<n>_EL1[2] == 1.	47 {x}
[1:0]	RES0	Reserved	RES0

### Access

MRS <Xt>, DBGWVR0\_EL1

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0000	0b110

MSR DBGWVR0\_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0000	0b110

## Accessibility

MRS <Xt>, DBGWVRO\_EL1

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.DBGWVRn_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        X[t, 64] = DBGWVR_EL1[0];
elseif PSTATE.EL == EL2 then
    if MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        X[t, 64] = DBGWVR_EL1[0];
elseif PSTATE.EL == EL3 then
    if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        X[t, 64] = DBGWVR_EL1[0];

```

MSR DBGWVRO\_EL1, <Xt>

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.DBGWVRn_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGWVR_EL1[0] = X[t, 64];
elseif PSTATE.EL == EL2 then
    if MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);

```

```

else
    DBGWVR_EL1[0] = X[t, 64];
elseif PSTATE.EL == EL3 then
    if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGWVR_EL1[0] = X[t, 64];
    
```

### A.3.4 DBGWCR0\_EL1, Debug Watchpoint Control Registers

Holds control information for a watchpoint. Forms watchpoint n together with value register AArch64-DBGWVR<n>\_EL1.

#### Configurations

If watchpoint n is not implemented then accesses to this register are UNDEFINED.

#### Attributes

##### Width

64

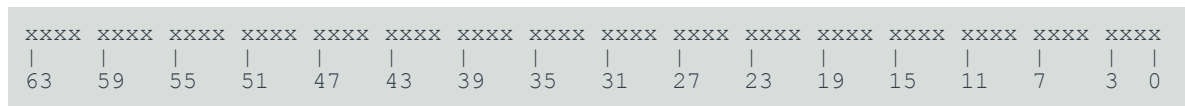
##### Functional group

Debug registers

##### Access type

See bit descriptions

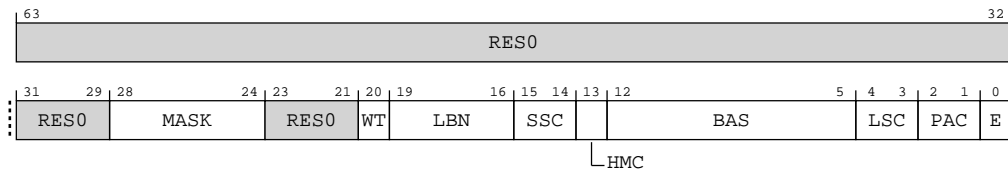
##### Reset value



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-59: AArch64\_dbgwcr0\_el1 bit assignments



**Table A-174: DBGWCR0\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:29]	RES0	Reserved	RES0
[28:24]	MASK	Address Mask. Only objects up to 2GB can be watched using a single mask.  <b>0b00000</b> No mask.	5 {x}
[23:21]	RES0	Reserved	RES0
[20]	WT	Watchpoint type. Possible values are:  <b>0b0</b> Unlinked data address match.  <b>0b1</b> Linked data address match.	x
[19:16]	LBN	Linked Breakpoint Number.  For Linked data address watchpoints, with DBGWCR<n>_EL1.LBNX when implemented, specifies the index of the breakpoint linked to.  For all other watchpoint types, this field is ignored and reads of the register return an <b>UNKNOWN</b> value.	xxxx
[15:14]	SSC	Security state control. Determines the Security states under which a Watchpoint debug event for watchpoint n is generated.  The fields that indicate when the watchpoint can be generated are: HMC, PAC, and SSC. These fields must be considered in combination, and the values that are permitted for these fields are constrained.  For more information on the operation of these fields, see <i>Execution conditions for which a watchpoint generates Watchpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .  For more information on the effect of programming the fields to a reserved value, see <i>Reserved DBGWCR&lt;n&gt;_EL1. {SSC, HMC, PAC} values</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .	xx
[13]	HMC	Higher mode control. Determines the debug perspective for deciding when a Watchpoint debug event for watchpoint n is generated.  The fields that indicate when the watchpoint can be generated are: HMC, PAC, and SSC. These fields must be considered in combination, and the values that are permitted for these fields are constrained.  For more information on the operation of these fields, see <i>Execution conditions for which a watchpoint generates Watchpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .	x
[12:5]	BAS	Byte address select. Each bit of this field selects whether a byte from within the word or double-word addressed by AArch64-DBGWVR<n>_EL1 is being watched. <a href="#">Table A-175: BAS description</a> on page 303  In cases where AArch64-DBGWVR<n>_EL1 addresses a double-word: <a href="#">Table A-176: BAS description table 3</a> on page 303  If AArch64-DBGWVR<n>_EL1[2] == 1, only BAS[3:0] are used and BAS[7:4] are ignored. Arm deprecates setting AArch64-DBGWVR<n>_EL1[2] == 1.  The valid values for BAS are nonzero binary numbers all of whose set bits are contiguous. All other values are reserved and must not be used by software. See <i>Reserved DBGWCR&lt;n&gt;_EL1.BAS values</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .	8 {x}

Bits	Name	Description	Reset
[4:3]	LSC	Load/store control. This field enables watchpoint matching on the type of access being made. Possible values of this field are:  <b>0b01</b> Match instructions that load from a watchpointed address.  <b>0b10</b> Match instructions that store to a watchpointed address.  <b>0b11</b> Match instructions that load from or store to a watchpointed address.	xx
[2:1]	PAC	Privilege of access control. Determines the Exception level or levels at which a Watchpoint debug event for watchpoint n is generated.  The fields that indicate when the watchpoint can be generated are: HMC, PAC, and SSC. These fields must be considered in combination, and the values that are permitted for these fields are constrained.  For more information on the operation of these fields, see <i>Execution conditions for which a watchpoint generates Watchpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .	xx
[0]	E	Enable watchpoint n.  <b>0b0</b> Watchpoint n disabled.  <b>0b1</b> Watchpoint n enabled.	x

**Table A-175: BAS description**

BAS	Description
xxxxxx1	Match byte at AArch64-DBGWVR<n>_EL1
xxxxx1x	Match byte at AArch64-DBGWVR<n>_EL1 + 1
xxxx1xx	Match byte at AArch64-DBGWVR<n>_EL1 + 2
xxx1xxx	Match byte at AArch64-DBGWVR<n>_EL1 + 3

**Table A-176: BAS description table 3**

BAS	Description, if AArch64-DBGWVR<n>_EL1[2] == 0
xxx1xxx	Match byte at AArch64-DBGWVR<n>_EL1 + 4
xx1xxxx	Match byte at AArch64-DBGWVR<n>_EL1 + 5
x1xxxxx	Match byte at AArch64-DBGWVR<n>_EL1 + 6
1xxxxxx	Match byte at AArch64-DBGWVR<n>_EL1 + 7

### Access

MRS &lt;Xt&gt;, DBGWCRO\_EL1

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0000	0b111

MSR DBGWCRO\_EL1, &lt;Xt&gt;

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0000	0b111

## Accessibility

MRS <Xt>, DBGWCRO\_EL1

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.DBGWCRn_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        X[t, 64] = DBGWCR_EL1[0];
elseif PSTATE.EL == EL2 then
    if MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        X[t, 64] = DBGWCR_EL1[0];
elseif PSTATE.EL == EL3 then
    if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        X[t, 64] = DBGWCR_EL1[0];

```

MSR DBGWCRO\_EL1, <Xt>

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.DBGWCRn_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGWCR_EL1[0] = X[t, 64];
elseif PSTATE.EL == EL2 then
    if MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);

```



```

else
    DBGWCR_EL1[0] = X[t, 64];
elseif PSTATE.EL == EL3 then
    if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGWCR_EL1[0] = X[t, 64];

```

### A.3.5 DBGBVR1\_EL1, Debug Breakpoint Value Registers

Holds a virtual address, or a VMID and/or a context ID, for use in breakpoint matching. Forms breakpoint *n* together with control register AArch64-DBGBCR<*n*>\_EL1.

#### Configurations

How this register is interpreted depends on the value of AArch64-DBGBCR<*n*>\_EL1.BT.

- When AArch64-DBGBCR<*n*>\_EL1.BT is 0b000x, this register holds a virtual address.
- When AArch64-DBGBCR<*n*>\_EL1.BT is 0b001x, 0b011x, or 0b110x, this register holds a Context ID.
- When AArch64-DBGBCR<*n*>\_EL1.BT is 0b100x, this register holds a VMID.
- When AArch64-DBGBCR<*n*>\_EL1.BT is 0b101x, this register holds a VMID and a Context ID.
- When AArch64-DBGBCR<*n*>\_EL1.BT is 0b111x, this register holds two Context ID values.

For other values of AArch64-DBGBCR<*n*>\_EL1.BT, this register is RES0.

If breakpoint *n* is not implemented then accesses to this register are UNDEFINED.

#### Attributes

##### Width

64

##### Functional group

Debug registers

##### Access type

See bit descriptions

##### Reset value

###### When AArch64-DBGBCR1\_EL1.BT == '000x'

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

###### When AArch64-DBGBCR1\_EL1.BT == '001x'

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

###### When AArch64-DBGBCR1\_EL1.BT == '011x'

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

###### When AArch64-DBGBCR1\_EL1.BT == '100x'

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When AArch64-DBGBCR1\_EL1.BT == '101x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When AArch64-DBGBCR1\_EL1.BT == '110x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When AArch64-DBGBCR1\_EL1.BT == '111x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

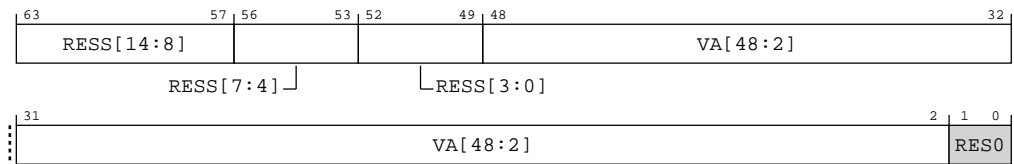


Where the reset reads xxxx, see individual bits.

**Bit descriptions**

When AArch64-DBGBCR1\_EL1.BT == '000'

**Figure A-60: AArch64\_dbgbvr1\_el1 bit assignments**

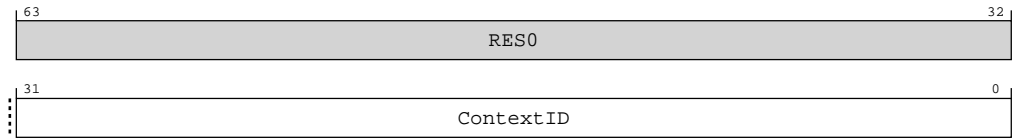


**Table A-179: DBGBCR1\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:57]	RESS[14:8]	Reserved, Sign extended. Software must set all bits in this field to the same value as the most significant bit of the VA field. If all bits in this field are not the same value as the most significant bit of the VA field, then all of the following apply: <ul style="list-style-type: none"> <li>It is <b>CONSTRAINED UNPREDICTABLE</b> whether the PE ignores this field when comparing an address.</li> <li>If the breakpoint is not context-aware, it is <b>IMPLEMENTATION DEFINED</b> whether the value read back in each bit of this field is a copy of the most significant bit of the VA field or the value written.</li> </ul>	7 {x}
[56:53]	RESS[7:4]	Extension to RESS[14:8]. For more information, see RESS[14:8].	xxxx
[52:49]	RESS[3:0]	Extension to RESS[14:8]. For more information, see RESS[14:8].	xxxx
[48:2]	VA[48:2]	Bits[48:2] of the address value for comparison.	47 {x}
[1:0]	RESO	Reserved	RESO

When AArch64-DBGBCR1\_EL1.BT == '001'

**Figure A-61: AArch64\_dbgvr1\_el1 bit assignments**

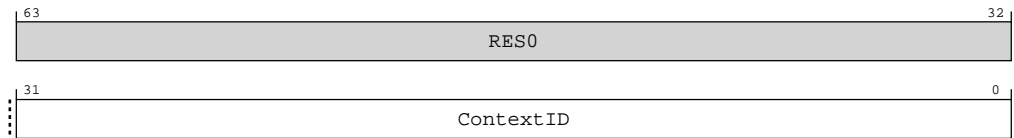


**Table A-180: DBGBVR1\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31:0]	ContextID	Context ID value for comparison.  The value is compared against AArch64-CONTEXTIDR_EL2 when (FEAT_VHE is implemented or FEAT_Debugv8p2 is implemented), AArch64-HCR_EL2.E2H is 1, and either: <ul style="list-style-type: none"> <li>The PE is executing at EL2.</li> <li>AArch64-HCR_EL2.TGE is 1, the PE is executing at EL0, and EL2 is enabled in the current Security state.</li> </ul> Otherwise, the value is compared against AArch64-CONTEXTIDR_EL1.	32 {x}

When AArch64-DBGBCR1\_EL1.BT == '011'

**Figure A-62: AArch64\_dbgvr1\_el1 bit assignments**

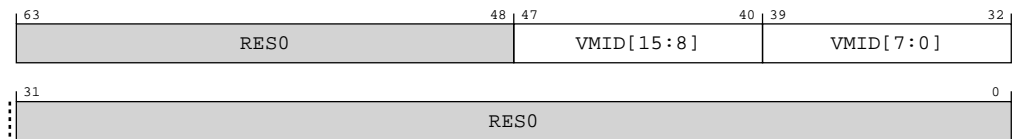


**Table A-181: DBGBVR1\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31:0]	ContextID	Context ID value for comparison against AArch64-CONTEXTIDR_EL1.	32 {x}

When AArch64-DBGBCR1\_EL1.BT == '100'

**Figure A-63: AArch64\_dbgvr1\_el1 bit assignments**

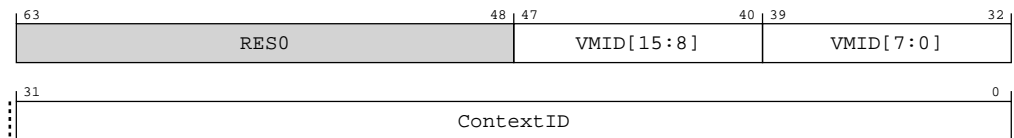


**Table A-182: DBGBCR1\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:48]	RES0	Reserved	RES0
[47:40]	VMID[15:8]	<b>When AArch64-VTCR_EL2.VS == '1'</b> Extension to VMID[7:0]. For more information, see DBGBCR1_EL1.VMID[7:0].  <b>Otherwise</b> RES0	8 {x}
[39:32]	VMID[7:0]	VMID value for comparison.  The VMID is 8 bits when any of the following are true: <ul style="list-style-type: none"> <li>AArch64-VTCR_EL2.VS is 0.</li> <li>FEAT_VMID16 is not implemented.</li> </ul>	8 {x}
[31:0]	RES0	Reserved	RES0

When AArch64-DBGBCR1\_EL1.BT == '101'

**Figure A-64: AArch64\_dbgbcr1\_el1 bit assignments**

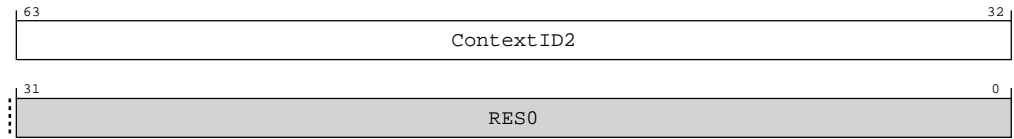


**Table A-183: DBGBCR1\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:48]	RES0	Reserved	RES0
[47:40]	VMID[15:8]	<b>When AArch64-VTCR_EL2.VS == '1'</b> Extension to VMID[7:0]. For more information, see DBGBCR1_EL1.VMID[7:0].  <b>Otherwise</b> RES0	8 {x}
[39:32]	VMID[7:0]	VMID value for comparison.  The VMID is 8 bits when any of the following are true: <ul style="list-style-type: none"> <li>AArch64-VTCR_EL2.VS is 0.</li> <li>FEAT_VMID16 is not implemented.</li> </ul>	8 {x}
[31:0]	ContextID	Context ID value for comparison against AArch64-CONTEXTIDR_EL1.	32 {x}

When AArch64-DBGBCR1\_EL1.BT == '110'

**Figure A-65: AArch64\_dbgvr1\_el1 bit assignments**

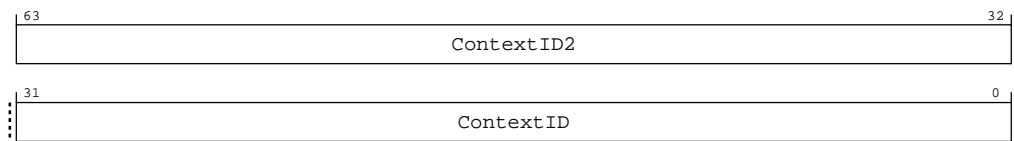


**Table A-184: DBGVR1\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	ContextID2	Context ID value for comparison against AArch64-CONTEXTIDR_EL2.	32 { x }
[31:0]	RES0	Reserved	RES0

When AArch64-DBGBCR1\_EL1.BT == '111'

**Figure A-66: AArch64\_dbgvr1\_el1 bit assignments**



**Table A-185: DBGVR1\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	ContextID2	Context ID value for comparison against AArch64-CONTEXTIDR_EL2.	32 { x }
[31:0]	ContextID	Context ID value for comparison against AArch64-CONTEXTIDR_EL1.	32 { x }

**Access**

MRS <Xt>, DBGVR1\_EL1

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0001	0b100

MSR DBGVR1\_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0001	0b100

**Accessibility**

MRS <Xt>, DBGVR1\_EL1

```

if 1 >= NUM BREAKPOINTS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    
```

```

if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.DBGBVRn_EL1 == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elseif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elseif MDCR_EL3.TDA == '1' then
    if Halted() && EDSCR.SDD == '1' then
        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
    Halt(DebugHalt_SoftwareAccess);
else
    X[t, 64] = DBGBVR_EL1[1];
elseif PSTATE.EL == EL2 then
    if MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        X[t, 64] = DBGBVR_EL1[1];
elseif PSTATE.EL == EL3 then
    if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        X[t, 64] = DBGBVR_EL1[1];

```

## MSR DBGBVR1\_EL1, &lt;Xt&gt;

```

if 1 >= NUM_BREAKPOINTS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.DBGBVRn_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGBVR_EL1[1] = X[t, 64];
elseif PSTATE.EL == EL2 then
    if MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGBVR_EL1[1] = X[t, 64];
elseif PSTATE.EL == EL3 then
    if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGBVR_EL1[1] = X[t, 64];

```

### A.3.6 DBGBCR1\_EL1, Debug Breakpoint Control Registers

Holds control information for a breakpoint. Forms breakpoint n together with value register AArch64-DBGBVR<n>\_EL1.

#### Configurations

If breakpoint n is not implemented, accesses to this register are UNDEFINED.

#### Attributes

##### Width

64

##### Functional group

Debug registers

##### Access type

See bit descriptions

##### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-67: AArch64\_dbgbcr1\_el1 bit assignments

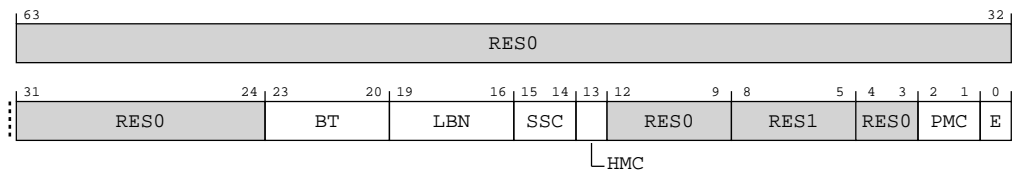


Table A-188: DBGBCR1\_EL1 bit descriptions

Bits	Name	Description	Reset
[63:24]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[23:20]	BT	<p>Breakpoint Type.</p> <p>With DBGBCR&lt;n&gt;_EL1.BT2 when implemented, specifies breakpoint type.</p> <p><b>0b0000</b> Unlinked instruction address match. AArch64-DBGBVR&lt;n&gt;_EL1 is the address of an instruction.</p> <p><b>0b0001</b> Linked instruction address match. As 0b0000, but linked to a breakpoint that has linking enabled.</p>	xxxx
[19:16]	LBN	<p>Linked Breakpoint Number.</p> <p>For Linked address matching breakpoints, with DBGBCR&lt;n&gt;_EL1.LBNX when implemented, specifies the index of the breakpoint linked to.</p> <p>For all other breakpoint types, this field is ignored and reads of the register return an <b>UNKNOWN</b> value.</p>	xxxx
[15:14]	SSC	<p>Security state control. Determines the Security states under which a Breakpoint debug event for breakpoint n is generated.</p> <p>The fields that indicate when the breakpoint can be generated are: HMC, PMC, and SSC. These fields must be considered in combination, and the values that are permitted for these fields are constrained.</p> <p>For more information on the operation of these fields, see <i>Execution conditions for which a breakpoint generates Breakpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a>.</p> <p>For more information on the effect of programming the fields to a reserved set of values, see <i>Reserved DBGBCR&lt;n&gt;_EL1.{SSC, HMC, PMC} values</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a>.</p>	xx
[13]	HMC	<p>Higher mode control. Determines the debug perspective for deciding when a Breakpoint debug event for breakpoint n is generated.</p> <p>The fields that indicate when the breakpoint can be generated are: HMC, PMC, and SSC. These fields must be considered in combination, and the values that are permitted for these fields are constrained.</p> <p>For more information on the operation of these fields, see <i>Execution conditions for which a breakpoint generates Breakpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a>.</p> <p>For more information, see DBGBCR&lt;n&gt;_EL1.SSC.</p>	x
[12:9]	RES0	Reserved	RES0
[8:5]	RES1	Reserved	RES1
[4:3]	RES0	Reserved	RES0
[2:1]	PMC	<p>Privilege mode control. Determines the Exception level or levels at which a Breakpoint debug event for breakpoint n is generated.</p> <p>The fields that indicate when the breakpoint can be generated are: HMC, PMC, and SSC. These fields must be considered in combination, and the values that are permitted for these fields are constrained.</p> <p>For more information on the operation of these fields, see <i>Execution conditions for which a breakpoint generates Breakpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a>.</p> <p>For more information, see DBGBCR&lt;n&gt;_EL1.SSC.</p>	xx



Bits	Name	Description	Reset
[0]	E	Enable breakpoint n.  <b>0b0</b> Breakpoint n disabled.  <b>0b1</b> Breakpoint n enabled.	x

### Access

MRS <Xt>, DBGBCR1\_EL1

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0001	0b101

MSR DBGBCR1\_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0001	0b101

### Accessibility

MRS <Xt>, DBGBCR1\_EL1

```

if 1 >= NUM_BREAKPOINTS then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.DBGBCRn_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        elsif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            X[t, 64] = DBGBCR_EL1[1];
    elsif PSTATE.EL == EL2 then
        if MDCR_EL3.TDA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            elsif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
                Halt(DebugHalt_SoftwareAccess);
            else
                X[t, 64] = DBGBCR_EL1[1];
    elsif PSTATE.EL == EL3 then
        if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            X[t, 64] = DBGBCR_EL1[1];

```

## MSR DBGBCR1\_EL1, &lt;Xt&gt;

```

if 1 >= NUM_BREAKPOINTS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.DBGBCRn_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGBCR_EL1[1] = X[t, 64];
elseif PSTATE.EL == EL2 then
    if MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGBCR_EL1[1] = X[t, 64];
elseif PSTATE.EL == EL3 then
    if OSLR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGBCR_EL1[1] = X[t, 64];

```

### A.3.7 DBGWVR1\_EL1, Debug Watchpoint Value Registers

Holds a data address value for use in watchpoint matching. Forms watchpoint n together with control register AArch64-DBGWCR<n>\_EL1.

#### Configurations

If watchpoint n is not implemented then accesses to this register are UNDEFINED.

#### Attributes

##### Width

64

##### Functional group

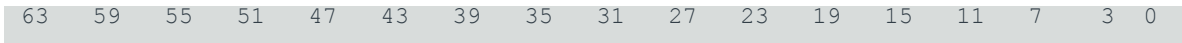
Debug registers

##### Access type

See bit descriptions

##### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------



Note

Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-68: AArch64\_dbgwvr1\_el1 bit assignments

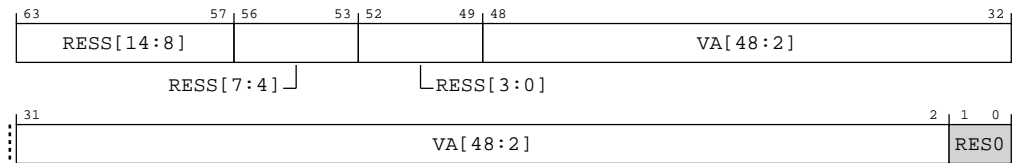


Table A-191: DBGWVR1\_EL1 bit descriptions

Bits	Name	Description	Reset
[63:57]	RESS[14:8]	Reserved, Sign extended. Software must set all bits in this field to the same value as the most significant bit of the VA field. If all bits in this field are not the same value as the most significant bit of the VA field, then all of the following apply: <ul style="list-style-type: none"> <li>It is <b>CONSTRAINED UNPREDICTABLE</b> whether the PE ignores this field when comparing an address.</li> <li>It is <b>IMPLEMENTATION DEFINED</b> whether the value read back in each bit of this field is a copy of the most significant bit of the VA field or the value written.</li> </ul>	7 {x}
[56:53]	RESS[7:4]	Extension to RESS[14:8]. For more information, see RESS[14:8].	xxxx
[52:49]	RESS[3:0]	Extension to RESS[14:8]. For more information, see RESS[14:8].	xxxx
[48:2]	VA[48:2]	Bits[48:2] of the address value for comparison.  Arm deprecates setting AArch64-DBGWVR<n>_EL1[2] == 1.	47 {x}
[1:0]	RES0	Reserved	RES0

### Access

MRS <Xt>, DBGWVR1\_EL1

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0001	0b110

MSR DBGWVR1\_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0001	0b110

## Accessibility

MRS <Xt>, DBGWVR1\_EL1

```

if 1 >= NUM_WATCHPOINTS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.DBGWVRn_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            X[t, 64] = DBGWVR_EL1[1];
    elseif PSTATE.EL == EL2 then
        if MDCR_EL3.TDA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
                Halt(DebugHalt_SoftwareAccess);
            else
                X[t, 64] = DBGWVR_EL1[1];
    elseif PSTATE.EL == EL3 then
        if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            X[t, 64] = DBGWVR_EL1[1];

```

MSR DBGWVR1\_EL1, <Xt>

```

if 1 >= NUM_WATCHPOINTS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.DBGWVRn_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            DBGWVR_EL1[1] = X[t, 64];
    elseif PSTATE.EL == EL2 then
        if MDCR_EL3.TDA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
                Halt(DebugHalt_SoftwareAccess);
            else

```

```

        DBGWVR_EL1[1] = X[t, 64];
    elsif PSTATE.EL == EL3 then
        if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            DBGWVR_EL1[1] = X[t, 64];
    end
    
```

### A.3.8 DBGWCR1\_EL1, Debug Watchpoint Control Registers

Holds control information for a watchpoint. Forms watchpoint n together with value register AArch64-DBGWVR<n>\_EL1.

#### Configurations

If watchpoint n is not implemented then accesses to this register are UNDEFINED.

#### Attributes

##### Width

64

##### Functional group

Debug registers

##### Access type

See bit descriptions

##### Reset value

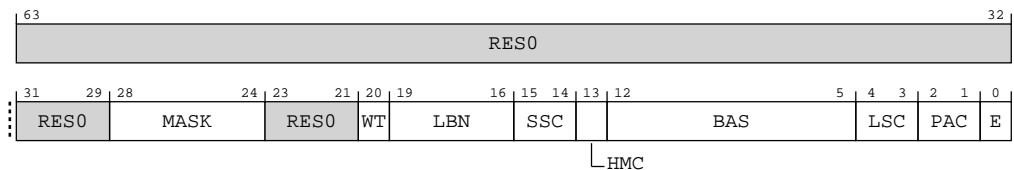
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-69: AArch64\_dbgwcr1\_el1 bit assignments



**Table A-194: DBGWCR1\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:29]	RES0	Reserved	RES0
[28:24]	MASK	Address Mask. Only objects up to 2GB can be watched using a single mask.  <b>0b00000</b> No mask.	5 {x}
[23:21]	RES0	Reserved	RES0
[20]	WT	Watchpoint type. Possible values are:  <b>0b0</b> Unlinked data address match.  <b>0b1</b> Linked data address match.	x
[19:16]	LBN	Linked Breakpoint Number.  For Linked data address watchpoints, with DBGWCR<n>_EL1.LBNX when implemented, specifies the index of the breakpoint linked to.  For all other watchpoint types, this field is ignored and reads of the register return an <b>UNKNOWN</b> value.	xxxx
[15:14]	SSC	Security state control. Determines the Security states under which a Watchpoint debug event for watchpoint n is generated.  The fields that indicate when the watchpoint can be generated are: HMC, PAC, and SSC. These fields must be considered in combination, and the values that are permitted for these fields are constrained.  For more information on the operation of these fields, see <i>Execution conditions for which a watchpoint generates Watchpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .  For more information on the effect of programming the fields to a reserved value, see <i>Reserved DBGWCR&lt;n&gt;_EL1. {SSC, HMC, PAC} values</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .	xx
[13]	HMC	Higher mode control. Determines the debug perspective for deciding when a Watchpoint debug event for watchpoint n is generated.  The fields that indicate when the watchpoint can be generated are: HMC, PAC, and SSC. These fields must be considered in combination, and the values that are permitted for these fields are constrained.  For more information on the operation of these fields, see <i>Execution conditions for which a watchpoint generates Watchpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .	x
[12:5]	BAS	Byte address select. Each bit of this field selects whether a byte from within the word or double-word addressed by AArch64-DBGWVR<n>_EL1 is being watched. <a href="#">Table A-195: BAS description</a> on page 319  In cases where AArch64-DBGWVR<n>_EL1 addresses a double-word: <a href="#">Table A-196: BAS description table 3</a> on page 319  If AArch64-DBGWVR<n>_EL1[2] == 1, only BAS[3:0] are used and BAS[7:4] are ignored. Arm deprecates setting AArch64-DBGWVR<n>_EL1[2] == 1.  The valid values for BAS are nonzero binary numbers all of whose set bits are contiguous. All other values are reserved and must not be used by software. See <i>Reserved DBGWCR&lt;n&gt;_EL1.BAS values</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .	8 {x}

Bits	Name	Description	Reset
[4:3]	LSC	Load/store control. This field enables watchpoint matching on the type of access being made. Possible values of this field are:  <b>0b01</b> Match instructions that load from a watchpointed address.  <b>0b10</b> Match instructions that store to a watchpointed address.  <b>0b11</b> Match instructions that load from or store to a watchpointed address.	xx
[2:1]	PAC	Privilege of access control. Determines the Exception level or levels at which a Watchpoint debug event for watchpoint n is generated.  The fields that indicate when the watchpoint can be generated are: HMC, PAC, and SSC. These fields must be considered in combination, and the values that are permitted for these fields are constrained.  For more information on the operation of these fields, see <i>Execution conditions for which a watchpoint generates Watchpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .	xx
[0]	E	Enable watchpoint n.  <b>0b0</b> Watchpoint n disabled.  <b>0b1</b> Watchpoint n enabled.	x

**Table A-195: BAS description**

BAS	Description
xxxxxx1	Match byte at AArch64-DBGWVR<n>_EL1
xxxxx1x	Match byte at AArch64-DBGWVR<n>_EL1 + 1
xxxx1xx	Match byte at AArch64-DBGWVR<n>_EL1 + 2
xxx1xxx	Match byte at AArch64-DBGWVR<n>_EL1 + 3

**Table A-196: BAS description table 3**

BAS	Description, if AArch64-DBGWVR<n>_EL1[2] == 0
xxx1xxxx	Match byte at AArch64-DBGWVR<n>_EL1 + 4
xx1xxxxx	Match byte at AArch64-DBGWVR<n>_EL1 + 5
x1xxxxxx	Match byte at AArch64-DBGWVR<n>_EL1 + 6
1xxxxxxx	Match byte at AArch64-DBGWVR<n>_EL1 + 7

### Access

MRS &lt;Xt&gt;, DBGWCR1\_EL1

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0001	0b111

MSR DBGWCR1\_EL1, &lt;Xt&gt;

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0001	0b111

## Accessibility

MRS <Xt>, DBGWCR1\_EL1

```

if 1 >= NUM_WATCHPOINTS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.DBGWCRn_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        X[t, 64] = DBGWCR_EL1[1];
elseif PSTATE.EL == EL2 then
    if MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        X[t, 64] = DBGWCR_EL1[1];
elseif PSTATE.EL == EL3 then
    if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        X[t, 64] = DBGWCR_EL1[1];

```

MSR DBGWCR1\_EL1, <Xt>

```

if 1 >= NUM_WATCHPOINTS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.DBGWCRn_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGWCR_EL1[1] = X[t, 64];
elseif PSTATE.EL == EL2 then
    if MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;

```



```

else
    AArch64.SystemAccessTrap(EL3, 0x18);
elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
    Halt(DebugHalt_SoftwareAccess);
else
    DBGWCR_EL1[1] = X[t, 64];
elseif PSTATE.EL == EL3 then
    if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGWCR_EL1[1] = X[t, 64];

```

### A.3.9 DBGBVR2\_EL1, Debug Breakpoint Value Registers

Holds a virtual address, or a VMID and/or a context ID, for use in breakpoint matching. Forms breakpoint *n* together with control register AArch64-DBGBCR<*n*>\_EL1.

#### Configurations

How this register is interpreted depends on the value of AArch64-DBGBCR<*n*>\_EL1.BT.

- When AArch64-DBGBCR<*n*>\_EL1.BT is 0b000x, this register holds a virtual address.
- When AArch64-DBGBCR<*n*>\_EL1.BT is 0b001x, 0b011x, or 0b110x, this register holds a Context ID.
- When AArch64-DBGBCR<*n*>\_EL1.BT is 0b100x, this register holds a VMID.
- When AArch64-DBGBCR<*n*>\_EL1.BT is 0b101x, this register holds a VMID and a Context ID.
- When AArch64-DBGBCR<*n*>\_EL1.BT is 0b111x, this register holds two Context ID values.

For other values of AArch64-DBGBCR<*n*>\_EL1.BT, this register is RES0.

If breakpoint *n* is not implemented then accesses to this register are UNDEFINED.

#### Attributes

##### Width

64

##### Functional group

Debug registers

##### Access type

See bit descriptions

##### Reset value

###### When AArch64-DBGBCR2\_EL1.BT == '000x'

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

###### When AArch64-DBGBCR2\_EL1.BT == '001x'

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

###### When AArch64-DBGBCR2\_EL1.BT == '011x'

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When AArch64-DBGBCR2\_EL1.BT == '100x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When AArch64-DBGBCR2\_EL1.BT == '101x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When AArch64-DBGBCR2\_EL1.BT == '110x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When AArch64-DBGBCR2\_EL1.BT == '111x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

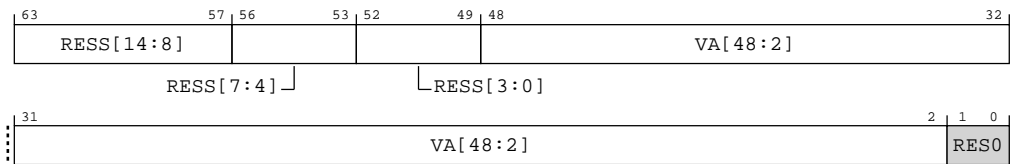


Where the reset reads xxxx, see individual bits.

**Bit descriptions**

When AArch64-DBGBCR2\_EL1.BT == '000'

**Figure A-70: AArch64\_dbgbvr2\_el1 bit assignments**

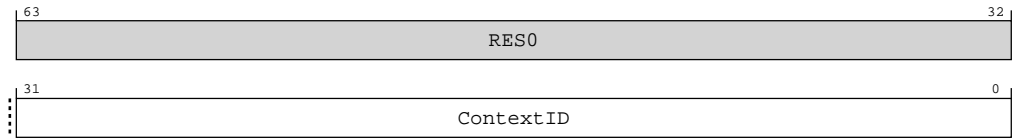


**Table A-199: DBGBCR2\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:57]	RESS[14:8]	Reserved, Sign extended. Software must set all bits in this field to the same value as the most significant bit of the VA field. If all bits in this field are not the same value as the most significant bit of the VA field, then all of the following apply: <ul style="list-style-type: none"> <li>It is <b>CONSTRAINED UNPREDICTABLE</b> whether the PE ignores this field when comparing an address.</li> <li>If the breakpoint is not context-aware, it is <b>IMPLEMENTATION DEFINED</b> whether the value read back in each bit of this field is a copy of the most significant bit of the VA field or the value written.</li> </ul>	7 {x}
[56:53]	RESS[7:4]	Extension to RESS[14:8]. For more information, see RESS[14:8].	xxxx
[52:49]	RESS[3:0]	Extension to RESS[14:8]. For more information, see RESS[14:8].	xxxx
[48:2]	VA[48:2]	Bits[48:2] of the address value for comparison.	47 {x}
[1:0]	RES0	Reserved	RES0

When AArch64-DBGBCR2\_EL1.BT == '001'

**Figure A-71: AArch64\_dbgvr2\_el1 bit assignments**

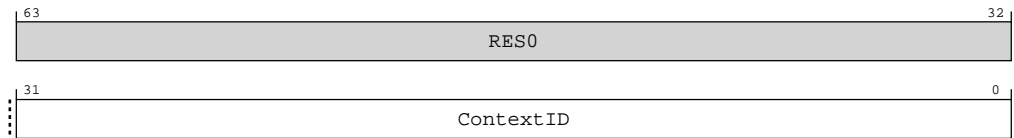


**Table A-200: DBGVR2\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31:0]	ContextID	Context ID value for comparison.  The value is compared against AArch64-CONTEXTIDR_EL2 when (FEAT_VHE is implemented or FEAT_Debugv8p2 is implemented), AArch64-HCR_EL2.E2H is 1, and either: <ul style="list-style-type: none"> <li>The PE is executing at EL2.</li> <li>AArch64-HCR_EL2.TGE is 1, the PE is executing at EL0, and EL2 is enabled in the current Security state.</li> </ul> Otherwise, the value is compared against AArch64-CONTEXTIDR_EL1.	32 {x}

When AArch64-DBGBCR2\_EL1.BT == '011'

**Figure A-72: AArch64\_dbgvr2\_el1 bit assignments**

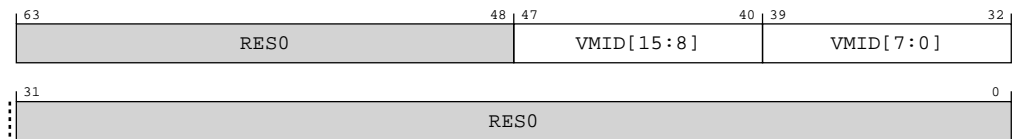


**Table A-201: DBGVR2\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31:0]	ContextID	Context ID value for comparison against AArch64-CONTEXTIDR_EL1.	32 {x}

When AArch64-DBGBCR2\_EL1.BT == '100'

**Figure A-73: AArch64\_dbgvr2\_el1 bit assignments**

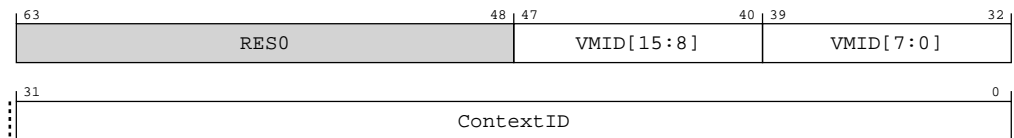


**Table A-202: DBGBCR2\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:48]	RES0	Reserved	RES0
[47:40]	VMID[15:8]	<b>When AArch64-VTCR_EL2.VS == '1'</b> Extension to VMID[7:0]. For more information, see DBGBCR2_EL1.VMID[7:0].  <b>Otherwise</b> RES0	8 {x}
[39:32]	VMID[7:0]	VMID value for comparison.  The VMID is 8 bits when any of the following are true: <ul style="list-style-type: none"> <li>AArch64-VTCR_EL2.VS is 0.</li> <li>FEAT_VMID16 is not implemented.</li> </ul>	8 {x}
[31:0]	RES0	Reserved	RES0

When AArch64-DBGBCR2\_EL1.BT == '101'

**Figure A-74: AArch64\_dbgbcr2\_el1 bit assignments**

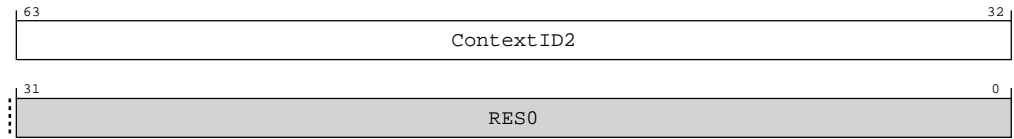


**Table A-203: DBGBCR2\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:48]	RES0	Reserved	RES0
[47:40]	VMID[15:8]	<b>When AArch64-VTCR_EL2.VS == '1'</b> Extension to VMID[7:0]. For more information, see DBGBCR2_EL1.VMID[7:0].  <b>Otherwise</b> RES0	8 {x}
[39:32]	VMID[7:0]	VMID value for comparison.  The VMID is 8 bits when any of the following are true: <ul style="list-style-type: none"> <li>AArch64-VTCR_EL2.VS is 0.</li> <li>FEAT_VMID16 is not implemented.</li> </ul>	8 {x}
[31:0]	ContextID	Context ID value for comparison against AArch64-CONTEXTIDR_EL1.	32 {x}

When AArch64-DBGBCR2\_EL1.BT == '110'

**Figure A-75: AArch64\_dbgvr2\_el1 bit assignments**

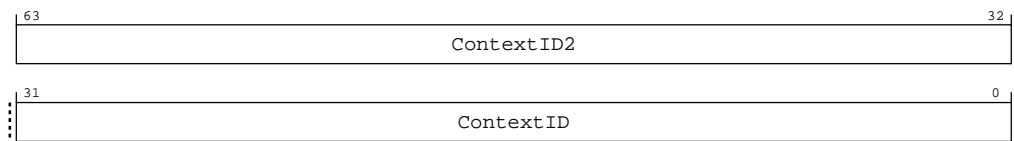


**Table A-204: DBGVR2\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	ContextID2	Context ID value for comparison against AArch64-CONTEXTIDR_EL2.	32 { x }
[31:0]	RES0	Reserved	RES0

When AArch64-DBGBCR2\_EL1.BT == '111'

**Figure A-76: AArch64\_dbgvr2\_el1 bit assignments**



**Table A-205: DBGVR2\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	ContextID2	Context ID value for comparison against AArch64-CONTEXTIDR_EL2.	32 { x }
[31:0]	ContextID	Context ID value for comparison against AArch64-CONTEXTIDR_EL1.	32 { x }

**Access**

MRS <Xt>, DBGVR2\_EL1

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0010	0b100

MSR DBGVR2\_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0010	0b100

**Accessibility**

MRS <Xt>, DBGVR2\_EL1

```

if 2 >= NUM BREAKPOINTS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;

```

```

if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.DBGBVRn_EL1 == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elseif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elseif MDCR_EL3.TDA == '1' then
    if Halted() && EDSCR.SDD == '1' then
        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
    Halt(DebugHalt_SoftwareAccess);
else
    X[t, 64] = DBGBVR_EL1[2];
elseif PSTATE.EL == EL2 then
    if MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        X[t, 64] = DBGBVR_EL1[2];
elseif PSTATE.EL == EL3 then
    if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        X[t, 64] = DBGBVR_EL1[2];

```

## MSR DBGBVR2\_EL1, &lt;Xt&gt;

```

if 2 >= NUM_BREAKPOINTS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.DBGBVRn_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGBVR_EL1[2] = X[t, 64];
elseif PSTATE.EL == EL2 then
    if MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGBVR_EL1[2] = X[t, 64];
elseif PSTATE.EL == EL3 then
    if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGBVR_EL1[2] = X[t, 64];

```

### A.3.10 DBGBCR2\_EL1, Debug Breakpoint Control Registers

Holds control information for a breakpoint. Forms breakpoint n together with value register AArch64-DBGBVR<n>\_EL1.

#### Configurations

If breakpoint n is not implemented, accesses to this register are UNDEFINED.

#### Attributes

##### Width

64

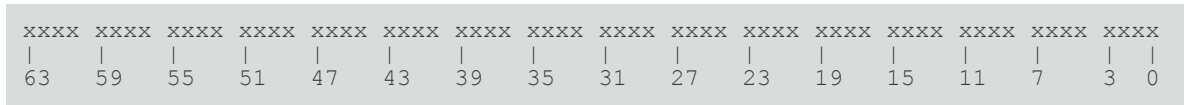
##### Functional group

Debug registers

##### Access type

See bit descriptions

##### Reset value



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-77: AArch64\_dbgbcr2\_el1 bit assignments

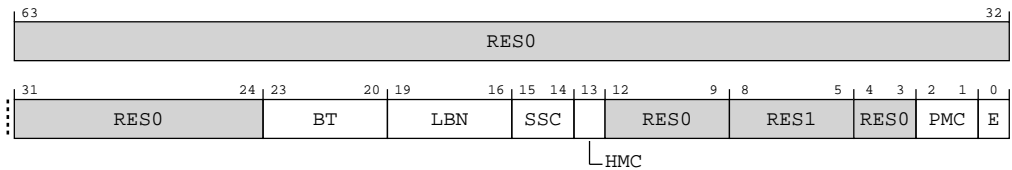


Table A-208: DBGBCR2\_EL1 bit descriptions

Bits	Name	Description	Reset
[63:24]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[23:20]	BT	<p>Breakpoint Type.</p> <p>With DBGBCR&lt;n&gt;_EL1.BT2 when implemented, specifies breakpoint type.</p> <p><b>0b0000</b> Unlinked instruction address match. AArch64-DBGBVR&lt;n&gt;_EL1 is the address of an instruction.</p> <p><b>0b0001</b> Linked instruction address match. As 0b0000, but linked to a breakpoint that has linking enabled.</p>	xxxx
[19:16]	LBN	<p>Linked Breakpoint Number.</p> <p>For Linked address matching breakpoints, with DBGBCR&lt;n&gt;_EL1.LBNX when implemented, specifies the index of the breakpoint linked to.</p> <p>For all other breakpoint types, this field is ignored and reads of the register return an <b>UNKNOWN</b> value.</p>	xxxx
[15:14]	SSC	<p>Security state control. Determines the Security states under which a Breakpoint debug event for breakpoint n is generated.</p> <p>The fields that indicate when the breakpoint can be generated are: HMC, PMC, and SSC. These fields must be considered in combination, and the values that are permitted for these fields are constrained.</p> <p>For more information on the operation of these fields, see <i>Execution conditions for which a breakpoint generates Breakpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a>.</p> <p>For more information on the effect of programming the fields to a reserved set of values, see <i>Reserved DBGBCR&lt;n&gt;_EL1.{SSC, HMC, PMC} values</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a>.</p>	xx
[13]	HMC	<p>Higher mode control. Determines the debug perspective for deciding when a Breakpoint debug event for breakpoint n is generated.</p> <p>The fields that indicate when the breakpoint can be generated are: HMC, PMC, and SSC. These fields must be considered in combination, and the values that are permitted for these fields are constrained.</p> <p>For more information on the operation of these fields, see <i>Execution conditions for which a breakpoint generates Breakpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a>.</p> <p>For more information, see DBGBCR&lt;n&gt;_EL1.SSC.</p>	x
[12:9]	RES0	Reserved	RES0
[8:5]	RES1	Reserved	RES1
[4:3]	RES0	Reserved	RES0
[2:1]	PMC	<p>Privilege mode control. Determines the Exception level or levels at which a Breakpoint debug event for breakpoint n is generated.</p> <p>The fields that indicate when the breakpoint can be generated are: HMC, PMC, and SSC. These fields must be considered in combination, and the values that are permitted for these fields are constrained.</p> <p>For more information on the operation of these fields, see <i>Execution conditions for which a breakpoint generates Breakpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a>.</p> <p>For more information, see DBGBCR&lt;n&gt;_EL1.SSC.</p>	xx



Bits	Name	Description	Reset
[0]	E	Enable breakpoint n.  <b>0b0</b> Breakpoint n disabled.  <b>0b1</b> Breakpoint n enabled.	x

### Access

MRS <Xt>, DBGBCR2\_EL1

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0010	0b101

MSR DBGBCR2\_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0010	0b101

### Accessibility

MRS <Xt>, DBGBCR2\_EL1

```

if 2 >= NUM_BREAKPOINTS then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.DBGBCRn_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        X[t, 64] = DBGBCR_EL1[2];
elsif PSTATE.EL == EL2 then
    if MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elsif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        X[t, 64] = DBGBCR_EL1[2];
elsif PSTATE.EL == EL3 then
    if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        X[t, 64] = DBGBCR_EL1[2];

```

## MSR DBGBCR2\_EL1, &lt;Xt&gt;

```

if 2 >= NUM_BREAKPOINTS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.DBGBCRn_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGBCR_EL1[2] = X[t, 64];
elseif PSTATE.EL == EL2 then
    if MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGBCR_EL1[2] = X[t, 64];
elseif PSTATE.EL == EL3 then
    if OSLR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGBCR_EL1[2] = X[t, 64];

```

### A.3.11 DBGWVR2\_EL1, Debug Watchpoint Value Registers

Holds a data address value for use in watchpoint matching. Forms watchpoint n together with control register AArch64-DBGWCR<n>\_EL1.

#### Configurations

If watchpoint n is not implemented then accesses to this register are UNDEFINED.

#### Attributes

##### Width

64

##### Functional group

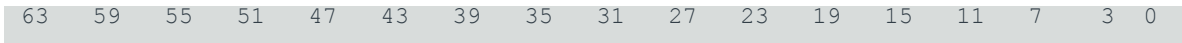
Debug registers

##### Access type

See bit descriptions

##### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------



Note

Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-78: AArch64\_dbgwvr2\_el1 bit assignments

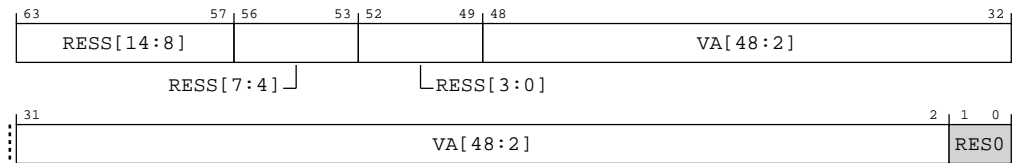


Table A-211: DBGWVR2\_EL1 bit descriptions

Bits	Name	Description	Reset
[63:57]	RESS[14:8]	Reserved, Sign extended. Software must set all bits in this field to the same value as the most significant bit of the VA field. If all bits in this field are not the same value as the most significant bit of the VA field, then all of the following apply: <ul style="list-style-type: none"> <li>It is <b>CONSTRAINED UNPREDICTABLE</b> whether the PE ignores this field when comparing an address.</li> <li>It is <b>IMPLEMENTATION DEFINED</b> whether the value read back in each bit of this field is a copy of the most significant bit of the VA field or the value written.</li> </ul>	7 { x }
[56:53]	RESS[7:4]	Extension to RESS[14:8]. For more information, see RESS[14:8].	xxxx
[52:49]	RESS[3:0]	Extension to RESS[14:8]. For more information, see RESS[14:8].	xxxx
[48:2]	VA[48:2]	Bits[48:2] of the address value for comparison.  Arm deprecates setting AArch64-DBGWVR<n>_EL1[2] == 1.	47 { x }
[1:0]	RESO	Reserved	RESO

### Access

MRS <Xt>, DBGWVR2\_EL1

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0010	0b110

MSR DBGWVR2\_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0010	0b110

## Accessibility

MRS <Xt>, DBGWVR2\_EL1

```

if 2 >= NUM_WATCHPOINTS then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.DBGWVRn_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        elsif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            X[t, 64] = DBGWVR_EL1[2];
    elsif PSTATE.EL == EL2 then
        if MDCR_EL3.TDA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            elsif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
                Halt(DebugHalt_SoftwareAccess);
            else
                X[t, 64] = DBGWVR_EL1[2];
    elsif PSTATE.EL == EL3 then
        if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            X[t, 64] = DBGWVR_EL1[2];

```

MSR DBGWVR2\_EL1, <Xt>

```

if 2 >= NUM_WATCHPOINTS then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.DBGWVRn_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        elsif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            DBGWVR_EL1[2] = X[t, 64];
    elsif PSTATE.EL == EL2 then
        if MDCR_EL3.TDA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            elsif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
                Halt(DebugHalt_SoftwareAccess);
            else

```

```

        DBGWVR_EL1[2] = X[t, 64];
    elsif PSTATE.EL == EL3 then
        if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            DBGWVR_EL1[2] = X[t, 64];
    end
    
```

### A.3.12 DBGWCR2\_EL1, Debug Watchpoint Control Registers

Holds control information for a watchpoint. Forms watchpoint n together with value register AArch64-DBGWVR<n>\_EL1.

#### Configurations

If watchpoint n is not implemented then accesses to this register are UNDEFINED.

#### Attributes

##### Width

64

##### Functional group

Debug registers

##### Access type

See bit descriptions

##### Reset value

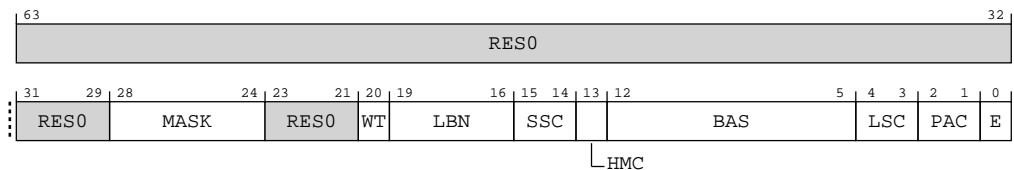
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-79: AArch64\_dbgwcr2\_el1 bit assignments



**Table A-214: DBGWCR2\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:29]	RES0	Reserved	RES0
[28:24]	MASK	Address Mask. Only objects up to 2GB can be watched using a single mask.  <b>0b00000</b> No mask.	5 {x}
[23:21]	RES0	Reserved	RES0
[20]	WT	Watchpoint type. Possible values are:  <b>0b0</b> Unlinked data address match.  <b>0b1</b> Linked data address match.	x
[19:16]	LBN	Linked Breakpoint Number.  For Linked data address watchpoints, with DBGWCR<n>_EL1.LBNX when implemented, specifies the index of the breakpoint linked to.  For all other watchpoint types, this field is ignored and reads of the register return an <b>UNKNOWN</b> value.	xxxx
[15:14]	SSC	Security state control. Determines the Security states under which a Watchpoint debug event for watchpoint n is generated.  The fields that indicate when the watchpoint can be generated are: HMC, PAC, and SSC. These fields must be considered in combination, and the values that are permitted for these fields are constrained.  For more information on the operation of these fields, see <i>Execution conditions for which a watchpoint generates Watchpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .  For more information on the effect of programming the fields to a reserved value, see <i>Reserved DBGWCR&lt;n&gt;_EL1. {SSC, HMC, PAC} values</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .	xx
[13]	HMC	Higher mode control. Determines the debug perspective for deciding when a Watchpoint debug event for watchpoint n is generated.  The fields that indicate when the watchpoint can be generated are: HMC, PAC, and SSC. These fields must be considered in combination, and the values that are permitted for these fields are constrained.  For more information on the operation of these fields, see <i>Execution conditions for which a watchpoint generates Watchpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .	x
[12:5]	BAS	Byte address select. Each bit of this field selects whether a byte from within the word or double-word addressed by AArch64-DBGWVR<n>_EL1 is being watched. <a href="#">Table A-215: BAS description</a> on page 335  In cases where AArch64-DBGWVR<n>_EL1 addresses a double-word: <a href="#">Table A-216: BAS description table 3</a> on page 335  If AArch64-DBGWVR<n>_EL1[2] == 1, only BAS[3:0] are used and BAS[7:4] are ignored. Arm deprecates setting AArch64-DBGWVR<n>_EL1[2] == 1.  The valid values for BAS are nonzero binary numbers all of whose set bits are contiguous. All other values are reserved and must not be used by software. See <i>Reserved DBGWCR&lt;n&gt;_EL1.BAS values</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .	8 {x}

Bits	Name	Description	Reset
[4:3]	LSC	Load/store control. This field enables watchpoint matching on the type of access being made. Possible values of this field are:  <b>0b01</b> Match instructions that load from a watchpointed address.  <b>0b10</b> Match instructions that store to a watchpointed address.  <b>0b11</b> Match instructions that load from or store to a watchpointed address.	xx
[2:1]	PAC	Privilege of access control. Determines the Exception level or levels at which a Watchpoint debug event for watchpoint n is generated.  The fields that indicate when the watchpoint can be generated are: HMC, PAC, and SSC. These fields must be considered in combination, and the values that are permitted for these fields are constrained.  For more information on the operation of these fields, see <i>Execution conditions for which a watchpoint generates Watchpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .	xx
[0]	E	Enable watchpoint n.  <b>0b0</b> Watchpoint n disabled.  <b>0b1</b> Watchpoint n enabled.	x

Table A-215: BAS description

BAS	Description
xxxxxx1	Match byte at AArch64-DBGWVR<n>_EL1
xxxxx1x	Match byte at AArch64-DBGWVR<n>_EL1 + 1
xxxx1xx	Match byte at AArch64-DBGWVR<n>_EL1 + 2
xxx1xxx	Match byte at AArch64-DBGWVR<n>_EL1 + 3

Table A-216: BAS description table 3

BAS	Description, if AArch64-DBGWVR<n>_EL1[2] == 0
xxx1xxx	Match byte at AArch64-DBGWVR<n>_EL1 + 4
xx1xxxx	Match byte at AArch64-DBGWVR<n>_EL1 + 5
x1xxxxx	Match byte at AArch64-DBGWVR<n>_EL1 + 6
1xxxxxx	Match byte at AArch64-DBGWVR<n>_EL1 + 7

### Access

MRS &lt;Xt&gt;, DBGWCR2\_EL1

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0010	0b111

MSR DBGWCR2\_EL1, &lt;Xt&gt;

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0010	0b111

## Accessibility

MRS <Xt>, DBGWCR2\_EL1

```

if 2 >= NUM_WATCHPOINTS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEN == '1' && HDFGRTR_EL2.DBGWCRn_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        X[t, 64] = DBGWCR_EL1[2];
elseif PSTATE.EL == EL2 then
    if MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        X[t, 64] = DBGWCR_EL1[2];
elseif PSTATE.EL == EL3 then
    if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        X[t, 64] = DBGWCR_EL1[2];

```

MSR DBGWCR2\_EL1, <Xt>

```

if 2 >= NUM_WATCHPOINTS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEN == '1' && HDFGRTR_EL2.DBGWCRn_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGWCR_EL1[2] = X[t, 64];
elseif PSTATE.EL == EL2 then
    if MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;

```



```

else
    AArch64.SystemAccessTrap(EL3, 0x18);
elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
    Halt(DebugHalt_SoftwareAccess);
else
    DBGWCR_EL1[2] = X[t, 64];
elseif PSTATE.EL == EL3 then
    if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGWCR_EL1[2] = X[t, 64];

```

### A.3.13 DBGBVR3\_EL1, Debug Breakpoint Value Registers

Holds a virtual address, or a VMID and/or a context ID, for use in breakpoint matching. Forms breakpoint *n* together with control register AArch64-DBGBCR<*n*>\_EL1.

#### Configurations

How this register is interpreted depends on the value of AArch64-DBGBCR<*n*>\_EL1.BT.

- When AArch64-DBGBCR<*n*>\_EL1.BT is 0b000x, this register holds a virtual address.
- When AArch64-DBGBCR<*n*>\_EL1.BT is 0b001x, 0b011x, or 0b110x, this register holds a Context ID.
- When AArch64-DBGBCR<*n*>\_EL1.BT is 0b100x, this register holds a VMID.
- When AArch64-DBGBCR<*n*>\_EL1.BT is 0b101x, this register holds a VMID and a Context ID.
- When AArch64-DBGBCR<*n*>\_EL1.BT is 0b111x, this register holds two Context ID values.

For other values of AArch64-DBGBCR<*n*>\_EL1.BT, this register is RES0.

If breakpoint *n* is not implemented then accesses to this register are UNDEFINED.

#### Attributes

##### Width

64

##### Functional group

Debug registers

##### Access type

See bit descriptions

##### Reset value

###### When AArch64-DBGBCR3\_EL1.BT == '000x'

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

###### When AArch64-DBGBCR3\_EL1.BT == '001x'

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

###### When AArch64-DBGBCR3\_EL1.BT == '011x'

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When AArch64-DBGBCR3\_EL1.BT == '100x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When AArch64-DBGBCR3\_EL1.BT == '101x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When AArch64-DBGBCR3\_EL1.BT == '110x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When AArch64-DBGBCR3\_EL1.BT == '111x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

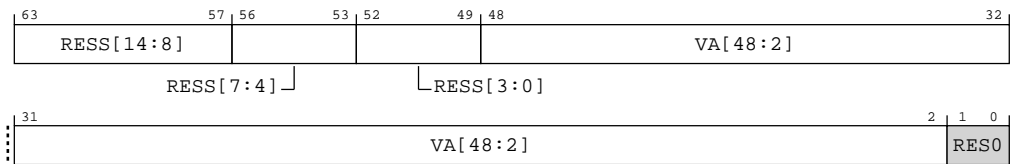


Where the reset reads xxxx, see individual bits.

**Bit descriptions**

When AArch64-DBGBCR3\_EL1.BT == '000'

**Figure A-80: AArch64\_dbgbvr3\_el1 bit assignments**

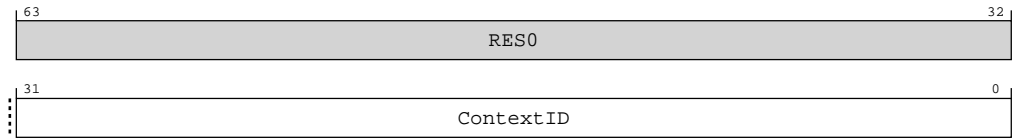


**Table A-219: DBGBCR3\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:57]	RESS[14:8]	Reserved, Sign extended. Software must set all bits in this field to the same value as the most significant bit of the VA field. If all bits in this field are not the same value as the most significant bit of the VA field, then all of the following apply: <ul style="list-style-type: none"> <li>It is <b>CONSTRAINED UNPREDICTABLE</b> whether the PE ignores this field when comparing an address.</li> <li>If the breakpoint is not context-aware, it is <b>IMPLEMENTATION DEFINED</b> whether the value read back in each bit of this field is a copy of the most significant bit of the VA field or the value written.</li> </ul>	7 {x}
[56:53]	RESS[7:4]	Extension to RESS[14:8]. For more information, see RESS[14:8].	xxxx
[52:49]	RESS[3:0]	Extension to RESS[14:8]. For more information, see RESS[14:8].	xxxx
[48:2]	VA[48:2]	Bits[48:2] of the address value for comparison.	47 {x}
[1:0]	RES0	Reserved	RES0

When AArch64-DBGBCR3\_EL1.BT == '001'

**Figure A-81: AArch64\_dbgvr3\_el1 bit assignments**

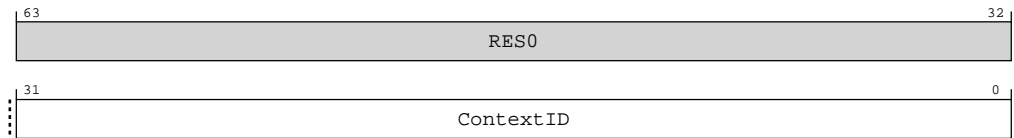


**Table A-220: DBGVR3\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31:0]	ContextID	Context ID value for comparison.  The value is compared against AArch64-CONTEXTIDR_EL2 when (FEAT_VHE is implemented or FEAT_Debugv8p2 is implemented), AArch64-HCR_EL2.E2H is 1, and either: <ul style="list-style-type: none"> <li>The PE is executing at EL2.</li> <li>AArch64-HCR_EL2.TGE is 1, the PE is executing at EL0, and EL2 is enabled in the current Security state.</li> </ul> Otherwise, the value is compared against AArch64-CONTEXTIDR_EL1.	32 {x}

When AArch64-DBGBCR3\_EL1.BT == '011'

**Figure A-82: AArch64\_dbgvr3\_el1 bit assignments**

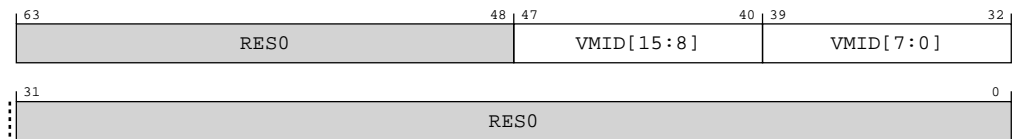


**Table A-221: DBGVR3\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31:0]	ContextID	Context ID value for comparison against AArch64-CONTEXTIDR_EL1.	32 {x}

When AArch64-DBGBCR3\_EL1.BT == '100'

**Figure A-83: AArch64\_dbgvr3\_el1 bit assignments**

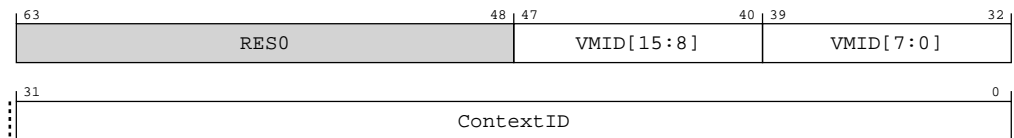


**Table A-222: DBGBCR3\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:48]	RES0	Reserved	RES0
[47:40]	VMID[15:8]	<b>When AArch64-VTCR_EL2.VS == '1'</b> Extension to VMID[7:0]. For more information, see DBGBCR3_EL1.VMID[7:0].  <b>Otherwise</b> RES0	8 {x}
[39:32]	VMID[7:0]	VMID value for comparison.  The VMID is 8 bits when any of the following are true: <ul style="list-style-type: none"> <li>• AArch64-VTCR_EL2.VS is 0.</li> <li>• FEAT_VMID16 is not implemented.</li> </ul>	8 {x}
[31:0]	RES0	Reserved	RES0

When AArch64-DBGBCR3\_EL1.BT == '101'

**Figure A-84: AArch64\_dbgbc3\_el1 bit assignments**

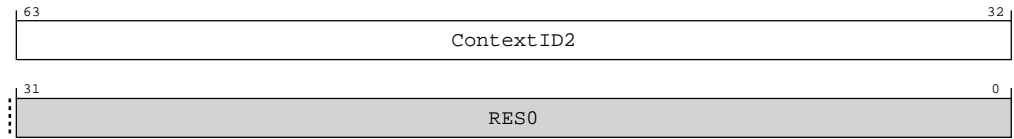


**Table A-223: DBGBCR3\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:48]	RES0	Reserved	RES0
[47:40]	VMID[15:8]	<b>When AArch64-VTCR_EL2.VS == '1'</b> Extension to VMID[7:0]. For more information, see DBGBCR3_EL1.VMID[7:0].  <b>Otherwise</b> RES0	8 {x}
[39:32]	VMID[7:0]	VMID value for comparison.  The VMID is 8 bits when any of the following are true: <ul style="list-style-type: none"> <li>• AArch64-VTCR_EL2.VS is 0.</li> <li>• FEAT_VMID16 is not implemented.</li> </ul>	8 {x}
[31:0]	ContextID	Context ID value for comparison against AArch64-CONTEXTIDR_EL1.	32 {x}

When AArch64-DBGBCR3\_EL1.BT == '110'

**Figure A-85: AArch64\_dbgvr3\_el1 bit assignments**

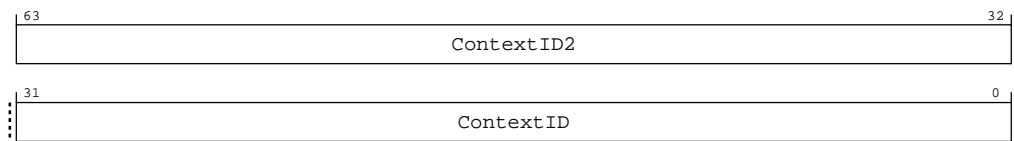


**Table A-224: DBGVR3\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	ContextID2	Context ID value for comparison against AArch64-CONTEXTIDR_EL2.	32 { x }
[31:0]	RES0	Reserved	RES0

When AArch64-DBGBCR3\_EL1.BT == '111'

**Figure A-86: AArch64\_dbgvr3\_el1 bit assignments**



**Table A-225: DBGVR3\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	ContextID2	Context ID value for comparison against AArch64-CONTEXTIDR_EL2.	32 { x }
[31:0]	ContextID	Context ID value for comparison against AArch64-CONTEXTIDR_EL1.	32 { x }

**Access**

MRS <Xt>, DBGVR3\_EL1

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0011	0b100

MSR DBGVR3\_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0011	0b100

**Accessibility**

MRS <Xt>, DBGVR3\_EL1

```

if 3 >= NUM BREAKPOINTS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;

```

```

if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.DBGBVRn_EL1 == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elseif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elseif MDCR_EL3.TDA == '1' then
    if Halted() && EDSCR.SDD == '1' then
        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
    Halt(DebugHalt_SoftwareAccess);
else
    X[t, 64] = DBGBVR_EL1[3];
elseif PSTATE.EL == EL2 then
    if MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        X[t, 64] = DBGBVR_EL1[3];
elseif PSTATE.EL == EL3 then
    if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        X[t, 64] = DBGBVR_EL1[3];

```

## MSR DBGBVR3\_EL1, &lt;Xt&gt;

```

if 3 >= NUM_BREAKPOINTS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.DBGBVRn_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGBVR_EL1[3] = X[t, 64];
elseif PSTATE.EL == EL2 then
    if MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGBVR_EL1[3] = X[t, 64];
elseif PSTATE.EL == EL3 then
    if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGBVR_EL1[3] = X[t, 64];

```

### A.3.14 DBGBCR3\_EL1, Debug Breakpoint Control Registers

Holds control information for a breakpoint. Forms breakpoint n together with value register AArch64-DBGBVR<n>\_EL1.

#### Configurations

If breakpoint n is not implemented, accesses to this register are UNDEFINED.

#### Attributes

##### Width

64

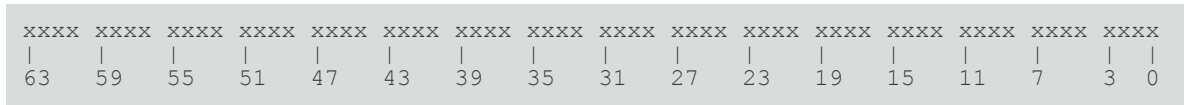
##### Functional group

Debug registers

##### Access type

See bit descriptions

##### Reset value



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-87: AArch64\_dbgbcr3\_el1 bit assignments

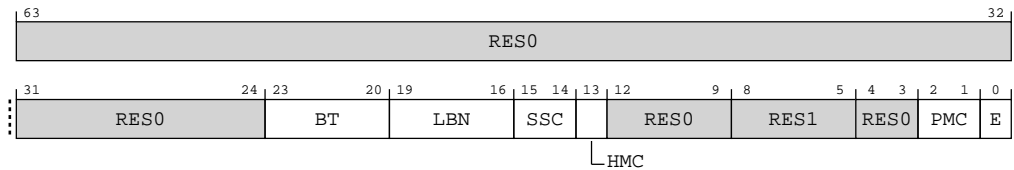


Table A-228: DBGBCR3\_EL1 bit descriptions

Bits	Name	Description	Reset
[63:24]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[23:20]	BT	<p>Breakpoint Type.</p> <p>With DBGBCR&lt;n&gt;_EL1.BT2 when implemented, specifies breakpoint type.</p> <p><b>0b0000</b> Unlinked instruction address match. AArch64-DBGBVR&lt;n&gt;_EL1 is the address of an instruction.</p> <p><b>0b0001</b> Linked instruction address match. As 0b0000, but linked to a breakpoint that has linking enabled.</p>	xxxx
[19:16]	LBN	<p>Linked Breakpoint Number.</p> <p>For Linked address matching breakpoints, with DBGBCR&lt;n&gt;_EL1.LBNX when implemented, specifies the index of the breakpoint linked to.</p> <p>For all other breakpoint types, this field is ignored and reads of the register return an <b>UNKNOWN</b> value.</p>	xxxx
[15:14]	SSC	<p>Security state control. Determines the Security states under which a Breakpoint debug event for breakpoint n is generated.</p> <p>The fields that indicate when the breakpoint can be generated are: HMC, PMC, and SSC. These fields must be considered in combination, and the values that are permitted for these fields are constrained.</p> <p>For more information on the operation of these fields, see <i>Execution conditions for which a breakpoint generates Breakpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a>.</p> <p>For more information on the effect of programming the fields to a reserved set of values, see <i>Reserved DBGBCR&lt;n&gt;_EL1.{SSC, HMC, PMC} values</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a>.</p>	xx
[13]	HMC	<p>Higher mode control. Determines the debug perspective for deciding when a Breakpoint debug event for breakpoint n is generated.</p> <p>The fields that indicate when the breakpoint can be generated are: HMC, PMC, and SSC. These fields must be considered in combination, and the values that are permitted for these fields are constrained.</p> <p>For more information on the operation of these fields, see <i>Execution conditions for which a breakpoint generates Breakpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a>.</p> <p>For more information, see DBGBCR&lt;n&gt;_EL1.SSC.</p>	x
[12:9]	RES0	Reserved	RES0
[8:5]	RES1	Reserved	RES1
[4:3]	RES0	Reserved	RES0
[2:1]	PMC	<p>Privilege mode control. Determines the Exception level or levels at which a Breakpoint debug event for breakpoint n is generated.</p> <p>The fields that indicate when the breakpoint can be generated are: HMC, PMC, and SSC. These fields must be considered in combination, and the values that are permitted for these fields are constrained.</p> <p>For more information on the operation of these fields, see <i>Execution conditions for which a breakpoint generates Breakpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a>.</p> <p>For more information, see DBGBCR&lt;n&gt;_EL1.SSC.</p>	xx



Bits	Name	Description	Reset
[0]	E	Enable breakpoint n.  <b>0b0</b> Breakpoint n disabled.  <b>0b1</b> Breakpoint n enabled.	x

### Access

MRS <Xt>, DBGBCR3\_EL1

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0011	0b101

MSR DBGBCR3\_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0011	0b101

### Accessibility

MRS <Xt>, DBGBCR3\_EL1

```

if 3 >= NUM_BREAKPOINTS then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.DBGBCRn_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        elsif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            X[t, 64] = DBGBCR_EL1[3];
    elsif PSTATE.EL == EL2 then
        if MDCR_EL3.TDA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            elsif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
                Halt(DebugHalt_SoftwareAccess);
            else
                X[t, 64] = DBGBCR_EL1[3];
    elsif PSTATE.EL == EL3 then
        if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            X[t, 64] = DBGBCR_EL1[3];

```

## MSR DBGBCR3\_EL1, &lt;Xt&gt;

```

if 3 >= NUM_BREAKPOINTS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.DBGBCRn_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGBCR_EL1[3] = X[t, 64];
elseif PSTATE.EL == EL2 then
    if MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGBCR_EL1[3] = X[t, 64];
elseif PSTATE.EL == EL3 then
    if OSLR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGBCR_EL1[3] = X[t, 64];

```

### A.3.15 DBGWVR3\_EL1, Debug Watchpoint Value Registers

Holds a data address value for use in watchpoint matching. Forms watchpoint n together with control register AArch64-DBGWCR<n>\_EL1.

#### Configurations

If watchpoint n is not implemented then accesses to this register are UNDEFINED.

#### Attributes

##### Width

64

##### Functional group

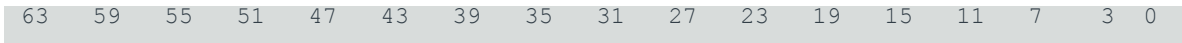
Debug registers

##### Access type

See bit descriptions

##### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------



Note

Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-88: AArch64\_dbgwvr3\_el1 bit assignments

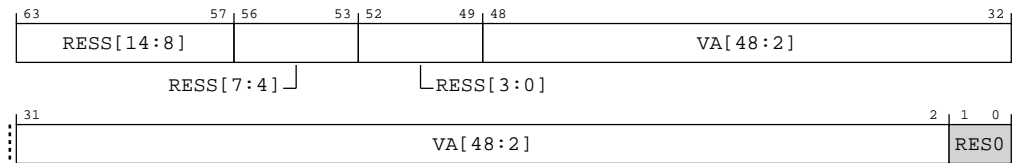


Table A-231: DBGWVR3\_EL1 bit descriptions

Bits	Name	Description	Reset
[63:57]	RESS[14:8]	Reserved, Sign extended. Software must set all bits in this field to the same value as the most significant bit of the VA field. If all bits in this field are not the same value as the most significant bit of the VA field, then all of the following apply: <ul style="list-style-type: none"> <li>It is <b>CONSTRAINED UNPREDICTABLE</b> whether the PE ignores this field when comparing an address.</li> <li>It is <b>IMPLEMENTATION DEFINED</b> whether the value read back in each bit of this field is a copy of the most significant bit of the VA field or the value written.</li> </ul>	7 { x }
[56:53]	RESS[7:4]	Extension to RESS[14:8]. For more information, see RESS[14:8].	xxxx
[52:49]	RESS[3:0]	Extension to RESS[14:8]. For more information, see RESS[14:8].	xxxx
[48:2]	VA[48:2]	Bits[48:2] of the address value for comparison.  Arm deprecates setting AArch64-DBGWVR<n>_EL1[2] == 1.	47 { x }
[1:0]	RESO	Reserved	RESO

### Access

MRS <Xt>, DBGWVR3\_EL1

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0011	0b110

MSR DBGWVR3\_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0011	0b110

## Accessibility

### MRS <Xt>, DBGWVR3\_EL1

```

if 3 >= NUM_WATCHPOINTS then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.DBGWVRn_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        elsif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            X[t, 64] = DBGWVR_EL1[3];
    elsif PSTATE.EL == EL2 then
        if MDCR_EL3.TDA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            elsif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
                Halt(DebugHalt_SoftwareAccess);
            else
                X[t, 64] = DBGWVR_EL1[3];
    elsif PSTATE.EL == EL3 then
        if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            X[t, 64] = DBGWVR_EL1[3];

```

### MSR DBGWVR3\_EL1, <Xt>

```

if 3 >= NUM_WATCHPOINTS then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.DBGWVRn_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        elsif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            DBGWVR_EL1[3] = X[t, 64];
    elsif PSTATE.EL == EL2 then
        if MDCR_EL3.TDA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            elsif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
                Halt(DebugHalt_SoftwareAccess);
            else

```

```

        DBGWVR_EL1[3] = X[t, 64];
    elsif PSTATE.EL == EL3 then
        if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            DBGWVR_EL1[3] = X[t, 64];
    end
    
```

### A.3.16 DBGWCR3\_EL1, Debug Watchpoint Control Registers

Holds control information for a watchpoint. Forms watchpoint n together with value register AArch64-DBGWVR<n>\_EL1.

#### Configurations

If watchpoint n is not implemented then accesses to this register are UNDEFINED.

#### Attributes

##### Width

64

##### Functional group

Debug registers

##### Access type

See bit descriptions

##### Reset value

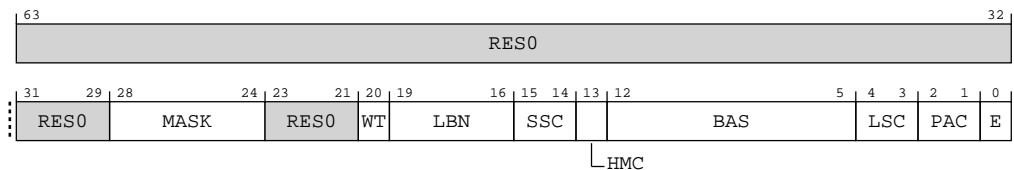
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-89: AArch64\_dbgwcr3\_el1 bit assignments



**Table A-234: DBGWCR3\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:29]	RES0	Reserved	RES0
[28:24]	MASK	Address Mask. Only objects up to 2GB can be watched using a single mask.  <b>0b00000</b> No mask.	5 {x}
[23:21]	RES0	Reserved	RES0
[20]	WT	Watchpoint type. Possible values are:  <b>0b0</b> Unlinked data address match.  <b>0b1</b> Linked data address match.	x
[19:16]	LBN	Linked Breakpoint Number.  For Linked data address watchpoints, with DBGWCR<n>_EL1.LBNX when implemented, specifies the index of the breakpoint linked to.  For all other watchpoint types, this field is ignored and reads of the register return an <b>UNKNOWN</b> value.	xxxx
[15:14]	SSC	Security state control. Determines the Security states under which a Watchpoint debug event for watchpoint n is generated.  The fields that indicate when the watchpoint can be generated are: HMC, PAC, and SSC. These fields must be considered in combination, and the values that are permitted for these fields are constrained.  For more information on the operation of these fields, see <i>Execution conditions for which a watchpoint generates Watchpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .  For more information on the effect of programming the fields to a reserved value, see <i>Reserved DBGWCR&lt;n&gt;_EL1. {SSC, HMC, PAC} values</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .	xx
[13]	HMC	Higher mode control. Determines the debug perspective for deciding when a Watchpoint debug event for watchpoint n is generated.  The fields that indicate when the watchpoint can be generated are: HMC, PAC, and SSC. These fields must be considered in combination, and the values that are permitted for these fields are constrained.  For more information on the operation of these fields, see <i>Execution conditions for which a watchpoint generates Watchpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .	x
[12:5]	BAS	Byte address select. Each bit of this field selects whether a byte from within the word or double-word addressed by AArch64-DBGWVR<n>_EL1 is being watched. <a href="#">Table A-235: BAS description</a> on page 351  In cases where AArch64-DBGWVR<n>_EL1 addresses a double-word: <a href="#">Table A-236: BAS description table 3</a> on page 351  If AArch64-DBGWVR<n>_EL1[2] == 1, only BAS[3:0] are used and BAS[7:4] are ignored. Arm deprecates setting AArch64-DBGWVR<n>_EL1[2] == 1.  The valid values for BAS are nonzero binary numbers all of whose set bits are contiguous. All other values are reserved and must not be used by software. See <i>Reserved DBGWCR&lt;n&gt;_EL1.BAS values</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .	8 {x}

Bits	Name	Description	Reset
[4:3]	LSC	Load/store control. This field enables watchpoint matching on the type of access being made. Possible values of this field are:  <b>0b01</b> Match instructions that load from a watchpointed address.  <b>0b10</b> Match instructions that store to a watchpointed address.  <b>0b11</b> Match instructions that load from or store to a watchpointed address.	xx
[2:1]	PAC	Privilege of access control. Determines the Exception level or levels at which a Watchpoint debug event for watchpoint n is generated.  The fields that indicate when the watchpoint can be generated are: HMC, PAC, and SSC. These fields must be considered in combination, and the values that are permitted for these fields are constrained.  For more information on the operation of these fields, see <i>Execution conditions for which a watchpoint generates Watchpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .	xx
[0]	E	Enable watchpoint n.  <b>0b0</b> Watchpoint n disabled.  <b>0b1</b> Watchpoint n enabled.	x

**Table A-235: BAS description**

BAS	Description
xxxxxx1	Match byte at AArch64-DBGWVR<n>_EL1
xxxxxx1x	Match byte at AArch64-DBGWVR<n>_EL1 + 1
xxxxx1xx	Match byte at AArch64-DBGWVR<n>_EL1 + 2
xxx1xxx	Match byte at AArch64-DBGWVR<n>_EL1 + 3

**Table A-236: BAS description table 3**

BAS	Description, if AArch64-DBGWVR<n>_EL1[2] == 0
xxx1xxx	Match byte at AArch64-DBGWVR<n>_EL1 + 4
xx1xxxx	Match byte at AArch64-DBGWVR<n>_EL1 + 5
x1xxxxx	Match byte at AArch64-DBGWVR<n>_EL1 + 6
1xxxxxx	Match byte at AArch64-DBGWVR<n>_EL1 + 7

### Access

MRS &lt;Xt&gt;, DBGWCR3\_EL1

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0011	0b111

MSR DBGWCR3\_EL1, &lt;Xt&gt;

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0011	0b111

## Accessibility

MRS <Xt>, DBGWCR3\_EL1

```

if 3 >= NUM_WATCHPOINTS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.DBGWCRn_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        X[t, 64] = DBGWCR_EL1[3];
elseif PSTATE.EL == EL2 then
    if MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        X[t, 64] = DBGWCR_EL1[3];
elseif PSTATE.EL == EL3 then
    if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        X[t, 64] = DBGWCR_EL1[3];

```

MSR DBGWCR3\_EL1, <Xt>

```

if 3 >= NUM_WATCHPOINTS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.DBGWCRn_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGWCR_EL1[3] = X[t, 64];
elseif PSTATE.EL == EL2 then
    if MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;

```



```

    else
        AArch64.SystemAccessTrap(EL3, 0x18);
    elsif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGWCR_EL1[3] = X[t, 64];
    elsif PSTATE.EL == EL3 then
        if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            DBGWCR_EL1[3] = X[t, 64];
        end if
    end if
end if

```

### A.3.17 DBGBVR4\_EL1, Debug Breakpoint Value Registers

Holds a virtual address, or a VMID and/or a context ID, for use in breakpoint matching. Forms breakpoint *n* together with control register AArch64-DBGBCR<*n*>\_EL1.

#### Configurations

How this register is interpreted depends on the value of AArch64-DBGBCR<*n*>\_EL1.BT.

- When AArch64-DBGBCR<*n*>\_EL1.BT is 0b000x, this register holds a virtual address.
- When AArch64-DBGBCR<*n*>\_EL1.BT is 0b001x, 0b011x, or 0b110x, this register holds a Context ID.
- When AArch64-DBGBCR<*n*>\_EL1.BT is 0b100x, this register holds a VMID.
- When AArch64-DBGBCR<*n*>\_EL1.BT is 0b101x, this register holds a VMID and a Context ID.
- When AArch64-DBGBCR<*n*>\_EL1.BT is 0b111x, this register holds two Context ID values.

For other values of AArch64-DBGBCR<*n*>\_EL1.BT, this register is RES0.

If breakpoint *n* is not implemented then accesses to this register are UNDEFINED.

#### Attributes

##### Width

64

##### Functional group

Debug registers

##### Access type

See bit descriptions

##### Reset value

###### When AArch64-DBGBCR4\_EL1.BT == '000x'

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

###### When AArch64-DBGBCR4\_EL1.BT == '001x'

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

###### When AArch64-DBGBCR4\_EL1.BT == '011x'

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When AArch64-DBGBCR4\_EL1.BT == '100x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When AArch64-DBGBCR4\_EL1.BT == '101x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When AArch64-DBGBCR4\_EL1.BT == '110x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When AArch64-DBGBCR4\_EL1.BT == '111x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

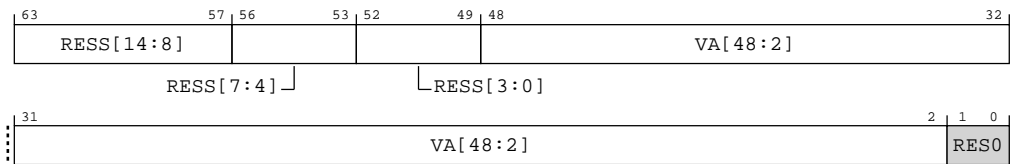


Where the reset reads xxxx, see individual bits.

**Bit descriptions**

When AArch64-DBGBCR4\_EL1.BT == '000'

**Figure A-90: AArch64\_dbgbvr4\_el1 bit assignments**

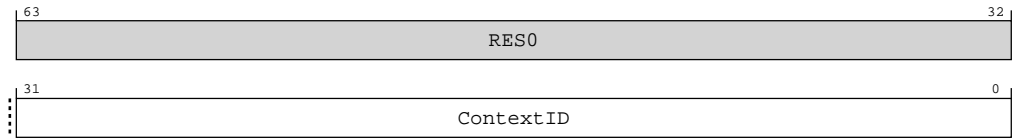


**Table A-239: DBGBCR4\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:57]	RESS[14:8]	Reserved, Sign extended. Software must set all bits in this field to the same value as the most significant bit of the VA field. If all bits in this field are not the same value as the most significant bit of the VA field, then all of the following apply: <ul style="list-style-type: none"> <li>It is <b>CONSTRAINED UNPREDICTABLE</b> whether the PE ignores this field when comparing an address.</li> <li>If the breakpoint is not context-aware, it is <b>IMPLEMENTATION DEFINED</b> whether the value read back in each bit of this field is a copy of the most significant bit of the VA field or the value written.</li> </ul>	7 {x}
[56:53]	RESS[7:4]	Extension to RESS[14:8]. For more information, see RESS[14:8].	xxxx
[52:49]	RESS[3:0]	Extension to RESS[14:8]. For more information, see RESS[14:8].	xxxx
[48:2]	VA[48:2]	Bits[48:2] of the address value for comparison.	47 {x}
[1:0]	RES0	Reserved	RES0

When AArch64-DBGBCR4\_EL1.BT == '001'

**Figure A-91: AArch64\_dbgvr4\_el1 bit assignments**

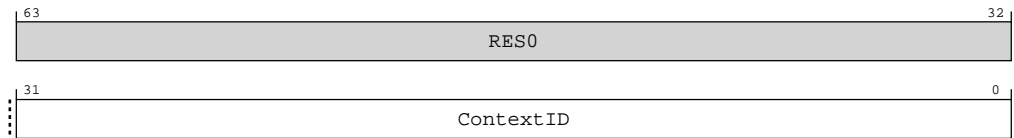


**Table A-240: DBGVR4\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31:0]	ContextID	Context ID value for comparison.  The value is compared against AArch64-CONTEXTIDR_EL2 when (FEAT_VHE is implemented or FEAT_Debugv8p2 is implemented), AArch64-HCR_EL2.E2H is 1, and either: <ul style="list-style-type: none"> <li>The PE is executing at EL2.</li> <li>AArch64-HCR_EL2.TGE is 1, the PE is executing at EL0, and EL2 is enabled in the current Security state.</li> </ul> Otherwise, the value is compared against AArch64-CONTEXTIDR_EL1.	32 {x}

When AArch64-DBGBCR4\_EL1.BT == '011'

**Figure A-92: AArch64\_dbgvr4\_el1 bit assignments**

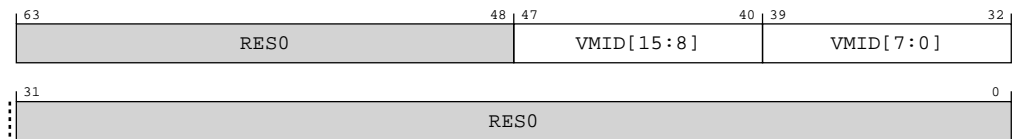


**Table A-241: DBGVR4\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31:0]	ContextID	Context ID value for comparison against AArch64-CONTEXTIDR_EL1.	32 {x}

When AArch64-DBGBCR4\_EL1.BT == '100'

**Figure A-93: AArch64\_dbgvr4\_el1 bit assignments**

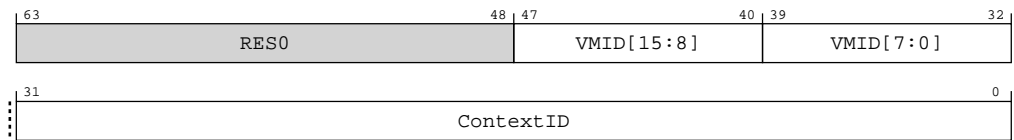


**Table A-242: DBGBCR4\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:48]	RES0	Reserved	RES0
[47:40]	VMID[15:8]	<b>When AArch64-VTCR_EL2.VS == '1'</b> Extension to VMID[7:0]. For more information, see DBGBCR4_EL1.VMID[7:0].  <b>Otherwise</b> RES0	8 {x}
[39:32]	VMID[7:0]	VMID value for comparison.  The VMID is 8 bits when any of the following are true: <ul style="list-style-type: none"> <li>AArch64-VTCR_EL2.VS is 0.</li> <li>FEAT_VMID16 is not implemented.</li> </ul>	8 {x}
[31:0]	RES0	Reserved	RES0

When AArch64-DBGBCR4\_EL1.BT == '101'

**Figure A-94: AArch64\_dbgbcr4\_el1 bit assignments**

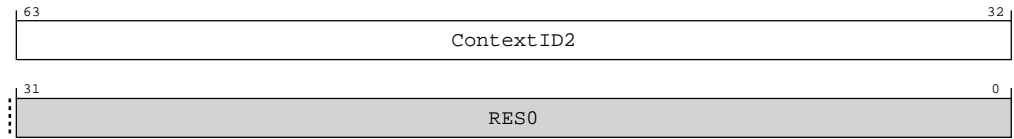


**Table A-243: DBGBCR4\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:48]	RES0	Reserved	RES0
[47:40]	VMID[15:8]	<b>When AArch64-VTCR_EL2.VS == '1'</b> Extension to VMID[7:0]. For more information, see DBGBCR4_EL1.VMID[7:0].  <b>Otherwise</b> RES0	8 {x}
[39:32]	VMID[7:0]	VMID value for comparison.  The VMID is 8 bits when any of the following are true: <ul style="list-style-type: none"> <li>AArch64-VTCR_EL2.VS is 0.</li> <li>FEAT_VMID16 is not implemented.</li> </ul>	8 {x}
[31:0]	ContextID	Context ID value for comparison against AArch64-CONTEXTIDR_EL1.	32 {x}

When AArch64-DBGBCR4\_EL1.BT == '110'

**Figure A-95: AArch64\_dbgvr4\_el1 bit assignments**

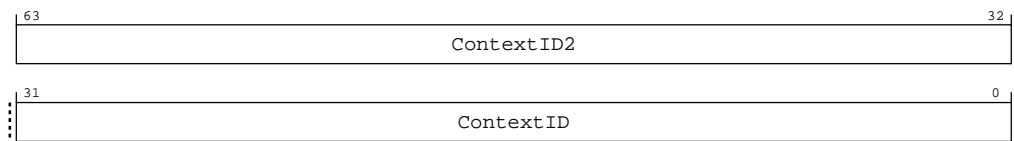


**Table A-244: DBGVR4\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	ContextID2	Context ID value for comparison against AArch64-CONTEXTIDR_EL2.	32 { x }
[31:0]	RES0	Reserved	RES0

When AArch64-DBGBCR4\_EL1.BT == '111'

**Figure A-96: AArch64\_dbgvr4\_el1 bit assignments**



**Table A-245: DBGVR4\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	ContextID2	Context ID value for comparison against AArch64-CONTEXTIDR_EL2.	32 { x }
[31:0]	ContextID	Context ID value for comparison against AArch64-CONTEXTIDR_EL1.	32 { x }

**Access**

MRS <Xt>, DBGVR4\_EL1

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0100	0b100

MSR DBGVR4\_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0100	0b100

**Accessibility**

MRS <Xt>, DBGVR4\_EL1

```

if 4 >= NUM BREAKPOINTS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;

```

```

if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.DBGBVRn_EL1 == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elseif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elseif MDCR_EL3.TDA == '1' then
    if Halted() && EDSCR.SDD == '1' then
        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
    Halt(DebugHalt_SoftwareAccess);
else
    X[t, 64] = DBGBVR_EL1[4];
elseif PSTATE.EL == EL2 then
    if MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        X[t, 64] = DBGBVR_EL1[4];
elseif PSTATE.EL == EL3 then
    if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        X[t, 64] = DBGBVR_EL1[4];

```

## MSR DBGBVR4\_EL1, &lt;Xt&gt;

```

if 4 >= NUM_BREAKPOINTS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.DBGBVRn_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGBVR_EL1[4] = X[t, 64];
elseif PSTATE.EL == EL2 then
    if MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGBVR_EL1[4] = X[t, 64];
elseif PSTATE.EL == EL3 then
    if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGBVR_EL1[4] = X[t, 64];

```

### A.3.18 DBGBCR4\_EL1, Debug Breakpoint Control Registers

Holds control information for a breakpoint. Forms breakpoint n together with value register AArch64-DBGBVR<n>\_EL1.

#### Configurations

If breakpoint n is not implemented, accesses to this register are UNDEFINED.

#### Attributes

##### Width

64

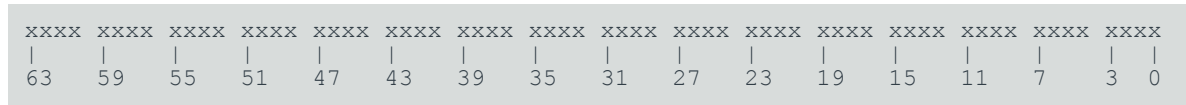
##### Functional group

Debug registers

##### Access type

See bit descriptions

##### Reset value



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-97: AArch64\_dbgbcr4\_el1 bit assignments

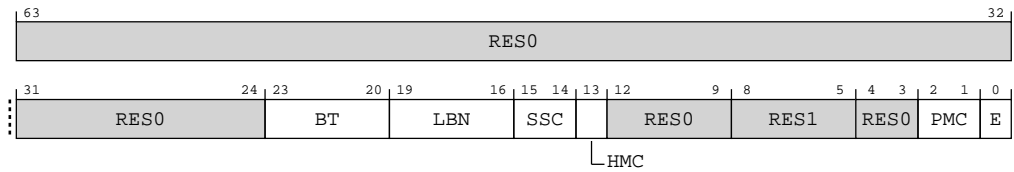


Table A-248: DBGBCR4\_EL1 bit descriptions

Bits	Name	Description	Reset
[63:24]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[23:20]	BT	<p>Breakpoint Type.</p> <p>With DBGBCR&lt;n&gt;_EL1.BT2 when implemented, specifies breakpoint type.</p> <p><b>0b0000</b> Unlinked instruction address match. AArch64-DBGBVR&lt;n&gt;_EL1 is the address of an instruction.</p> <p><b>0b0001</b> Linked instruction address match. As 0b0000, but linked to a breakpoint that has linking enabled.</p>	xxxx
[19:16]	LBN	<p>Linked Breakpoint Number.</p> <p>For Linked address matching breakpoints, with DBGBCR&lt;n&gt;_EL1.LBNX when implemented, specifies the index of the breakpoint linked to.</p> <p>For all other breakpoint types, this field is ignored and reads of the register return an <b>UNKNOWN</b> value.</p>	xxxx
[15:14]	SSC	<p>Security state control. Determines the Security states under which a Breakpoint debug event for breakpoint n is generated.</p> <p>The fields that indicate when the breakpoint can be generated are: HMC, PMC, and SSC. These fields must be considered in combination, and the values that are permitted for these fields are constrained.</p> <p>For more information on the operation of these fields, see <i>Execution conditions for which a breakpoint generates Breakpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a>.</p> <p>For more information on the effect of programming the fields to a reserved set of values, see <i>Reserved DBGBCR&lt;n&gt;_EL1.{SSC, HMC, PMC} values</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a>.</p>	xx
[13]	HMC	<p>Higher mode control. Determines the debug perspective for deciding when a Breakpoint debug event for breakpoint n is generated.</p> <p>The fields that indicate when the breakpoint can be generated are: HMC, PMC, and SSC. These fields must be considered in combination, and the values that are permitted for these fields are constrained.</p> <p>For more information on the operation of these fields, see <i>Execution conditions for which a breakpoint generates Breakpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a>.</p> <p>For more information, see DBGBCR&lt;n&gt;_EL1.SSC.</p>	x
[12:9]	RES0	Reserved	RES0
[8:5]	RES1	Reserved	RES1
[4:3]	RES0	Reserved	RES0
[2:1]	PMC	<p>Privilege mode control. Determines the Exception level or levels at which a Breakpoint debug event for breakpoint n is generated.</p> <p>The fields that indicate when the breakpoint can be generated are: HMC, PMC, and SSC. These fields must be considered in combination, and the values that are permitted for these fields are constrained.</p> <p>For more information on the operation of these fields, see <i>Execution conditions for which a breakpoint generates Breakpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a>.</p> <p>For more information, see DBGBCR&lt;n&gt;_EL1.SSC.</p>	xx



Bits	Name	Description	Reset
[0]	E	Enable breakpoint n.  <b>0b0</b> Breakpoint n disabled.  <b>0b1</b> Breakpoint n enabled.	x

### Access

MRS <Xt>, DBGBCR4\_EL1

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0100	0b101

MSR DBGBCR4\_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0100	0b101

### Accessibility

MRS <Xt>, DBGBCR4\_EL1

```

if 4 >= NUM_BREAKPOINTS then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.DBGBCRn_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        elsif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            X[t, 64] = DBGBCR_EL1[4];
    elsif PSTATE.EL == EL2 then
        if MDCR_EL3.TDA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            elsif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
                Halt(DebugHalt_SoftwareAccess);
            else
                X[t, 64] = DBGBCR_EL1[4];
    elsif PSTATE.EL == EL3 then
        if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            X[t, 64] = DBGBCR_EL1[4];

```

## MSR DBGBCR4\_EL1, &lt;Xt&gt;

```

if 4 >= NUM_BREAKPOINTS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.DBGBCRn_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGBCR_EL1[4] = X[t, 64];
elseif PSTATE.EL == EL2 then
    if MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGBCR_EL1[4] = X[t, 64];
elseif PSTATE.EL == EL3 then
    if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGBCR_EL1[4] = X[t, 64];

```

### A.3.19 DBGVR5\_EL1, Debug Breakpoint Value Registers

Holds a virtual address, or a VMID and/or a context ID, for use in breakpoint matching. Forms breakpoint *n* together with control register AArch64-DBGBCR<*n*>\_EL1.

#### Configurations

How this register is interpreted depends on the value of AArch64-DBGBCR<*n*>\_EL1.BT.

- When AArch64-DBGBCR<*n*>\_EL1.BT is 0b000x, this register holds a virtual address.
- When AArch64-DBGBCR<*n*>\_EL1.BT is 0b001x, 0b011x, or 0b110x, this register holds a Context ID.
- When AArch64-DBGBCR<*n*>\_EL1.BT is 0b100x, this register holds a VMID.
- When AArch64-DBGBCR<*n*>\_EL1.BT is 0b101x, this register holds a VMID and a Context ID.
- When AArch64-DBGBCR<*n*>\_EL1.BT is 0b111x, this register holds two Context ID values.

For other values of AArch64-DBGBCR<*n*>\_EL1.BT, this register is RES0.

If breakpoint *n* is not implemented then accesses to this register are UNDEFINED.

**Attributes**

**Width**

64

**Functional group**

Debug registers

**Access type**

See bit descriptions

**Reset value**

**When AArch64-DBGBCR5\_EL1.BT == '000x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When AArch64-DBGBCR5\_EL1.BT == '001x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When AArch64-DBGBCR5\_EL1.BT == '011x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When AArch64-DBGBCR5\_EL1.BT == '100x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When AArch64-DBGBCR5\_EL1.BT == '101x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When AArch64-DBGBCR5\_EL1.BT == '110x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When AArch64-DBGBCR5\_EL1.BT == '111x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

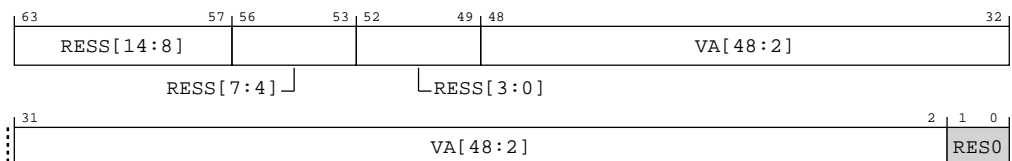


Where the reset reads xxxx, see individual bits.

**Bit descriptions**

When AArch64-DBGBCR5\_EL1.BT == '000'

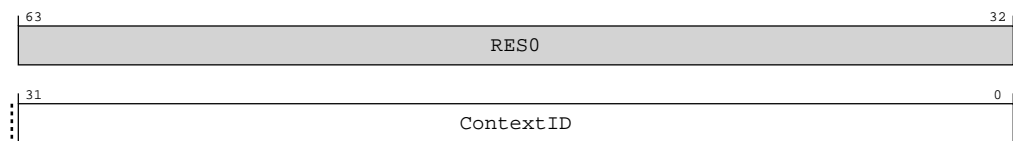
**Figure A-98: AArch64\_dbgivr5\_el1 bit assignments**



**Table A-251: DBGBCR5\_EL1 bit descriptions**

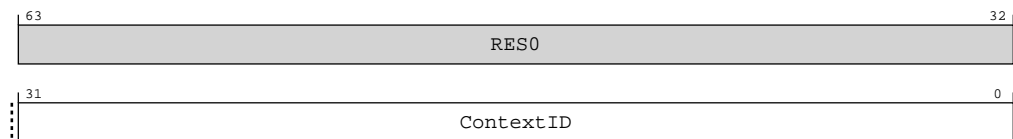
Bits	Name	Description	Reset
[63:57]	RESS[14:8]	Reserved, Sign extended. Software must set all bits in this field to the same value as the most significant bit of the VA field. If all bits in this field are not the same value as the most significant bit of the VA field, then all of the following apply: <ul style="list-style-type: none"> <li>It is <b>CONSTRAINED UNPREDICTABLE</b> whether the PE ignores this field when comparing an address.</li> <li>If the breakpoint is not context-aware, it is <b>IMPLEMENTATION DEFINED</b> whether the value read back in each bit of this field is a copy of the most significant bit of the VA field or the value written.</li> </ul>	7 {x}
[56:53]	RESS[7:4]	Extension to RESS[14:8]. For more information, see RESS[14:8].	xxxx
[52:49]	RESS[3:0]	Extension to RESS[14:8]. For more information, see RESS[14:8].	xxxx
[48:2]	VA[48:2]	Bits[48:2] of the address value for comparison.	47 {x}
[1:0]	RES0	Reserved	RES0

When AArch64-DBGBCR5\_EL1.BT == '001'

**Figure A-99: AArch64\_dbgvr5\_el1 bit assignments****Table A-252: DBGBCR5\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31:0]	ContextID	Context ID value for comparison. <p>The value is compared against AArch64-CONTEXTIDR_EL2 when (FEAT_VHE is implemented or FEAT_Debugv8p2 is implemented), AArch64-HCR_EL2.E2H is 1, and either:</p> <ul style="list-style-type: none"> <li>The PE is executing at EL2.</li> <li>AArch64-HCR_EL2.TGE is 1, the PE is executing at EL0, and EL2 is enabled in the current Security state.</li> </ul> <p>Otherwise, the value is compared against AArch64-CONTEXTIDR_EL1.</p>	32 {x}

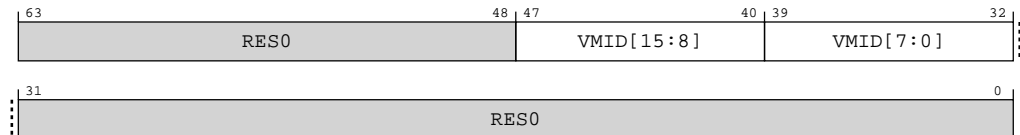
When AArch64-DBGBCR5\_EL1.BT == '011'

**Figure A-100: AArch64\_dbgvr5\_el1 bit assignments**

**Table A-253: DBGBCR5\_EL1 bit descriptions**

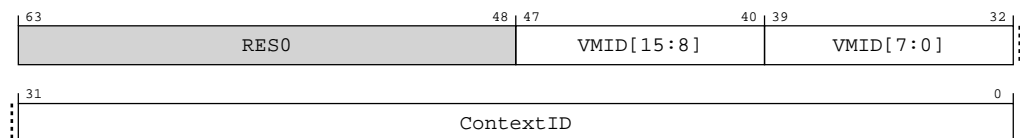
Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31:0]	ContextID	Context ID value for comparison against AArch64-CONTEXTIDR_EL1.	32 {x}

When AArch64-DBGBCR5\_EL1.BT == '100'

**Figure A-101: AArch64\_dbgvr5\_el1 bit assignments****Table A-254: DBGBCR5\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:48]	RES0	Reserved	RES0
[47:40]	VMID[15:8]	<b>When AArch64-VTCR_EL2.VS == '1'</b> Extension to VMID[7:0]. For more information, see DBGBCR<n>_EL1.VMID[7:0]. <b>Otherwise</b> RES0	8 {x}
[39:32]	VMID[7:0]	VMID value for comparison.  The VMID is 8 bits when any of the following are true: <ul style="list-style-type: none"> <li>AArch64-VTCR_EL2.VS is 0.</li> <li>FEAT_VMID16 is not implemented.</li> </ul>	8 {x}
[31:0]	RES0	Reserved	RES0

When AArch64-DBGBCR5\_EL1.BT == '101'

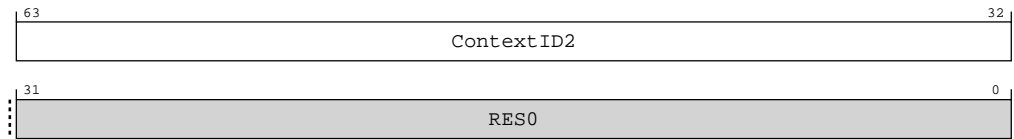
**Figure A-102: AArch64\_dbgvr5\_el1 bit assignments****Table A-255: DBGBCR5\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:48]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[47:40]	VMID[15:8]	<b>When AArch64-VTCR_EL2.VS == '1'</b> Extension to VMID[7:0]. For more information, see DBGVCR<n>_EL1.VMID[7:0].  <b>Otherwise</b> RES0	8 {x}
[39:32]	VMID[7:0]	VMID value for comparison.  The VMID is 8 bits when any of the following are true: <ul style="list-style-type: none"> <li>• AArch64-VTCR_EL2.VS is 0.</li> <li>• FEAT_VMID16 is not implemented.</li> </ul>	8 {x}
[31:0]	ContextID	Context ID value for comparison against AArch64-CONTEXTIDR_EL1.	32 {x}

When AArch64-DBGBCR5\_EL1.BT == '110'

**Figure A-103: AArch64\_dbgvcr5\_el1 bit assignments**

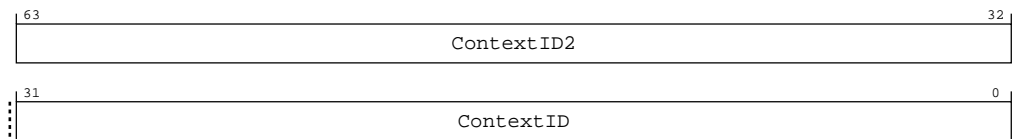


**Table A-256: DBGVCR5\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	ContextID2	Context ID value for comparison against AArch64-CONTEXTIDR_EL2.	32 {x}
[31:0]	RES0	Reserved	RES0

When AArch64-DBGBCR5\_EL1.BT == '111'

**Figure A-104: AArch64\_dbgvcr5\_el1 bit assignments**



**Table A-257: DBGVCR5\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	ContextID2	Context ID value for comparison against AArch64-CONTEXTIDR_EL2.	32 {x}
[31:0]	ContextID	Context ID value for comparison against AArch64-CONTEXTIDR_EL1.	32 {x}

**Access**

MRS <Xt>, DBGVCR5\_EL1

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0101	0b100

MSR DBGVR5\_EL1, &lt;Xt&gt;

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0101	0b100

## Accessibility

MRS &lt;Xt&gt;, DBGVR5\_EL1

```

if 5 >= NUM_BREAKPOINTS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.DBGBVRn_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        X[t, 64] = DBGVR_EL1[5];
elseif PSTATE.EL == EL2 then
    if MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        X[t, 64] = DBGVR_EL1[5];
elseif PSTATE.EL == EL3 then
    if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        X[t, 64] = DBGVR_EL1[5];

```

MSR DBGVR5\_EL1, &lt;Xt&gt;

```

if 5 >= NUM_BREAKPOINTS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.DBGBVRn_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then

```

```

        Halt(DebugHalt_SoftwareAccess);
    else
        DBGBVR_EL1[5] = X[t, 64];
    elsif PSTATE.EL == EL2 then
        if MDCR_EL3.TDA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            endif
        elsif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            DBGBVR_EL1[5] = X[t, 64];
        endif
    elsif PSTATE.EL == EL3 then
        if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            DBGBVR_EL1[5] = X[t, 64];
        endif
    endif
end

```

## A.3.20 DBGBCR5\_EL1, Debug Breakpoint Control Registers

Holds control information for a breakpoint. Forms breakpoint *n* together with value register AArch64-DBGBVR<*n*>\_EL1.

### Configurations

If breakpoint *n* is not implemented, accesses to this register are UNDEFINED.

### Attributes

#### Width

64

#### Functional group

Debug registers

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Note

Where the reset reads xxxx, see individual bits.



## Bit descriptions

Figure A-105: AArch64\_dbgbcr5\_el1 bit assignments

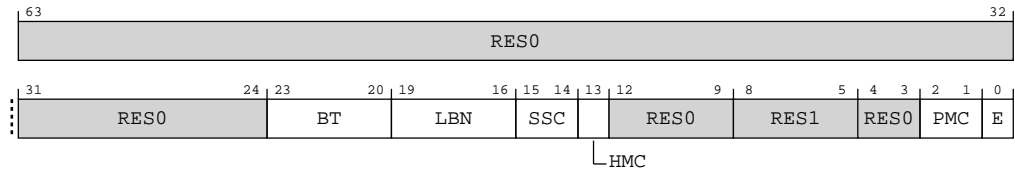


Table A-260: DBGBCR5\_EL1 bit descriptions

Bits	Name	Description	Reset
[63:24]	RES0	Reserved	RES0
[23:20]	BT	Breakpoint Type.  With DBGBCR<n>_EL1.BT2 when implemented, specifies breakpoint type.  <b>0b0000</b> Unlinked instruction address match. AArch64-DBGBCR<n>_EL1 is the address of an instruction.  <b>0b0001</b> Linked instruction address match. As 0b0000, but linked to a breakpoint that has linking enabled.	xxxx
[19:16]	LBN	Linked Breakpoint Number.  For Linked address matching breakpoints, with DBGBCR<n>_EL1.LBNX when implemented, specifies the index of the breakpoint linked to.  For all other breakpoint types, this field is ignored and reads of the register return an <b>UNKNOWN</b> value.	xxxx
[15:14]	SSC	Security state control. Determines the Security states under which a Breakpoint debug event for breakpoint n is generated.  The fields that indicate when the breakpoint can be generated are: HMC, PMC, and SSC. These fields must be considered in combination, and the values that are permitted for these fields are constrained.  For more information on the operation of these fields, see <i>Execution conditions for which a breakpoint generates Breakpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .  For more information on the effect of programming the fields to a reserved set of values, see <i>Reserved DBGBCR&lt;n&gt;_EL1.{SSC, HMC, PMC} values</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .	xx
[13]	HMC	Higher mode control. Determines the debug perspective for deciding when a Breakpoint debug event for breakpoint n is generated.  The fields that indicate when the breakpoint can be generated are: HMC, PMC, and SSC. These fields must be considered in combination, and the values that are permitted for these fields are constrained.  For more information on the operation of these fields, see <i>Execution conditions for which a breakpoint generates Breakpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .  For more information, see DBGBCR<n>_EL1.SSC.	x
[12:9]	RES0	Reserved	RES0
[8:5]	RES1	Reserved	RES1

Bits	Name	Description	Reset
[4:3]	RES0	Reserved	RES0
[2:1]	PMC	<p>Privilege mode control. Determines the Exception level or levels at which a Breakpoint debug event for breakpoint n is generated.</p> <p>The fields that indicate when the breakpoint can be generated are: HMC, PMC, and SSC. These fields must be considered in combination, and the values that are permitted for these fields are constrained.</p> <p>For more information on the operation of these fields, see <i>Execution conditions for which a breakpoint generates Breakpoint exceptions</i> in the <i>Arm® Architecture Reference Manual for A-profile architecture</i>.</p> <p>For more information, see DBGBCR&lt;n&gt;_EL1.SSC.</p>	xx
[0]	E	<p>Enable breakpoint n.</p> <p><b>0b0</b> Breakpoint n disabled.</p> <p><b>0b1</b> Breakpoint n enabled.</p>	x

### Access

MRS <Xt>, DBGBCR5\_EL1

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0101	0b101

MSR DBGBCR5\_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b000	0b0000	0b0101	0b101

### Accessibility

MRS <Xt>, DBGBCR5\_EL1

```

if 5 >= NUM_BREAKPOINTS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.DBGBCRn_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        X[t, 64] = DBGBCR_EL1[5];
elseif PSTATE.EL == EL2 then
    if MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;

```

```

        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            X[t, 64] = DBGBCR_EL1[5];
    elseif PSTATE.EL == EL3 then
        if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
            Halt(DebugHalt_SoftwareAccess);
        else
            X[t, 64] = DBGBCR_EL1[5];

```

### MSR DBGBCR5\_EL1, <Xt>

```

if 5 >= NUM BREAKPOINTS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.DBGBCRn_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.<TDE,TDA> != '00' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGBCR_EL1[5] = X[t, 64];
elseif PSTATE.EL == EL2 then
    if MDCR_EL3.TDA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGBCR_EL1[5] = X[t, 64];
elseif PSTATE.EL == EL3 then
    if OSLSR_EL1.OSLK == '0' && HaltingAllowed() && EDSCR.TDA == '1' then
        Halt(DebugHalt_SoftwareAccess);
    else
        DBGBCR_EL1[5] = X[t, 64];

```

## A.3.21 IMP\_IDATA0\_EL3, Instruction Register 0

Contains data from a preceding RAMINDEX operation.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

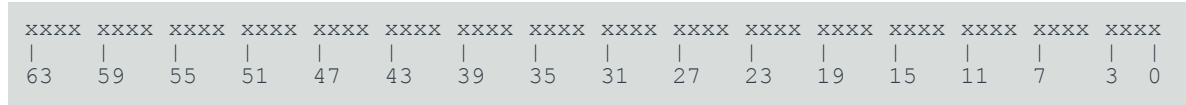
### Functional group

Debug registers

### Access type

See bit descriptions

### Reset value



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-106: AArch64\_imp\_idata0\_el3 bit assignments

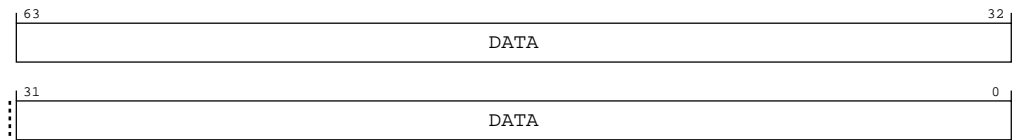


Table A-263: IMP\_IDATA0\_EL3 bit descriptions

Bits	Name	Description	Reset
[63:0]	DATA	Contains data from a preceding RAMINDEX operation	64 {x}

### Access

MRS <Xt>, S3\_6\_C15\_CO\_0

op0	op1	CRn	CRm	op2
0b11	0b110	0b1111	0b0000	0b000

### Accessibility

MRS <Xt>, S3\_6\_C15\_CO\_0

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    UNDEFINED;
elseif PSTATE.EL == EL3 then
    X[t, 64] = IMP_IDATA0_EL3;
    
```

### A.3.22 IMP\_IDATA1\_EL3, Instruction Register 1

Contains data from a preceding RAMINDEX operation.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

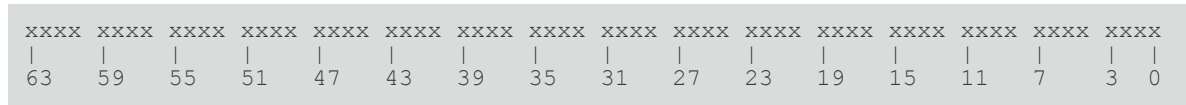
##### Functional group

Debug registers

##### Access type

See bit descriptions

##### Reset value



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-107: AArch64\_imp\_idata1\_el3 bit assignments

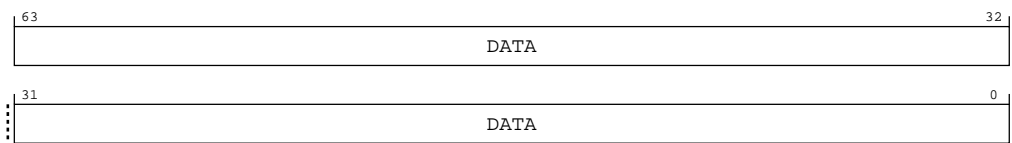


Table A-265: IMP\_IDATA1\_EL3 bit descriptions

Bits	Name	Description	Reset
[63:0]	DATA	Contains data from a preceding RAMINDEX operation	64 {x}

#### Access

MRS <Xt>, S3\_6\_C15\_CO\_1

op0	op1	CRn	CRm	op2
0b11	0b110	0b1111	0b0000	0b001

## Accessibility

MRS <Xt>, S3\_6\_C15\_CO\_1

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    X[t, 64] = IMP_IDATA1_EL3;
```

### A.3.23 IMP\_IDATA2\_EL3, Instruction Register 2

Contains data from a preceding RAMINDEX operation.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Functional group

Debug registers

##### Access type

See bit descriptions

##### Reset value

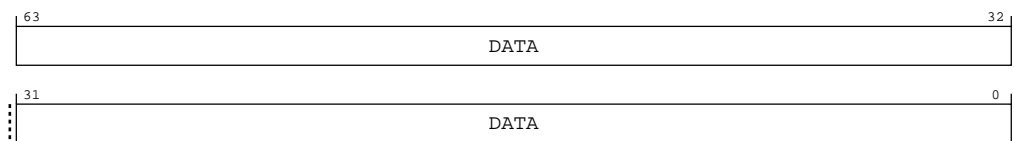
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-108: AArch64\_imp\_idata2\_el3 bit assignments



**Table A-267: IMP\_IDATA2\_EL3 bit descriptions**

Bits	Name	Description	Reset
[63:0]	DATA	Contains data from a preceding RAMINDEX operation	64 {x}

**Access**

MRS &lt;Xt&gt;, S3\_6\_C15\_CO\_2

op0	op1	CRn	CRm	op2
0b11	0b110	0b1111	0b0000	0b010

**Accessibility**

MRS &lt;Xt&gt;, S3\_6\_C15\_CO\_2

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    X[t, 64] = IMP_IDATA2_EL3;

```

**A.3.24 IMP\_DDATA0\_EL3, Data Register 0**

Contains data from a preceding RAMINDEX operation.

**Configurations**

This register is available in all configurations.

**Attributes****Width**

64

**Functional group**

Debug registers

**Access type**

See bit descriptions

**Reset value**

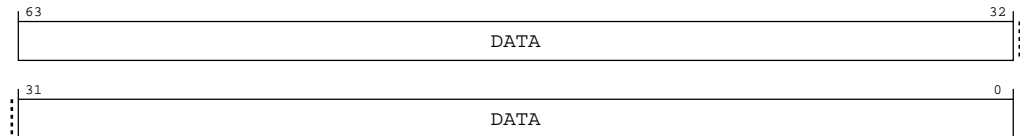
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

## Bit descriptions

**Figure A-109: AArch64\_imp\_ddata0\_el3 bit assignments**



**Table A-269: IMP\_DDATA0\_EL3 bit descriptions**

Bits	Name	Description	Reset
[63:0]	DATA	Contains data from a preceding RAMINDEX operation	64 {x}

### Access

MRS <Xt>, S3\_6\_C15\_C1\_0

op0	op1	CRn	CRm	op2
0b11	0b110	0b1111	0b0001	0b000

### Accessibility

MRS <Xt>, S3\_6\_C15\_C1\_0

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    X[t, 64] = IMP_DDATA0_EL3;

```

## A.3.25 IMP\_DDATA1\_EL3, Data Register 1

Contains data from a preceding RAMINDEX operation.

### Configurations

This register is available in all configurations.



### Attributes

#### Width

64

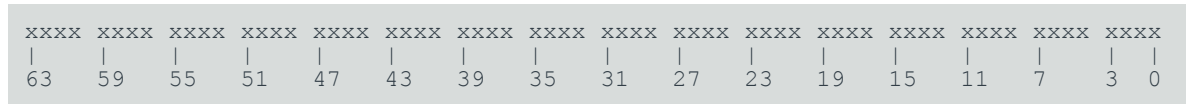
#### Functional group

Debug registers

#### Access type

See bit descriptions

#### Reset value



Note

Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-110: AArch64\_imp\_ddata1\_el3 bit assignments

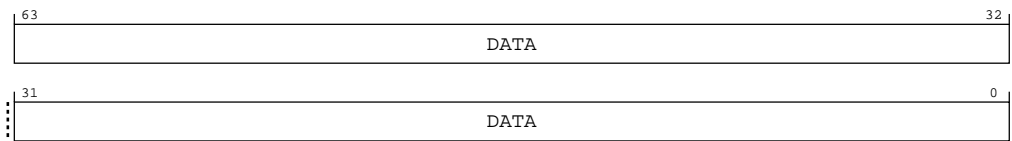


Table A-271: IMP\_DDATA1\_EL3 bit descriptions

Bits	Name	Description	Reset
[63:0]	DATA	Contains data from a preceding RAMINDEX operation	64 {x}

#### Access

MRS <Xt>, S3\_6\_C15\_C1\_1

op0	op1	CRn	CRm	op2
0b11	0b110	0b1111	0b0001	0b001

#### Accessibility

MRS <Xt>, S3\_6\_C15\_C1\_1

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    UNDEFINED;

```

```
elseif PSTATE.EL == EL3 then
    X[t, 64] = IMP_DDATA1_EL3;
```

### A.3.26 IMP\_DDATA2\_EL3, Data Register 2

Contains data from a preceding RAMINDEX operation.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

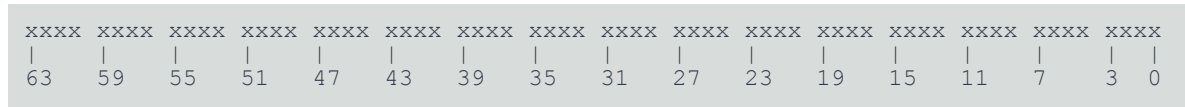
##### Functional group

Debug registers

##### Access type

See bit descriptions

##### Reset value



Note

Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-111: AArch64\_imp\_ddata2\_el3 bit assignments

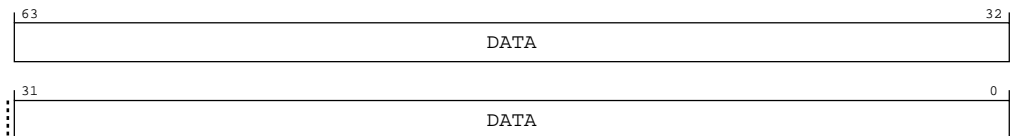


Table A-273: IMP\_DDATA2\_EL3 bit descriptions

Bits	Name	Description	Reset
[63:0]	DATA	Contains data from a preceding RAMINDEX operation	64 {x}

#### Access

MRS <Xt>, S3\_6\_C15\_C1\_2

op0	op1	CRn	CRm	op2
0b11	0b110	0b1111	0b0001	0b010

### Accessibility

MRS <Xt>, S3\_6\_C15\_C1\_2

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    UNDEFINED;
elseif PSTATE.EL == EL3 then
    X[t, 64] = IMP_DDATA2_EL3;

```

## A.4 AArch64 System instructions summary

The following summary table provides an overview of all System instructions in the core.

For more information on registers listed in the table, click on the link associated with the register name.

For registers without a listed reset value, refer to the individual field resets documented on the register description pages or to the [Arm® Architecture Reference Manual for A-profile architecture](#).

**Table A-275: System instructions summary**

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
<a href="#">SYS_IMP_RAMINDEX</a>	1	6	C15	C0	0	See individual bit resets.	64-bit	RAM Index

### A.4.1 SYS\_IMP\_RAMINDEX, RAM Index

Read contents of the cache specified by the source register into AArch64-IMP\_IDATA0\_EL3, AArch64-IMP\_IDATA1\_EL3, AArch64-IMP\_IDATA2\_EL3, AArch64-IMP\_DDATA0\_EL3, AArch64-IMP\_DDATA1\_EL3, and AArch64-IMP\_DDATA2\_EL3.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Functional group

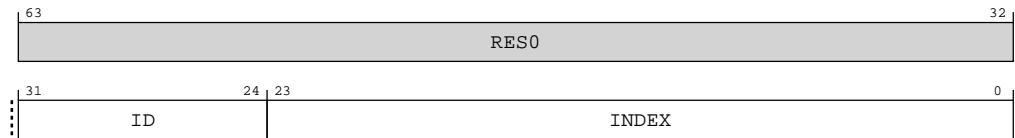
System instructions

## Access type

See bit descriptions

## Bit descriptions

**Figure A-112: AArch64\_sys\_imp\_ramindex bit assignments**



**Table A-276: SYS\_IMP\_RAMINDEX bit descriptions**

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31:24]	ID	RAM ID (See Chapter 10)	8 {x}
[23:0]	INDEX	RAM Index (See Chapter 10)	24 {x}

## Access

SYS #6, C15, C0, #0{, <Xt>}

op0	op1	CRn	CRm	op2
0b01	0b110	0b1111	0b0000	0b000

## Accessibility

SYS #6, C15, C0, #0{, <Xt>}

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    SYS_IMP_RAMINDEX(X[t, 64]);

```

## A.5 AArch64 Identification registers summary

The following summary table provides an overview of all Identification registers in the core.

For more information on registers listed in the table, click on the link associated with the register name.

If a register does not have a link in the summary table, you can find more information about this Architecturally defined register in the [Arm® Architecture Reference Manual for A-profile architecture](#).

For registers without a listed reset value, refer to the individual field resets documented on the register description pages or to the [Arm® Architecture Reference Manual for A-profile architecture](#).

**Table A-278: Identification registers summary**

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
MIDR_EL1	3	0	C0	C0	0	See individual bit resets.	64-bit	Main ID Register
MPIDR_EL1	3	0	C0	C0	5	See individual bit resets.	64-bit	Multiprocessor Affinity Register
REVIDR_EL1	3	0	C0	C0	6	See individual bit resets.	64-bit	Revision ID Register
ID_PFR0_EL1	3	0	C0	C1	0	See individual bit resets.	64-bit	AArch32 Processor Feature Register 0
ID_PFR1_EL1	3	0	C0	C1	1	See individual bit resets.	64-bit	AArch32 Processor Feature Register 1
ID_DFR0_EL1	3	0	C0	C1	2	See individual bit resets.	64-bit	AArch32 Debug Feature Register 0
ID_AFR0_EL1	3	0	C0	C1	3	See individual bit resets.	64-bit	AArch32 Auxiliary Feature Register 0
ID_MMFR0_EL1	3	0	C0	C1	4	See individual bit resets.	64-bit	AArch32 Memory Model Feature Register 0
ID_MMFR1_EL1	3	0	C0	C1	5	See individual bit resets.	64-bit	AArch32 Memory Model Feature Register 1
ID_MMFR2_EL1	3	0	C0	C1	6	See individual bit resets.	64-bit	AArch32 Memory Model Feature Register 2
ID_MMFR3_EL1	3	0	C0	C1	7	See individual bit resets.	64-bit	AArch32 Memory Model Feature Register 3
ID_ISAR0_EL1	3	0	C0	C2	0	See individual bit resets.	64-bit	AArch32 Instruction Set Attribute Register 0
ID_ISAR1_EL1	3	0	C0	C2	1	See individual bit resets.	64-bit	AArch32 Instruction Set Attribute Register 1
ID_ISAR2_EL1	3	0	C0	C2	2	See individual bit resets.	64-bit	AArch32 Instruction Set Attribute Register 2
ID_ISAR3_EL1	3	0	C0	C2	3	See individual bit resets.	64-bit	AArch32 Instruction Set Attribute Register 3
ID_ISAR4_EL1	3	0	C0	C2	4	See individual bit resets.	64-bit	AArch32 Instruction Set Attribute Register 4
ID_ISAR5_EL1	3	0	C0	C2	5	See individual bit resets.	64-bit	AArch32 Instruction Set Attribute Register 5
ID_MMFR4_EL1	3	0	C0	C2	6	See individual bit resets.	64-bit	AArch32 Memory Model Feature Register 4
ID_ISAR6_EL1	3	0	C0	C2	7	See individual bit resets.	64-bit	AArch32 Instruction Set Attribute Register 6
MVFR0_EL1	3	0	C0	C3	0	See individual bit resets.	64-bit	AArch32 Media and VFP Feature Register 0
MVFR1_EL1	3	0	C0	C3	1	See individual bit resets.	64-bit	AArch32 Media and VFP Feature Register 1
MVFR2_EL1	3	0	C0	C3	2	See individual bit resets.	64-bit	AArch32 Media and VFP Feature Register 2
ID_PFR2_EL1	3	0	C0	C3	4	See individual bit resets.	64-bit	AArch32 Processor Feature Register 2
ID_DFR1_EL1	3	0	C0	C3	5	See individual bit resets.	64-bit	Debug Feature Register 1
ID_MMFR5_EL1	3	0	C0	C3	6	See individual bit resets.	64-bit	AArch32 Memory Model Feature Register 5
ID_AA64PFR0_EL1	3	0	C0	C4	0	See individual bit resets.	64-bit	AArch64 Processor Feature Register 0
ID_AA64PFR1_EL1	3	0	C0	C4	1	See individual bit resets.	64-bit	AArch64 Processor Feature Register 1
ID_AA64ZFR0_EL1	3	0	C0	C4	4	See individual bit resets.	64-bit	SVE Feature ID register 0
ID_AA64DFR0_EL1	3	0	C0	C5	0	See individual bit resets.	64-bit	AArch64 Debug Feature Register 0
ID_AA64DFR1_EL1	3	0	C0	C5	1	See individual bit resets.	64-bit	AArch64 Debug Feature Register 1
ID_AA64AFR0_EL1	3	0	C0	C5	4	See individual bit resets.	64-bit	AArch64 Auxiliary Feature Register 0
ID_AA64AFR1_EL1	3	0	C0	C5	5	See individual bit resets.	64-bit	AArch64 Auxiliary Feature Register 1
ID_AA64ISAR0_EL1	3	0	C0	C6	0	See individual bit resets.	64-bit	AArch64 Instruction Set Attribute Register 0
ID_AA64ISAR1_EL1	3	0	C0	C6	1	See individual bit resets.	64-bit	AArch64 Instruction Set Attribute Register 1
ID_AA64ISAR2_EL1	3	0	C0	C6	2	See individual bit resets.	64-bit	AArch64 Instruction Set Attribute Register 2
ID_AA64MMFR0_EL1	3	0	C0	C7	0	See individual bit resets.	64-bit	AArch64 Memory Model Feature Register 0
ID_AA64MMFR1_EL1	3	0	C0	C7	1	See individual bit resets.	64-bit	AArch64 Memory Model Feature Register 1

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
ID_AA64MMFR2_EL1	3	0	C0	C7	2	See individual bit resets.	64-bit	AArch64 Memory Model Feature Register 2
ID_AA64MMFR3_EL1	3	0	C0	C7	3	See individual bit resets.	64-bit	AArch64 Memory Model Feature Register 3
MPAMIDR_EL1	3	0	C10	C4	4	See individual bit resets.	64-bit	MPAM ID Register (EL1)
IMP_CPUCFR_EL1	3	0	C15	C0	0	See individual bit resets.	64-bit	CPU Configuration Register
CCSIDR_EL1	3	1	C0	C0	0	See individual bit resets.	64-bit	Current Cache Size ID Register
CLIDR_EL1	3	1	C0	C0	1	See individual bit resets.	64-bit	Cache Level ID Register
CCSIDR2_EL1	3	1	C0	C0	2	See individual bit resets.	64-bit	Current Cache Size ID Register 2
GMID_EL1	3	1	C0	C0	4	See individual bit resets.	64-bit	Multiple tag transfer ID register
CSSELR_EL1	3	2	C0	C0	0	See individual bit resets.	64-bit	Cache Size Selection Register
CTR_EL0	3	3	C0	C0	1	See individual bit resets.	64-bit	Cache Type Register
DCZID_EL0	3	3	C0	C0	7	See individual bit resets.	64-bit	Data Cache Zero ID register
VPIDR_EL2	3	4	C0	C0	0	See individual bit resets.	64-bit	Virtualization Processor ID Register
VMPIDR_EL2	3	4	C0	C0	5	See individual bit resets.	64-bit	Virtualization Multiprocessor ID Register

## A.5.1 MIDR\_EL1, Main ID Register

Provides identification information for the PE, including an implementer code for the device and a device ID number.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Identification registers

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	0100	0001	0000	1111	1101	1000	0010	0001
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Note

Where the reset reads xxxx, see individual bits.

## Bit descriptions

Figure A-113: AArch64\_midr\_el1 bit assignments

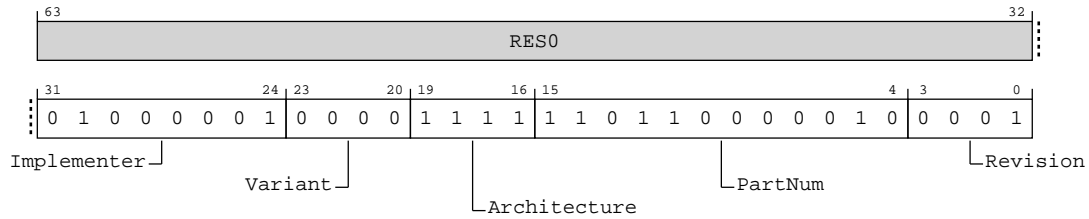


Table A-279: MIDR\_EL1 bit descriptions

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31:24]	Implementer	Indicates the implementer code. This value is: <b>0b01000001</b> Arm Limited.	0x41
[23:20]	Variant	Variant number. Typically, this field is used to distinguish between different product variants, or major revisions of a product. <b>0b0000</b> rOp1	0b0000
[19:16]	Architecture	Indicates the architecture code. This value is: <b>0b1111</b> Architecture is defined by ID registers	0b1111
[15:4]	PartNum	Primary Part Number for the device.  On processors implemented by Arm, if the top four bits of the primary part number are 0x0 or 0x7, the variant and architecture are encoded differently. <b>0b110110000010</b> Cortex-X4	0xD82
[3:0]	Revision	Revision number for the device. <b>0b0001</b> rOp1	0b0001

### Access

MRS <Xt>, MIDR\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0000	0b000

### Accessibility

MRS <Xt>, MIDR\_EL1

```
if PSTATE.EL == EL0 then
    if EL2Enabled() && HCR_EL2.TGE == '1' then
```

```

        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && SCR_EL3.FGTEn == '1' && HFGRTR_EL2.MIDR_EL1 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() then
            X[t, 64] = VPIDR_EL2;
        else
            X[t, 64] = MIDR_EL1;
    elsif PSTATE.EL == EL2 then
        X[t, 64] = MIDR_EL1;
    elsif PSTATE.EL == EL3 then
        X[t, 64] = MIDR_EL1;

```

## A.5.2 MPIDR\_EL1, Multiprocessor Affinity Register

In a multiprocessor system, provides an additional PE identification mechanism for scheduling purposes.

### Configurations

In a uniprocessor system, Arm recommends that each Aff<n> field of this register returns a value of 0.

### Attributes

#### Width

64

#### Functional group

Identification registers

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	x0xx	xxx1	xxxx	xxxx	xxxx	xxxx	0000	0000
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Note

Where the reset reads xxxx, see individual bits.



## Bit descriptions

Figure A-114: AArch64\_mpidr\_el1 bit assignments

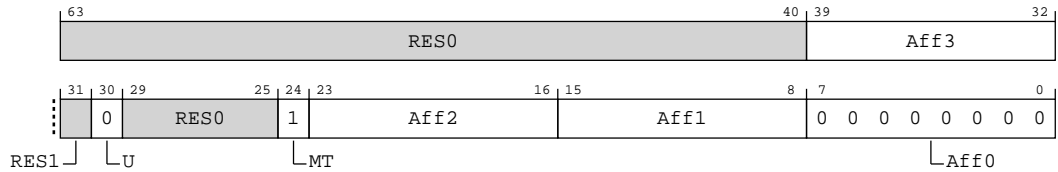


Table A-281: MPIDR\_EL1 bit descriptions

Bits	Name	Description	Reset
[63:40]	RES0	Reserved	RES0
[39:32]	Aff3	Affinity level 3. See the description of Aff0 for more information. The value will be determined by the CLUSTERIDAFF3 configuration pins.	8 {x}
[31]	RES1	Reserved	RES1
[30]	U	Indicates a Uniprocessor system, as distinct from PE 0 in a multiprocessor system. <b>0b0</b> Processor is part of a multiprocessor system.	0b0
[29:25]	RES0	Reserved	RES0
[24]	MT	Indicates whether the lowest level of affinity consists of logical PEs that are implemented using a multithreading type approach. See the description of Aff0 for more information about affinity levels. <b>0b1</b> Performance of PEs with different affinity level 0 values, and the same values for affinity level 1 and higher, is very interdependent.	0b1
[23:16]	Aff2	Affinity level 2. See the description of Aff0 for more information. The value will be determined by the CLUSTERIDAFF2 configuration pins.	8 {x}
[15:8]	Aff1	Affinity level 1. See the description of Aff0 for more information. Value read from the CUID configuration pins. Identification number for each CPU in an cluster counting from zero.	8 {x}
[7:0]	Aff0	Affinity level 0. This is the affinity level that is most significant for determining PE behavior. Higher affinity levels are increasingly less significant in determining PE behavior. The assigned value of the MPIDR.{Aff2, Aff1, Aff0} or AArch64-MPIDR_EL1.{Aff3, Aff2, Aff1, Aff0} set of fields of each PE must be unique within the system as a whole. <b>0b00000000</b> Only one thread.	0x00

## Access

MRS <Xt>, MPIDR\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0000	0b101

## Accessibility

MRS <Xt>, MPIDR\_EL1

```

if PSTATE.EL == EL0 then
    if EL2Enabled() && HCR_EL2.TGE == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        AArch64.SystemAccessTrap(EL1, 0x18);
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HFGTR_EL2.MPIDR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() then
        X[t, 64] = VMPIDR_EL2;
    else
        X[t, 64] = MPIDR_EL1;
elseif PSTATE.EL == EL2 then
    X[t, 64] = MPIDR_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = MPIDR_EL1;

```

### A.5.3 REVIDR\_EL1, Revision ID Register

The REVIDR\_EL1 provides revision information, additional to MIDR\_EL1, that identifies minor fixes (errata) which might be present in a specific implementation of the Cortex-X4 core. Refer to the Cortex-X4 Product Errata Notice (PEN) for information on how to interpret the values in this register.

#### Configurations

If REVIDR\_EL1 has the same value as AArch64-MIDR\_EL1, then its contents have no significance.

#### Attributes

##### Width

64

##### Functional group

Identification registers

##### Access type

See bit descriptions

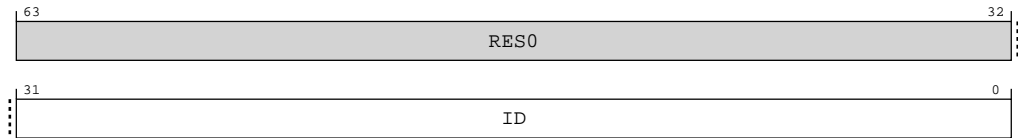
##### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

## Bit descriptions

**Figure A-115: AArch64\_revidr\_el1 bit assignments****Table A-283: REVIDR\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31:0]	ID	None	32{x}

### Access

MRS &lt;Xt&gt;, REVIDR\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0000	0b110

### Accessibility

MRS &lt;Xt&gt;, REVIDR\_EL1

```

if PSTATE.EL == EL0 then
    if EL2Enabled() && HCR_EL2.TGE == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        AArch64.SystemAccessTrap(EL1, 0x18);
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TID1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HFGTR_EL2.REVIDR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = REVIDR_EL1;
elseif PSTATE.EL == EL2 then
    X[t, 64] = REVIDR_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = REVIDR_EL1;

```

## A.5.4 ID\_AA64PFR0\_EL1, AArch64 Processor Feature Register 0

Provides additional information about implemented PE features in AArch64 state.

For general information about the interpretation of the ID registers, see *Principles of the ID scheme for fields in ID registers* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

### Configurations

The external register ext-EDPFR gives information from this register.

**Attributes**

**Width**

64

**Functional group**

Identification registers

**Access type**

See bit descriptions

**Reset value**

0001	0010	0000	0001	0001	0001	0001	0001	0010	xxxx	0001	0001	0001	0001	0001	0001
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0

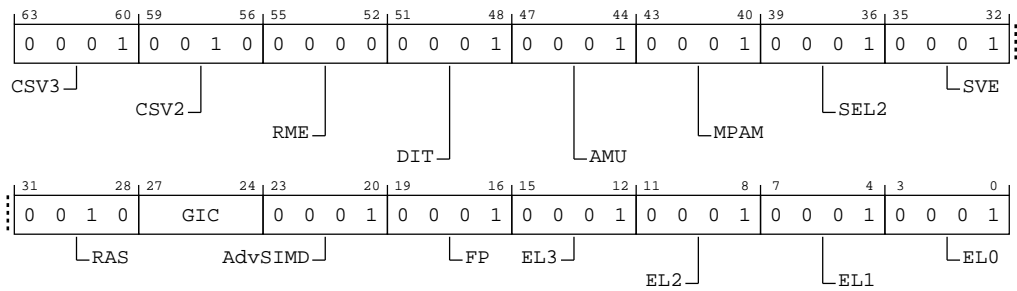


Note

Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure A-116: AArch64\_id\_aa64pfr0\_el1 bit assignments**



**Table A-285: ID\_AA64PFR0\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:60]	CSV3	Speculative use of faulting data. Defined values are: <b>0b0001</b> Data loaded under speculation with a permission or domain fault cannot be used to form an address, generate condition codes, or generate SVE predicate values to be used by other instructions in the speculative sequence. The execution timing of any other instructions in the speculative sequence is not a function of the data loaded under speculation.	0b0001
[59:56]	CSV2	Speculative use of out of context branch targets. Defined values are: <b>0b0010</b> FEAT_CSV2_2 is implemented, but FEAT_CSV2_3 is not implemented.	0b0010

Bits	Name	Description	Reset
[55:52]	RME	Realm Management Extension (RME). Defined values are: <b>0b0000</b> Realm Management Extension not implemented.	0b0000
[51:48]	DIT	Data Independent Timing. Defined values are: <b>0b0001</b> AArch64 provides the PSTATE.DIT mechanism to guarantee constant execution time of certain instructions.	0b0001
[47:44]	AMU	Indicates support for Activity Monitors Extension. Defined values are: <b>0b0001</b> FEAT_AMUv1 is implemented.	0b0001
[43:40]	MPAM	Indicates the major version number of support for the MPAM Extension.  Defined values are: <b>0b0001</b> The major version number of the MPAM extension is 1.	0b0001
[39:36]	SEL2	Secure EL2. Defined values are: <b>0b0001</b> Secure EL2 is implemented.	0b0001
[35:32]	SVE	Scalable Vector Extension. Defined values are: <b>0b0001</b> SVE architectural state and programmers' model are implemented.	0b0001
[31:28]	RAS	RAS Extension version. Defined values are: <b>0b0010</b> ARMv8.4-RAS present. As 0b0001, and adds support for ARMv8.4-DFE (If EL3 is implemented), additional ERXMISCM_EL1 System registers, additional System registers ERXPFGCDN_EL1, ERXPFGCTL_EL1, and ERXPFGF_EL1, and the SCR_EL3.FIEN and HCR_EL2.FIEN trap controls, to support the optional RAS Common Fault Injection Model Extension.	0b0010
[27:24]	GIC	System register GIC CPU interface. Defined values are: <b>0b0000</b> When Port GICCDISABLE is High, GIC CPU interface is disabled. <b>0b0011</b> When Port GICCDISABLE is Low, GIC (version 4.1) CPU interface is enabled.	The reset values can be the following: 0b0000, 0b0011, respective to the value.
[23:20]	AdvSIMD	Advanced SIMD. Defined values are: <b>0b0001</b> Advanced SIMD is implemented, including support for half-precision floating-point arithmetic.	0b0001
[19:16]	FP	Floating-point. Defined values are: <b>0b0001</b> Floating-point, including support for half-precision floating-point arithmetic, is implemented.	0b0001
[15:12]	EL3	EL3 Exception level handling. Defined values are: <b>0b0001</b> EL3 can be executed in AArch64 state only.	0b0001

Bits	Name	Description	Reset
[11:8]	EL2	EL2 Exception level handling. Defined values are: <b>0b0001</b> EL2 can be executed in AArch64 state only.	0b0001
[7:4]	EL1	EL1 Exception level handling. Defined values are: <b>0b0001</b> EL1 can be executed in AArch64 state only.	0b0001
[3:0]	ELO	ELO Exception level handling. Defined values are: <b>0b0001</b> ELO can be executed in AArch64 state only.	0b0001

### Access

MRS <Xt>, ID\_AA64PFR0\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0100	0b000

### Accessibility

MRS <Xt>, ID\_AA64PFR0\_EL1

```

if PSTATE.EL == EL0 then
    if EL2Enabled() && HCR_EL2.TGE == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        AArch64.SystemAccessTrap(EL1, 0x18);
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TID3 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = ID_AA64PFR0_EL1;
elseif PSTATE.EL == EL2 then
    X[t, 64] = ID_AA64PFR0_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = ID_AA64PFR0_EL1;

```

## A.5.5 ID\_AA64PFR1\_EL1, AArch64 Processor Feature Register 1

Reserved for future expansion of information about implemented PE features in AArch64 state.

For general information about the interpretation of the ID registers, see *Principles of the ID scheme for fields in ID registers* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

### Functional group

Identification registers

### Access type

See bit descriptions

### Reset value

0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	xxxx	0001	xxxx	xxxx	0010	0001	
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3	0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-117: AArch64\_id\_aa64pfr1\_el1 bit assignments

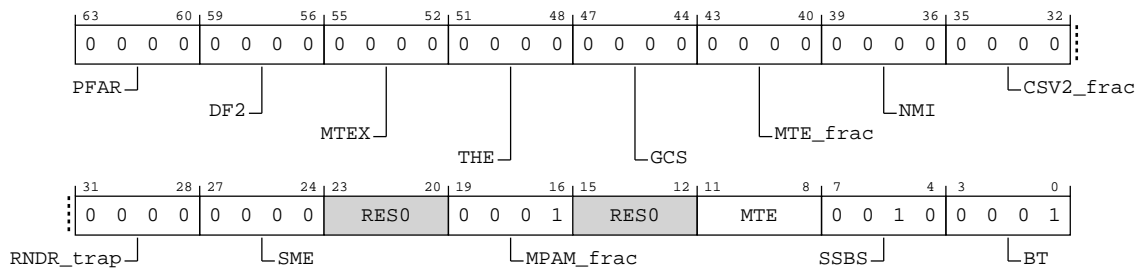


Table A-287: ID\_AA64PFR1\_EL1 bit descriptions

Bits	Name	Description	Reset
[63:60]	PFAR	Support for physical fault address registers, FEAT_PFAR. Defined values are: <b>0b0000</b> FEAT_PFAR is not implemented.	0b0000
[59:56]	DF2	Support for error exception routing extensions, FEAT_DoubleFault2. Defined values are: <b>0b0000</b> FEAT_DoubleFault2 is not implemented.  <b>Note:</b> This does not mean that FEAT_DoubleFault, as identified by AArch64-ID_AA64PFR0_EL1.RAS >= 0b0010, is not implemented.	0b0000
[55:52]	MTEX	Additional tag checking modes for MTE. Defined values are: <b>0b0000</b> Support for Memory Tagging when Address tagging is enabled.	0b0000

Bits	Name	Description	Reset
[51:48]	THE	Support for Translation Hardening Extension. Defined values are: <b>0b0000</b> Translation Hardening Extension is not implemented.	0b0000
[47:44]	GCS	Support for Guarded Control Stack. Defined values are: <b>0b0000</b> Guarded Control Stack is not implemented.	0b0000
[43:40]	MTE_frac	Support for Asynchronous Faulting and asymmetric Tag Check Fault handling. Defined values are: <b>0b0000</b> Asynchronous Faulting is supported.  If ID_AA64PFR1_EL1.MTE >= 0b0011, asymmetric Tag Check Fault handling is supported.	0b0000
[39:36]	NMI	Non-maskable Interrupt. Indicates support for Non-maskable interrupts. Defined values are: <b>0b0000</b> SCTLR_ELx.{SPINTMASK, NMI} and PSTATE.ALLINT with its associated instructions are not supported.	0b0000
[35:32]	CSV2_frac	CSV2 fractional field. Defined values are: <b>0b0000</b> Either AArch64-ID_AA64PFR0_EL1.CSV2 is not 0b0001, or the implementation does not disclose whether FEAT_CSV2_1p1 is implemented.  FEAT_CSV2_1p2 is not implemented.	0b0000
[31:28]	RNDR_trap	Random Number trap to EL3 field. Defined values are: <b>0b0000</b> Trapping of AArch64-RNDR and AArch64-RNDRRS to EL3 is not supported.	0b0000
[27:24]	SME	Scalable Matrix Extension. Defined values are: <b>0b0000</b> SME architectural state and programmers' model are not implemented.	0b0000
[23:20]	RES0	Reserved	RES0
[19:16]	MPAM_frac	Indicates the minor version number of support for the MPAM Extension.  Defined values are: <b>0b0001</b> The minor version number of the MPAM extension is 1.	0b0001
[15:12]	RES0	Reserved	RES0
[11:8]	MTE	Support for the Memory Tagging Extension. Defined values are: <b>0b0001</b> Memory Tagging Extension instructions accessible at EL0 are implemented. Instructions and System Registers defined by the extension not configurably accessible at EL0 are Unallocated and other System Register fields defined by the extension are <b>RES0</b> . This value is reported when the BROADCASTMTE input is LOW.  <b>0b0011</b> Memory Tagging Extension is implemented with support for asymmetric Tag Check Fault handling. This value is reported when the BROADCASTMTE input is HIGH.	The reset values can be the following: 0b0001, 0b0011, respective to the value.



Bits	Name	Description	Reset
[7:4]	SSBS	Speculative Store Bypassing controls in AArch64 state. Defined values are:  <b>0b0010</b> As 0b0001, and adds the MSR and MRS instructions to directly read and write the PSTATE.SSBS field.	0b0010
[3:0]	BT	Branch Target Identification mechanism support in AArch64 state. Defined values are:  <b>0b0001</b> The Branch Target Identification mechanism is implemented.	0b0001

### Access

MRS <Xt>, ID\_AA64PFR1\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0100	0b001

### Accessibility

MRS <Xt>, ID\_AA64PFR1\_EL1

```

if PSTATE.EL == EL0 then
    if EL2Enabled() && HCR_EL2.TGE == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        AArch64.SystemAccessTrap(EL1, 0x18);
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TID3 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = ID_AA64PFR1_EL1;
elseif PSTATE.EL == EL2 then
    X[t, 64] = ID_AA64PFR1_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = ID_AA64PFR1_EL1;

```

## A.5.6 ID\_AA64ZFR0\_EL1, SVE Feature ID register 0

Provides additional information about the implemented features of the AArch64 Scalable Vector Extension instruction set, when one or more of FEAT\_SVE and FEAT\_SME is implemented.

For general information about the interpretation of the ID registers, see *Principles of the ID scheme for fields in ID registers* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

### Configurations



Prior to the introduction of the features described by this register, this register was unnamed and reserved, RES0 from EL1, EL2, and EL3.

If FEAT\_SME is implemented and FEAT\_SVE is not implemented, then SVE instructions can only be executed when the PE is in Streaming SVE mode and the instructions are legal to execute in Streaming SVE mode.

**Attributes**

**Width**

64

**Functional group**

Identification registers

**Access type**

See bit descriptions

**Reset value**

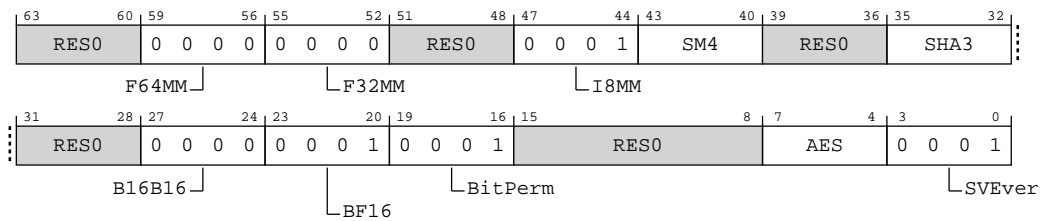
xxxx	0000	0000	xxxx	0001	xxxx	xxxx	xxxx	xxxx	0000	0001	0001	xxxx	xxxx	xxxx	0001
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure A-118: AArch64\_id\_aa64zfr0\_el1 bit assignments**



**Table A-289: ID\_AA64ZFR0\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:60]	RES0	Reserved	RES0
[59:56]	F64MM	Indicates support for SVE FP64 double-precision floating-point matrix multiplication instructions. Defined values are:  <b>0b0000</b>  Double-precision matrix multiplication and related SVE instructions are not implemented.	0b0000

Bits	Name	Description	Reset
[55:52]	F32MM	Indicates support for the SVE FP32 single-precision floating-point matrix multiplication instruction. Defined values are:  <b>0b0000</b> Single-precision matrix multiplication instruction is not implemented.	0b0000
[51:48]	RES0	Reserved	RES0
[47:44]	I8MM	Indicates support for SVE Int8 matrix multiplication instructions. Defined values are:  <b>0b0001</b> SVE SMMLA, SUDOT, UMMLA, USMMLA, and USDOT instructions are implemented.	0b0001
[43:40]	SM4	Indicates support for SVE SM4 instructions. Defined values are:  <b>0b0000</b> SVE2 SM4 instructions are not implemented. This value is reported when the Cryptographic Extension is not implemented or is disabled, or SM3/SM4 Cryptographic extensions are not implemented or are disabled.  <b>0b0001</b> SVE2 SM4E and SM4EKEY instructions are implemented. This value is reported when the Cryptographic Extension is implemented and SM3/SM4 Cryptographic instructions are enabled.	The reset values can be the following: 0b0000, 0b0001, respective to the value.
[39:36]	RES0	Reserved	RES0
[35:32]	SHA3	Indicates support for the SVE SHA3 instructions. Defined values are:  <b>0b0000</b> SVE2 SHA-3 instructions are not implemented. This value is reported when Cryptographic extensions are not implemented or are disabled.  <b>0b0001</b> SVE2 RAX1 instruction is implemented. This value is reported when Cryptographic extensions are implemented and enabled.	The reset values can be the following: 0b0000, 0b0001, respective to the value.
[31:28]	RES0	Reserved	RES0
[27:24]	B16B16	Indicates support for SVE2.1 non-widening BFloat16 instructions. Defined values are:  <b>0b0000</b> SVE2.1 non-widening BFloat16 instructions are not implemented.	0b0000
[23:20]	BF16	Indicates support for SVE BFloat16 instructions. Defined values are:  <b>0b0001</b> SVE BFCVT, BFCVTNT, BFDOT, BFMLALB, BFMLALT, and BFMMLA instructions are implemented.	0b0001
[19:16]	BitPerm	Indicates support for SVE bit permute instructions. Defined values are:  <b>0b0001</b> SVE BDEP, BEXT, and BGRP instructions are implemented.	0b0001
[15:8]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[7:4]	AES	Indicates support for SVE AES instructions. Defined values are:  <b>0b0000</b> SVE2-AES instructions are not implemented. This value is reported when Cryptographic extensions are not implemented or are disabled.  <b>0b0010</b> SVE2 AESE, AESD, AESMC, and AESIMC instructions are implemented plus SVE2 PMULLB and PMULLT instructions with 64-bit source. This value is reported when Cryptographic extensions are implemented and enabled.	The reset values can be the following: 0b0000, 0b0010, respective to the value.
[3:0]	SVEver	Indicates support for SVE instructions when one or more of FEAT_SME and FEAT_SVE is implemented. Defined values are:  <b>0b0000</b> The SVE instructions are implemented.  <b>0b0001</b> As 0b0000, and adds the mandatory SVE2 instructions.  For this product, the selected value is 0b0001.	0b0001

### Access

MRS <Xt>, ID\_AA64ZFR0\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0100	0b100

### Accessibility

MRS <Xt>, ID\_AA64ZFR0\_EL1

```

if PSTATE.EL == EL0 then
    if EL2Enabled() && HCR_EL2.TGE == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        AArch64.SystemAccessTrap(EL1, 0x18);
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TID3 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = ID_AA64ZFR0_EL1;
elseif PSTATE.EL == EL2 then
    X[t, 64] = ID_AA64ZFR0_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = ID_AA64ZFR0_EL1;

```

## A.5.7 ID\_AA64DFR0\_EL1, AArch64 Debug Feature Register 0

Provides top level information about the debug system in AArch64 state.

For general information about the interpretation of the ID registers, see *Principles of the ID scheme for fields in ID registers* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

## Configurations

The external register ext-EDDFR gives information from this register.

## Attributes

### Width

64

### Functional group

Identification registers

### Access type

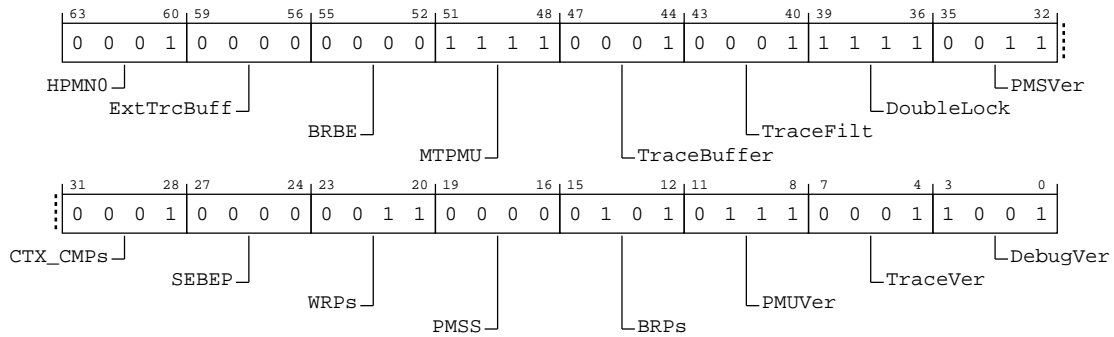
See bit descriptions

### Reset value

0001 0000 0000 1111 0001 0001 1111 0011 0001 0000 0011 0000 0101 0111 0001 1001

## Bit descriptions

**Figure A-119: AArch64\_id\_aa64dfr0\_el1 bit assignments**



**Table A-291: ID\_AA64DFR0\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:60]	HPMNO	Zero PMU event counters for a Guest operating system. Defined values are: <b>0b0001</b> Setting AArch64-MDCR_EL2.HPMN to zero has defined behavior.	0b0001
[59:56]	ExtTrcBuff	Trace Buffer External Mode Extension. Defined values are: <b>0b0000</b> Trace Buffer External Mode not implemented.	0b0000
[55:52]	BRBE	Branch Record Buffer Extension. Defined values are: <b>0b0000</b> Branch Record Buffer Extension not implemented.	0b0000
[51:48]	MTPMU	Multi-threaded PMU extension. Defined values are: <b>0b1111</b> FEAT_MTPMU not implemented. If FEAT_PMUv3 is implemented, AArch64-PMEVTYPER<n>_ELO.MT and AArch32-PMEVTYPER<n>.MT are RESO.	0b1111

Bits	Name	Description	Reset
[47:44]	TraceBuffer	Trace Buffer Extension. Defined values are: <b>0b0001</b> Trace Buffer Extension implemented.	0b0001
[43:40]	TraceFilt	Armv8.4 Self-hosted Trace Extension version. Defined values are: <b>0b0001</b> Armv8.4 Self-hosted Trace Extension implemented.	0b0001
[39:36]	DoubleLock	OS Double Lock implemented. Defined values are: <b>0b1111</b> OS Double Lock not implemented. AArch64-OSDLR_EL1 is <b>RAZ/WI</b> .	0b1111
[35:32]	PMSVer	Statistical Profiling Extension version. Defined values are: <b>0b0011</b> As 0b0010, and adds: <ul style="list-style-type: none"> <li>• Discard mode.</li> <li>• Extended event filtering, including the AArch64-PMSNEVFR_EL1 System register.</li> <li>• Support for the <b>OPTIONAL</b> previous branch target Address packet.</li> <li>• If FEAT_PMUv3 is implemented, controls to freeze the PMU event counters after an SPE buffer management event occurs.</li> <li>• If FEAT_PMUv3 is implemented, the SAMPLE_FEED_BR, SAMPLE_FEED_EVENT, SAMPLE_FEED_LAT, SAMPLE_FEED_LD, SAMPLE_FEED_OP, and SAMPLE_FEED_ST PMU events.</li> </ul>	0b0011
[31:28]	CTX_CMPs	Number of breakpoints that are context-aware, minus 1. <b>0b0001</b> Two context-aware breakpoints are included	0b0001
[27:24]	SEBEP	Synchronous-exception-based event profiling. Defined values are: <b>0b0000</b> Synchronous-exception-based event profiling not implemented.	0b0000
[23:20]	WRPs	Number of watchpoints, minus 1. <b>0b0011</b> Four Watchpoints	0b0011
[19:16]	PMSS	PMU Snapshot extension. Defined values are: <b>0b0000</b> PMU snapshot extension not implemented.	0b0000
[15:12]	BRPs	Number of breakpoints, minus 1. <b>0b0101</b> Six Breakpoints	0b0101
[11:8]	PMUVer	Performance Monitors Extension version. Defined value is: <b>0b0111</b> Performance Monitors Extension implemented, PMUv3 for Armv8.7	0b0111
[7:4]	TraceVer	Trace support. Indicates whether System register interface to a trace unit is implemented. Defined values are: <b>0b0001</b> Trace unit System registers implemented.	0b0001

Bits	Name	Description	Reset
[3:0]	DebugVer	Debug architecture version. Indicates presence of Armv8 debug architecture. Defined values are:  <b>0b1001</b> Armv8.4 debug architecture, FEAT_Debugv8p4.	0b1001

### Access

MRS &lt;Xt&gt;, ID\_AA64DFR0\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0101	0b000

### Accessibility

MRS &lt;Xt&gt;, ID\_AA64DFR0\_EL1

```

if PSTATE.EL == EL0 then
    if EL2Enabled() && HCR_EL2.TGE == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        AArch64.SystemAccessTrap(EL1, 0x18);
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TID3 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = ID_AA64DFR0_EL1;
elseif PSTATE.EL == EL2 then
    X[t, 64] = ID_AA64DFR0_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = ID_AA64DFR0_EL1;

```

## A.5.8 ID\_AA64DFR1\_EL1, AArch64 Debug Feature Register 1

Provides top level information about the debug system in AArch64.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Identification registers

#### Access type

See bit descriptions

#### Reset value

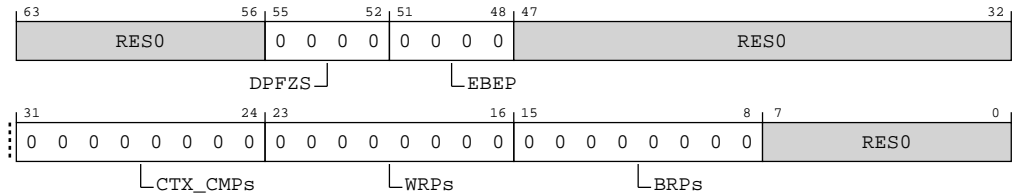
xxxx	xxxx	0000	0000	xxxx	xxxx	xxxx	xxxx	0000	0000	0000	0000	0000	0000	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure A-120: AArch64\_id\_aa64dfr1\_el1 bit assignments**



**Table A-293: ID\_AA64DFR1\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:56]	RES0	Reserved	RES0
[55:52]	DPFZS	Behavior of the cycle counter when event counting is frozen by a Statistical Profiling management event. Defined values are:  <b>0b0000</b> The cycle counter AArch64-PMCCNTR_ELO is never affected by AArch64-PMCR_ELO.FZS.	0b0000
[51:48]	EBEP	Exception-based event profiling. Defined values are:  <b>0b0000</b> Exception-based event profiling not implemented.	0b0000
[47:32]	RES0	Reserved	RES0
[31:24]	CTX_CMPs	Number of breakpoints that are context-aware, minus 1. The value 0x00 means that the number of breakpoints that are context-aware is described by AArch64-ID_AA64DFR0_EL1.CTX_CMPs. Otherwise, the value of this field is the number of breakpoints that are context-aware, minus 1. Defined values are:  <b>0b00000000</b> AArch64-ID_AA64DFR0_EL1.CTX_CMPs is the number of breakpoints that are context-aware, minus 1.	0x00
[23:16]	WRPs	Number of watchpoints, minus 1. The value 0x00 means that the number of watchpoints is described by AArch64-ID_AA64DFR0_EL1.WRPs. Otherwise, the value of this field is the number of watchpoints, minus 1. Defined values are:  <b>0b00000000</b> AArch64-ID_AA64DFR0_EL1.WRPs is the number of watchpoints, minus 1.	0x00
[15:8]	BRPs	Number of breakpoints, minus 1. The value 0x00 means that the number of breakpoints is described by AArch64-ID_AA64DFR0_EL1.BRPs. Otherwise, the value of this field is the number of breakpoints, minus 1. Defined values are:  <b>0b00000000</b> AArch64-ID_AA64DFR0_EL1.BRPs is the number of breakpoints, minus 1.	0x00
[7:0]	RES0	Reserved	RES0



## Access

MRS &lt;Xt&gt;, ID\_AA64DFR1\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0101	0b001

## Accessibility

MRS &lt;Xt&gt;, ID\_AA64DFR1\_EL1

```

if PSTATE.EL == EL0 then
    if EL2Enabled() && HCR_EL2.TGE == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        AArch64.SystemAccessTrap(EL1, 0x18);
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TID3 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = ID_AA64DFR1_EL1;
elseif PSTATE.EL == EL2 then
    X[t, 64] = ID_AA64DFR1_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = ID_AA64DFR1_EL1;

```

## A.5.9 ID\_AA64AFR0\_EL1, AArch64 Auxiliary Feature Register 0

Provides information about the **IMPLEMENTATION DEFINED** features of the PE in AArch64 state.

For general information about the interpretation of the ID registers, see *Principles of the ID scheme for fields in ID registers* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Identification registers

#### Access type

See bit descriptions

#### Reset value

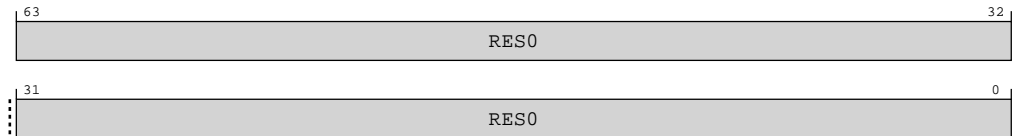
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure A-121: AArch64\_id\_aa64afr0\_el1 bit assignments**



**Table A-295: ID\_AA64AFR0\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:0]	RES0	Reserved	RES0

### Access

MRS <Xt>, ID\_AA64AFR0\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0101	0b100

### Accessibility

MRS <Xt>, ID\_AA64AFR0\_EL1

```

if PSTATE.EL == EL0 then
    if EL2Enabled() && HCR_EL2.TGE == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        AArch64.SystemAccessTrap(EL1, 0x18);
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TID3 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = ID_AA64AFR0_EL1;
elseif PSTATE.EL == EL2 then
    X[t, 64] = ID_AA64AFR0_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = ID_AA64AFR0_EL1;
    
```

## A.5.10 ID\_AA64AFR1\_EL1, AArch64 Auxiliary Feature Register 1

Reserved for future expansion of information about the **IMPLEMENTATION DEFINED** features of the PE in AArch64 state.

For general information about the interpretation of the ID registers, see *Principles of the ID scheme for fields in ID registers* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

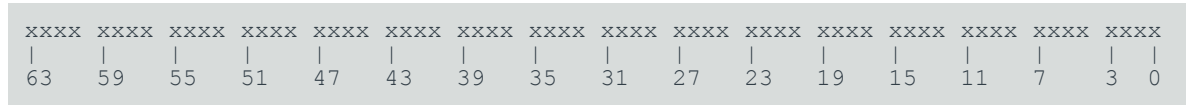
#### Functional group

Identification registers

#### Access type

See bit descriptions

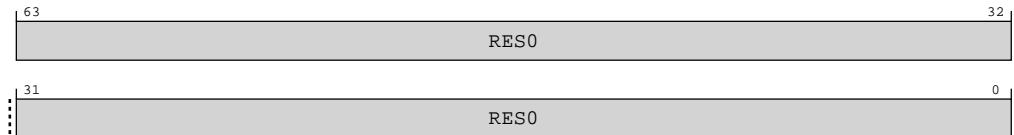
#### Reset value



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure A-122: AArch64\_id\_aa64afr1\_el1 bit assignments**



**Table A-297: ID\_AA64AFR1\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:0]	RES0	Reserved	RES0

### Access

MRS <Xt>, ID\_AA64AFR1\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0101	0b101

## Accessibility

MRS <Xt>, ID\_AA64AFR1\_EL1

```

if PSTATE.EL == EL0 then
    if EL2Enabled() && HCR_EL2.TGE == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        AArch64.SystemAccessTrap(EL1, 0x18);
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TID3 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = ID_AA64AFR1_EL1;
elseif PSTATE.EL == EL2 then
    X[t, 64] = ID_AA64AFR1_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = ID_AA64AFR1_EL1;

```

## A.5.11 ID\_AA64ISAR0\_EL1, AArch64 Instruction Set Attribute Register 0

Provides information about the instructions implemented in AArch64 state.

For general information about the interpretation of the ID registers, see *Principles of the ID scheme for fields in ID registers* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

## Configurations

This register is available in all configurations.

## Attributes

### Width

64

### Functional group

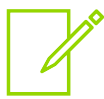
Identification registers

### Access type

See bit descriptions

### Reset value

0000	0010	0010	0001	0001	xxxx	xxxx	xxxx	0001	0000	0010	0001	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0

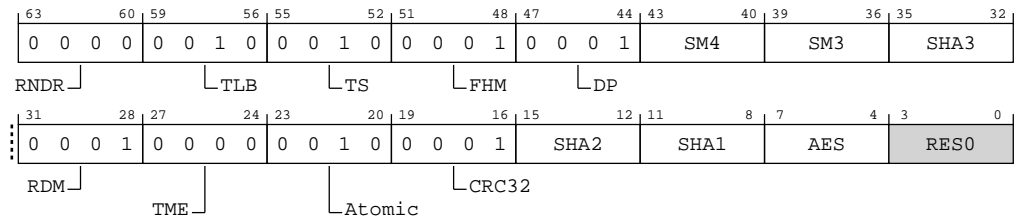


Note

Where the reset reads xxxx, see individual bits.

## Bit descriptions

**Figure A-123: AArch64\_id\_aa64isar0\_el1 bit assignments**



**Table A-299: ID\_AA64ISAR0\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:60]	RNRD	Indicates support for Random Number instructions in AArch64 state.  When FEAT_RNG_TRAP is implemented, the value returned by a direct read of ID_AA64ISAR0_EL1.RNRD is further controlled by the value of AArch64-SCR_EL3.TRNRD.  Defined values are: <b>0b0000</b> No Random Number instructions are implemented.	0b0000
[59:56]	TLB	Indicates support for Outer Shareable and TLB range maintenance instructions. Defined values are: <b>0b0010</b> Outer Shareable and TLB range maintenance instructions are implemented.	0b0010
[55:52]	TS	Indicates support for flag manipulation instructions. Defined values are: <b>0b0010</b> CFINV, RMIF, SETF16, SETF8, AXFLAG, and XAFLAG instructions are implemented.	0b0010
[51:48]	FHM	Indicates support for FMLAL and FMLSL instructions. Defined values are: <b>0b0001</b> FMLAL and FMLSL instructions are implemented.	0b0001
[47:44]	DP	Indicates support for Dot Product instructions in AArch64 state. Defined values are: <b>0b0001</b> UDOT and SDOT instructions implemented.	0b0001
[43:40]	SM4	Indicates support for SM4 instructions in AArch64 state. Defined values are: <b>0b0000</b> When the Cryptographic Extension is not implemented or is disabled or the SM3/SM4 Cryptographic instructions are disabled, then SM4 instructions are not implemented. <b>0b0001</b> When the Cryptographic Extension is implemented and the SM3/SM4 Cryptographic instructions are enabled, then SM4 instructions SM4E and SM4EKEY are implemented.	The reset values can be the following: 0b0000, 0b0001, respective to the value.

Bits	Name	Description	Reset
[39:36]	SM3	<p>Indicates support for SM3 instructions in AArch64 state. Defined values are:</p> <p><b>0b0000</b> When the Cryptographic Extension is not implemented or is disabled or the SM3/SM4 Cryptographic instructions are disabled, then SM3 instructions are not implemented.</p> <p><b>0b0001</b> When the Cryptographic Extension is implemented and the SM3/SM4 Cryptographic instructions are enabled, then SM3 instructions SM3SS1, SM3TT1A, SM3TT1B, SM3TT2A, SM3TT2B, SM3PARTW1, and SM3PARTW2 are implemented.</p>	The reset values can be the following: 0b0000, 0b0001, respective to the value.
[35:32]	SHA3	<p>Indicates support for SHA3 instructions in AArch64 state. Defined values are:</p> <p><b>0b0000</b> When Cryptographic extensions are not implemented or disabled then SHA3 instructions are not implemented.</p> <p><b>0b0001</b> When Cryptographic extensions are implemented and enabled then SHA3 instructions EOR3, RAX1, XAR, and BCAX are implemented.</p>	The reset values can be the following: 0b0000, 0b0001, respective to the value.
[31:28]	RDM	<p>Indicates support for SQRDMLAH and SQRDMLSH instructions in AArch64 state. Defined values are:</p> <p><b>0b0001</b> SQRDMLAH and SQRDMLSH instructions implemented.</p>	0b0001
[27:24]	TME	<p>Indicates support for TME instructions. Defined values are:</p> <p><b>0b0000</b> TME instructions are not implemented.</p> <p><b>When PSTATE.EL IN {EL2, EL1}</b> Access to this field is: <b>RAZ/WI</b></p> <p><b>When PSTATE.EL == EL1 &amp;&amp; EL2Enabled()</b> Access to this field is: <b>RAZ/WI</b></p> <p><b>Otherwise</b> Access to this field is: <b>RO</b></p>	0b0000
[23:20]	Atomic	<p>Indicates support for Atomic instructions in AArch64 state. Defined values are:</p> <p><b>0b0010</b> LDADD, LDCLR, LDEOR, LDSET, LDSMAX, LDSMIN, LDUMAX, LDUMIN, CAS, CASP, and SWP instructions implemented.</p>	0b0010
[19:16]	CRC32	<p>Indicates support for CRC32 instructions in AArch64 state. Defined values are:</p> <p><b>0b0001</b> CRC32B, CRC32H, CRC32W, CRC32X, CRC32CB, CRC32CH, CRC32CW, and CRC32CX instructions are implemented.</p>	0b0001

Bits	Name	Description	Reset
[15:12]	SHA2	Indicates support for SHA2 instructions in AArch64 state. Defined values are: <b>0b0000</b> When Cryptographic extensions are not implemented or disabled then SHA2 instructions are not implemented. <b>0b0010</b> When Cryptographic extensions are implemented and enabled then SHA256H, SHA256H2, SHA256SU0, SHA256SU1, SHA512H, SHA512H2, SHA512SU0, and SHA512SU1 instructions are implemented.  When the CRYPTO configuration parameter is true and the CRYPTODISABLE input is low at reset Cryptographic Extensions are implemented	The reset values can be the following: 0b0000, 0b0010, respective to the value.
[11:8]	SHA1	Indicates support for SHA1 instructions in AArch64 state. Defined values are: <b>0b0000</b> When Cryptographic extensions are not implemented or disabled then SHA1 instructions are not implemented. <b>0b0001</b> When Cryptographic extensions are implemented and enabled then SHA1C, SHA1P, SHA1M, SHA1H, SHA1SU0, and SHA1SU1 instructions are implemented.  When the CRYPTO configuration parameter is true and the CRYPTODISABLE input is low at reset Cryptographic Extensions are implemented	The reset values can be the following: 0b0000, 0b0001, respective to the value.
[7:4]	AES	Indicates support for AES instructions in AArch64 state. Defined values are: <b>0b0000</b> SVE2-AES instructions are not implemented. This value is reported when Cryptographic extensions are not implemented or are disabled. <b>0b0010</b> SVE2 AESE, AESD, AESMC, and AESIMC instructions are implemented plus SVE2 PMULLB and PMULLT instructions with 64-bit source. This value is reported when Cryptographic extensions are implemented and enabled.  When the CRYPTO configuration parameter is true and the CRYPTODISABLE input is low at reset Cryptographic Extensions are implemented	The reset values can be the following: 0b0000, 0b0010, respective to the value.
[3:0]	RES0	Reserved	RES0

## Access

MRS <Xt>, ID\_AA64ISAR0\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0110	0b000

## Accessibility

MRS <Xt>, ID\_AA64ISAR0\_EL1

```
if PSTATE.EL == EL0 then
    if EL2Enabled() && HCR_EL2.TGE == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        AArch64.SystemAccessTrap(EL1, 0x18);
elseif PSTATE.EL == EL1 then
```

```

if EL2Enabled() && HCR_EL2.TID3 == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
else
    X[t, 64] = ID_AA64ISAR0_EL1;
elseif PSTATE.EL == EL2 then
    X[t, 64] = ID_AA64ISAR0_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = ID_AA64ISAR0_EL1;
    
```

## A.5.12 ID\_AA64ISAR1\_EL1, AArch64 Instruction Set Attribute Register 1

Provides information about the features and instructions implemented in AArch64 state.

For general information about the interpretation of the ID registers, see *Principles of the ID scheme for fields in ID registers* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Identification registers

#### Access type

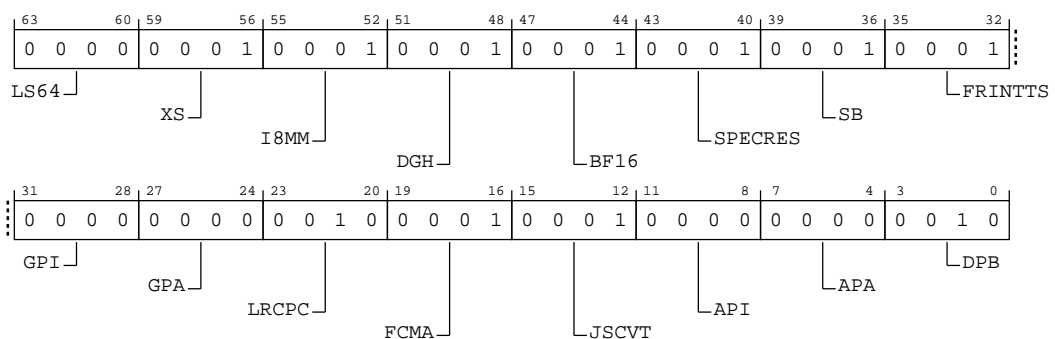
See bit descriptions

#### Reset value

0000 0001 0001 0001 0001 0001 0001 0001 0000 0000 0010 0001 0001 0000 0000  
 0010

### Bit descriptions

Figure A-124: AArch64\_id\_aa64isar1\_el1 bit assignments





**Table A-301: ID\_AA64ISAR1\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:60]	LS64	Indicates support for LD64B and ST64B* instructions, and the AArch64-ACCDATA_EL1 register. Defined values of this field are:  <b>0b0000</b> The LD64B, ST64B, ST64BV, and ST64BV0 instructions, the AArch64-ACCDATA_EL1 register, and associated traps are not supported.	0b0000
[59:56]	XS	Indicates support for the XS attribute, the TLBI and DSB instructions with the nXS qualifier, and the AArch64-HCRX_EL2.{FGTnXS, FnXS} fields in AArch64 state. Defined values are:  <b>0b0001</b> The XS attribute, the TLBI and DSB instructions with the nXS qualifier, and the AArch64-HCRX_EL2.{FGTnXS, FnXS} fields are supported.	0b0001
[55:52]	I8MM	Indicates support for Advanced SIMD and Floating-point Int8 matrix multiplication instructions in AArch64 state. Defined values are:  <b>0b0001</b> SMMLA, SUDOT, UMMLA, USMMLA, and USDOT instructions are implemented.	0b0001
[51:48]	DGH	Indicates support for the Data Gathering Hint instruction. Defined values are:  <b>0b0001</b> Data Gathering Hint is implemented.	0b0001
[47:44]	BF16	Indicates support for Advanced SIMD and Floating-point BFloat16 instructions in AArch64 state. Defined values are:  <b>0b0001</b> BFCVT, BFCVTN, BFCVTN2, BFDOT, BFMLALB, BFMLALT, and BFMMMLA instructions are implemented.	0b0001
[43:40]	SPECRES	Indicates support for prediction invalidation instructions in AArch64 state. Defined values are:  <b>0b0001</b> CFP RCTX, DVP RCTX and CPP RCTX instructions are implemented.	0b0001
[39:36]	SB	Indicates support for SB instruction in AArch64 state. Defined values are:  <b>0b0001</b> SB instruction is implemented.	0b0001
[35:32]	FRINTTS	Indicates support for the FRINT32Z, FRINT32X, FRINT64Z, and FRINT64X instructions are implemented. Defined values are:  <b>0b0001</b> FRINT32Z, FRINT32X, FRINT64Z, and FRINT64X instructions are implemented.	0b0001
[31:28]	GPI	Indicates support for an <b>IMPLEMENTATION DEFINED</b> algorithm is implemented in the PE for generic code authentication in AArch64 state. Defined values are:  <b>0b0000</b> Generic Authentication using an <b>IMPLEMENTATION DEFINED</b> algorithm is not implemented.	0b0000
[27:24]	GPA	Indicates whether the QARMA5 algorithm is implemented in the PE for generic code authentication in AArch64 state. Defined values are:  <b>0b0000</b> Generic Authentication using the QARMA5 algorithm is not implemented.	0b0000

Bits	Name	Description	Reset
[23:20]	LRCPC	Indicates support for weaker release consistency, RCpc, based model. Defined values are:  <b>0b0010</b> As 0b0001, and the LDAPR (unscaled immediate) and STLR (unscaled immediate) instructions are implemented.	0b0010
[19:16]	FCMA	Indicates support for complex number addition and multiplication, where numbers are stored in vectors. Defined values are:  <b>0b0001</b> The FCMLA and FCADD instructions are implemented.	0b0001
[15:12]	JSCVT	Indicates support for JavaScript conversion from double precision floating point values to integers in AArch64 state. Defined values are:  <b>0b0001</b> The FJCVTZS instruction is implemented.	0b0001
[11:8]	API	Indicates whether an <b>IMPLEMENTATION DEFINED</b> algorithm is implemented in the PE for address authentication, in AArch64 state. This applies to all Pointer Authentication instructions other than the PACGA instruction. Defined values are:  <b>0b0000</b> Address Authentication using an <b>IMPLEMENTATION DEFINED</b> algorithm is not implemented.	0b0000
[7:4]	APA	Indicates whether the QARMA5 algorithm is implemented in the PE for address authentication, in AArch64 state. This applies to all Pointer Authentication instructions other than the PACGA instruction. Defined values are:  <b>0b0000</b> Address Authentication using the QARMA5 algorithm is not implemented.	0b0000
[3:0]	DPB	Data Persistence writeback. Indicates support for the DC CVAP and DC CVADP instructions in AArch64 state. Defined values are:  <b>0b0010</b> DC CVAP and DC CVADP supported.	0b0010

## Access

MRS <Xt>, ID\_AA64ISAR1\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0110	0b001

## Accessibility

MRS <Xt>, ID\_AA64ISAR1\_EL1

```

if PSTATE.EL == EL0 then
    if EL2Enabled() && HCR_EL2.TGE == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        AArch64.SystemAccessTrap(EL1, 0x18);
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TID3 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = ID_AA64ISAR1_EL1;
elseif PSTATE.EL == EL2 then
    X[t, 64] = ID_AA64ISAR1_EL1;
elseif PSTATE.EL == EL3 then

```

```
X[t, 64] = ID_AA64ISAR1_EL1;
```

## A.5.13 ID\_AA64ISAR2\_EL1, AArch64 Instruction Set Attribute Register 2

Provides information about the features and instructions implemented in AArch64 state.

For general information about the interpretation of the ID registers, see *Principles of the ID scheme for fields in ID registers* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

### Configurations



Prior to the introduction of the features described by this register, this register was unnamed and reserved, RES0 from EL1, EL2, and EL3.

### Attributes

#### Width

64

#### Functional group

Identification registers

#### Access type

See bit descriptions

#### Reset value

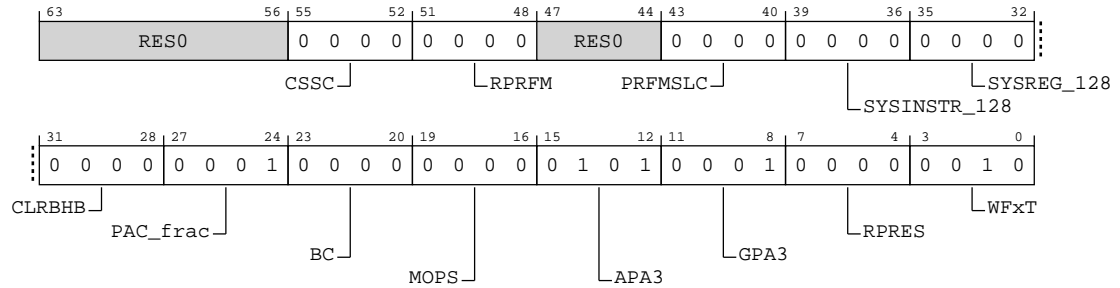
xxxx	xxxx	0000	0000	xxxx	0000	0000	0000	0000	0001	0000	0000	0101	0001	0000	0010
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure A-125: AArch64\_id\_aa64isar2\_el1 bit assignments**



**Table A-303: ID\_AA64ISAR2\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:56]	RES0	Reserved	RES0
[55:52]	CSSC	Indicates support for common short sequence compression instructions. Defined values are: <b>0b0000</b> Common short sequence compression instructions are not implemented.	0b0000
[51:48]	RPRFM	RPRFM hint instruction. Defined values are: <b>0b0000</b> RPRFM hint instruction is not implemented and is treated as a <b>NOP</b> .	0b0000
[47:44]	RES0	Reserved	RES0
[43:40]	PRFM_SLC	Indicates whether the PRFM instructions support a system level cache option. Defined values are: <b>0b0000</b> The PRFM instructions do not support the SLC target.	0b0000
[39:36]	SYSINSTR_128	SYSINSTR_128. Indicates support for System instructions that can take 128-bit inputs. Defined values are: <b>0b0000</b> System instructions that can take 128-bit inputs are not supported.	0b0000
[35:32]	SYSREG_128	SYSREG_128. Indicates support for instructions to access 128-bit System Registers. Defined values are: <b>0b0000</b> Instructions to access 128-bit System Registers are not supported.	0b0000
[31:28]	CLR_BHB	Indicates support for the CLR_BHB instruction in AArch64 state. Defined values are: <b>0b0000</b> CLR_BHB instruction is not implemented.	0b0000
[27:24]	PAC_frac	Indicates whether the ConstPACField() function used as part of the PAC addition returns FALSE or TRUE. <b>0b0001</b> ConstPACField() returns TRUE.	0b0001
[23:20]	BC	Indicates support for the BC instruction in AArch64 state. Defined values are: <b>0b0000</b> BC instruction is not implemented.	0b0000

Bits	Name	Description	Reset
[19:16]	MOPS	Indicates support for the Memory Copy and Memory Set instructions in AArch64 state.  <b>0b0000</b> The Memory Copy and Memory Set instructions are not implemented in AArch64 state.	0b0000
[15:12]	APA3	Indicates whether the QARMA3 algorithm is implemented in the PE for address authentication in AArch64 state. This applies to all Pointer Authentication instructions other than the PACGA instruction. Defined values are:  <b>0b0101</b> Address Authentication using the QARMA3 algorithm is implemented, with the HaveEnhancedPAC2() function returning TRUE, the HaveFPAC() function returning TRUE, the HaveFPACCombined() function returning TRUE, and the HaveEnhancedPAC() function returning FALSE.	0b0101
[11:8]	GPA3	Indicates whether the QARMA3 algorithm is implemented in the PE for generic code authentication in AArch64 state. Defined values are:  <b>0b0001</b> Generic Authentication using the QARMA3 algorithm is implemented. This includes the PACGA instruction.	0b0001
[7:4]	RPRES	Indicates support for 12 bits of mantissa in reciprocal and reciprocal square root instructions in AArch64 state, when AArch64-FPCR.AH is 1. Defined values are:  <b>0b0000</b> Reciprocal and reciprocal square root estimates give 8 bits of mantissa, when AArch64-FPCR.AH is 1.	0b0000
[3:0]	WFXT	Indicates support for the WFET and WFIT instructions in AArch64 state. Defined values are:  <b>0b0010</b> WFET and WFIT are supported, and the register number is reported in the ESR_ELx on exceptions.	0b0010

## Access

MRS <Xt>, ID\_AA64ISAR2\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0110	0b010

## Accessibility

MRS <Xt>, ID\_AA64ISAR2\_EL1

```

if PSTATE.EL == EL0 then
    if EL2Enabled() && HCR_EL2.TGE == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        AArch64.SystemAccessTrap(EL1, 0x18);
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TID3 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = ID_AA64ISAR2_EL1;
elseif PSTATE.EL == EL2 then
    X[t, 64] = ID_AA64ISAR2_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = ID_AA64ISAR2_EL1;

```

## A.5.14 ID\_AA64MMFR0\_EL1, AArch64 Memory Model Feature Register 0

Provides information about the implemented memory model and memory management support in AArch64 state.

For general information about the interpretation of the ID registers, see *Principles of the ID scheme for fields in ID registers* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Identification registers

#### Access type

See bit descriptions

#### Reset value

0010	0001	xxxx	xxxx	0000	0010	0010	0010	0000	0000	0000	0001	xxxx	0001	0001	0010	0010
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3	0

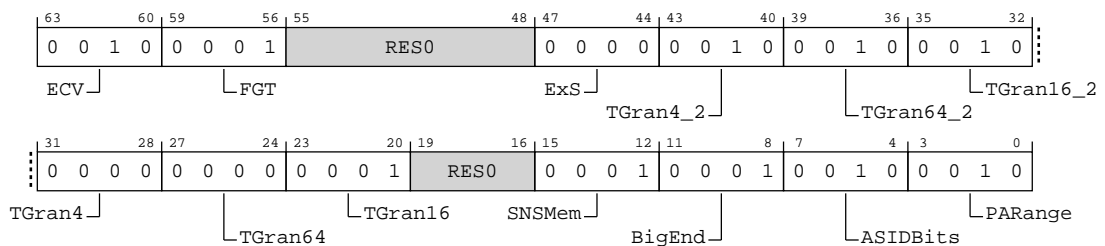


Note

Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-126: AArch64\_id\_aa64mmfr0\_el1 bit assignments



**Table A-305: ID\_AA64MMFR0\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:60]	ECV	Indicates presence of Enhanced Counter Virtualization. Defined values are: <b>0b0010</b> As 0b0001, and also includes support for AArch64-CNTHCTL_EL2.ECV and AArch64-CNTPOFF_EL2.	0b0010
[59:56]	FGT	Indicates presence of the Fine-Grained Trap controls. Defined values are: <b>0b0001</b> Fine-grained trap controls are implemented. Supports: <ul style="list-style-type: none"> <li>If EL2 is implemented, the AArch64-HAFGRTR_EL2, AArch64-HDFGRTR_EL2, AArch64-HDFGWTR_EL2, AArch64-HFGRTR_EL2, AArch64-HFGITR_EL2 and AArch64-HFGWTR_EL2 registers, and their associated traps.</li> <li>If EL2 is implemented, AArch64-MDCR_EL2.TDCC.</li> <li>If EL3 is implemented, AArch64-MDCR_EL3.TDCC.</li> <li>If both EL2 and EL3 are implemented, AArch64-SCR_EL3.FGTEn.</li> </ul>	0b0001
[55:48]	RES0	Reserved	RES0
[47:44]	ExS	Indicates support for disabling context synchronizing exception entry and exit. Defined values are: <b>0b0000</b> All exception entries and exits are context synchronization events.	0b0000
[43:40]	TGran4_2	Indicates support for 4KB memory granule size at stage 2. Defined values are: <b>0b0010</b> 4KB granule supported at stage 2.	0b0010
[39:36]	TGran64_2	Indicates support for 64KB memory granule size at stage 2. Defined values are: <b>0b0010</b> 64KB granule supported at stage 2.	0b0010
[35:32]	TGran16_2	Indicates support for 16KB memory granule size at stage 2. Defined values are: <b>0b0010</b> 16KB granule supported at stage 2.	0b0010
[31:28]	TGran4	Indicates support for 4KB memory translation granule size. Defined values are: <b>0b0000</b> 4KB granule supported.	0b0000
[27:24]	TGran64	Indicates support for 64KB memory translation granule size. Defined values are: <b>0b0000</b> 64KB granule supported.	0b0000
[23:20]	TGran16	Indicates support for 16KB memory translation granule size. Defined values are: <b>0b0001</b> 16KB granule supported.	0b0001
[19:16]	RES0	Reserved	RES0
[15:12]	SNSMem	Indicates support for a distinction between Secure and Non-secure Memory. Defined values are: <b>0b0001</b> Does support a distinction between Secure and Non-secure Memory.	0b0001

Bits	Name	Description	Reset
[11:8]	BigEnd	Indicates support for mixed-endian configuration. Defined values are: <b>0b0001</b> Mixed-endian support. The SCTLX_ELX.EE and SCTLX_EL1.EOE bits can be configured.	0b0001
[7:4]	ASIDBits	Number of ASID bits. Defined values are: <b>0b0010</b> 16 bits.	0b0010
[3:0]	PARange	Physical Address range supported. Defined values are: <b>0b0010</b> 40 bits, 1TB.	0b0010

### Access

MRS <Xt>, ID\_AA64MMFR0\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0111	0b000

### Accessibility

MRS <Xt>, ID\_AA64MMFR0\_EL1

```

if PSTATE.EL == EL0 then
    if EL2Enabled() && HCR_EL2.TGE == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        AArch64.SystemAccessTrap(EL1, 0x18);
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TID3 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = ID_AA64MMFR0_EL1;
elseif PSTATE.EL == EL2 then
    X[t, 64] = ID_AA64MMFR0_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = ID_AA64MMFR0_EL1;

```

## A.5.15 ID\_AA64MMFR1\_EL1, AArch64 Memory Model Feature Register 1

Provides information about the implemented memory model and memory management support in AArch64 state.

For general information about the interpretation of the ID registers, see *Principles of the ID scheme for fields in ID registers* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

### Configurations

This register is available in all configurations.



**Attributes**

**Width**

64

**Functional group**

Identification registers

**Access type**

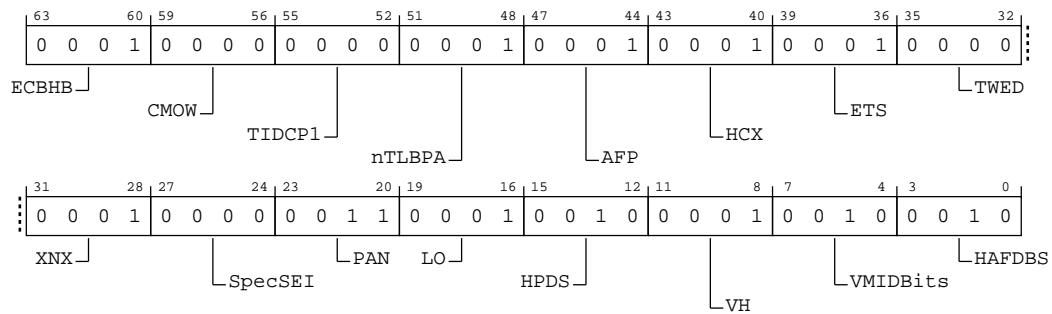
See bit descriptions

**Reset value**

0001 0000 0000 0001 0001 0001 0001 0000 0001 0000 0011 0001 0010 0001 0010 0010

**Bit descriptions**

**Figure A-127: AArch64\_id\_aa64mmfr1\_el1 bit assignments**



**Table A-307: ID\_AA64MMFR1\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:60]	ECBHB	Indicates support for cache maintenance instruction permission. Defined values are: <b>0b0001</b> The branch history information created in a context before an exception to a higher Exception level using AArch64 cannot be used by code before that exception to exploitatively control the execution of any indirect branches in code in a different context after the exception.	0b0001
[59:56]	CMOW	Indicates support for cache maintenance instruction permission. Defined values are: <b>0b0000</b> AArch64-SCTLR_EL1.CMOW, AArch64-SCTLR_EL2.CMOW, and AArch64-HCRX_EL2.CMOW bits are not implemented.	0b0000
[55:52]	TIDCP1	Indicates whether AArch64-SCTLR_EL1.TIDCP and AArch64-SCTLR_EL2.TIDCP are implemented in AArch64 state. Defined values are: <b>0b0000</b> AArch64-SCTLR_EL1.TIDCP and AArch64-SCTLR_EL2.TIDCP bits are not implemented and are <b>RES0</b> .	0b0000
[51:48]	nTLBPA	Indicates support for intermediate caching of translation table walks. Defined values are: <b>0b0001</b> The intermediate caching of translation table walks does not include non-coherent physical translation caches.	0b0001

Bits	Name	Description	Reset
[47:44]	AFP	Indicates support for AArch64-FPCR.{AH, FIZ, NEP}. Defined values are: <b>0b0001</b> The AArch64-FPCR.{AH, FIZ, NEP} fields are supported.	0b0001
[43:40]	HCX	Indicates support for AArch64-HCRX_EL2 and its associated EL3 trap. Defined values are: <b>0b0001</b> AArch64-HCRX_EL2 and its associated EL3 trap are supported.	0b0001
[39:36]	ETS	Indicates support for Enhanced Translation Synchronization. Defined values are: <b>0b0001</b> Enhanced Translation Synchronization is supported.	0b0001
[35:32]	TWED	Indicates support for the configurable delayed trapping of WFE. Defined values are: <b>0b0000</b> Configurable delayed trapping of WFE is not supported.	0b0000
[31:28]	XNX	Indicates support for execute-never control distinction by Exception level at stage 2. Defined values are: <b>0b0001</b> Distinction between EL0 and EL1 execute-never control at stage 2 supported.	0b0001
[27:24]	SpecSEI	Describes whether the PE can generate SError interrupt exceptions from speculative reads of memory, including speculative instruction fetches. <b>0b0000</b> The PE never generates an SError interrupt due to an External abort on a speculative read.	0b0000
[23:20]	PAN	Privileged Access Never. Indicates support for the PAN bit in PSTATE, AArch64-SPSR_EL1, AArch64-SPSR_EL2, AArch64-SPSR_EL3, and AArch64-DSPSR_ELO. Defined values are: <b>0b0011</b> PAN supported, AT S1E1RP and AT S1E1WP instructions supported, and AArch64-SCTLR_EL1.EPAN and AArch64-SCTLR_EL2.EPAN bits supported.	0b0011
[19:16]	LO	LORegions. Indicates support for LORegions. Defined values are: <b>0b0001</b> LORegions supported.	0b0001
[15:12]	HPDS	Hierarchical Permission Disables. Indicates support for disabling hierarchical controls in translation tables. Defined values are: <b>0b0010</b> Disabling of hierarchical controls supported with the TCR_EL1.{HPD1, HPD0}, TCR_EL2.HPD or TCR_EL2.{HPD1, HPD0}, and TCR_EL3.HPD bits and adds possible hardware allocation of bits[62:59] of the translation table descriptors from the final lookup level for <b>IMPLEMENTATION DEFINED</b> use.	0b0010
[11:8]	VH	Virtualization Host Extensions. Defined values are: <b>0b0001</b> Virtualization Host Extensions supported.	0b0001
[7:4]	VMIDBits	Number of VMID bits. Defined values are: <b>0b0010</b> 16 bits	0b0010
[3:0]	HAFDBS	Hardware updates to Access flag and Dirty state in translation tables. Defined values are: <b>0b0010</b> As 0b0001, and adds support for hardware update of the Access flag for Block and Page descriptors. Hardware update of dirty state is supported.	0b0010

## Access

MRS &lt;Xt&gt;, ID\_AA64MMFR1\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0111	0b001

## Accessibility

MRS &lt;Xt&gt;, ID\_AA64MMFR1\_EL1

```

if PSTATE.EL == EL0 then
    if EL2Enabled() && HCR_EL2.TGE == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        AArch64.SystemAccessTrap(EL1, 0x18);
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TID3 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = ID_AA64MMFR1_EL1;
elseif PSTATE.EL == EL2 then
    X[t, 64] = ID_AA64MMFR1_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = ID_AA64MMFR1_EL1;

```

## A.5.16 ID\_AA64MMFR2\_EL1, AArch64 Memory Model Feature Register 2

Provides information about the implemented memory model and memory management support in AArch64 state.

For general information about the interpretation of the ID registers, see *Principles of the ID scheme for fields in ID registers* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

## Configurations



Prior to the introduction of the features described by this register, this register was unnamed and reserved, RES0 from EL1, EL2, and EL3.

## Attributes

### Width

64

### Functional group

Identification registers

### Access type

See bit descriptions

### Reset value

0001	0010	0010	0001	xxxx	0001	0001	0001	0001	0000	0001	0000	0001	0000	0001	0001
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-128: AArch64\_id\_aa64mmfr2\_el1 bit assignments

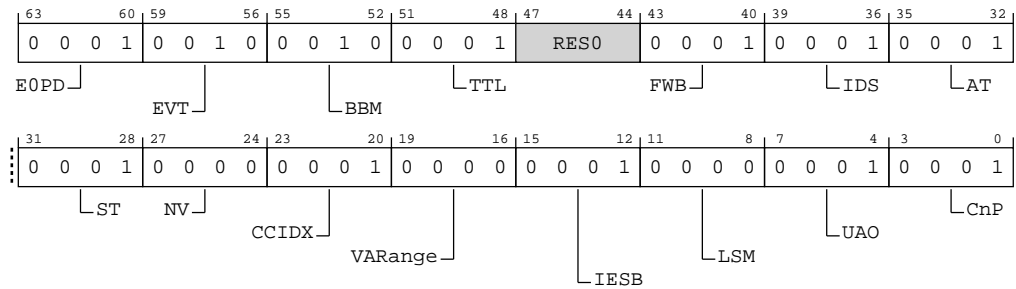


Table A-309: ID\_AA64MMFR2\_EL1 bit descriptions

Bits	Name	Description	Reset
[63:60]	EOPD	Indicates support for the EOPD mechanism. Defined values are: <b>0b0001</b> EOPDx mechanism is implemented.	0b0001
[59:56]	EVT	Enhanced Virtualization Traps. If EL2 is implemented, indicates support for the AArch64-HCR_EL2.{TTLBOS, TTLBIS, TOCU, TICAB, TID4} traps. Defined values are: <b>0b0010</b> AArch64-HCR_EL2.{TTLBOS, TTLBIS, TOCU, TICAB, TID4} traps are supported.	0b0010
[55:52]	BBM	Allows identification of the requirements of the hardware to have break-before-make sequences when changing block size for a translation. <b>0b0010</b> Level 2 support for changing block size is supported.	0b0010
[51:48]	TTL	Indicates support for TTL field in address operations. Defined values are: <b>0b0001</b> TLB maintenance instructions by address have bits[47:44] holding the TTL field.	0b0001
[47:44]	RES0	Reserved	RES0
[43:40]	FWB	Indicates support for AArch64-HCR_EL2.FWB. Defined values are: <b>0b0001</b> AArch64-HCR_EL2.FWB is supported.	0b0001

Bits	Name	Description	Reset
[39:36]	IDS	Indicates the value of ESR_ELx.EC that reports an exception generated by a read access to the feature ID space. Defined values are:  <b>0b0001</b> All exceptions generated by an AArch64 read access to the feature ID space are reported by ESR_ELx.EC == 0x18.	0b0001
[35:32]	AT	Identifies support for unaligned single-copy atomicity and atomic functions. Defined values are:  <b>0b0001</b> Unaligned single-copy atomicity and atomic functions with a 16-byte address range aligned to 16-bytes are supported.	0b0001
[31:28]	ST	Identifies support for small translation tables. Defined values are:  <b>0b0001</b> The maximum value of the TCR_ELx.{T0SZ,T1SZ} and VTCR_EL2.T0SZ fields is 48 for 4KB and 16KB granules, and 47 for 64KB granules.	0b0001
[27:24]	NV	Nested Virtualization. If EL2 is implemented, indicates support for the use of nested virtualization. Defined values are:  <b>0b0000</b> Nested virtualization is not supported.	0b0000
[23:20]	CCIDX	Support for the use of revised AArch64-CCSIDR_EL1 register format. Defined values are:  <b>0b0001</b> 64-bit format implemented for all levels of the CCSIDR_EL1.	0b0001
[19:16]	VARange	Indicates support for a larger virtual address. Defined values are:  <b>0b0000</b> VMSAv8-64 supports 48-bit VAs.	0b0000
[15:12]	IESB	Indicates support for the IESB bit in the SCTLR_ELx registers. Defined values are:  <b>0b0001</b> IESB bit in the SCTLR_ELx registers is supported.	0b0001
[11:8]	LSM	Indicates support for LSMAOE and nTLSMD bits in AArch64-SCTLR_EL1 and AArch64-SCTLR_EL2. Defined values are:  <b>0b0000</b> LSMAOE and nTLSMD bits not supported.	0b0000
[7:4]	UAO	User Access Override. Defined values are:  <b>0b0001</b> UAO supported.	0b0001
[3:0]	CnP	Indicates support for Common not Private translations. Defined values are:  <b>0b0001</b> Common not Private translations supported.	0b0001

## Access

MRS <Xt>, ID\_AA64MMFR2\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0111	0b010

## Accessibility

MRS <Xt>, ID\_AA64MMFR2\_EL1

```

if PSTATE.EL == EL0 then
    if EL2Enabled() && HCR_EL2.TGE == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        AArch64.SystemAccessTrap(EL1, 0x18);
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TID3 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = ID_AA64MMFR2_EL1;
elseif PSTATE.EL == EL2 then
    X[t, 64] = ID_AA64MMFR2_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = ID_AA64MMFR2_EL1;

```

## A.5.17 ID\_AA64MMFR3\_EL1, AArch64 Memory Model Feature Register 3

Provides information about the implemented memory model and memory management support in AArch64 state.

### Configurations



Prior to the introduction of the features described by this register, this register was unnamed and reserved, RES0 from EL1, EL2, and EL3.

### Attributes

#### Width

64

#### Functional group

Identification registers

#### Access type

See bit descriptions

#### Reset value

0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000  
0000

### Bit descriptions

Figure A-129: AArch64\_id\_aa64mmfr3\_el1 bit assignments

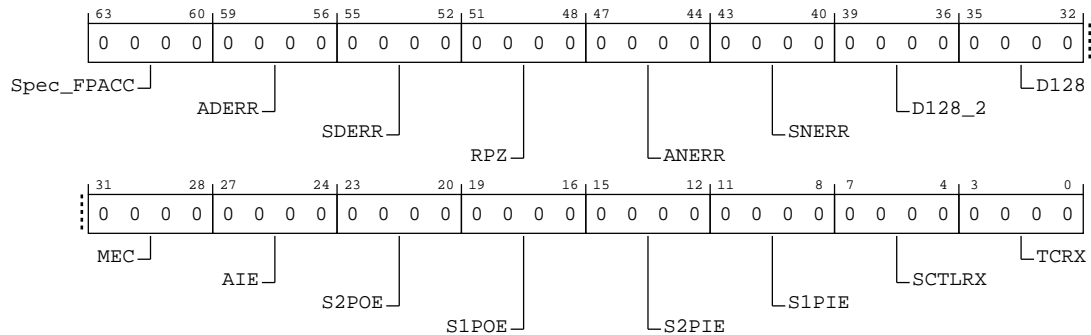


Table A-311: ID\_AA64MMFR3\_EL1 bit descriptions

Bits	Name	Description	Reset
[63:60]	Spec_FPACC	Speculative behavior in the event of a PAC authentication failure in an implementation that includes FEAT_FPACCOMBINE. Defined values are:  <b>0b0000</b> The implementation does not disclose whether the speculative use of pointers processed by a PAC Authentication is materially different in terms of the impact on cached microarchitectural state between passing and failing of the PAC Authentication.	0b0000
[59:56]	ADERR	Asynchronous Device error exceptions. With ID_AA64MMFR3_EL1.SDERR, describes the PE behavior for error exceptions on Device memory loads. Defined values are:  <b>0b0000</b> If FEAT_RASv2 is not implemented and ID_AA64MMFR3_EL1.SDERR is 0b0000, then the behavior is not described. Otherwise, the behavior is described by ID_AA64MMFR3_EL1.SDERR.	0b0000
[55:52]	SDERR	Synchronous Device error exceptions. With ID_AA64MMFR3_EL1.ADERR, describes the PE behavior for error exceptions on Device memory loads. Defined values are:  <b>0b0000</b> If FEAT_RASv2 is not implemented and ID_AA64MMFR3_EL1.ADERR is 0b0000, then the behavior is not described. Otherwise, the behavior is described by ID_AA64MMFR3_EL1.ADERR.	0b0000
[51:48]	RPZ	Remove Poison and Zero. Describes support for the Remove Poison and Zero instruction, DC RPDZPA. Defined values are:  <b>0b0000</b> FEAT_RPZ is not implemented.	0b0000
[47:44]	ANERR	Asynchronous Normal error exceptions. With ID_AA64MMFR3_EL1.SNERR, describes the PE behavior for error exceptions on Normal memory loads. Defined values are:  <b>0b0000</b> If FEAT_RASv2 is not implemented and ID_AA64MMFR3_EL1.SNERR is 0b0000, then the behavior is not described. Otherwise, the behavior is described by ID_AA64MMFR3_EL1.SNERR.	0b0000
[43:40]	SNERR	Synchronous Normal error exceptions. With ID_AA64MMFR3_EL1.ANERR, describes the PE behavior for error exceptions on Normal memory loads. Defined values are:  <b>0b0000</b> If FEAT_RASv2 is not implemented and ID_AA64MMFR3_EL1.ANERR is 0b0000, then the behavior is not described. Otherwise, the behavior is described by ID_AA64MMFR3_EL1.ANERR.	0b0000

Bits	Name	Description	Reset
[39:36]	D128_2	128-bit Page Table Descriptor at stage 2. Indicates support for 128-bit Page Table Descriptor at stage 2. Defined values are:  <b>0b0000</b> 128-bit Page Table Descriptor Extension at stage 2 is not supported.	0b0000
[35:32]	D128	128-bit Page Table Descriptor. Indicates support for 128-bit Page Table Descriptor. Defined values are:  <b>0b0000</b> 128-bit Page Table Descriptor Extension is not supported.	0b0000
[31:28]	MEC	Indicates support for Memory Encryption Contexts. Defined values are:  <b>0b0000</b> Memory Encryption Contexts is not supported.	0b0000
[27:24]	AIE	Attribute Indexing. Indicates support for the Attribute Index Enhancement. Defined values are:  <b>0b0000</b> The Attribute Index Enhancement is not supported.	0b0000
[23:20]	S2POE	Stage 2 Permission Overlay. Indicates support for Permission Overlay at Stage 2. Defined values are:  <b>0b0000</b> Permission Overlay at Stage 2 is not supported.	0b0000
[19:16]	S1POE	Stage 1 Permission Overlay. Indicates support for Permission Overlay at Stage 1. Defined values are:  <b>0b0000</b> Permission Overlay at Stage 1 is not supported.	0b0000
[15:12]	S2PIE	Stage 2 Permission Indirection. Indicates support for Permission Indirection at Stage 2. Defined values are:  <b>0b0000</b> Permission Indirection at Stage 2 is not supported.	0b0000
[11:8]	S1PIE	Stage 1 Permission Indirection. Indicates support for Permission Indirection at Stage 1. Defined values are:  <b>0b0000</b> Permission Indirection at Stage 1 is not supported.	0b0000
[7:4]	SCTLRX	SCTLRX Extension. Indicates support for Extension of AArch64-SCTLR_EL1. Defined values are:  <b>0b0000</b> AArch64-SCTLR2_EL1, AArch64-SCTLR2_EL2 and their associated trap controls are not implemented.	0b0000
[3:0]	TCRX	TCR Extension. Indicates support for Extension of AArch64-TCR_EL1. Defined values are:  <b>0b0000</b> AArch64-TCR2_EL1, AArch64-TCR2_EL2 and their associated trap controls are not implemented.	0b0000

## Access

MRS <Xt>, ID\_AA64MMFR3\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0000	0b0111	0b011



## Accessibility

MRS <Xt>, ID\_AA64MMFR3\_EL1

```

if PSTATE.EL == EL0 then
    if EL2Enabled() && HCR_EL2.TGE == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        AArch64.SystemAccessTrap(EL1, 0x18);
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TID3 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = ID_AA64MMFR3_EL1;
elseif PSTATE.EL == EL2 then
    X[t, 64] = ID_AA64MMFR3_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = ID_AA64MMFR3_EL1;

```

### A.5.18 MPAMIDR\_EL1, MPAM ID Register (EL1)

Indicates the presence and maximum PARTID and PMG values supported in the implementation. It also indicates whether the implementation supports MPAM virtualization.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Functional group

Identification registers

##### Access type

See bit descriptions

##### Reset value

xx10	010x	xxxx	xxxx	xxxx	xxxx	0000	0001	xxxx	xxxx	xxx0	011x	0000	0000	0011	1111
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



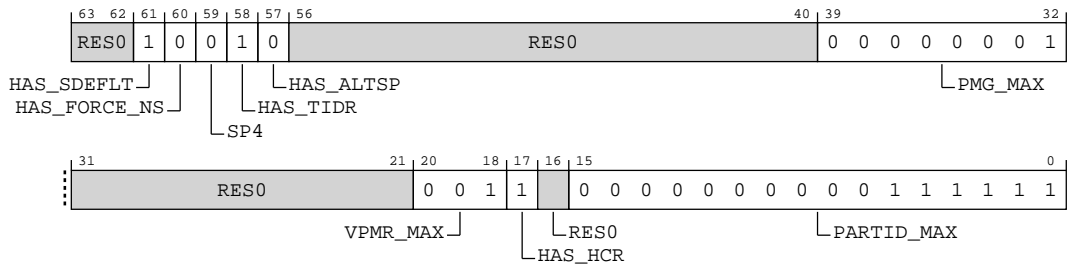
Note

Where the reset reads xxxx, see individual bits.

#### Bit descriptions

MPAMIDR\_EL1 indicates the MPAM implementation parameters of the PE.

**Figure A-130: AArch64\_mpamidr\_el1 bit assignments**



**Table A-313: MPAMIDR\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:62]	RES0	Reserved	RES0
[61]	HAS_SDEFLT	HAS_SDEFLT indicates support for AArch64-MPAM3_EL3.SDEFLT bit. Defined values are: <b>0b1</b> The SDEFLT bit is implemented in AArch64-MPAM3_EL3.	0b1
[60]	HAS_FORCE_NS	HAS_FORCE_NS indicates support for AArch64-MPAM3_EL3.FORCE_NS bit. Defined values are: <b>0b0</b> The FORCE_NS bit is not implemented in AArch64-MPAM3_EL3.	0b0
[59]	SP4	Supports 4 MPAM PARTID spaces. <b>0b0</b> MPAM supports 2 PARTID spaces.	0b0
[58]	HAS_TIDR	HAS_TIDR indicates support for AArch64-MPAM2_EL2.TIDR bit. Defined values are: <b>0b1</b> The TIDR bit is implemented in AArch64-MPAM2_EL2.	0b1
[57]	HAS_ALTSP	HAS_ALTSP indicates support for alternative PARTID spaces. <b>0b0</b> Alternative PARTID spaces are not implemented.	0b0
[56:40]	RES0	Reserved	RES0
[39:32]	PMG_MAX	The largest value of PMG that the implementation can generate. The PMG_I and PMG_D fields of every MPAMn_ELx must implement at least enough bits to represent PMG_MAX. <b>0b00000001</b> Max PMG field is 1 (1-bit)	0x01
[31:21]	RES0	Reserved	RES0
[20:18]	VPMR_MAX	Indicates the maximum register index n for the MPAMVPM<n>_EL2 registers. <b>0b001</b> 2 MPAMVPMn_EL2 registers are implemented	0b001
[17]	HAS_HCR	HAS_HCR indicates that the PE implementation supports MPAM virtualization, including AArch64-MPAMHCR_EL2, AArch64-MPAMVPMV_EL2, and MPAMVPM<n>_EL2 with n in the range 0 to VPMR_MAX. Must be 0 if EL2 is not implemented in either Security state. <b>0b1</b> MPAM virtualization is supported.	0b1
[16]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[15:0]	PARTID_MAX	The largest value of PARTID that the implementation can generate. The PARTID_I and PARTID_D fields of every MPAMn_ELx must implement at least enough bits to represent PARTID_MAX.  <b>0b0000000000111111</b> Max PARTID field is 63	0x003F

### Access

MRS <Xt>, MPAMIDR\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1010	0b0100	0b100

### Accessibility

MRS <Xt>, MPAMIDR\_EL1

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if MPAM3_EL3.TRAPLOWER == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif EL2Enabled() && MPAMHCR_EL2.TRAP_MPAMIDR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MPAM2_EL2.TIDR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = MPAMIDR_EL1;
elseif PSTATE.EL == EL2 then
    if MPAM3_EL3.TRAPLOWER == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = MPAMIDR_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = MPAMIDR_EL1;

```

## A.5.19 IMP\_CPUCFR\_EL1, CPU Configuration Register

This register provides configuration information for the core.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

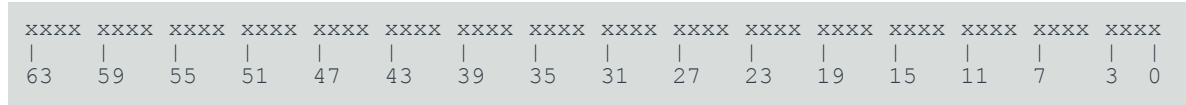
### Functional group

Identification registers

### Access type

See bit descriptions

### Reset value



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-131: AArch64\_imp\_cpucfr\_el1 bit assignments

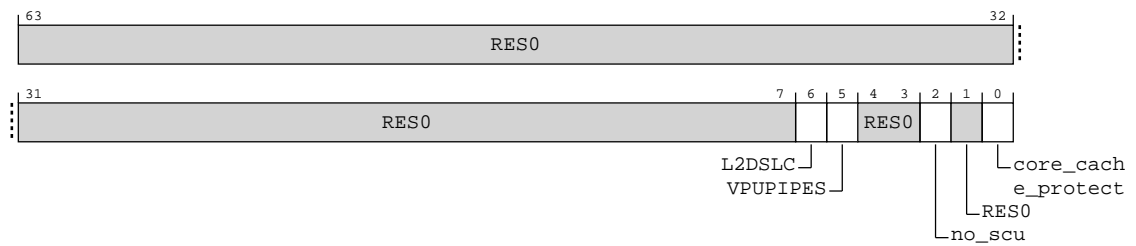


Table A-315: IMP\_CPUCFR\_EL1 bit descriptions

Bits	Name	Description	Reset
[63:7]	RES0	Reserved	RES0
[6]	L2DSLC	L2 data RAM register slice presence. Possible values of this bit are:  <b>0b0</b> No L2 data RAM register slice present  <b>0b1</b> L2 data RAM register slice present	x
[5]	VPUPIPES	Indicates the number of Vector Processing Unit (VPU) pipes. Possible values of this bit are:  <b>0b1</b> 4 x 128-bit	x
[4:3]	RES0	Reserved	RES0
[2]	no_scu	Indicates whether the SCU is present or not. Possible values of this bit are:  <b>0b0</b> The SCU is present.  <b>0b1</b> The SCU is not present.	x

Bits	Name	Description	Reset
[1]	RES0	Reserved	RES0
[0]	core_cache_protect	Indicates whether ECC is present or not. Possible values of this field are:  <b>0b0</b> ECC is not present.  <b>0b1</b> ECC is present.	x

### Access

MRS &lt;Xt&gt;, S3\_0\_C15\_CO\_0

op0	op1	CRn	CRm	op2
0b11	0b000	0b1111	0b0000	0b000

### Accessibility

MRS &lt;Xt&gt;, S3\_0\_C15\_CO\_0

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TIDCP == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = IMP_CPUCFR_EL1;
elseif PSTATE.EL == EL2 then
    X[t, 64] = IMP_CPUCFR_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = IMP_CPUCFR_EL1;

```

## A.5.20 CLIDR\_EL1, Cache Level ID Register

Identifies the type of cache, or caches, that are implemented at each level and can be managed using the architected cache maintenance instructions that operate by set/way, up to a maximum of seven levels. Also identifies the Level of Coherence (LoC) and Level of Unification (LoU) for the cache hierarchy.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Identification registers

#### Access type

See bit descriptions

### Reset value

xxxx	xxxx	xxxx	xxxx	x000	0000	0101	0100	1100	0011	0000	0000	0000	0001	0010	0011
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-132: AArch64\_clidr\_el1 bit assignments

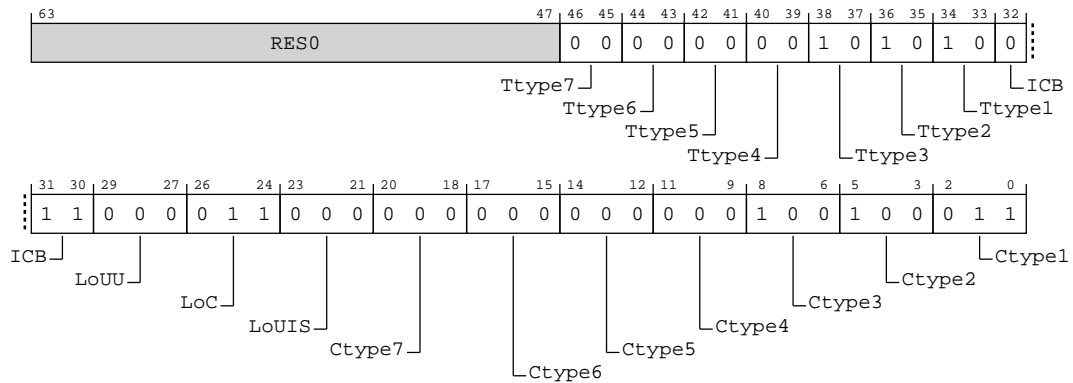


Table A-317: CLIDR\_EL1 bit descriptions

Bits	Name	Description	Reset
[63:47]	RES0	Reserved	RES0
[46:45]	Ttype7	Tag cache type. Indicate the type of cache that is implemented and can be managed using the architected cache maintenance instructions that operate by set/way at each level, from Level 1 up to a maximum of seven levels of cache hierarchy.  <b>0b00</b> No Tag Cache.	0b00
[44:43]	Ttype6	Tag cache type. Indicate the type of cache that is implemented and can be managed using the architected cache maintenance instructions that operate by set/way at each level, from Level 1 up to a maximum of seven levels of cache hierarchy.  <b>0b00</b> No Tag Cache.	0b00
[42:41]	Ttype5	Tag cache type. Indicate the type of cache that is implemented and can be managed using the architected cache maintenance instructions that operate by set/way at each level, from Level 1 up to a maximum of seven levels of cache hierarchy.  <b>0b00</b> No Tag Cache.	0b00

Bits	Name	Description	Reset
[40:39]	Ttype4	Tag cache type. Indicate the type of cache that is implemented and can be managed using the architected cache maintenance instructions that operate by set/way at each level, from Level 1 up to a maximum of seven levels of cache hierarchy.  <b>0b00</b> No Tag Cache.	0b00
[38:37]	Ttype3	Tag cache type. Indicate the type of cache that is implemented and can be managed using the architected cache maintenance instructions that operate by set/way at each level, from Level 1 up to a maximum of seven levels of cache hierarchy.  <b>0b10</b> Unified Allocation Tag and Data cache, Allocation Tags and Data in unified lines.	0b10
[36:35]	Ttype2	Tag cache type. Indicate the type of cache that is implemented and can be managed using the architected cache maintenance instructions that operate by set/way at each level, from Level 1 up to a maximum of seven levels of cache hierarchy.  <b>0b10</b> Unified Allocation Tag and Data cache, Allocation Tags and Data in unified lines.	0b10
[34:33]	Ttype1	Tag cache type. Indicate the type of cache that is implemented and can be managed using the architected cache maintenance instructions that operate by set/way at each level, from Level 1 up to a maximum of seven levels of cache hierarchy.  <b>0b10</b> Unified Allocation Tag and Data cache, Allocation Tags and Data in unified lines.	0b10
[32:30]	ICB	Inner cache boundary. This field indicates the boundary for caching Inner Cacheable memory regions.  <b>0b011</b> L3 cache is the highest Inner Cacheable level.	0b011
[29:27]	LoUU	Level of Unification Uniprocessor for the cache hierarchy.  For a description of the values of this field, see Terminology for Clean, Invalidate, and Clean and Invalidate instructions.  <b>Note:</b> This field does not describe the requirements for instruction cache invalidation. See AArch64-CTR_ELO.DIC.  <b>Note:</b> When FEAT_S2FWB is implemented, the architecture requires that this field is zero so that no levels of data cache need to be cleaned in order to manage coherency with instruction fetches.  <b>0b000</b> Level of Unification Uniprocessor is before the L1 data cache.	0b000
[26:24]	LoC	Level of Coherence for the cache hierarchy.  For a description of the values of this field, see Terminology for Clean, Invalidate, and Clean and Invalidate instructions.  <b>0b011</b> Level 3	0b011

Bits	Name	Description	Reset
[23:21]	LoUIS	<p>Level of Unification Inner Shareable for the cache hierarchy.</p> <p>For a description of the values of this field, see Terminology for Clean, Invalidate, and Clean and Invalidate instructions.</p> <p><b>Note:</b> This field does not describe the requirements for instruction cache invalidation. See AArch64-CTR_ELO.DIC.</p> <p><b>Note:</b> When FEAT_S2FWB is implemented, the architecture requires that this field is zero so that no levels of data cache need to be cleaned in order to manage coherency with instruction fetches.</p> <p><b>0b000</b> No cache level needs cleaning to Point of Unification</p>	0b000
[20:18]	Ctype7	<p>Cache Type fields. Indicate the type of cache that is implemented and can be managed using the architected cache maintenance instructions that operate by set/way at each level, from Level 1 up to a maximum of seven levels of cache hierarchy. Possible values of each field are:</p> <p><b>0b000</b> No cache.</p>	0b000
[17:15]	Ctype6	<p>Cache Type fields. Indicate the type of cache that is implemented and can be managed using the architected cache maintenance instructions that operate by set/way at each level, from Level 1 up to a maximum of seven levels of cache hierarchy. Possible values of each field are:</p> <p><b>0b000</b> No cache.</p>	0b000
[14:12]	Ctype5	<p>Cache Type fields. Indicate the type of cache that is implemented and can be managed using the architected cache maintenance instructions that operate by set/way at each level, from Level 1 up to a maximum of seven levels of cache hierarchy. Possible values of each field are:</p> <p><b>0b000</b> No cache.</p>	0b000
[11:9]	Ctype4	<p>Cache Type fields. Indicate the type of cache that is implemented and can be managed using the architected cache maintenance instructions that operate by set/way at each level, from Level 1 up to a maximum of seven levels of cache hierarchy. Possible values of each field are:</p> <p><b>0b000</b> No cache.</p>	0b000
[8:6]	Ctype3	<p>Cache Type fields. Indicate the type of cache that is implemented and can be managed using the architected cache maintenance instructions that operate by set/way at each level, from Level 1 up to a maximum of seven levels of cache hierarchy. Possible values of each field are:</p> <p><b>0b100</b> Unified instruction and data caches at L3</p>	0b100
[5:3]	Ctype2	<p>Cache Type fields. Indicate the type of cache that is implemented and can be managed using the architected cache maintenance instructions that operate by set/way at each level, from Level 1 up to a maximum of seven levels of cache hierarchy. Possible values of each field are:</p> <p><b>0b100</b> Unified instruction and data caches at L2</p>	0b100



Bits	Name	Description	Reset
[2:0]	Ctype1	Cache Type fields. Indicate the type of cache that is implemented and can be managed using the architected cache maintenance instructions that operate by set/way at each level, from Level 1 up to a maximum of seven levels of cache hierarchy. Possible values of each field are:  <b>0b011</b> Separate instruction and data caches at L1	0b011

### Access

MRS &lt;Xt&gt;, CLIDR\_EL1

op0	op1	CRn	CRm	op2
0b11	0b001	0b0000	0b0000	0b001

### Accessibility

MRS &lt;Xt&gt;, CLIDR\_EL1

```

if PSTATE.EL == EL0 then
    if EL2Enabled() && HCR_EL2.TGE == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        AArch64.SystemAccessTrap(EL1, 0x18);
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TID2 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.TID4 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HFGTR_EL2.CLIDR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = CLIDR_EL1;
elseif PSTATE.EL == EL2 then
    X[t, 64] = CLIDR_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = CLIDR_EL1;

```

## A.5.21 GMID\_EL1, Multiple tag transfer ID register

Indicates the block size that is accessed by the LDGM and STGM System instructions.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

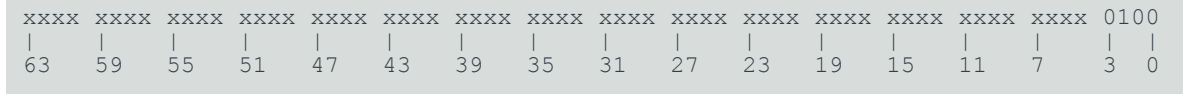
#### Functional group

Identification registers

#### Access type

See bit descriptions

### Reset value



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-133: AArch64\_gmid\_el1 bit assignments

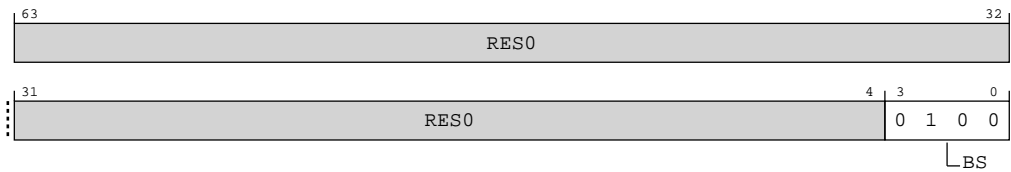


Table A-319: GMID\_EL1 bit descriptions

Bits	Name	Description	Reset
[63:4]	RES0	Reserved	RES0
[3:0]	BS	Log <sub>2</sub> of the block size in words. The minimum supported size is 16B (value == 2) and the maximum is 256B (value == 6).  <b>0b0100</b>  Log <sub>2</sub> of the block size is 4	0b0100

### Access

MRS <Xt>, GMID\_EL1

op0	op1	CRn	CRm	op2
0b11	0b001	0b0000	0b0000	0b100

### Accessibility

MRS <Xt>, GMID\_EL1

```

if PSTATE.EL == EL0 then
    if EL2Enabled() && HCR_EL2.TGE == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        AArch64.SystemAccessTrap(EL1, 0x18);
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TID5 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = GMID_EL1;
elseif PSTATE.EL == EL2 then
    X[t, 64] = GMID_EL1;
    
```

```
elseif PSTATE.EL == EL3 then
    X[t, 64] = GMID_EL1;
```

## A.5.22 CTR\_ELO, Cache Type Register

Provides information about the architecture of the caches.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Identification registers

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xx00	0100	xx01	0100	0100	0100	11xx	xxxx	xxxx	0100
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Note

Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-134: AArch64\_ctr\_el0 bit assignments

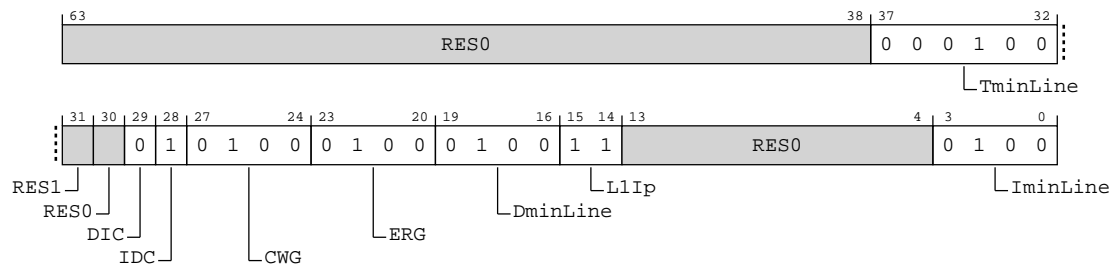


Table A-321: CTR\_ELO bit descriptions

Bits	Name	Description	Reset
[63:38]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[37:32]	TminLine	Tag minimum Line. Log <sub>2</sub> of the number of words covered by Allocation Tags in the smallest cache line of all caches which can contain Allocation tags that are controlled by the PE.  <b>0b000100</b> Log <sub>2</sub> of number of words (64/4=16) covered by Allocation Tags in the smallest cache line of all caches	0b000100
[31]	RES1	Reserved	RES1
[30]	RES0	Reserved	RES0
[29]	DIC	Instruction cache invalidation requirements for data to instruction coherence.  <b>0b0</b> Instruction cache invalidation to the point of unification is required for instruction to data coherence.	0b0
[28]	IDC	Data cache clean requirements for instruction to data coherence. The meaning of this bit is:  <b>0b1</b> Data cache clean to the Point of Unification is not required for instruction to data coherence.	0b1
[27:24]	CWG	Cache writeback granule. Log <sub>2</sub> of the number of words of the maximum size of memory that can be overwritten as a result of the eviction of a cache entry that has had a memory location in it modified.  <b>0b0100</b> 64 bytes.	0b0100
[23:20]	ERG	Exclusives reservation granule, and, if TME is implemented, transactional reservation granule. Log <sub>2</sub> of the number of words of the maximum size of the reservation granule for the Load-Exclusive and Store-Exclusive instructions, and, if TME is implemented, for detecting transactional conflicts.  <b>0b0100</b> 64 bytes.	0b0100
[19:16]	DminLine	Log <sub>2</sub> of the number of words in the smallest cache line of all the data caches and unified caches that are controlled by the PE.  <b>0b0100</b> 64 bytes.	0b0100
[15:14]	L1lp	Level 1 instruction cache policy. Indicates the indexing and tagging policy for the L1 instruction cache. Possible values of this field are:  <b>0b11</b> Physical Index, Physical Tag (PIPT).	0b11
[13:4]	RES0	Reserved	RES0
[3:0]	IminLine	Log <sub>2</sub> of the number of words in the smallest cache line of all the instruction caches that are controlled by the PE.  <b>0b0100</b> 64 bytes.	0b0100

## Access

MRS <Xt>, CTR\_ELO

op0	op1	CRn	CRm	op2
0b11	0b011	0b0000	0b0000	0b001

## Accessibility

MRS <Xt>, CTR\_ELO

```

if PSTATE.EL == EL0 then
    if !(EL2Enabled() && HCR_EL2.<E2H,TGE> == '11') && SCTLR_EL1.UCT == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && HCR_EL2.TID2 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && SCR_EL3.FGTEn == '1' &&
HFGTR_EL2.CTR_ELO == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> == '11' && SCTLR_EL2.UCT == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            X[t, 64] = CTR_ELO;
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && HCR_EL2.TID2 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HFGTR_EL2.CTR_ELO == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            X[t, 64] = CTR_ELO;
    elsif PSTATE.EL == EL2 then
        X[t, 64] = CTR_ELO;
    elsif PSTATE.EL == EL3 then
        X[t, 64] = CTR_ELO;

```

### A.5.23 DCZID\_ELO, Data Cache Zero ID register

Indicates the block size that is written with byte values of 0 by the DC ZVA (Data Cache Zero by Address) System instruction.

If FEAT\_MTE is implemented, this register also indicates the granularity at which the DC GVA and DC GZVA instructions write.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Functional group

Identification registers

##### Access type

See bit descriptions

##### Reset value

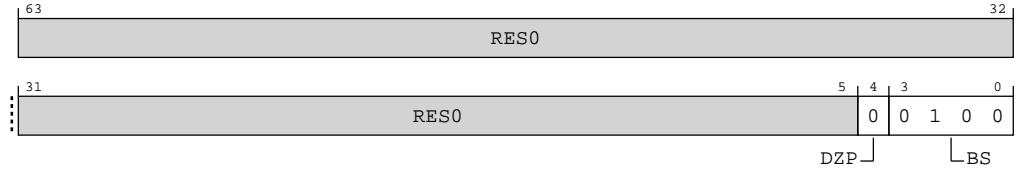
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxx0	0100
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure A-135: AArch64\_dcqid\_el0 bit assignments**



**Table A-323: DCZID\_ELO bit descriptions**

Bits	Name	Description	Reset
[63:5]	RES0	Reserved	RES0
[4]	DZP	Data Zero Prohibited. This field indicates whether use of DC ZVA instructions is permitted or prohibited.  If FEAT_MTE is implemented, this field also indicates whether use of the DC GVA and DC GZVA instructions are permitted or prohibited.  <b>0b0</b> Instructions are permitted.	0b0
[3:0]	BS	Log <sub>2</sub> of the block size in words. The maximum size supported is 2KB, indicated by value 0b1001.  If FEAT_MTE2 is implemented, the minimum size supported is 16 bytes, indicated by value 0b0010.  <b>0b0100</b> Log <sub>2</sub> of the block size is 4	0b0100

### Access

MRS <Xt>, DCZID\_ELO

op0	op1	CRn	CRm	op2
0b11	0b011	0b0000	0b0000	0b111

### Accessibility

MRS <Xt>, DCZID\_ELO

```

if PSTATE.EL == EL0 then
    if EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && SCR_EL3.FGTEn == '1' &&
        HFGTR_EL2.DCZID_ELO == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = DCZID_ELO;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HFGTR_EL2.DCZID_ELO == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);

```

```

else
    X[t, 64] = DCZID_EL0;
elseif PSTATE.EL == EL2 then
    X[t, 64] = DCZID_EL0;
elseif PSTATE.EL == EL3 then
    X[t, 64] = DCZID_EL0;

```

## A.6 AArch64 Special-purpose registers summary

The following summary table provides an overview of all Special-purpose registers in the core.

For more information on registers listed in the table, click on the link associated with the register name.

If a register does not have a link in the summary table, you can find more information about this Architecturally defined register in the [Arm® Architecture Reference Manual for A-profile architecture](#).

For registers without a listed reset value, refer to the individual field resets documented on the register description pages or to the [Arm® Architecture Reference Manual for A-profile architecture](#).

**Table A-325: Special-purpose registers summary**

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
SPSR_EL1	3	0	C4	C0	0	See individual bit resets.	64-bit	Saved Program Status Register (EL1)
ELR_EL1	3	0	C4	C0	1	See individual bit resets.	64-bit	Exception Link Register (EL1)
SP_ELO	3	0	C4	C1	0	See individual bit resets.	64-bit	Stack Pointer (ELO)
DSPSR_ELO	3	3	C4	C5	0	See individual bit resets.	64-bit	Debug Saved Program Status Register
DLR_ELO	3	3	C4	C5	1	See individual bit resets.	64-bit	Debug Link Register
SPSR_EL2	3	4	C4	C0	0	See individual bit resets.	64-bit	Saved Program Status Register (EL2)
ELR_EL2	3	4	C4	C0	1	See individual bit resets.	64-bit	Exception Link Register (EL2)
SP_EL1	3	4	C4	C1	0	See individual bit resets.	64-bit	Stack Pointer (EL1)
SPSR_irq	3	4	C4	C3	0	See individual bit resets.	64-bit	Saved Program Status Register (IRQ mode)
SPSR_abt	3	4	C4	C3	1	See individual bit resets.	64-bit	Saved Program Status Register (Abort mode)
SPSR_und	3	4	C4	C3	2	See individual bit resets.	64-bit	Saved Program Status Register (Undefined mode)
SPSR_fiq	3	4	C4	C3	3	See individual bit resets.	64-bit	Saved Program Status Register (FIQ mode)
SPSR_EL3	3	6	C4	C0	0	See individual bit resets.	64-bit	Saved Program Status Register (EL3)
ELR_EL3	3	6	C4	C0	1	See individual bit resets.	64-bit	Exception Link Register (EL3)
SP_EL2	3	6	C4	C1	0	See individual bit resets.	64-bit	Stack Pointer (EL2)

## A.7 AArch64 Performance Monitors registers summary

The following summary table provides an overview of all Performance Monitors registers in the core.

For more information on registers listed in the table, click on the link associated with the register name.

If a register does not have a link in the summary table, you can find more information about this Architecturally defined register in the [Arm® Architecture Reference Manual for A-profile architecture](#).

For registers without a listed reset value, refer to the individual field resets documented on the register description pages or to the [Arm® Architecture Reference Manual for A-profile architecture](#).

**Table A-326: Performance Monitors registers summary**

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
<a href="#">PMINTENSET_EL1</a>	3	0	C9	C14	1	See individual bit resets.	64-bit	Performance Monitors Interrupt Enable Set register
<a href="#">PMINTENCLR_EL1</a>	3	0	C9	C14	2	See individual bit resets.	64-bit	Performance Monitors Interrupt Enable Clear register
<a href="#">PMMIR_EL1</a>	3	0	C9	C14	6	See individual bit resets.	64-bit	Performance Monitors Machine Identification Register
<a href="#">PMCR_ELO</a>	3	3	C9	C12	0	See individual bit resets.	64-bit	Performance Monitors Control Register
<a href="#">PMCNTENSET_ELO</a>	3	3	C9	C12	1	See individual bit resets.	64-bit	Performance Monitors Count Enable Set register
<a href="#">PMCNTENCLR_ELO</a>	3	3	C9	C12	2	See individual bit resets.	64-bit	Performance Monitors Count Enable Clear register
<a href="#">PMOVSCLR_ELO</a>	3	3	C9	C12	3	See individual bit resets.	64-bit	Performance Monitors Overflow Flag Status Clear Register
<a href="#">PMSWINC_ELO</a>	3	3	C9	C12	4	See individual bit resets.	64-bit	Performance Monitors Software Increment register
<a href="#">PMSELR_ELO</a>	3	3	C9	C12	5	See individual bit resets.	64-bit	Performance Monitors Event Counter Selection Register
<a href="#">PMCEID0_ELO</a>	3	3	C9	C12	6	See individual bit resets.	64-bit	Performance Monitors Common Event Identification register 0
<a href="#">PMCEID1_ELO</a>	3	3	C9	C12	7	See individual bit resets.	64-bit	Performance Monitors Common Event Identification register 1
<a href="#">PMCCNTR_ELO</a>	3	3	C9	C13	0	See individual bit resets.	64-bit	Performance Monitors Cycle Count Register
<a href="#">PMXEVTYPER_ELO</a>	3	3	C9	C13	1	See individual bit resets.	64-bit	Performance Monitors Selected Event Type Register
<a href="#">PMXVCNTR_ELO</a>	3	3	C9	C13	2	See individual bit resets.	64-bit	Performance Monitors Selected Event Count Register
<a href="#">PMUSERENR_ELO</a>	3	3	C9	C14	0	See individual bit resets.	64-bit	Performance Monitors User Enable Register
<a href="#">PMOVSSSET_ELO</a>	3	3	C9	C14	3	See individual bit resets.	64-bit	Performance Monitors Overflow Flag Status Set register



Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
PMEVCNTR0_ELO	3	3	C14	C8	0	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
PMEVCNTR1_ELO	3	3	C14	C8	1	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
PMEVCNTR2_ELO	3	3	C14	C8	2	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
PMEVCNTR3_ELO	3	3	C14	C8	3	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
PMEVCNTR4_ELO	3	3	C14	C8	4	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
PMEVCNTR5_ELO	3	3	C14	C8	5	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
PMEVTYPER0_ELO	3	3	C14	C12	0	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
PMEVTYPER1_ELO	3	3	C14	C12	1	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
PMEVTYPER2_ELO	3	3	C14	C12	2	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
PMEVTYPER3_ELO	3	3	C14	C12	3	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
PMEVTYPER4_ELO	3	3	C14	C12	4	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
PMEVTYPER5_ELO	3	3	C14	C12	5	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
PMCCFILTR_ELO	3	3	C14	C15	7	See individual bit resets.	64-bit	Performance Monitors Cycle Count Filter Register

## A.7.1 PMMIR\_EL1, Performance Monitors Machine Identification Register

Describes Performance Monitors parameters specific to the implementation to software.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Performance Monitors registers

#### Access type

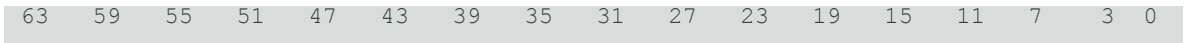
See bit descriptions

#### Reset value

```

xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx 0000 0000 0000 0000 0000 1010
|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |

```



Where the reset reads xxxx, see individual bits.

Note

### Bit descriptions

Figure A-136: AArch64\_pmmir\_el1 bit assignments

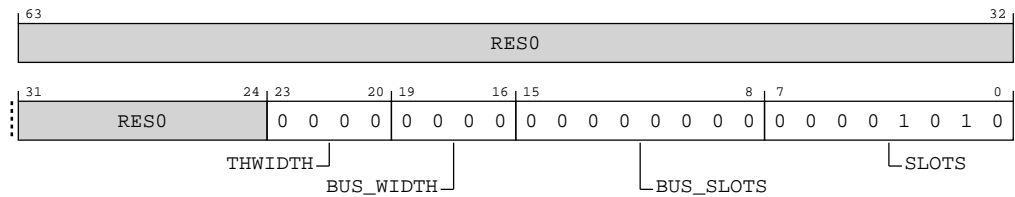


Table A-327: PMMIR\_EL1 bit descriptions

Bits	Name	Description	Reset
[63:24]	RES0	Reserved	RES0
[23:20]	THWIDTH	AArch64-PMEVTYPER<n>_ELO.TH width. Indicates implementation of the FEAT_PMUv3_TH feature, and, if implemented, the size of the AArch64-PMEVTYPER<n>_ELO.TH field.  <b>0b0000</b> FEAT_PMUv3_TH is not implemented.	0b0000
[19:16]	BUS_WIDTH	Bus width. Indicates the number of bytes each BUS_ACCESS event relates to. Encoded as Log <sub>2</sub> (number of bytes), plus one.  <b>0b0000</b> The information is not available.	0b0000
[15:8]	BUS_SLOTS	Bus count. The largest value by which the BUS_ACCESS event might increment in a single BUS_CYCLES cycle.  <b>0b00000000</b> The largest value by which the BUS_ACCESS event might increment in a single BUS_CYCLES cycle is 0	0x00
[7:0]	SLOTS	Operation width. The largest value by which the STALL_SLOT event might increment in a single cycle. If the STALL_SLOT event is not implemented, this field might read as zero.  <b>0b00001010</b> The largest value by which the STALL_SLOT PMU event may increment in one cycle is 10.	0x0A

### Access

MRS <Xt>, PMMIR\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1001	0b1110	0b110

## Accessibility

MRS <Xt>, PMMIR\_EL1

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.PMMIR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = PMMIR_EL1;
    elsif PSTATE.EL == EL2 then
        if MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = PMMIR_EL1;
    elsif PSTATE.EL == EL3 then
        X[t, 64] = PMMIR_EL1;

```

## A.7.2 PMCR\_EL0, Performance Monitors Control Register

Provides details of the Performance Monitors implementation, including the number of counters implemented, and configures and controls the counters.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Performance Monitors registers

#### Access type

See bit descriptions

#### Reset value

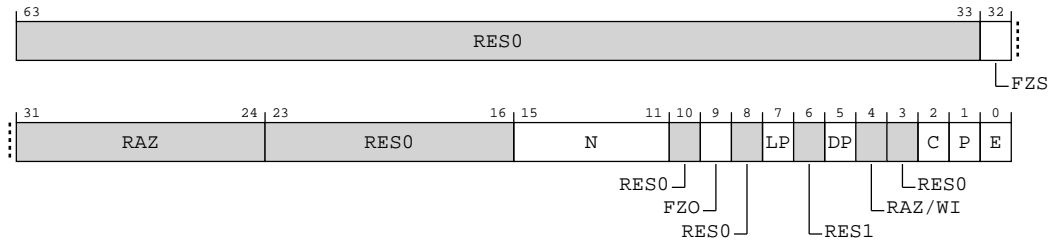
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	0000	0000	xxxx	xxxx	xxxx	xxxx	xxx0	x000
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure A-137: AArch64\_pmcr\_el0 bit assignments**



**Table A-329: PMCR\_ELO bit descriptions**

Bits	Name	Description	Reset
[63:33]	RES0	Reserved	RES0
[32]	FZS	Freeze-on-SPE event.  Stop counters when AArch64-PMBLIMITR_EL1.{PMFZ,E} == {1,1} and AArch64-PMBSR_EL1.S == 1.  In the description of this field: <ul style="list-style-type: none"> <li>If EL2 is implemented, then PMN is AArch64-MDCR_EL2.HPMN.</li> <li>If EL2 is not implemented, then PMN is PMCR_ELO.N.</li> </ul> <b>0b0</b> Do not freeze on Statistical Profiling Buffer Management event.	x
[31:24]	RAZ	Reserved	RAZ
[23:16]	RES0	Reserved	RES0
[15:11]	N	Number of event counters:  <b>0b00110</b> When configured for 6 PMU counters, denotes 6 PMU counters implemented  <b>0b11111</b> When configured for 31 PMU counters, denotes 31 PMU counters implemented	The reset values can be the following: 0b00110, 0b11111, respective to the value.
[10]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[9]	FZO	Freeze-on-overflow.  Stop event counters on overflow.  In the description of this field: <ul style="list-style-type: none"> <li>If EL2 is implemented, then PMN is AArch64-MDCR_EL2.HPMN.</li> <li>If EL2 is not implemented, then PMN is PMCR_ELO.N.</li> </ul> <b>0b0</b> Do not freeze on overflow.	x
[8]	RES0	Reserved	RES0
[7]	LP	Long event counter enable.  Determines which event counter bit generates an overflow recorded by AArch32-PMOVSr[n].  In the description of this field: <ul style="list-style-type: none"> <li>If EL2 is implemented, then PMN is AArch64-MDCR_EL2.HPMN.</li> <li>If EL2 is not implemented, then PMN is PMCR_ELO.N.</li> </ul> <b>0b0</b> Affected counters overflow on unsigned overflow of AArch64-PMEVCNTR<n>_ELO[31:0].	x
[6]	RES1	Reserved	RES1
[5]	DP	Disable cycle counter when event counting is prohibited.  <b>0b0</b> Cycle counting by AArch64-PMCCNTR_ELO is not affected by this mechanism.  <b>0b1</b> Cycle counting by AArch64-PMCCNTR_ELO is disabled in prohibited regions and when event counting is frozen: <ul style="list-style-type: none"> <li>If FEAT_PMUv3p1 is implemented, EL2 is implemented, and AArch64-MDCR_EL2.HPMD is 1, then cycle counting by AArch64-PMCCNTR_ELO is disabled at EL2.</li> <li>If FEAT_PMUv3p7 is implemented, EL3 is implemented and using AArch64, and AArch64-MDCR_EL3.MPMX is 1, then cycle counting by AArch64-PMCCNTR_ELO is disabled at EL3.</li> <li>If FEAT_PMUv3p7 is implemented and event counting is frozen by PMCR_ELO.FZO, then cycle counting by AArch64-PMCCNTR_ELO is disabled.</li> <li>If FEAT_PMUv3p7 is implemented and event counting is frozen by PMCR_ELO.FZS, then it is IMPLEMENTATION DEFINED whether cycle counting by AArch64-PMCCNTR_ELO is disabled.</li> <li>If EL3 is implemented, AArch64-MDCR_EL3.SPME is 0, and either FEAT_PMUv3p7 is not implemented or AArch64-MDCR_EL3.MPMX is 0, then cycle counting by AArch64-PMCCNTR_ELO is disabled at EL3 and in Secure state.</li> </ul>	x

Bits	Name	Description	Reset
[4]	<b>RAZ/WI</b>	Reserved	<b>RAZ/WI</b>
[3]	<b>RES0</b>	Reserved	<b>RES0</b>
[2]	<b>C</b>	<p>Cycle counter reset. The effects of writing to this bit are:</p> <p><b>0b0</b> No action.</p> <p><b>0b1</b> Reset AArch64-PMCCNTR_ELO to zero.</p> <p>Access to this field is: <b>WO/RAZ</b></p>	0b0
[1]	<b>P</b>	<p>Event counter reset.</p> <p>In the description of this field:</p> <ul style="list-style-type: none"> <li>If EL2 is implemented and is using AArch64, PMN is AArch64-MDCR_EL2.HPMN.</li> </ul> <p><b>0b0</b> No action.</p> <p><b>0b1</b> If n is in the range of affected event counters, resets each event counter AArch64-PMEVCNTR&lt;n&gt;_ELO to zero.</p> <p>Access to this field is: <b>WO/RAZ</b></p>	0b0
[0]	<b>E</b>	<p>Enable.</p> <p>In the description of this field:</p> <ul style="list-style-type: none"> <li>If EL2 is implemented, then PMN is AArch64-MDCR_EL2.HPMN.</li> <li>If EL2 is not implemented, then PMN is PMCR_ELO.N.</li> </ul> <p><b>0b0</b> Affected counters are disabled and do not count.</p> <p><b>0b1</b> Affected counters are enabled by AArch64-PMCNTENSET_ELO.</p>	0b0

### Access

MRS <Xt>, PMCR\_ELO

op0	op1	CRn	CRm	op2
0b11	0b011	0b1001	0b1100	0b000

MSR PMCR\_ELO, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1001	0b1100	0b000

## Accessibility

### MRS <Xt>, PMCR\_ELO

```

if PSTATE.EL == EL0 then
    if PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPMCR == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = PMCR_ELO;
        elsif PSTATE.EL == EL1 then
            if EL2Enabled() && MDCR_EL2.TPM == '1' then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elsif EL2Enabled() && MDCR_EL2.TPMCR == '1' then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elsif MDCR_EL3.TPM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.SystemAccessTrap(EL3, 0x18);
                else
                    X[t, 64] = PMCR_ELO;
        elsif PSTATE.EL == EL2 then
            if MDCR_EL3.TPM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = PMCR_ELO;
        elsif PSTATE.EL == EL3 then
            X[t, 64] = PMCR_ELO;

```

### MSR PMCR\_ELO, <Xt>

```

if PSTATE.EL == EL0 then
    if PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && SCR_EL3.FGTEn == '1' &&
HDFGWTR_EL2.PMCR_ELO == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPMCR == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                PMCR_ELO = X[t, 64];
        elsif PSTATE.EL == EL1 then

```

```

if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.PMCR_ELO == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elsif EL2Enabled() && MDCR_EL2.TPMCR == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elsif MDCR_EL3.TPM == '1' then
    if Halted() && EDSCR.SDD == '1' then
        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        PMCR_ELO = X[t, 64];
elsif PSTATE.EL == EL2 then
    if MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMCR_ELO = X[t, 64];
elsif PSTATE.EL == EL3 then
    PMCR_ELO = X[t, 64];

```

### A.7.3 PMCEID0\_ELO, Performance Monitors Common Event Identification register 0

Defines which Common architectural events and Common microarchitectural events are implemented, or counted, using PMU events in the ranges 0x0000 to 0x001F and 0x4000 to 0x401F.

For more information about the Common events and the use of the PMCEID<n>\_ELO registers see *The PMU event number space and common events* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Functional group

Performance Monitors registers

##### Access type

See bit descriptions

##### Reset value

0000 1111 0000 1111 0001 1010 0111 1111 0111 1111 1111 1111 0110 1111 0011  
1111



### Bit descriptions

Figure A-138: AArch64\_pmceid0\_el0 bit assignments

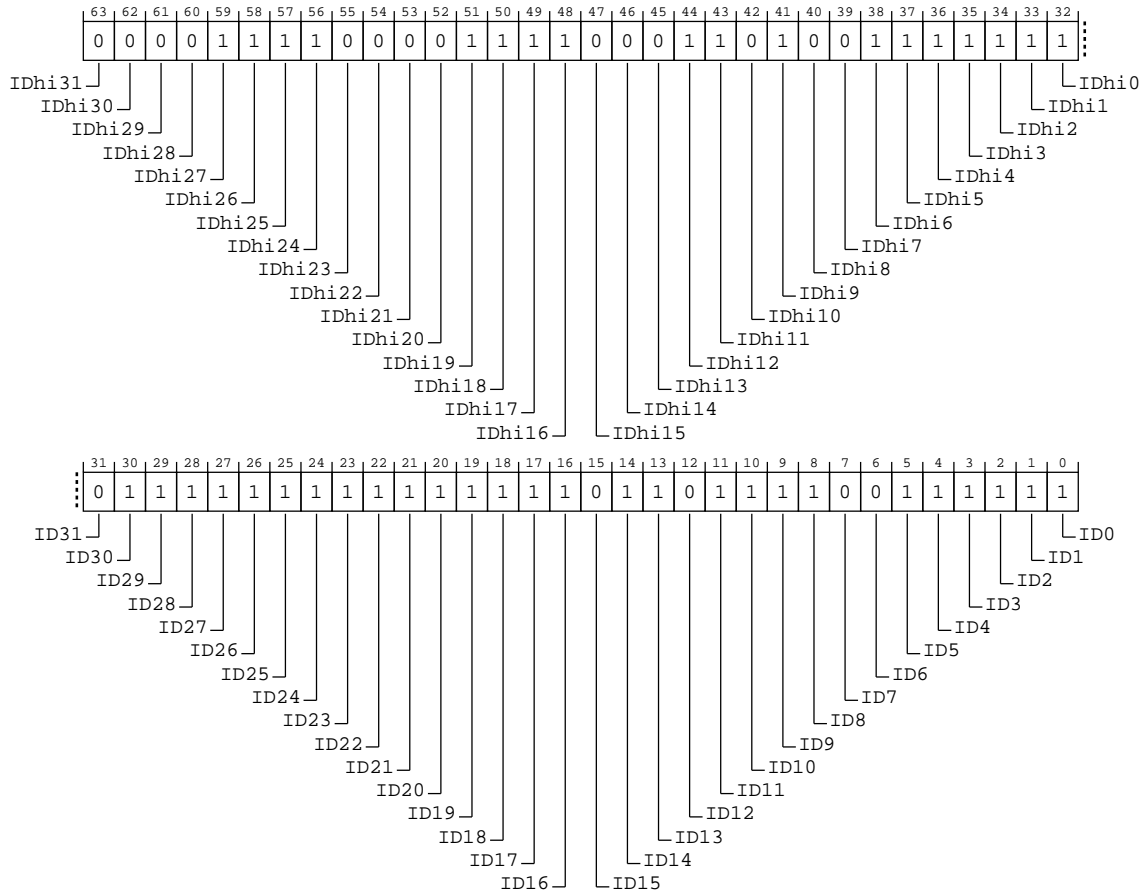


Table A-332: PMCEID0\_ELO bit descriptions

Bits	Name	Description	Reset
[63]	IDhi31	IDhi31 corresponds to a Reserved Event event (0x401f) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[62]	IDhi30	IDhi30 corresponds to a Reserved Event event (0x401e) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[61]	IDhi29	IDhi29 corresponds to a Reserved Event event (0x401d) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[60]	IDhi28	IDhi28 corresponds to a Reserved Event event (0x401c) <b>0b0</b> The Common event is not implemented, or not counted.	0b0

Bits	Name	Description	Reset
[59]	IDhi27	IDhi27 corresponds to common event (0x401b) CTI_TRIGOUT7 <b>0b1</b> The Common event is implemented.	0b1
[58]	IDhi26	IDhi26 corresponds to common event (0x401a) CTI_TRIGOUT6 <b>0b1</b> The Common event is implemented.	0b1
[57]	IDhi25	IDhi25 corresponds to common event (0x4019) CTI_TRIGOUT5 <b>0b1</b> The Common event is implemented.	0b1
[56]	IDhi24	IDhi24 corresponds to common event (0x4018) CTI_TRIGOUT4 <b>0b1</b> The Common event is implemented.	0b1
[55]	IDhi23	IDhi23 corresponds to a Reserved Event event (0x4017) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[54]	IDhi22	IDhi22 corresponds to a Reserved Event event (0x4016) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[53]	IDhi21	IDhi21 corresponds to a Reserved Event event (0x4015) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[52]	IDhi20	IDhi20 corresponds to a Reserved Event event (0x4014) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[51]	IDhi19	IDhi19 corresponds to common event (0x4013) TRCEXTOUT3 <b>0b1</b> The Common event is implemented.	0b1
[50]	IDhi18	IDhi18 corresponds to common event (0x4012) TRCEXTOUT2 <b>0b1</b> The Common event is implemented.	0b1
[49]	IDhi17	IDhi17 corresponds to common event (0x4011) TRCEXTOUT1 <b>0b1</b> The Common event is implemented.	0b1
[48]	IDhi16	IDhi16 corresponds to common event (0x4010) TRCEXTOUT0 <b>0b1</b> The Common event is implemented.	0b1
[47]	IDhi15	IDhi15 corresponds to common event (0x400f) Reserved <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[46]	IDhi14	IDhi14 corresponds to common event (0x400e) TRB_TRIG <b>0b0</b> The Common event is not implemented, or not counted.	0b0

Bits	Name	Description	Reset
[45]	IDhi13	IDhi13 corresponds to common event (0x400d) PMU_OVFS <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[44]	IDhi12	IDhi12 corresponds to common event (0x400c) TRB_WRAP <b>0b1</b> The Common event is implemented.	0b1
[43]	IDhi11	IDhi11 corresponds to common event (0x400b) L3D_CACHE_LMISS_RD <b>0b1</b> The Common event is implemented.	0b1
[42]	IDhi10	IDhi10 corresponds to common event (0x400a) L2I_CACHE_LMISS <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[41]	IDhi9	IDhi9 corresponds to common event (0x4009) L2D_CACHE_LMISS_RD <b>0b1</b> The Common event is implemented.	0b1
[40]	IDhi8	IDhi8 corresponds to common event (0x4008) Reserved <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[39]	IDhi7	IDhi7 corresponds to common event (0x4007) Reserved <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[38]	IDhi6	IDhi6 corresponds to common event (0x4006) L1I_CACHE_LMISS <b>0b1</b> The Common event is implemented.	0b1
[37]	IDhi5	IDhi5 corresponds to common event (0x4005) STALL_BACKEND_MEM <b>0b1</b> The Common event is implemented.	0b1
[36]	IDhi4	IDhi4 corresponds to common event (0x4004) CNT_CYCLES <b>0b1</b> The Common event is implemented.	0b1
[35]	IDhi3	IDhi3 corresponds to common event (0x4003) SAMPLE_COLLISION <b>0b1</b> The Common event is implemented.	0b1
[34]	IDhi2	IDhi2 corresponds to common event (0x4002) SAMPLE_FILTRATE <b>0b1</b> The Common event is implemented.	0b1
[33]	IDhi1	IDhi1 corresponds to common event (0x4001) SAMPLE_FEED <b>0b1</b> The Common event is implemented.	0b1
[32]	IDhi0	IDhi0 corresponds to common event (0x4000) SAMPLE_POP <b>0b1</b> The Common event is implemented.	0b1

Bits	Name	Description	Reset
[31]	ID31	ID31 corresponds to common event (0x1f) L1D_CACHE_ALLOCATE <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[30]	ID30	ID30 corresponds to common event (0x1e) CHAIN <b>0b1</b> The Common event is implemented.	0b1
[29]	ID29	ID29 corresponds to common event (0x1d) BUS_CYCLES <b>0b1</b> The Common event is implemented.	0b1
[28]	ID28	ID28 corresponds to common event (0x1c) TTBR_WRITE_RETIRED <b>0b1</b> The Common event is implemented.	0b1
[27]	ID27	ID27 corresponds to common event (0x1b) INST_SPEC <b>0b1</b> The Common event is implemented.	0b1
[26]	ID26	ID26 corresponds to common event (0x1a) MEMORY_ERROR <b>0b1</b> The Common event is implemented.	0b1
[25]	ID25	ID25 corresponds to common event (0x19) BUS_ACCESS <b>0b1</b> The Common event is implemented.	0b1
[24]	ID24	ID24 corresponds to common event (0x18) L2D_CACHE_WB <b>0b1</b> The Common event is implemented.	0b1
[23]	ID23	ID23 corresponds to common event (0x17) L2D_CACHE_REFILL <b>0b1</b> The Common event is implemented.	0b1
[22]	ID22	ID22 corresponds to common event (0x16) L2D_CACHE <b>0b1</b> The Common event is implemented.	0b1
[21]	ID21	ID21 corresponds to common event (0x15) L1D_CACHE_WB <b>0b1</b> The Common event is implemented.	0b1
[20]	ID20	ID20 corresponds to common event (0x14) L1I_CACHE <b>0b1</b> The Common event is implemented.	0b1
[19]	ID19	ID19 corresponds to common event (0x13) MEM_ACCESS <b>0b1</b> The Common event is implemented.	0b1
[18]	ID18	ID18 corresponds to common event (0x12) BR_PRED <b>0b1</b> The Common event is implemented.	0b1

Bits	Name	Description	Reset
[17]	ID17	ID17 corresponds to common event (0x11) CPU_CYCLES <b>0b1</b> The Common event is implemented.	0b1
[16]	ID16	ID16 corresponds to common event (0x10) BR_MIS_PRED <b>0b1</b> The Common event is implemented.	0b1
[15]	ID15	ID15 corresponds to common event (0xf) UNALIGNED_LDST_RETIRED <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[14]	ID14	ID14 corresponds to common event (0xe) BR_RETURN_RETIRED <b>0b1</b> The Common event is implemented.	0b1
[13]	ID13	ID13 corresponds to common event (0xd) BR_IMMED_RETIRED <b>0b1</b> The Common event is implemented.	0b1
[12]	ID12	ID12 corresponds to common event (0xc) PC_WRITE_RETIRED <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[11]	ID11	ID11 corresponds to common event (0xb) CID_WRITE_RETIRED <b>0b1</b> The Common event is implemented.	0b1
[10]	ID10	ID10 corresponds to common event (0xa) EXC_RETURN <b>0b1</b> The Common event is implemented.	0b1
[9]	ID9	ID9 corresponds to common event (0x9) EXC_TAKEN <b>0b1</b> The Common event is implemented.	0b1
[8]	ID8	ID8 corresponds to common event (0x8) INST_RETIRED <b>0b1</b> The Common event is implemented.	0b1
[7]	ID7	ID7 corresponds to common event (0x7) ST_RETIRED <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[6]	ID6	ID6 corresponds to common event (0x6) LD_RETIRED <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[5]	ID5	ID5 corresponds to common event (0x5) L1D_TLB_REFILL <b>0b1</b> The Common event is implemented.	0b1
[4]	ID4	ID4 corresponds to common event (0x4) L1D_CACHE <b>0b1</b> The Common event is implemented.	0b1

Bits	Name	Description	Reset
[3]	ID3	ID3 corresponds to common event (0x3) L1D_CACHE_REFILL  <b>0b1</b> The Common event is implemented.	0b1
[2]	ID2	ID2 corresponds to common event (0x2) L1I_TLB_REFILL  <b>0b1</b> The Common event is implemented.	0b1
[1]	ID1	ID1 corresponds to common event (0x1) L1I_CACHE_REFILL  <b>0b1</b> The Common event is implemented.	0b1
[0]	ID0	ID0 corresponds to common event (0x0) SW_INCR  <b>0b1</b> The Common event is implemented.	0b1

### Access

MRS <Xt>, PMCEID0\_ELO

op0	op1	CRn	CRm	op2
0b11	0b011	0b1001	0b1100	0b110

### Accessibility

MRS <Xt>, PMCEID0\_ELO

```

if PSTATE.EL == EL0 then
    if PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.<E2H,TGE> == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && SCR_EL3.FGTEn == '1' &&
HDFGRTR_EL2.PMCEIDn_EL0 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = PMCEID0_ELO;
        elsif PSTATE.EL == EL1 then
            if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.PMCEIDn_EL0 == '1' then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elsif MDCR_EL3.TPM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = PMCEID0_ELO;
        elsif PSTATE.EL == EL2 then
            if MDCR_EL3.TPM == '1' then
                if Halted() && EDSCR.SDD == '1' then

```

```

        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = PMCEID0_ELO;
elseif PSTATE.EL == EL3 then
    X[t, 64] = PMCEID0_ELO;

```

## A.7.4 PMCEID1\_ELO, Performance Monitors Common Event Identification register 1

Defines which Common architectural events and Common microarchitectural events are implemented, or counted, using PMU events in the ranges 0x0020 to 0x003F and 0x4020 to 0x403F.

For more information about the Common events and the use of the PMCEID<n>\_ELO registers see *The PMU event number space and common events* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Performance Monitors registers

#### Access type

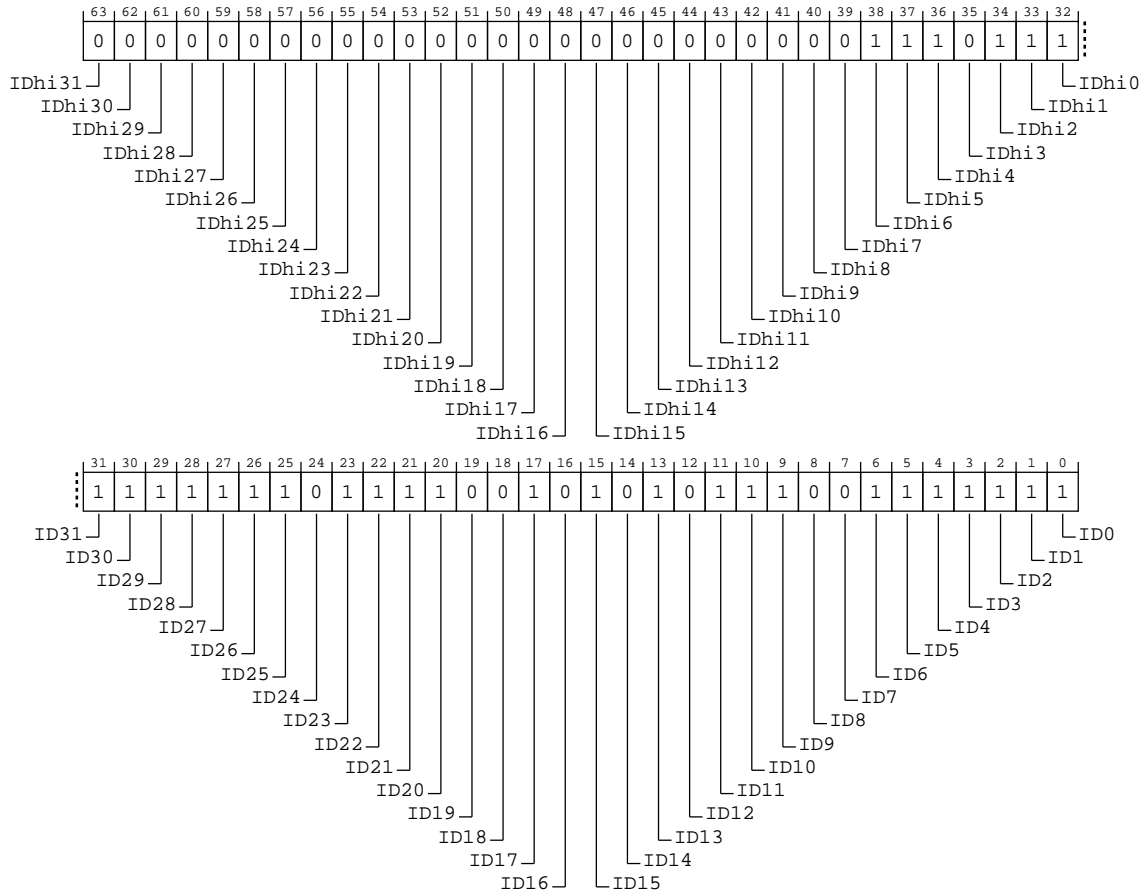
See bit descriptions

#### Reset value

0000 0000 0000 0000 0000 0000 0111 0111 1111 1110 1111 0010 1010 1110 0111  
1111

### Bit descriptions

**Figure A-139: AArch64\_pmceid1\_el0 bit assignments**



**Table A-334: PMCEID1\_ELO bit descriptions**

Bits	Name	Description	Reset
[63]	IDhi31	IDhi31 corresponds to a Reserved Event event (0x403f) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[62]	IDhi30	IDhi30 corresponds to a Reserved Event event (0x403e) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[61]	IDhi29	IDhi29 corresponds to a Reserved Event event (0x403d) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[60]	IDhi28	IDhi28 corresponds to a Reserved Event event (0x403c) <b>0b0</b> The Common event is not implemented, or not counted.	0b0



Bits	Name	Description	Reset
[59]	IDhi27	IDhi27 corresponds to a Reserved Event event (0x403b) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[58]	IDhi26	IDhi26 corresponds to a Reserved Event event (0x403a) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[57]	IDhi25	IDhi25 corresponds to a Reserved Event event (0x4039) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[56]	IDhi24	IDhi24 corresponds to a Reserved Event event (0x4038) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[55]	IDhi23	IDhi23 corresponds to a Reserved Event event (0x4037) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[54]	IDhi22	IDhi22 corresponds to a Reserved Event event (0x4036) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[53]	IDhi21	IDhi21 corresponds to a Reserved Event event (0x4035) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[52]	IDhi20	IDhi20 corresponds to a Reserved Event event (0x4034) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[51]	IDhi19	IDhi19 corresponds to a Reserved Event event (0x4033) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[50]	IDhi18	IDhi18 corresponds to a Reserved Event event (0x4032) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[49]	IDhi17	IDhi17 corresponds to a Reserved Event event (0x4031) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[48]	IDhi16	IDhi16 corresponds to a Reserved Event event (0x4030) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[47]	IDhi15	IDhi15 corresponds to a Reserved Event event (0x402f) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[46]	IDhi14	IDhi14 corresponds to a Reserved Event event (0x402e) <b>0b0</b> The Common event is not implemented, or not counted.	0b0

Bits	Name	Description	Reset
[45]	IDhi13	IDhi13 corresponds to a Reserved Event event (0x402d) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[44]	IDhi12	IDhi12 corresponds to a Reserved Event event (0x402c) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[43]	IDhi11	IDhi11 corresponds to a Reserved Event event (0x402b) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[42]	IDhi10	IDhi10 corresponds to a Reserved Event event (0x402a) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[41]	IDhi9	IDhi9 corresponds to a Reserved Event event (0x4029) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[40]	IDhi8	IDhi8 corresponds to a Reserved Event event (0x4028) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[39]	IDhi7	IDhi7 corresponds to a Reserved Event event (0x4027) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[38]	IDhi6	IDhi6 corresponds to common event (0x4026) MEM_ACCESS_CHECKED_WR <b>0b1</b> The Common event is implemented.	0b1
[37]	IDhi5	IDhi5 corresponds to common event (0x4025) MEM_ACCESS_CHECKED_RD <b>0b1</b> The Common event is implemented.	0b1
[36]	IDhi4	IDhi4 corresponds to common event (0x4024) MEM_ACCESS_CHECKED <b>0b1</b> The Common event is implemented.	0b1
[35]	IDhi3	IDhi3 corresponds to common event (0x4023) Reserved <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[34]	IDhi2	IDhi2 corresponds to common event (0x4022) ST_ALIGN_LAT <b>0b1</b> The Common event is implemented.	0b1
[33]	IDhi1	IDhi1 corresponds to common event (0x4021) LD_ALIGN_LAT <b>0b1</b> The Common event is implemented.	0b1
[32]	IDhi0	IDhi0 corresponds to common event (0x4020) LDST_ALIGN_LAT <b>0b1</b> The Common event is implemented.	0b1

Bits	Name	Description	Reset
[31]	ID31	ID31 corresponds to common event (0x3f) STALL_SLOT <b>0b1</b> The Common event is implemented.	0b1
[30]	ID30	ID30 corresponds to common event (0x3e) STALL_SLOT_FRONTEND <b>0b1</b> The Common event is implemented.	0b1
[29]	ID29	ID29 corresponds to common event (0x3d) STALL_SLOT_BACKEND <b>0b1</b> The Common event is implemented.	0b1
[28]	ID28	ID28 corresponds to common event (0x3c) STALL <b>0b1</b> The Common event is implemented.	0b1
[27]	ID27	ID27 corresponds to common event (0x3b) OP_SPEC <b>0b1</b> The Common event is implemented.	0b1
[26]	ID26	ID26 corresponds to common event (0x3a) OP_RETIRED <b>0b1</b> The Common event is implemented.	0b1
[25]	ID25	ID25 corresponds to common event (0x39) L1D_CACHE_LMISS_RD <b>0b1</b> The Common event is implemented.	0b1
[24]	ID24	ID24 corresponds to common event (0x38) REMOTE_ACCESS_RD <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[23]	ID23	ID23 corresponds to common event (0x37) LL_CACHE_MISS_RD <b>0b1</b> The Common event is implemented.	0b1
[22]	ID22	ID22 corresponds to common event (0x36) LL_CACHE_RD <b>0b1</b> The Common event is implemented.	0b1
[21]	ID21	ID21 corresponds to common event (0x35) ITLB_WALK <b>0b1</b> The Common event is implemented.	0b1
[20]	ID20	ID20 corresponds to common event (0x34) DTLB_WALK <b>0b1</b> The Common event is implemented.	0b1
[19]	ID19	ID19 corresponds to a Reserved Event event (0x33) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[18]	ID18	ID18 corresponds to a Reserved Event event (0x32) <b>0b0</b> The Common event is not implemented, or not counted.	0b0

Bits	Name	Description	Reset
[17]	ID17	ID17 corresponds to common event (0x31) REMOTE_ACCESS <b>0b1</b> The Common event is implemented.	0b1
[16]	ID16	ID16 corresponds to common event (0x30) L2I_TLB <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[15]	ID15	ID15 corresponds to common event (0x2f) L2D_TLB <b>0b1</b> The Common event is implemented.	0b1
[14]	ID14	ID14 corresponds to common event (0x2e) L2I_TLB_REFILL <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[13]	ID13	ID13 corresponds to common event (0x2d) L2D_TLB_REFILL <b>0b1</b> The Common event is implemented.	0b1
[12]	ID12	ID12 corresponds to common event (0x2c) Reserved <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[11]	ID11	ID11 corresponds to common event (0x2b) L3D_CACHE <b>0b1</b> The Common event is implemented.	0b1
[10]	ID10	ID10 corresponds to common event (0x2a) L3D_CACHE_REFILL <b>0b1</b> The Common event is implemented.	0b1
[9]	ID9	ID9 corresponds to common event (0x29) L3D_CACHE_ALLOCATE <b>0b1</b> The Common event is implemented.	0b1
[8]	ID8	ID8 corresponds to common event (0x28) L2I_CACHE_REFILL <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[7]	ID7	ID7 corresponds to common event (0x27) L2I_CACHE <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[6]	ID6	ID6 corresponds to common event (0x26) L1I_TLB <b>0b1</b> The Common event is implemented.	0b1
[5]	ID5	ID5 corresponds to common event (0x25) L1D_TLB <b>0b1</b> The Common event is implemented.	0b1
[4]	ID4	ID4 corresponds to common event (0x24) STALL_BACKEND <b>0b1</b> The Common event is implemented.	0b1

Bits	Name	Description	Reset
[3]	ID3	ID3 corresponds to common event (0x23) STALL_FRONTEND  <b>0b1</b> The Common event is implemented.	0b1
[2]	ID2	ID2 corresponds to common event (0x22) BR_MIS_PRED_RETIRED  <b>0b1</b> The Common event is implemented.	0b1
[1]	ID1	ID1 corresponds to common event (0x21) BR_RETIRED  <b>0b1</b> The Common event is implemented.	0b1
[0]	ID0	ID0 corresponds to common event (0x20) L2D_CACHE_ALLOCATE  <b>0b1</b> The Common event is implemented.	0b1

### Access

MRS <Xt>, PMCEID1\_ELO

op0	op1	CRn	CRm	op2
0b11	0b011	0b1001	0b1100	0b111

### Accessibility

MRS <Xt>, PMCEID1\_ELO

```

if PSTATE.EL == EL0 then
    if PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && SCR_EL3.FGTEn == '1' &&
HDFGRTR_EL2.PMCEIDn_EL0 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = PMCEID1_ELO;
        elsif PSTATE.EL == EL1 then
            if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.PMCEIDn_EL0 == '1' then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elsif MDCR_EL3.TPM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = PMCEID1_ELO;
        elsif PSTATE.EL == EL2 then
            if MDCR_EL3.TPM == '1' then
                if Halted() && EDSCR.SDD == '1' then

```

```

        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = PMCEID1_EL0;
    elsif PSTATE.EL == EL3 then
        X[t, 64] = PMCEID1_EL0;
    
```

## A.7.5 PMEVCNTR0\_EL0, Performance Monitors Event Count Registers

Holds event counter n, which counts events, where n is 0 to 30.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

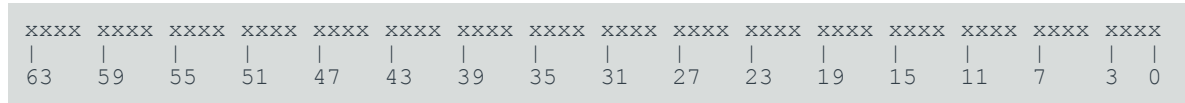
#### Functional group

Performance Monitors registers

#### Access type

See bit descriptions

#### Reset value



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-140: AArch64\_pmevcntr0\_el0 bit assignments

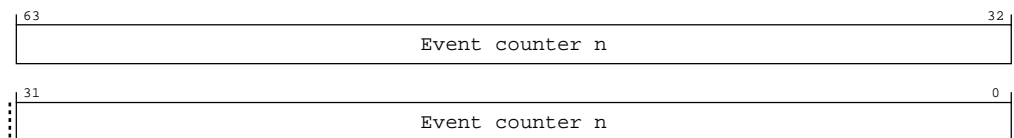


Table A-336: PMEVCNTR0\_EL0 bit descriptions

Bits	Name	Description	Reset
[63:0]	None	Event counter n. Value of event counter n, where n is the number of this register and is a number from 0 to 30.	64 {x}

## Access

PMEVCNTR<n>\_ELO can also be accessed by using AArch64-PMXEVCNTR\_ELO with AArch64-PMSELR\_ELO.SEL set to the value of <n>.

If FEAT\_FGT is implemented and <n> is greater than or equal to the number of accessible event counters, then the behavior of permitted reads and writes of AArch64-PMEVCNTR<n>\_ELO is as follows:

- If <n> is an unimplemented event counter, the access is **UNDEFINED**.
- Otherwise, the access is trapped to EL2.

If FEAT\_FGT is not implemented and <n> is greater than or equal to the number of accessible event counters, then reads and writes of AArch64-PMEVCNTR<n>\_ELO are **CONSTRAINED UNPREDICTABLE**, and the following behaviors are permitted:

- Accesses to the register are UNDEFINED.
- Accesses to the register behave as RAZ/WI.
- Accesses to the register execute as a NOP.
- Accesses to the register behave as if <n> is an **UNKNOWN** value less-than-or-equal-to the index of the highest accessible event counter.
- If EL2 is implemented and enabled in the current Security state, and <n> is less than the number of implemented event counters, accesses from EL1 or permitted accesses from ELO are trapped to EL2.

In ELO, an access is permitted if it is enabled by AArch64-PMUSERENR\_ELO.{ER,EN}.

If EL2 is implemented and enabled in the current Security state, in EL1 and ELO, AArch64-MDCR\_EL2.HPMN identifies the number of accessible event counters. Otherwise, the number of accessible event counters is the number of implemented event counters. For more information, see AArch64-MDCR\_EL2.HPMN.

MRS <Xt>, PMEVCNTR0\_ELO

op0	op1	CRn	CRm	op2
0b11	0b011	0b11110	0b1000	0b000

MSR PMEVCNTR0\_ELO, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b11110	0b1000	0b000

## Accessibility

PMEVCNTR<n>\_ELO can also be accessed by using AArch64-PMXEVCNTR\_ELO with AArch64-PMSELR\_ELO.SEL set to the value of <n>.

If FEAT\_FGT is implemented and <n> is greater than or equal to the number of accessible event counters, then the behavior of permitted reads and writes of AArch64-PMEVCNTR<n>\_ELO is as follows:

- If <n> is an unimplemented event counter, the access is UNDEFINED.
- Otherwise, the access is trapped to EL2.

If FEAT\_FGT is not implemented and <n> is greater than or equal to the number of accessible event counters, then reads and writes of AArch64-PMEVCNTR<n>\_ELO are CONSTRAINED UNPREDICTABLE, and the following behaviors are permitted:

- Accesses to the register are UNDEFINED.
- Accesses to the register behave as RAZ/WI.
- Accesses to the register execute as a NOP.
- Accesses to the register behave as if <n> is an UNKNOWN value less-than-or-equal-to the index of the highest accessible event counter.
- If EL2 is implemented and enabled in the current Security state, and <n> is less than the number of implemented event counters, accesses from EL1 or permitted accesses from ELO are trapped to EL2.

In ELO, an access is permitted if it is enabled by AArch64-PMUSERENR\_ELO.{ER,EN}.

If EL2 is implemented and enabled in the current Security state, in EL1 and ELO, AArch64-MDCR\_EL2.HPMN identifies the number of accessible event counters. Otherwise, the number of accessible event counters is the number of implemented event counters. For more information, see AArch64-MDCR\_EL2.HPMN.

MRS <Xt>, PMEVCNTR0\_ELO

```

if 0 >= NUM_PMU_COUNTERS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    if PMUSERENR_ELO.<ER,EN> == '00' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && SCR_EL3.FGTEN == '1' &&
HDFGRTR_EL2.PMEVCNTRn_ELO == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && 0 >= AArch64.GetNumEventCountersAccessible() then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = PMEVCNTR_ELO[0];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEN == '1' && HDFGRTR_EL2.PMEVCNTRn_ELO == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);

```



```

elseif EL2Enabled() && 0 >= AArch64.GetNumEventCountersAccessible() then
    AArch64.SystemAccessTrap(EL2, 0x18);
elseif MDCR_EL3.TPM == '1' then
    if Halted() && EDSCR.SDD == '1' then
        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = PMEVCNTR_ELO[0];
elseif PSTATE.EL == EL2 then
    if MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = PMEVCNTR_ELO[0];
elseif PSTATE.EL == EL3 then
    X[t, 64] = PMEVCNTR_ELO[0];

```

## MSR PMEVCNTR0\_ELO, &lt;Xt&gt;

```

if 0 >= NUM_PMU_COUNTERS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    if PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && SCR_EL3.FGTEn == '1' &&
HDFGWTR_EL2.PMEVCNTRn_ELO == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && 0 >= AArch64.GetNumEventCountersAccessible() then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                PMEVCNTR_ELO[0] = X[t, 64];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.PMEVCNTRn_ELO == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && 0 >= AArch64.GetNumEventCountersAccessible() then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMEVCNTR_ELO[0] = X[t, 64];
elseif PSTATE.EL == EL2 then
    if MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMEVCNTR_ELO[0] = X[t, 64];
elseif PSTATE.EL == EL3 then
    PMEVCNTR_ELO[0] = X[t, 64];

```

## A.7.6 PMEVCNTR1\_ELO, Performance Monitors Event Count Registers

Holds event counter n, which counts events, where n is 0 to 30.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Performance Monitors registers

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-141: AArch64\_pmevcntr1\_el0 bit assignments

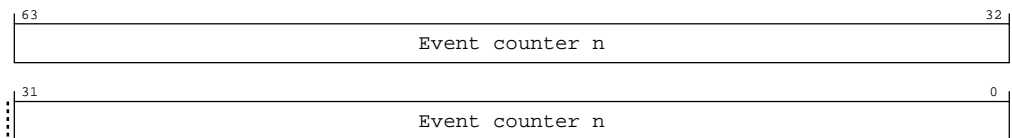


Table A-339: PMEVCNTR1\_ELO bit descriptions

Bits	Name	Description	Reset
[63:0]	None	Event counter n. Value of event counter n, where n is the number of this register and is a number from 0 to 30.	64 {x}

### Access

PMEVCNTR<n>\_ELO can also be accessed by using AArch64-PMXEVCNTR\_ELO with AArch64-PMSELR\_ELO.SEL set to the value of <n>.

If FEAT\_FGT is implemented and <n> is greater than or equal to the number of accessible event counters, then the behavior of permitted reads and writes of AArch64-PMEVCNTR<n>\_ELO is as follows:

- If <n> is an unimplemented event counter, the access is **UNDEFINED**.
- Otherwise, the access is trapped to EL2.

If FEAT\_FGT is not implemented and <n> is greater than or equal to the number of accessible event counters, then reads and writes of AArch64-PMEVCNTR<n>\_ELO are **CONSTRAINED UNPREDICTABLE**, and the following behaviors are permitted:

- Accesses to the register are UNDEFINED.
- Accesses to the register behave as RAZ/WI.
- Accesses to the register execute as a NOP.
- Accesses to the register behave as if <n> is an **UNKNOWN** value less-than-or-equal-to the index of the highest accessible event counter.
- If EL2 is implemented and enabled in the current Security state, and <n> is less than the number of implemented event counters, accesses from EL1 or permitted accesses from ELO are trapped to EL2.

In ELO, an access is permitted if it is enabled by AArch64-PMUSERENR\_ELO.{ER,EN}.

If EL2 is implemented and enabled in the current Security state, in EL1 and ELO, AArch64-MDCR\_EL2.HPMN identifies the number of accessible event counters. Otherwise, the number of accessible event counters is the number of implemented event counters. For more information, see AArch64-MDCR\_EL2.HPMN.

MRS <Xt>, PMEVCNTR1\_ELO

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b1000	0b001

MSR PMEVCNTR1\_ELO, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b1000	0b001

## Accessibility

PMEVCNTR<n>\_ELO can also be accessed by using AArch64-PMXEVCNTR\_ELO with AArch64-PMSELR\_ELO.SEL set to the value of <n>.

If FEAT\_FGT is implemented and <n> is greater than or equal to the number of accessible event counters, then the behavior of permitted reads and writes of AArch64-PMEVCNTR<n>\_ELO is as follows:

- If <n> is an unimplemented event counter, the access is UNDEFINED.
- Otherwise, the access is trapped to EL2.

If FEAT\_FGT is not implemented and <n> is greater than or equal to the number of accessible event counters, then reads and writes of AArch64-PMEVCNTR<n>\_ELO are CONSTRAINED UNPREDICTABLE, and the following behaviors are permitted:

- Accesses to the register are UNDEFINED.
- Accesses to the register behave as RAZ/WI.
- Accesses to the register execute as a NOP.
- Accesses to the register behave as if <n> is an UNKNOWN value less-than-or-equal-to the index of the highest accessible event counter.
- If EL2 is implemented and enabled in the current Security state, and <n> is less than the number of implemented event counters, accesses from EL1 or permitted accesses from ELO are trapped to EL2.

In ELO, an access is permitted if it is enabled by AArch64-PMUSERENR\_ELO.{ER,EN}.

If EL2 is implemented and enabled in the current Security state, in EL1 and ELO, AArch64-MDCR\_EL2.HPMN identifies the number of accessible event counters. Otherwise, the number of accessible event counters is the number of implemented event counters. For more information, see AArch64-MDCR\_EL2.HPMN.

MRS <Xt>, PMEVCNTR1\_ELO

```

if 1 >= NUM_PMU_COUNTERS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    if PMUSERENR_ELO.<ER,EN> == '00' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && SCR_EL3.FGTEn == '1' &&
HDFGRTR_EL2.PMEVCNTRn_ELO == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && 1 >= AArch64.GetNumEventCountersAccessible() then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = PMEVCNTR_ELO[1];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.PMEVCNTRn_ELO == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && 1 >= AArch64.GetNumEventCountersAccessible() then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = PMEVCNTR_ELO[1];
elseif PSTATE.EL == EL2 then

```

```

if MDCR_EL3.TPM == '1' then
    if Halted() && EDSCR.SDD == '1' then
        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = PMEVCNTR_ELO[1];
elseif PSTATE.EL == EL3 then
    X[t, 64] = PMEVCNTR_ELO[1];

```

## MSR PMEVCNTR1\_ELO, &lt;Xt&gt;

```

if 1 >= NUM_PMU_COUNTERS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    if PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && SCR_EL3.FGTEN == '1' &&
HDFGWTR_EL2.PMEVCNTRn_ELO == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && 1 >= AArch64.GetNumEventCountersAccessible() then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMEVCNTR_ELO[1] = X[t, 64];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEN == '1' && HDFGWTR_EL2.PMEVCNTRn_ELO == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && 1 >= AArch64.GetNumEventCountersAccessible() then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        PMEVCNTR_ELO[1] = X[t, 64];
elseif PSTATE.EL == EL2 then
    if MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        PMEVCNTR_ELO[1] = X[t, 64];
elseif PSTATE.EL == EL3 then
    PMEVCNTR_ELO[1] = X[t, 64];

```

## A.7.7 PMEVCNTR2\_ELO, Performance Monitors Event Count Registers

Holds event counter n, which counts events, where n is 0 to 30.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

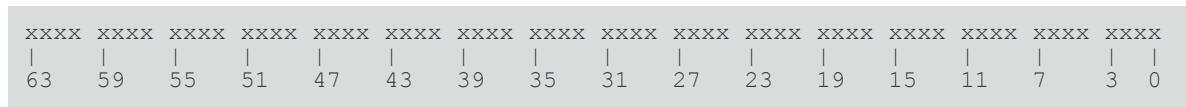
#### Functional group

Performance Monitors registers

#### Access type

See bit descriptions

#### Reset value



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-142: AArch64\_pmevcntr2\_el0 bit assignments

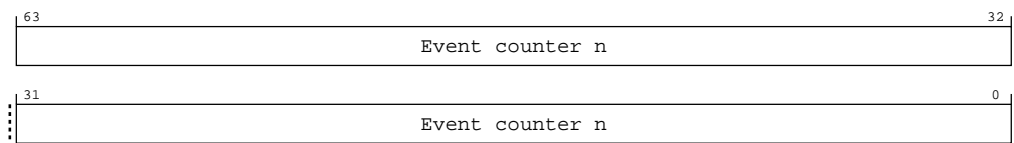


Table A-342: PMEVCNTR2\_ELO bit descriptions

Bits	Name	Description	Reset
[63:0]	None	Event counter n. Value of event counter n, where n is the number of this register and is a number from 0 to 30.	64 {x}

### Access

PMEVCNTR<n>\_ELO can also be accessed by using AArch64-PMXEVCNTR\_ELO with AArch64-PMSELR\_ELO.SEL set to the value of <n>.

If FEAT\_FGT is implemented and <n> is greater than or equal to the number of accessible event counters, then the behavior of permitted reads and writes of AArch64-PMEVCNTR<n>\_ELO is as follows:

- If <n> is an unimplemented event counter, the access is **UNDEFINED**.
- Otherwise, the access is trapped to EL2.

If FEAT\_FGT is not implemented and <n> is greater than or equal to the number of accessible event counters, then reads and writes of AArch64-PMEVCNTR<n>\_ELO are **CONSTRAINED UNPREDICTABLE**, and the following behaviors are permitted:

- Accesses to the register are UNDEFINED.
- Accesses to the register behave as RAZ/WI.
- Accesses to the register execute as a NOP.
- Accesses to the register behave as if <n> is an **UNKNOWN** value less-than-or-equal-to the index of the highest accessible event counter.
- If EL2 is implemented and enabled in the current Security state, and <n> is less than the number of implemented event counters, accesses from EL1 or permitted accesses from ELO are trapped to EL2.

In ELO, an access is permitted if it is enabled by AArch64-PMUSERENR\_ELO.{ER,EN}.

If EL2 is implemented and enabled in the current Security state, in EL1 and ELO, AArch64-MDCR\_EL2.HPMN identifies the number of accessible event counters. Otherwise, the number of accessible event counters is the number of implemented event counters. For more information, see AArch64-MDCR\_EL2.HPMN.

MRS <Xt>, PMEVCNTR2\_ELO

op0	op1	CRn	CRm	op2
0b11	0b011	0b11110	0b1000	0b010

MSR PMEVCNTR2\_ELO, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b11110	0b1000	0b010

## Accessibility

PMEVCNTR<n>\_ELO can also be accessed by using AArch64-PMXEVCNTR\_ELO with AArch64-PMSELR\_ELO.SEL set to the value of <n>.

If FEAT\_FGT is implemented and <n> is greater than or equal to the number of accessible event counters, then the behavior of permitted reads and writes of AArch64-PMEVCNTR<n>\_ELO is as follows:

- If <n> is an unimplemented event counter, the access is UNDEFINED.
- Otherwise, the access is trapped to EL2.

If FEAT\_FGT is not implemented and <n> is greater than or equal to the number of accessible event counters, then reads and writes of AArch64-PMEVCNTR<n>\_ELO are CONSTRAINED UNPREDICTABLE, and the following behaviors are permitted:

- Accesses to the register are UNDEFINED.
- Accesses to the register behave as RAZ/WI.
- Accesses to the register execute as a NOP.
- Accesses to the register behave as if <n> is an UNKNOWN value less-than-or-equal-to the index of the highest accessible event counter.
- If EL2 is implemented and enabled in the current Security state, and <n> is less than the number of implemented event counters, accesses from EL1 or permitted accesses from ELO are trapped to EL2.

In ELO, an access is permitted if it is enabled by AArch64-PMUSERENR\_ELO.{ER,EN}.

If EL2 is implemented and enabled in the current Security state, in EL1 and ELO, AArch64-MDCR\_EL2.HPMN identifies the number of accessible event counters. Otherwise, the number of accessible event counters is the number of implemented event counters. For more information, see AArch64-MDCR\_EL2.HPMN.

MRS <Xt>, PMEVCNTR2\_ELO

```

if 2 >= NUM_PMU_COUNTERS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    if PMUSERENR_ELO.<ER,EN> == '00' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && SCR_EL3.FGTEn == '1' &&
HDFGRTR_EL2.PMEVCNTRn_ELO == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && 2 >= AArch64.GetNumEventCountersAccessible() then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = PMEVCNTR_ELO[2];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.PMEVCNTRn_ELO == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && 2 >= AArch64.GetNumEventCountersAccessible() then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = PMEVCNTR_ELO[2];
elseif PSTATE.EL == EL2 then

```



```

if MDCR_EL3.TPM == '1' then
    if Halted() && EDSCR.SDD == '1' then
        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
else
    X[t, 64] = PMEVCNTR_ELO[2];
elseif PSTATE.EL == EL3 then
    X[t, 64] = PMEVCNTR_ELO[2];

```

## MSR PMEVCNTR2\_ELO, &lt;Xt&gt;

```

if 2 >= NUM_PMU_COUNTERS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    if PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && SCR_EL3.FGTEN == '1' &&
HDFGWTR_EL2.PMEVCNTRn_ELO == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && 2 >= AArch64.GetNumEventCountersAccessible() then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMEVCNTR_ELO[2] = X[t, 64];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEN == '1' && HDFGWTR_EL2.PMEVCNTRn_ELO == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && 2 >= AArch64.GetNumEventCountersAccessible() then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        PMEVCNTR_ELO[2] = X[t, 64];
elseif PSTATE.EL == EL2 then
    if MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        PMEVCNTR_ELO[2] = X[t, 64];
elseif PSTATE.EL == EL3 then
    PMEVCNTR_ELO[2] = X[t, 64];

```

## A.7.8 PMEVCNTR3\_ELO, Performance Monitors Event Count Registers

Holds event counter n, which counts events, where n is 0 to 30.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

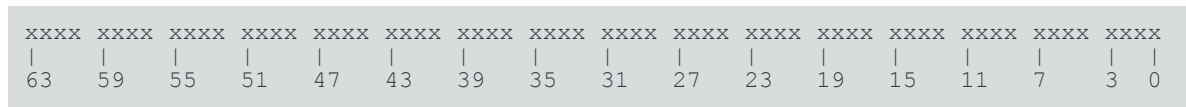
#### Functional group

Performance Monitors registers

#### Access type

See bit descriptions

#### Reset value



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-143: AArch64\_pmevcntr3\_el0 bit assignments

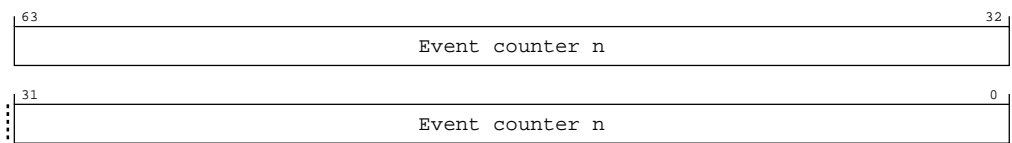


Table A-345: PMEVCNTR3\_ELO bit descriptions

Bits	Name	Description	Reset
[63:0]	None	Event counter n. Value of event counter n, where n is the number of this register and is a number from 0 to 30.	64 {x}

### Access

PMEVCNTR<n>\_ELO can also be accessed by using AArch64-PMXEVCNTR\_ELO with AArch64-PMSELR\_ELO.SEL set to the value of <n>.

If FEAT\_FGT is implemented and <n> is greater than or equal to the number of accessible event counters, then the behavior of permitted reads and writes of AArch64-PMEVCNTR<n>\_ELO is as follows:

- If <n> is an unimplemented event counter, the access is **UNDEFINED**.
- Otherwise, the access is trapped to EL2.

If FEAT\_FGT is not implemented and <n> is greater than or equal to the number of accessible event counters, then reads and writes of AArch64-PMEVCNTR<n>\_ELO are **CONSTRAINED UNPREDICTABLE**, and the following behaviors are permitted:

- Accesses to the register are UNDEFINED.
- Accesses to the register behave as RAZ/WI.
- Accesses to the register execute as a NOP.
- Accesses to the register behave as if <n> is an **UNKNOWN** value less-than-or-equal-to the index of the highest accessible event counter.
- If EL2 is implemented and enabled in the current Security state, and <n> is less than the number of implemented event counters, accesses from EL1 or permitted accesses from ELO are trapped to EL2.

In ELO, an access is permitted if it is enabled by AArch64-PMUSERENR\_ELO.{ER,EN}.

If EL2 is implemented and enabled in the current Security state, in EL1 and ELO, AArch64-MDCR\_EL2.HPMN identifies the number of accessible event counters. Otherwise, the number of accessible event counters is the number of implemented event counters. For more information, see AArch64-MDCR\_EL2.HPMN.

MRS <Xt>, PMEVCNTR3\_ELO

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b1000	0b011

MSR PMEVCNTR3\_ELO, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b1000	0b011

## Accessibility

PMEVCNTR<n>\_ELO can also be accessed by using AArch64-PMXEVCNTR\_ELO with AArch64-PMSELR\_ELO.SEL set to the value of <n>.

If FEAT\_FGT is implemented and <n> is greater than or equal to the number of accessible event counters, then the behavior of permitted reads and writes of AArch64-PMEVCNTR<n>\_ELO is as follows:

- If <n> is an unimplemented event counter, the access is UNDEFINED.
- Otherwise, the access is trapped to EL2.

If FEAT\_FGT is not implemented and <n> is greater than or equal to the number of accessible event counters, then reads and writes of AArch64-PMUVCNTR<n>\_ELO are CONSTRAINED UNPREDICTABLE, and the following behaviors are permitted:

- Accesses to the register are UNDEFINED.
- Accesses to the register behave as RAZ/WI.
- Accesses to the register execute as a NOP.
- Accesses to the register behave as if <n> is an UNKNOWN value less-than-or-equal-to the index of the highest accessible event counter.
- If EL2 is implemented and enabled in the current Security state, and <n> is less than the number of implemented event counters, accesses from EL1 or permitted accesses from ELO are trapped to EL2.

In ELO, an access is permitted if it is enabled by AArch64-PMUSERENR\_ELO.{ER,EN}.

If EL2 is implemented and enabled in the current Security state, in EL1 and ELO, AArch64-MDCR\_EL2.HPMN identifies the number of accessible event counters. Otherwise, the number of accessible event counters is the number of implemented event counters. For more information, see AArch64-MDCR\_EL2.HPMN.

MRS <Xt>, PMUVCNTR3\_ELO

```

if 3 >= NUM_PMU_COUNTERS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    if PMUSERENR_ELO.<ER,EN> == '00' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && SCR_EL3.FGTEn == '1' &&
HDFGRTR_EL2.PMUVCNTRn_ELO == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && 3 >= AArch64.GetNumEventCountersAccessible() then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = PMUVCNTR_ELO[3];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.PMUVCNTRn_ELO == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && 3 >= AArch64.GetNumEventCountersAccessible() then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = PMUVCNTR_ELO[3];
elseif PSTATE.EL == EL2 then

```

```

if MDCR_EL3.TPM == '1' then
    if Halted() && EDSCR.SDD == '1' then
        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = PMEVCNTR_ELO[3];
elseif PSTATE.EL == EL3 then
    X[t, 64] = PMEVCNTR_ELO[3];

```

## MSR PMEVCNTR3\_ELO, &lt;Xt&gt;

```

if 3 >= NUM_PMU_COUNTERS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    if PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && SCR_EL3.FGTEN == '1' &&
HDFGWTR_EL2.PMEVCNTRn_ELO == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && 3 >= AArch64.GetNumEventCountersAccessible() then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMEVCNTR_ELO[3] = X[t, 64];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEN == '1' && HDFGWTR_EL2.PMEVCNTRn_ELO == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && 3 >= AArch64.GetNumEventCountersAccessible() then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        PMEVCNTR_ELO[3] = X[t, 64];
elseif PSTATE.EL == EL2 then
    if MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        PMEVCNTR_ELO[3] = X[t, 64];
elseif PSTATE.EL == EL3 then
    PMEVCNTR_ELO[3] = X[t, 64];

```

## A.7.9 PMEVCNTR4\_ELO, Performance Monitors Event Count Registers

Holds event counter n, which counts events, where n is 0 to 30.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

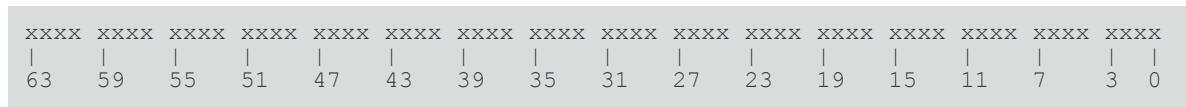
#### Functional group

Performance Monitors registers

#### Access type

See bit descriptions

#### Reset value



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-144: AArch64\_pmevcntr4\_el0 bit assignments

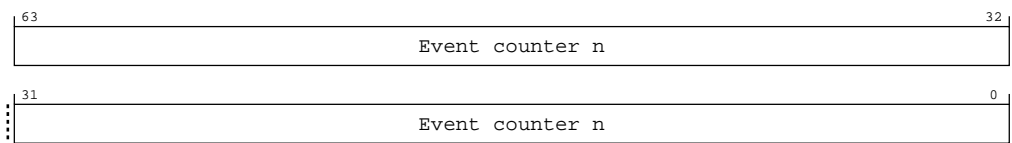


Table A-348: PMEVCNTR4\_ELO bit descriptions

Bits	Name	Description	Reset
[63:0]	None	Event counter n. Value of event counter n, where n is the number of this register and is a number from 0 to 30.	64 {x}

### Access

PMEVCNTR<n>\_ELO can also be accessed by using AArch64-PMXEVCNTR\_ELO with AArch64-PMSELR\_ELO.SEL set to the value of <n>.

If FEAT\_FGT is implemented and <n> is greater than or equal to the number of accessible event counters, then the behavior of permitted reads and writes of AArch64-PMEVCNTR<n>\_ELO is as follows:

- If <n> is an unimplemented event counter, the access is **UNDEFINED**.
- Otherwise, the access is trapped to EL2.

If FEAT\_FGT is not implemented and <n> is greater than or equal to the number of accessible event counters, then reads and writes of AArch64-PMEVCNTR<n>\_ELO are **CONSTRAINED UNPREDICTABLE**, and the following behaviors are permitted:

- Accesses to the register are UNDEFINED.
- Accesses to the register behave as RAZ/WI.
- Accesses to the register execute as a NOP.
- Accesses to the register behave as if <n> is an **UNKNOWN** value less-than-or-equal-to the index of the highest accessible event counter.
- If EL2 is implemented and enabled in the current Security state, and <n> is less than the number of implemented event counters, accesses from EL1 or permitted accesses from ELO are trapped to EL2.

In ELO, an access is permitted if it is enabled by AArch64-PMUSERENR\_ELO.{ER,EN}.

If EL2 is implemented and enabled in the current Security state, in EL1 and ELO, AArch64-MDCR\_EL2.HPMN identifies the number of accessible event counters. Otherwise, the number of accessible event counters is the number of implemented event counters. For more information, see AArch64-MDCR\_EL2.HPMN.

MRS <Xt>, PMEVCNTR4\_ELO

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b1000	0b100

MSR PMEVCNTR4\_ELO, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b1000	0b100

## Accessibility

PMEVCNTR<n>\_ELO can also be accessed by using AArch64-PMXEVCNTR\_ELO with AArch64-PMSELR\_ELO.SEL set to the value of <n>.

If FEAT\_FGT is implemented and <n> is greater than or equal to the number of accessible event counters, then the behavior of permitted reads and writes of AArch64-PMEVCNTR<n>\_ELO is as follows:

- If <n> is an unimplemented event counter, the access is UNDEFINED.
- Otherwise, the access is trapped to EL2.

If FEAT\_FGT is not implemented and <n> is greater than or equal to the number of accessible event counters, then reads and writes of AArch64-PMEVCNTR<n>\_ELO are CONSTRAINED UNPREDICTABLE, and the following behaviors are permitted:

- Accesses to the register are UNDEFINED.
- Accesses to the register behave as RAZ/WI.
- Accesses to the register execute as a NOP.
- Accesses to the register behave as if <n> is an UNKNOWN value less-than-or-equal-to the index of the highest accessible event counter.
- If EL2 is implemented and enabled in the current Security state, and <n> is less than the number of implemented event counters, accesses from EL1 or permitted accesses from ELO are trapped to EL2.

In ELO, an access is permitted if it is enabled by AArch64-PMUSERENR\_ELO.{ER,EN}.

If EL2 is implemented and enabled in the current Security state, in EL1 and ELO, AArch64-MDCR\_EL2.HPMN identifies the number of accessible event counters. Otherwise, the number of accessible event counters is the number of implemented event counters. For more information, see AArch64-MDCR\_EL2.HPMN.

MRS <Xt>, PMEVCNTR4\_ELO

```

if 4 >= NUM_PMU_COUNTERS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    if PMUSERENR_ELO.<ER,EN> == '00' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && SCR_EL3.FGTEn == '1' &&
HDFGRTR_EL2.PMEVCNTRn_ELO == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && 4 >= AArch64.GetNumEventCountersAccessible() then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = PMEVCNTR_ELO[4];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.PMEVCNTRn_ELO == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && 4 >= AArch64.GetNumEventCountersAccessible() then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = PMEVCNTR_ELO[4];
elseif PSTATE.EL == EL2 then

```



```

if MDCR_EL3.TPM == '1' then
    if Halted() && EDSCR.SDD == '1' then
        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = PMEVCNTR_ELO[4];
elseif PSTATE.EL == EL3 then
    X[t, 64] = PMEVCNTR_ELO[4];

```

## MSR PMEVCNTR4\_ELO, &lt;Xt&gt;

```

if 4 >= NUM_PMU_COUNTERS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    if PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && SCR_EL3.FGTEN == '1' &&
HDFGWTR_EL2.PMEVCNTRn_ELO == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && 4 >= AArch64.GetNumEventCountersAccessible() then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMEVCNTR_ELO[4] = X[t, 64];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEN == '1' && HDFGWTR_EL2.PMEVCNTRn_ELO == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && 4 >= AArch64.GetNumEventCountersAccessible() then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        PMEVCNTR_ELO[4] = X[t, 64];
elseif PSTATE.EL == EL2 then
    if MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        PMEVCNTR_ELO[4] = X[t, 64];
elseif PSTATE.EL == EL3 then
    PMEVCNTR_ELO[4] = X[t, 64];

```

## A.7.10 PMEVCNTR5\_ELO, Performance Monitors Event Count Registers

Holds event counter n, which counts events, where n is 0 to 30.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

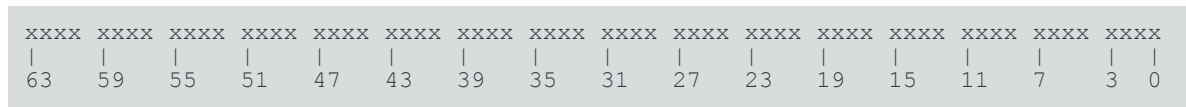
#### Functional group

Performance Monitors registers

#### Access type

See bit descriptions

#### Reset value



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-145: AArch64\_pmevcntr5\_el0 bit assignments

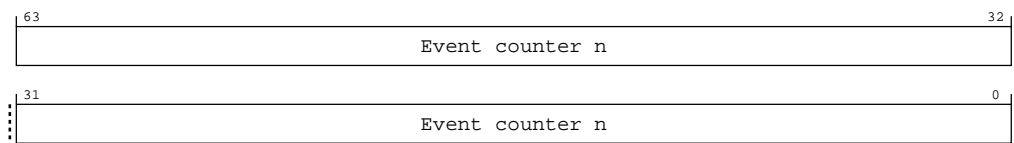


Table A-351: PMEVCNTR5\_ELO bit descriptions

Bits	Name	Description	Reset
[63:0]	None	Event counter n. Value of event counter n, where n is the number of this register and is a number from 0 to 30.	64 {x}

### Access

PMEVCNTR<n>\_ELO can also be accessed by using AArch64-PMXEVCNTR\_ELO with AArch64-PMSELR\_ELO.SEL set to the value of <n>.

If FEAT\_FGT is implemented and <n> is greater than or equal to the number of accessible event counters, then the behavior of permitted reads and writes of AArch64-PMEVCNTR<n>\_ELO is as follows:

- If <n> is an unimplemented event counter, the access is **UNDEFINED**.
- Otherwise, the access is trapped to EL2.

If FEAT\_FGT is not implemented and <n> is greater than or equal to the number of accessible event counters, then reads and writes of AArch64-PMEVCNTR<n>\_ELO are **CONSTRAINED UNPREDICTABLE**, and the following behaviors are permitted:

- Accesses to the register are UNDEFINED.
- Accesses to the register behave as RAZ/WI.
- Accesses to the register execute as a NOP.
- Accesses to the register behave as if <n> is an **UNKNOWN** value less-than-or-equal-to the index of the highest accessible event counter.
- If EL2 is implemented and enabled in the current Security state, and <n> is less than the number of implemented event counters, accesses from EL1 or permitted accesses from ELO are trapped to EL2.

In ELO, an access is permitted if it is enabled by AArch64-PMUSERENR\_ELO.{ER,EN}.

If EL2 is implemented and enabled in the current Security state, in EL1 and ELO, AArch64-MDCR\_EL2.HPMN identifies the number of accessible event counters. Otherwise, the number of accessible event counters is the number of implemented event counters. For more information, see AArch64-MDCR\_EL2.HPMN.

MRS <Xt>, PMEVCNTR5\_ELO

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b1000	0b101

MSR PMEVCNTR5\_ELO, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1110	0b1000	0b101

## Accessibility

PMEVCNTR<n>\_ELO can also be accessed by using AArch64-PMXEVCNTR\_ELO with AArch64-PMSELR\_ELO.SEL set to the value of <n>.

If FEAT\_FGT is implemented and <n> is greater than or equal to the number of accessible event counters, then the behavior of permitted reads and writes of AArch64-PMEVCNTR<n>\_ELO is as follows:

- If <n> is an unimplemented event counter, the access is UNDEFINED.
- Otherwise, the access is trapped to EL2.

If FEAT\_FGT is not implemented and <n> is greater than or equal to the number of accessible event counters, then reads and writes of AArch64-PMUVCNTR<n>\_ELO are CONSTRAINED UNPREDICTABLE, and the following behaviors are permitted:

- Accesses to the register are UNDEFINED.
- Accesses to the register behave as RAZ/WI.
- Accesses to the register execute as a NOP.
- Accesses to the register behave as if <n> is an UNKNOWN value less-than-or-equal-to the index of the highest accessible event counter.
- If EL2 is implemented and enabled in the current Security state, and <n> is less than the number of implemented event counters, accesses from EL1 or permitted accesses from ELO are trapped to EL2.

In ELO, an access is permitted if it is enabled by AArch64-PMUSERENR\_ELO.{ER,EN}.

If EL2 is implemented and enabled in the current Security state, in EL1 and ELO, AArch64-MDCR\_EL2.HPMN identifies the number of accessible event counters. Otherwise, the number of accessible event counters is the number of implemented event counters. For more information, see AArch64-MDCR\_EL2.HPMN.

MRS <Xt>, PMUVCNTR5\_ELO

```

if 5 >= NUM_PMU_COUNTERS then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    if PMUSERENR_ELO.<ER,EN> == '00' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && SCR_EL3.FGTEn == '1' &&
HDFGRTR_EL2.PMUVCNTRn_ELO == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && 5 >= AArch64.GetNumEventCountersAccessible() then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = PMUVCNTR_ELO[5];
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.PMUVCNTRn_ELO == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && 5 >= AArch64.GetNumEventCountersAccessible() then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = PMUVCNTR_ELO[5];
    elsif PSTATE.EL == EL2 then

```

```

if MDCR_EL3.TPM == '1' then
    if Halted() && EDSCR.SDD == '1' then
        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
else
    X[t, 64] = PMEVCNTR_ELO[5];
elseif PSTATE.EL == EL3 then
    X[t, 64] = PMEVCNTR_ELO[5];

```

## MSR PMEVCNTR5\_ELO, &lt;Xt&gt;

```

if 5 >= NUM_PMU_COUNTERS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    if PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && SCR_EL3.FGTEN == '1' &&
HDFGWTR_EL2.PMEVCNTRn_ELO == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && 5 >= AArch64.GetNumEventCountersAccessible() then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMEVCNTR_ELO[5] = X[t, 64];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEN == '1' && HDFGWTR_EL2.PMEVCNTRn_ELO == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && 5 >= AArch64.GetNumEventCountersAccessible() then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        PMEVCNTR_ELO[5] = X[t, 64];
elseif PSTATE.EL == EL2 then
    if MDCR_EL3.TPM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        PMEVCNTR_ELO[5] = X[t, 64];
elseif PSTATE.EL == EL3 then
    PMEVCNTR_ELO[5] = X[t, 64];

```

### A.7.11 PMEVTYPER0\_ELO, Performance Monitors Event Type Registers

Configures event counter n, where n is 0 to 30.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

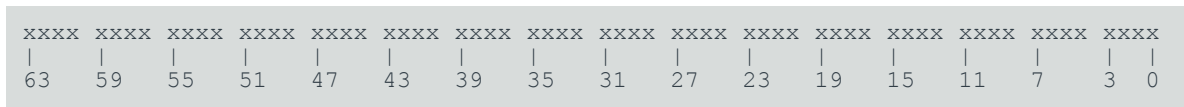
##### Functional group

Performance Monitors registers

##### Access type

See bit descriptions

##### Reset value



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-146: AArch64\_pmevtyper0\_el0 bit assignments

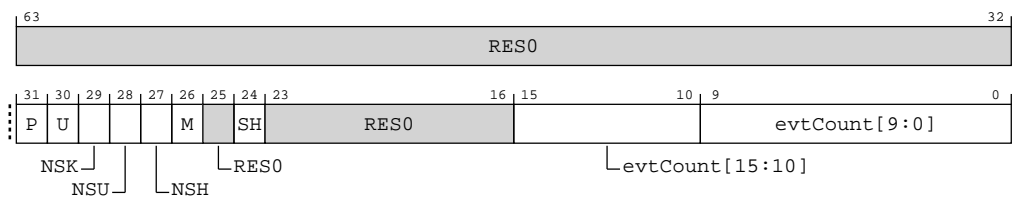


Table A-354: PMEVTYPER0\_ELO bit descriptions

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31]	P	EL1 filtering. Controls counting events in EL1.  <b>0b0</b> This field has no effect on filtering of events.  <b>0b1</b> Events in EL1 are not counted.	x

Bits	Name	Description	Reset
[30]	U	ELO filtering. Controls counting events in ELO. <b>0b0</b> This field has no effect on filtering of events. <b>0b1</b> Events in ELO are not counted.	x
[29]	NSK	Non-secure EL1 filtering. Controls counting events in Non-secure EL1. If <code>PMEVTYPER&lt;n&gt;_ELO.NSK</code> is not equal to <code>PMEVTYPER&lt;n&gt;_ELO.P</code> , then events in Non-secure EL1 are not counted. Otherwise, <code>PMEVTYPER&lt;n&gt;_ELO.NSK</code> has no effect on filtering of events in Non-secure EL1. <b>0b0</b> When <code>PMEVTYPER&lt;n&gt;_ELO.P == 0</code> , this field has no effect on filtering of events. When <code>PMEVTYPER&lt;n&gt;_ELO.P == 1</code> , events in Non-secure EL1 are not counted. <b>0b1</b> When <code>PMEVTYPER&lt;n&gt;_ELO.P == 0</code> , events in Non-secure EL1 are not counted. When <code>PMEVTYPER&lt;n&gt;_ELO.P == 1</code> , this field has no effect on filtering of events.	x
[28]	NSU	Non-secure ELO filtering. Controls counting events in Non-secure ELO. If <code>PMEVTYPER&lt;n&gt;_ELO.NSU</code> is not equal to <code>PMEVTYPER&lt;n&gt;_ELO.U</code> , then events in Non-secure ELO are not counted. Otherwise, <code>PMEVTYPER&lt;n&gt;_ELO.NSU</code> has no effect on filtering of events in Non-secure ELO. <b>0b0</b> When <code>PMEVTYPER&lt;n&gt;_ELO.U == 0</code> , this field has no effect on filtering of events. When <code>PMEVTYPER&lt;n&gt;_ELO.U == 1</code> , events in Non-secure ELO are not counted. <b>0b1</b> When <code>PMEVTYPER&lt;n&gt;_ELO.U == 0</code> , events in Non-secure ELO are not counted. When <code>PMEVTYPER&lt;n&gt;_ELO.U == 1</code> , this field has no effect on filtering of events.	x
[27]	NSH	EL2 filtering. Controls counting events in EL2. <b>0b0</b> Events in EL2 are not counted. <b>0b1</b> This field has no effect on filtering of events.	x
[26]	M	EL3 filtering. Controls counting events in EL3. If <code>PMEVTYPER&lt;n&gt;_ELO.M</code> is not equal to <code>PMEVTYPER&lt;n&gt;_ELO.P</code> , then events in EL3 are not counted. Otherwise, <code>PMEVTYPER&lt;n&gt;_ELO.M</code> has no effect on filtering of events in EL3. <b>0b0</b> When <code>PMEVTYPER&lt;n&gt;_ELO.P == 0</code> , this field has no effect on filtering of events. When <code>PMEVTYPER&lt;n&gt;_ELO.P == 1</code> , events in EL3 are not counted. <b>0b1</b> When <code>PMEVTYPER&lt;n&gt;_ELO.P == 0</code> , events in EL3 are not counted. When <code>PMEVTYPER&lt;n&gt;_ELO.P == 1</code> , this field has no effect on filtering of events.	x
[25]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[24]	SH	Secure EL2 filtering. Controls counting events in Secure EL2. If <code>PMEVTYPER&lt;n&gt;_ELO.SH</code> is equal to <code>PMEVTYPER&lt;n&gt;_ELO.NSH</code> , then events in Secure EL2 are not counted. Otherwise, <code>PMEVTYPER&lt;n&gt;_ELO.SH</code> has no effect on filtering of events in Secure EL2.  <b>0b0</b> When <code>PMEVTYPER&lt;n&gt;_ELO.NSH == 0</code> , events in Secure EL2 are not counted.  When <code>PMEVTYPER&lt;n&gt;_ELO.NSH == 1</code> , this field has no effect on filtering of events.  <b>0b1</b> When <code>PMEVTYPER&lt;n&gt;_ELO.NSH == 0</code> , this field has no effect on filtering of events.  When <code>PMEVTYPER&lt;n&gt;_ELO.NSH == 1</code> , events in Secure EL2 are not counted.	x
[23:16]	<b>RES0</b>	Reserved	<b>RES0</b>
[15:10]	evtCount[15:10]	Extension to evtCount[9:0]. For more information, see evtCount[9:0].	6 {x}
[9:0]	evtCount[9:0]	Event to count.  The event number of the event that is counted by event counter <code>AArch64-PMEVCNTR&lt;n&gt;_ELO</code> .  The ranges of event numbers allocated to each type of event are shown in <i>Allocation of the PMU event number space</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .  If <code>PMEVTYPER&lt;n&gt;_ELO.evtCount</code> is programmed to an event that is reserved or not supported by the PE, the behavior depends on the value written: <ul style="list-style-type: none"> <li>For the range <code>0x0000</code> to <code>0x003F</code>, no events are counted and the value returned by a direct or external read of the <code>PMEVTYPER&lt;n&gt;_ELO.evtCount</code> field is the value written to the field.</li> <li>If <code>FEAT_PMUv3p1</code> is implemented, for the range <code>0x4000</code> to <code>0x403F</code>, no events are counted and the value returned by a direct or external read of the <code>PMEVTYPER&lt;n&gt;_ELO.evtCount</code> field is the value written to the field.</li> <li>For other values, it is <b>UNPREDICTABLE</b> what event, if any, is counted and the value returned by a direct or external read of the <code>PMEVTYPER&lt;n&gt;_ELO.evtCount</code> field is <b>UNKNOWN</b>.</li> </ul> <b>Note:</b> UNPREDICTABLE means the event must not expose privileged information.	10 {x}

## Access

`PMEVTYPER<n>_ELO` can also be accessed by using `AArch64-PMXEVTYPER_ELO` with `AArch64-PMSELR_ELO.SEL` set to `n`.

If `FEAT_FGT` is implemented and `<n>` is greater than or equal to the number of accessible event counters, then the behavior of permitted reads and writes of `AArch64-PMEVTYPER<n>_ELO` is as follows:

- If `<n>` is an unimplemented event counter, the access is **UNDEFINED**.
- Otherwise, the access is trapped to EL2.

If `FEAT_FGT` is not implemented and `<n>` is greater than or equal to the number of accessible event counters, then reads and writes of `AArch64-PMEVTYPER<n>_ELO` are **CONSTRAINED UNPREDICTABLE**, and the following behaviors are permitted:



- Accesses to the register are UNDEFINED.
- Accesses to the register behave as RAZ/WI.
- Accesses to the register execute as a `NOB`.
- Accesses to the register behave as if `<n>` is an **UNKNOWN** value less-than-or-equal-to the index of the highest accessible event counter.
- If EL2 is implemented and enabled in the current Security state, and `<n>` is less than the number of implemented event counters, accesses from EL1 or permitted accesses from ELO are trapped to EL2.

In ELO, an access is permitted if it is enabled by AArch64-PMUSERENR\_ELO.EN.

If EL2 is implemented and enabled in the current Security state, in EL1 and ELO, AArch64-MDCR\_EL2.HPMN identifies the number of accessible event counters. Otherwise, the number of accessible event counters is the number of implemented event counters. For more information, see AArch64-MDCR\_EL2.HPMN.

MRS `<Xt>`, `PMEVTYPEPERO_ELO`

op0	op1	CRn	CRm	op2
0b11	0b011	0b11110	0b11100	0b000

MSR `PMEVTYPEPERO_ELO`, `<Xt>`

op0	op1	CRn	CRm	op2
0b11	0b011	0b11110	0b11100	0b000

### Accessibility

`PMEVTYPEPER<n>_ELO` can also be accessed by using AArch64-PMXEVTYPEPER\_ELO with AArch64-PMSELR\_ELO.SEL set to `n`.

If FEAT\_FGT is implemented and `<n>` is greater than or equal to the number of accessible event counters, then the behavior of permitted reads and writes of AArch64-PMEVTYPEPER<n>\_ELO is as follows:

- If `<n>` is an unimplemented event counter, the access is UNDEFINED.
- Otherwise, the access is trapped to EL2.

If FEAT\_FGT is not implemented and `<n>` is greater than or equal to the number of accessible event counters, then reads and writes of AArch64-PMEVTYPEPER<n>\_ELO are CONstrained UNPREDICTABLE, and the following behaviors are permitted:

- Accesses to the register are UNDEFINED.
- Accesses to the register behave as RAZ/WI.
- Accesses to the register execute as a `NOB`.
- Accesses to the register behave as if `<n>` is an **UNKNOWN** value less-than-or-equal-to the index of the highest accessible event counter.

- If EL2 is implemented and enabled in the current Security state, and <n> is less than the number of implemented event counters, accesses from EL1 or permitted accesses from ELO are trapped to EL2.

In ELO, an access is permitted if it is enabled by AArch64-PMUSERENR\_ELO.EN.

If EL2 is implemented and enabled in the current Security state, in EL1 and ELO, AArch64-MDCR\_EL2.HPMN identifies the number of accessible event counters. Otherwise, the number of accessible event counters is the number of implemented event counters. For more information, see AArch64-MDCR\_EL2.HPMN.

MRS <Xt>, PMEVTYPERO\_ELO

```

if 0 >= NUM_PMU_COUNTERS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    if PMUSERENR_ELO.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && SCR_EL3.FGTEn == '1' &&
HDFGRTR_EL2.PMEVTYPERn_ELO == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && 0 >= AArch64.GetNumEventCountersAccessible() then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = PMEVTYPER_ELO[0];
    elseif PSTATE.EL == EL1 then
        if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.PMEVTYPERn_ELO == '1'
then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && 0 >= AArch64.GetNumEventCountersAccessible() then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = PMEVTYPER_ELO[0];
    elseif PSTATE.EL == EL2 then
        if MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = PMEVTYPER_ELO[0];
    elseif PSTATE.EL == EL3 then
        X[t, 64] = PMEVTYPER_ELO[0];

```

## MSR PMEVTYPER0\_ELO, &lt;Xt&gt;

```

if 0 >= NUM_PMU_COUNTERS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    if PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && SCR_EL3.FGTEn == '1' &&
HDFGWTR_EL2.PMEVTYPERn_EL0 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && 0 >= AArch64.GetNumEventCountersAccessible() then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                PMEVTYPER_EL0[0] = X[t, 64];
        elseif PSTATE.EL == EL1 then
            if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.PMEVTYPERn_EL0 == '1'
then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elseif EL2Enabled() && 0 >= AArch64.GetNumEventCountersAccessible() then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elseif MDCR_EL3.TPM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.SystemAccessTrap(EL3, 0x18);
                else
                    PMEVTYPER_EL0[0] = X[t, 64];
        elseif PSTATE.EL == EL2 then
            if MDCR_EL3.TPM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.SystemAccessTrap(EL3, 0x18);
            else
                PMEVTYPER_EL0[0] = X[t, 64];
        elseif PSTATE.EL == EL3 then
            PMEVTYPER_EL0[0] = X[t, 64];

```

## A.7.12 PMEVTYPER1\_ELO, Performance Monitors Event Type Registers

Configures event counter n, where n is 0 to 30.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

### Functional group

Performance Monitors registers

### Access type

See bit descriptions

### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3	0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-147: AArch64\_pmevtyper1\_el0 bit assignments

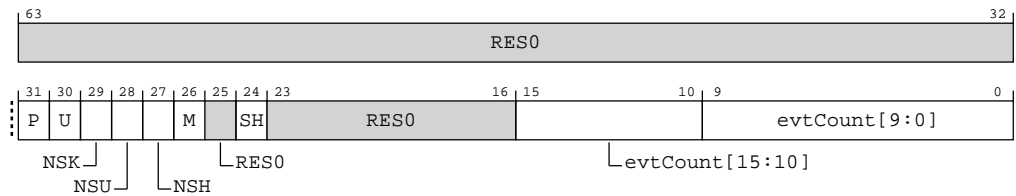


Table A-357: PMEVTYPER1\_ELO bit descriptions

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31]	P	EL1 filtering. Controls counting events in EL1.  <b>0b0</b> This field has no effect on filtering of events.  <b>0b1</b> Events in EL1 are not counted.	x
[30]	U	ELO filtering. Controls counting events in ELO.  <b>0b0</b> This field has no effect on filtering of events.  <b>0b1</b> Events in ELO are not counted.	x

Bits	Name	Description	Reset
[29]	NSK	<p>Non-secure EL1 filtering. Controls counting events in Non-secure EL1. If <code>PMEVTYPER&lt;n&gt;_EL0.NSK</code> is not equal to <code>PMEVTYPER&lt;n&gt;_EL0.P</code>, then events in Non-secure EL1 are not counted. Otherwise, <code>PMEVTYPER&lt;n&gt;_EL0.NSK</code> has no effect on filtering of events in Non-secure EL1.</p> <p><b>0b0</b></p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.P == 0</code>, this field has no effect on filtering of events.</p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.P == 1</code>, events in Non-secure EL1 are not counted.</p> <p><b>0b1</b></p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.P == 0</code>, events in Non-secure EL1 are not counted.</p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.P == 1</code>, this field has no effect on filtering of events.</p>	x
[28]	NSU	<p>Non-secure EL0 filtering. Controls counting events in Non-secure EL0. If <code>PMEVTYPER&lt;n&gt;_EL0.NSU</code> is not equal to <code>PMEVTYPER&lt;n&gt;_EL0.U</code>, then events in Non-secure EL0 are not counted. Otherwise, <code>PMEVTYPER&lt;n&gt;_EL0.NSU</code> has no effect on filtering of events in Non-secure EL0.</p> <p><b>0b0</b></p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.U == 0</code>, this field has no effect on filtering of events.</p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.U == 1</code>, events in Non-secure EL0 are not counted.</p> <p><b>0b1</b></p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.U == 0</code>, events in Non-secure EL0 are not counted.</p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.U == 1</code>, this field has no effect on filtering of events.</p>	x
[27]	NSH	<p>EL2 filtering. Controls counting events in EL2.</p> <p><b>0b0</b></p> <p>Events in EL2 are not counted.</p> <p><b>0b1</b></p> <p>This field has no effect on filtering of events.</p>	x
[26]	M	<p>EL3 filtering. Controls counting events in EL3. If <code>PMEVTYPER&lt;n&gt;_EL0.M</code> is not equal to <code>PMEVTYPER&lt;n&gt;_EL0.P</code>, then events in EL3 are not counted. Otherwise, <code>PMEVTYPER&lt;n&gt;_EL0.M</code> has no effect on filtering of events in EL3.</p> <p><b>0b0</b></p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.P == 0</code>, this field has no effect on filtering of events.</p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.P == 1</code>, events in EL3 are not counted.</p> <p><b>0b1</b></p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.P == 0</code>, events in EL3 are not counted.</p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.P == 1</code>, this field has no effect on filtering of events.</p>	x
[25]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[24]	SH	Secure EL2 filtering. Controls counting events in Secure EL2. If <code>PMEVTYPER&lt;n&gt;_ELO.SH</code> is equal to <code>PMEVTYPER&lt;n&gt;_ELO.NSH</code> , then events in Secure EL2 are not counted. Otherwise, <code>PMEVTYPER&lt;n&gt;_ELO.SH</code> has no effect on filtering of events in Secure EL2.  <b>0b0</b> When <code>PMEVTYPER&lt;n&gt;_ELO.NSH == 0</code> , events in Secure EL2 are not counted.  When <code>PMEVTYPER&lt;n&gt;_ELO.NSH == 1</code> , this field has no effect on filtering of events.  <b>0b1</b> When <code>PMEVTYPER&lt;n&gt;_ELO.NSH == 0</code> , this field has no effect on filtering of events.  When <code>PMEVTYPER&lt;n&gt;_ELO.NSH == 1</code> , events in Secure EL2 are not counted.	x
[23:16]	RES0	Reserved	RES0
[15:10]	evtCount[15:10]	Extension to <code>evtCount[9:0]</code> . For more information, see <code>evtCount[9:0]</code> .	6 {x}
[9:0]	evtCount[9:0]	Event to count.  The event number of the event that is counted by event counter <code>AArch64-PMEVCNTR&lt;n&gt;_ELO</code> .  The ranges of event numbers allocated to each type of event are shown in <i>Allocation of the PMU event number space</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .  If <code>PMEVTYPER&lt;n&gt;_ELO.evtCount</code> is programmed to an event that is reserved or not supported by the PE, the behavior depends on the value written: <ul style="list-style-type: none"> <li>For the range <code>0x0000</code> to <code>0x003F</code>, no events are counted and the value returned by a direct or external read of the <code>PMEVTYPER&lt;n&gt;_ELO.evtCount</code> field is the value written to the field.</li> <li>If <code>FEAT_PMUv3p1</code> is implemented, for the range <code>0x4000</code> to <code>0x403F</code>, no events are counted and the value returned by a direct or external read of the <code>PMEVTYPER&lt;n&gt;_ELO.evtCount</code> field is the value written to the field.</li> <li>For other values, it is UNPREDICTABLE what event, if any, is counted and the value returned by a direct or external read of the <code>PMEVTYPER&lt;n&gt;_ELO.evtCount</code> field is <b>UNKNOWN</b>.</li> </ul> <p><b>Note:</b> UNPREDICTABLE means the event must not expose privileged information.</p>	10 {x}

## Access

`PMEVTYPER<n>_ELO` can also be accessed by using `AArch64-PMXEVTYPER_ELO` with `AArch64-PMSELR_ELO.SEL` set to `n`.

If `FEAT_FGT` is implemented and `<n>` is greater than or equal to the number of accessible event counters, then the behavior of permitted reads and writes of `AArch64-PMEVTYPER<n>_ELO` is as follows:

- If `<n>` is an unimplemented event counter, the access is **UNDEFINED**.
- Otherwise, the access is trapped to EL2.

If `FEAT_FGT` is not implemented and `<n>` is greater than or equal to the number of accessible event counters, then reads and writes of `AArch64-PMEVTYPER<n>_ELO` are **CONSTRAINED UNPREDICTABLE**, and the following behaviors are permitted:

- Accesses to the register are UNDEFINED.
- Accesses to the register behave as RAZ/WI.
- Accesses to the register execute as a `NOOP`.
- Accesses to the register behave as if `<n>` is an **UNKNOWN** value less-than-or-equal-to the index of the highest accessible event counter.
- If EL2 is implemented and enabled in the current Security state, and `<n>` is less than the number of implemented event counters, accesses from EL1 or permitted accesses from ELO are trapped to EL2.

In ELO, an access is permitted if it is enabled by AArch64-PMUSERENR\_ELO.EN.

If EL2 is implemented and enabled in the current Security state, in EL1 and ELO, AArch64-MDCR\_EL2.HPMN identifies the number of accessible event counters. Otherwise, the number of accessible event counters is the number of implemented event counters. For more information, see AArch64-MDCR\_EL2.HPMN.

MRS `<Xt>`, PMEVTYPER1\_ELO

op0	op1	CRn	CRm	op2
0b11	0b011	0b11110	0b11100	0b001

MSR PMEVTYPER1\_ELO, `<Xt>`

op0	op1	CRn	CRm	op2
0b11	0b011	0b11110	0b11100	0b001

### Accessibility

PMEVTYPER`<n>`\_ELO can also be accessed by using AArch64-PMXEVTYPER\_ELO with AArch64-PMSELR\_ELO.SEL set to `n`.

If FEAT\_FGT is implemented and `<n>` is greater than or equal to the number of accessible event counters, then the behavior of permitted reads and writes of AArch64-PMEVTYPER`<n>`\_ELO is as follows:

- If `<n>` is an unimplemented event counter, the access is UNDEFINED.
- Otherwise, the access is trapped to EL2.

If FEAT\_FGT is not implemented and `<n>` is greater than or equal to the number of accessible event counters, then reads and writes of AArch64-PMEVTYPER`<n>`\_ELO are CONstrained UNPREDICTABLE, and the following behaviors are permitted:

- Accesses to the register are UNDEFINED.
- Accesses to the register behave as RAZ/WI.
- Accesses to the register execute as a `NOOP`.
- Accesses to the register behave as if `<n>` is an **UNKNOWN** value less-than-or-equal-to the index of the highest accessible event counter.

- If EL2 is implemented and enabled in the current Security state, and <n> is less than the number of implemented event counters, accesses from EL1 or permitted accesses from ELO are trapped to EL2.

In ELO, an access is permitted if it is enabled by AArch64-PMUSERENR\_ELO.EN.

If EL2 is implemented and enabled in the current Security state, in EL1 and ELO, AArch64-MDCR\_EL2.HPMN identifies the number of accessible event counters. Otherwise, the number of accessible event counters is the number of implemented event counters. For more information, see AArch64-MDCR\_EL2.HPMN.

MRS <Xt>, PMEVTYPER1\_ELO

```

if 1 >= NUM_PMU_COUNTERS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    if PMUSERENR_ELO.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && SCR_EL3.FGTEn == '1' &&
HDFGRTR_EL2.PMEVTYPERn_ELO == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && 1 >= AArch64.GetNumEventCountersAccessible() then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = PMEVTYPER_ELO[1];
    elseif PSTATE.EL == EL1 then
        if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.PMEVTYPERn_ELO == '1'
then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && 1 >= AArch64.GetNumEventCountersAccessible() then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = PMEVTYPER_ELO[1];
    elseif PSTATE.EL == EL2 then
        if MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = PMEVTYPER_ELO[1];
    elseif PSTATE.EL == EL3 then
        X[t, 64] = PMEVTYPER_ELO[1];

```



## MSR PMEVTYPER1\_ELO, &lt;Xt&gt;

```

if 1 >= NUM_PMU_COUNTERS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    if PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && SCR_EL3.FGTEn == '1' &&
HDFGWTR_EL2.PMEVTYPERn_EL0 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && 1 >= AArch64.GetNumEventCountersAccessible() then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                PMEVTYPER_EL0[1] = X[t, 64];
        elseif PSTATE.EL == EL1 then
            if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.PMEVTYPERn_EL0 == '1'
then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elseif EL2Enabled() && 1 >= AArch64.GetNumEventCountersAccessible() then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elseif MDCR_EL3.TPM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.SystemAccessTrap(EL3, 0x18);
                else
                    PMEVTYPER_EL0[1] = X[t, 64];
        elseif PSTATE.EL == EL2 then
            if MDCR_EL3.TPM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.SystemAccessTrap(EL3, 0x18);
            else
                PMEVTYPER_EL0[1] = X[t, 64];
        elseif PSTATE.EL == EL3 then
            PMEVTYPER_EL0[1] = X[t, 64];

```

### A.7.13 PMEVTYPER2\_ELO, Performance Monitors Event Type Registers

Configures event counter n, where n is 0 to 30.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

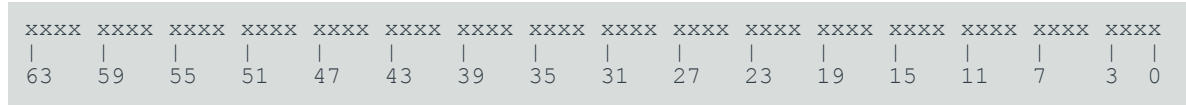
**Functional group**

Performance Monitors registers

**Access type**

See bit descriptions

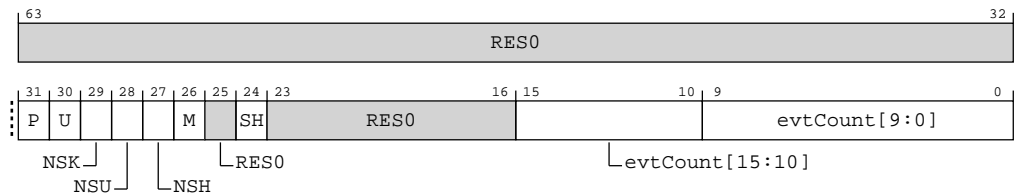
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure A-148: AArch64\_pmevtyper2\_el0 bit assignments**



**Table A-360: PMEVTYPER2\_ELO bit descriptions**

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31]	P	EL1 filtering. Controls counting events in EL1.  <b>0b0</b> This field has no effect on filtering of events.  <b>0b1</b> Events in EL1 are not counted.	x
[30]	U	ELO filtering. Controls counting events in ELO.  <b>0b0</b> This field has no effect on filtering of events.  <b>0b1</b> Events in ELO are not counted.	x

Bits	Name	Description	Reset
[29]	NSK	<p>Non-secure EL1 filtering. Controls counting events in Non-secure EL1. If <code>PMEVTYPER&lt;n&gt;_EL0.NSK</code> is not equal to <code>PMEVTYPER&lt;n&gt;_EL0.P</code>, then events in Non-secure EL1 are not counted. Otherwise, <code>PMEVTYPER&lt;n&gt;_EL0.NSK</code> has no effect on filtering of events in Non-secure EL1.</p> <p><b>0b0</b></p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.P == 0</code>, this field has no effect on filtering of events.</p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.P == 1</code>, events in Non-secure EL1 are not counted.</p> <p><b>0b1</b></p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.P == 0</code>, events in Non-secure EL1 are not counted.</p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.P == 1</code>, this field has no effect on filtering of events.</p>	x
[28]	NSU	<p>Non-secure EL0 filtering. Controls counting events in Non-secure EL0. If <code>PMEVTYPER&lt;n&gt;_EL0.NSU</code> is not equal to <code>PMEVTYPER&lt;n&gt;_EL0.U</code>, then events in Non-secure EL0 are not counted. Otherwise, <code>PMEVTYPER&lt;n&gt;_EL0.NSU</code> has no effect on filtering of events in Non-secure EL0.</p> <p><b>0b0</b></p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.U == 0</code>, this field has no effect on filtering of events.</p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.U == 1</code>, events in Non-secure EL0 are not counted.</p> <p><b>0b1</b></p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.U == 0</code>, events in Non-secure EL0 are not counted.</p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.U == 1</code>, this field has no effect on filtering of events.</p>	x
[27]	NSH	<p>EL2 filtering. Controls counting events in EL2.</p> <p><b>0b0</b></p> <p>Events in EL2 are not counted.</p> <p><b>0b1</b></p> <p>This field has no effect on filtering of events.</p>	x
[26]	M	<p>EL3 filtering. Controls counting events in EL3. If <code>PMEVTYPER&lt;n&gt;_EL0.M</code> is not equal to <code>PMEVTYPER&lt;n&gt;_EL0.P</code>, then events in EL3 are not counted. Otherwise, <code>PMEVTYPER&lt;n&gt;_EL0.M</code> has no effect on filtering of events in EL3.</p> <p><b>0b0</b></p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.P == 0</code>, this field has no effect on filtering of events.</p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.P == 1</code>, events in EL3 are not counted.</p> <p><b>0b1</b></p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.P == 0</code>, events in EL3 are not counted.</p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.P == 1</code>, this field has no effect on filtering of events.</p>	x
[25]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[24]	SH	Secure EL2 filtering. Controls counting events in Secure EL2. If <code>PMEVTYPER&lt;n&gt;_ELO.SH</code> is equal to <code>PMEVTYPER&lt;n&gt;_ELO.NSH</code> , then events in Secure EL2 are not counted. Otherwise, <code>PMEVTYPER&lt;n&gt;_ELO.SH</code> has no effect on filtering of events in Secure EL2.  <b>0b0</b> When <code>PMEVTYPER&lt;n&gt;_ELO.NSH == 0</code> , events in Secure EL2 are not counted.  When <code>PMEVTYPER&lt;n&gt;_ELO.NSH == 1</code> , this field has no effect on filtering of events.  <b>0b1</b> When <code>PMEVTYPER&lt;n&gt;_ELO.NSH == 0</code> , this field has no effect on filtering of events.  When <code>PMEVTYPER&lt;n&gt;_ELO.NSH == 1</code> , events in Secure EL2 are not counted.	x
[23:16]	RES0	Reserved	RES0
[15:10]	evtCount[15:10]	Extension to <code>evtCount[9:0]</code> . For more information, see <code>evtCount[9:0]</code> .	6 {x}
[9:0]	evtCount[9:0]	Event to count.  The event number of the event that is counted by event counter <code>AArch64-PMEVCNTR&lt;n&gt;_ELO</code> .  The ranges of event numbers allocated to each type of event are shown in <i>Allocation of the PMU event number space</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .  If <code>PMEVTYPER&lt;n&gt;_ELO.evtCount</code> is programmed to an event that is reserved or not supported by the PE, the behavior depends on the value written: <ul style="list-style-type: none"> <li>For the range <code>0x0000</code> to <code>0x003F</code>, no events are counted and the value returned by a direct or external read of the <code>PMEVTYPER&lt;n&gt;_ELO.evtCount</code> field is the value written to the field.</li> <li>If <code>FEAT_PMUv3p1</code> is implemented, for the range <code>0x4000</code> to <code>0x403F</code>, no events are counted and the value returned by a direct or external read of the <code>PMEVTYPER&lt;n&gt;_ELO.evtCount</code> field is the value written to the field.</li> <li>For other values, it is UNPREDICTABLE what event, if any, is counted and the value returned by a direct or external read of the <code>PMEVTYPER&lt;n&gt;_ELO.evtCount</code> field is <b>UNKNOWN</b>.</li> </ul> <b>Note:</b> UNPREDICTABLE means the event must not expose privileged information.	10 {x}

## Access

`PMEVTYPER<n>_ELO` can also be accessed by using `AArch64-PMXEVTYPER_ELO` with `AArch64-PMSELR_ELO.SEL` set to `n`.

If `FEAT_FGT` is implemented and `<n>` is greater than or equal to the number of accessible event counters, then the behavior of permitted reads and writes of `AArch64-PMEVTYPER<n>_ELO` is as follows:

- If `<n>` is an unimplemented event counter, the access is **UNDEFINED**.
- Otherwise, the access is trapped to EL2.

If `FEAT_FGT` is not implemented and `<n>` is greater than or equal to the number of accessible event counters, then reads and writes of `AArch64-PMEVTYPER<n>_ELO` are **CONSTRAINED UNPREDICTABLE**, and the following behaviors are permitted:

- Accesses to the register are UNDEFINED.
- Accesses to the register behave as RAZ/WI.
- Accesses to the register execute as a `NOB`.
- Accesses to the register behave as if `<n>` is an **UNKNOWN** value less-than-or-equal-to the index of the highest accessible event counter.
- If EL2 is implemented and enabled in the current Security state, and `<n>` is less than the number of implemented event counters, accesses from EL1 or permitted accesses from ELO are trapped to EL2.

In ELO, an access is permitted if it is enabled by AArch64-PMUSERENR\_ELO.EN.

If EL2 is implemented and enabled in the current Security state, in EL1 and ELO, AArch64-MDCR\_EL2.HPMN identifies the number of accessible event counters. Otherwise, the number of accessible event counters is the number of implemented event counters. For more information, see AArch64-MDCR\_EL2.HPMN.

MRS `<Xt>`, PMEVTYPER2\_ELO

op0	op1	CRn	CRm	op2
0b11	0b011	0b11110	0b11100	0b010

MSR PMEVTYPER2\_ELO, `<Xt>`

op0	op1	CRn	CRm	op2
0b11	0b011	0b11110	0b11100	0b010

### Accessibility

PMEVTYPER`<n>`\_ELO can also be accessed by using AArch64-PMXEVTYPER\_ELO with AArch64-PMSELR\_ELO.SEL set to `n`.

If FEAT\_FGT is implemented and `<n>` is greater than or equal to the number of accessible event counters, then the behavior of permitted reads and writes of AArch64-PMEVTYPER`<n>`\_ELO is as follows:

- If `<n>` is an unimplemented event counter, the access is UNDEFINED.
- Otherwise, the access is trapped to EL2.

If FEAT\_FGT is not implemented and `<n>` is greater than or equal to the number of accessible event counters, then reads and writes of AArch64-PMEVTYPER`<n>`\_ELO are CONstrained UNPREDICTABLE, and the following behaviors are permitted:

- Accesses to the register are UNDEFINED.
- Accesses to the register behave as RAZ/WI.
- Accesses to the register execute as a `NOB`.
- Accesses to the register behave as if `<n>` is an **UNKNOWN** value less-than-or-equal-to the index of the highest accessible event counter.

- If EL2 is implemented and enabled in the current Security state, and <n> is less than the number of implemented event counters, accesses from EL1 or permitted accesses from ELO are trapped to EL2.

In ELO, an access is permitted if it is enabled by AArch64-PMUSERENR\_ELO.EN.

If EL2 is implemented and enabled in the current Security state, in EL1 and ELO, AArch64-MDCR\_EL2.HPMN identifies the number of accessible event counters. Otherwise, the number of accessible event counters is the number of implemented event counters. For more information, see AArch64-MDCR\_EL2.HPMN.

MRS <Xt>, PMEVTYPER2\_ELO

```

if 2 >= NUM_PMU_COUNTERS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    if PMUSERENR_ELO.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && SCR_EL3.FGTEn == '1' &&
HDFGRTR_EL2.PMEVTYPERn_ELO == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && 2 >= AArch64.GetNumEventCountersAccessible() then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = PMEVTYPER_ELO[2];
    elseif PSTATE.EL == EL1 then
        if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.PMEVTYPERn_ELO == '1'
then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && 2 >= AArch64.GetNumEventCountersAccessible() then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = PMEVTYPER_ELO[2];
    elseif PSTATE.EL == EL2 then
        if MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = PMEVTYPER_ELO[2];
    elseif PSTATE.EL == EL3 then
        X[t, 64] = PMEVTYPER_ELO[2];

```

## MSR PMEVTYPER2\_ELO, &lt;Xt&gt;

```

if 2 >= NUM_PMU_COUNTERS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    if PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && SCR_EL3.FGTEn == '1' &&
HDFGWTR_EL2.PMEVTYPERn_EL0 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && 2 >= AArch64.GetNumEventCountersAccessible() then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                PMEVTYPER_EL0[2] = X[t, 64];
        elseif PSTATE.EL == EL1 then
            if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.PMEVTYPERn_EL0 == '1'
then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elseif EL2Enabled() && 2 >= AArch64.GetNumEventCountersAccessible() then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elseif MDCR_EL3.TPM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.SystemAccessTrap(EL3, 0x18);
                else
                    PMEVTYPER_EL0[2] = X[t, 64];
        elseif PSTATE.EL == EL2 then
            if MDCR_EL3.TPM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.SystemAccessTrap(EL3, 0x18);
            else
                PMEVTYPER_EL0[2] = X[t, 64];
        elseif PSTATE.EL == EL3 then
            PMEVTYPER_EL0[2] = X[t, 64];

```

## A.7.14 PMEVTYPER3\_ELO, Performance Monitors Event Type Registers

Configures event counter n, where n is 0 to 30.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

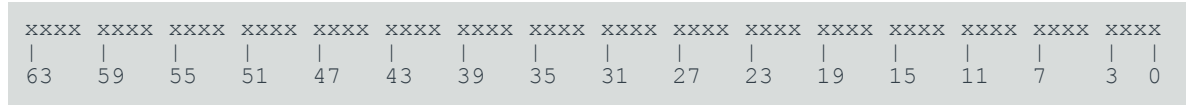
**Functional group**

Performance Monitors registers

**Access type**

See bit descriptions

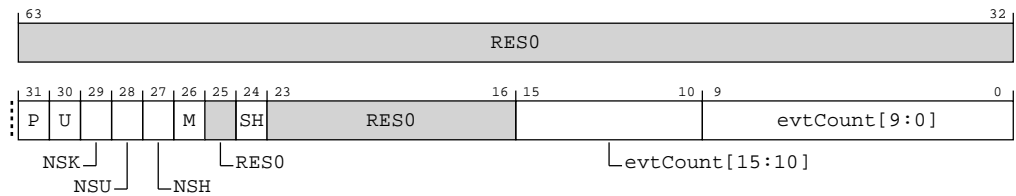
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure A-149: AArch64\_pmevtyper3\_el0 bit assignments**



**Table A-363: PMEVTYPER3\_ELO bit descriptions**

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31]	P	EL1 filtering. Controls counting events in EL1.  <b>0b0</b> This field has no effect on filtering of events.  <b>0b1</b> Events in EL1 are not counted.	x
[30]	U	ELO filtering. Controls counting events in ELO.  <b>0b0</b> This field has no effect on filtering of events.  <b>0b1</b> Events in ELO are not counted.	x



Bits	Name	Description	Reset
[29]	NSK	<p>Non-secure EL1 filtering. Controls counting events in Non-secure EL1. If <code>PMEVTYPER&lt;n&gt;_EL0.NSK</code> is not equal to <code>PMEVTYPER&lt;n&gt;_EL0.P</code>, then events in Non-secure EL1 are not counted. Otherwise, <code>PMEVTYPER&lt;n&gt;_EL0.NSK</code> has no effect on filtering of events in Non-secure EL1.</p> <p><b>0b0</b></p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.P == 0</code>, this field has no effect on filtering of events.</p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.P == 1</code>, events in Non-secure EL1 are not counted.</p> <p><b>0b1</b></p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.P == 0</code>, events in Non-secure EL1 are not counted.</p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.P == 1</code>, this field has no effect on filtering of events.</p>	x
[28]	NSU	<p>Non-secure EL0 filtering. Controls counting events in Non-secure EL0. If <code>PMEVTYPER&lt;n&gt;_EL0.NSU</code> is not equal to <code>PMEVTYPER&lt;n&gt;_EL0.U</code>, then events in Non-secure EL0 are not counted. Otherwise, <code>PMEVTYPER&lt;n&gt;_EL0.NSU</code> has no effect on filtering of events in Non-secure EL0.</p> <p><b>0b0</b></p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.U == 0</code>, this field has no effect on filtering of events.</p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.U == 1</code>, events in Non-secure EL0 are not counted.</p> <p><b>0b1</b></p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.U == 0</code>, events in Non-secure EL0 are not counted.</p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.U == 1</code>, this field has no effect on filtering of events.</p>	x
[27]	NSH	<p>EL2 filtering. Controls counting events in EL2.</p> <p><b>0b0</b></p> <p>Events in EL2 are not counted.</p> <p><b>0b1</b></p> <p>This field has no effect on filtering of events.</p>	x
[26]	M	<p>EL3 filtering. Controls counting events in EL3. If <code>PMEVTYPER&lt;n&gt;_EL0.M</code> is not equal to <code>PMEVTYPER&lt;n&gt;_EL0.P</code>, then events in EL3 are not counted. Otherwise, <code>PMEVTYPER&lt;n&gt;_EL0.M</code> has no effect on filtering of events in EL3.</p> <p><b>0b0</b></p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.P == 0</code>, this field has no effect on filtering of events.</p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.P == 1</code>, events in EL3 are not counted.</p> <p><b>0b1</b></p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.P == 0</code>, events in EL3 are not counted.</p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.P == 1</code>, this field has no effect on filtering of events.</p>	x
[25]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[24]	SH	Secure EL2 filtering. Controls counting events in Secure EL2. If <code>PMEVTYPER&lt;n&gt;_ELO.SH</code> is equal to <code>PMEVTYPER&lt;n&gt;_ELO.NSH</code> , then events in Secure EL2 are not counted. Otherwise, <code>PMEVTYPER&lt;n&gt;_ELO.SH</code> has no effect on filtering of events in Secure EL2.  <b>0b0</b> When <code>PMEVTYPER&lt;n&gt;_ELO.NSH == 0</code> , events in Secure EL2 are not counted.  When <code>PMEVTYPER&lt;n&gt;_ELO.NSH == 1</code> , this field has no effect on filtering of events.  <b>0b1</b> When <code>PMEVTYPER&lt;n&gt;_ELO.NSH == 0</code> , this field has no effect on filtering of events.  When <code>PMEVTYPER&lt;n&gt;_ELO.NSH == 1</code> , events in Secure EL2 are not counted.	x
[23:16]	RES0	Reserved	RES0
[15:10]	evtCount[15:10]	Extension to <code>evtCount[9:0]</code> . For more information, see <code>evtCount[9:0]</code> .	6 {x}
[9:0]	evtCount[9:0]	Event to count.  The event number of the event that is counted by event counter <code>AArch64-PMEVCNTR&lt;n&gt;_ELO</code> .  The ranges of event numbers allocated to each type of event are shown in <i>Allocation of the PMU event number space</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .  If <code>PMEVTYPER&lt;n&gt;_ELO.evtCount</code> is programmed to an event that is reserved or not supported by the PE, the behavior depends on the value written: <ul style="list-style-type: none"> <li>For the range <code>0x0000</code> to <code>0x003F</code>, no events are counted and the value returned by a direct or external read of the <code>PMEVTYPER&lt;n&gt;_ELO.evtCount</code> field is the value written to the field.</li> <li>If <code>FEAT_PMUv3p1</code> is implemented, for the range <code>0x4000</code> to <code>0x403F</code>, no events are counted and the value returned by a direct or external read of the <code>PMEVTYPER&lt;n&gt;_ELO.evtCount</code> field is the value written to the field.</li> <li>For other values, it is UNPREDICTABLE what event, if any, is counted and the value returned by a direct or external read of the <code>PMEVTYPER&lt;n&gt;_ELO.evtCount</code> field is <b>UNKNOWN</b>.</li> </ul> <p><b>Note:</b> UNPREDICTABLE means the event must not expose privileged information.</p>	10 {x}

## Access

`PMEVTYPER<n>_ELO` can also be accessed by using `AArch64-PMXEVTYPER_ELO` with `AArch64-PMSELR_ELO.SEL` set to `n`.

If `FEAT_FGT` is implemented and `<n>` is greater than or equal to the number of accessible event counters, then the behavior of permitted reads and writes of `AArch64-PMEVTYPER<n>_ELO` is as follows:

- If `<n>` is an unimplemented event counter, the access is **UNDEFINED**.
- Otherwise, the access is trapped to EL2.

If `FEAT_FGT` is not implemented and `<n>` is greater than or equal to the number of accessible event counters, then reads and writes of `AArch64-PMEVTYPER<n>_ELO` are **CONSTRAINED UNPREDICTABLE**, and the following behaviors are permitted:

- Accesses to the register are UNDEFINED.
- Accesses to the register behave as RAZ/WI.
- Accesses to the register execute as a `NOB`.
- Accesses to the register behave as if `<n>` is an **UNKNOWN** value less-than-or-equal-to the index of the highest accessible event counter.
- If EL2 is implemented and enabled in the current Security state, and `<n>` is less than the number of implemented event counters, accesses from EL1 or permitted accesses from ELO are trapped to EL2.

In ELO, an access is permitted if it is enabled by AArch64-PMUSERENR\_ELO.EN.

If EL2 is implemented and enabled in the current Security state, in EL1 and ELO, AArch64-MDCR\_EL2.HPMN identifies the number of accessible event counters. Otherwise, the number of accessible event counters is the number of implemented event counters. For more information, see AArch64-MDCR\_EL2.HPMN.

MRS `<Xt>`, PMEVTYPER3\_ELO

op0	op1	CRn	CRm	op2
0b11	0b011	0b11110	0b11100	0b011

MSR PMEVTYPER3\_ELO, `<Xt>`

op0	op1	CRn	CRm	op2
0b11	0b011	0b11110	0b11100	0b011

### Accessibility

PMEVTYPER`<n>`\_ELO can also be accessed by using AArch64-PMXEVTYPER\_ELO with AArch64-PMSELR\_ELO.SEL set to `n`.

If FEAT\_FGT is implemented and `<n>` is greater than or equal to the number of accessible event counters, then the behavior of permitted reads and writes of AArch64-PMEVTYPER`<n>`\_ELO is as follows:

- If `<n>` is an unimplemented event counter, the access is UNDEFINED.
- Otherwise, the access is trapped to EL2.

If FEAT\_FGT is not implemented and `<n>` is greater than or equal to the number of accessible event counters, then reads and writes of AArch64-PMEVTYPER`<n>`\_ELO are CONstrained UNPREDICTABLE, and the following behaviors are permitted:

- Accesses to the register are UNDEFINED.
- Accesses to the register behave as RAZ/WI.
- Accesses to the register execute as a `NOB`.
- Accesses to the register behave as if `<n>` is an **UNKNOWN** value less-than-or-equal-to the index of the highest accessible event counter.

- If EL2 is implemented and enabled in the current Security state, and <n> is less than the number of implemented event counters, accesses from EL1 or permitted accesses from ELO are trapped to EL2.

In ELO, an access is permitted if it is enabled by AArch64-PMUSERENR\_ELO.EN.

If EL2 is implemented and enabled in the current Security state, in EL1 and ELO, AArch64-MDCR\_EL2.HPMN identifies the number of accessible event counters. Otherwise, the number of accessible event counters is the number of implemented event counters. For more information, see AArch64-MDCR\_EL2.HPMN.

MRS <Xt>, PMEVTYPER3\_ELO

```

if 3 >= NUM_PMU_COUNTERS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    if PMUSERENR_ELO.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && SCR_EL3.FGTEn == '1' &&
HDFGRTR_EL2.PMEVTYPERn_ELO == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && 3 >= AArch64.GetNumEventCountersAccessible() then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = PMEVTYPER_ELO[3];
    elseif PSTATE.EL == EL1 then
        if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.PMEVTYPERn_ELO == '1'
then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && 3 >= AArch64.GetNumEventCountersAccessible() then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = PMEVTYPER_ELO[3];
    elseif PSTATE.EL == EL2 then
        if MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = PMEVTYPER_ELO[3];
    elseif PSTATE.EL == EL3 then
        X[t, 64] = PMEVTYPER_ELO[3];

```

## MSR PMEVTYPER3\_ELO, &lt;Xt&gt;

```

if 3 >= NUM_PMU_COUNTERS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    if PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && SCR_EL3.FGTEn == '1' &&
HDFGWTR_EL2.PMEVTYPERn_EL0 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && 3 >= AArch64.GetNumEventCountersAccessible() then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                PMEVTYPER_EL0[3] = X[t, 64];
        elseif PSTATE.EL == EL1 then
            if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.PMEVTYPERn_EL0 == '1'
then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elseif EL2Enabled() && 3 >= AArch64.GetNumEventCountersAccessible() then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elseif MDCR_EL3.TPM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.SystemAccessTrap(EL3, 0x18);
                else
                    PMEVTYPER_EL0[3] = X[t, 64];
        elseif PSTATE.EL == EL2 then
            if MDCR_EL3.TPM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.SystemAccessTrap(EL3, 0x18);
            else
                PMEVTYPER_EL0[3] = X[t, 64];
        elseif PSTATE.EL == EL3 then
            PMEVTYPER_EL0[3] = X[t, 64];

```

## A.7.15 PMEVTYPER4\_ELO, Performance Monitors Event Type Registers

Configures event counter n, where n is 0 to 30.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

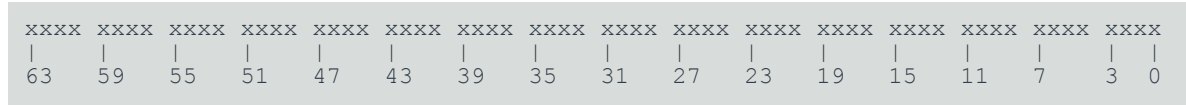
**Functional group**

Performance Monitors registers

**Access type**

See bit descriptions

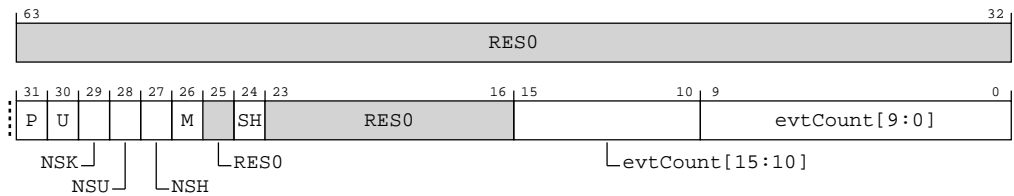
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure A-150: AArch64\_pmevtyper4\_el0 bit assignments**



**Table A-366: PMEVTYPER4\_ELO bit descriptions**

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31]	P	EL1 filtering. Controls counting events in EL1.  <b>0b0</b> This field has no effect on filtering of events.  <b>0b1</b> Events in EL1 are not counted.	x
[30]	U	ELO filtering. Controls counting events in ELO.  <b>0b0</b> This field has no effect on filtering of events.  <b>0b1</b> Events in ELO are not counted.	x

Bits	Name	Description	Reset
[29]	NSK	<p>Non-secure EL1 filtering. Controls counting events in Non-secure EL1. If <code>PMEVTYPER&lt;n&gt;_EL0.NSK</code> is not equal to <code>PMEVTYPER&lt;n&gt;_EL0.P</code>, then events in Non-secure EL1 are not counted. Otherwise, <code>PMEVTYPER&lt;n&gt;_EL0.NSK</code> has no effect on filtering of events in Non-secure EL1.</p> <p><b>0b0</b></p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.P == 0</code>, this field has no effect on filtering of events.</p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.P == 1</code>, events in Non-secure EL1 are not counted.</p> <p><b>0b1</b></p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.P == 0</code>, events in Non-secure EL1 are not counted.</p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.P == 1</code>, this field has no effect on filtering of events.</p>	x
[28]	NSU	<p>Non-secure EL0 filtering. Controls counting events in Non-secure EL0. If <code>PMEVTYPER&lt;n&gt;_EL0.NSU</code> is not equal to <code>PMEVTYPER&lt;n&gt;_EL0.U</code>, then events in Non-secure EL0 are not counted. Otherwise, <code>PMEVTYPER&lt;n&gt;_EL0.NSU</code> has no effect on filtering of events in Non-secure EL0.</p> <p><b>0b0</b></p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.U == 0</code>, this field has no effect on filtering of events.</p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.U == 1</code>, events in Non-secure EL0 are not counted.</p> <p><b>0b1</b></p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.U == 0</code>, events in Non-secure EL0 are not counted.</p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.U == 1</code>, this field has no effect on filtering of events.</p>	x
[27]	NSH	<p>EL2 filtering. Controls counting events in EL2.</p> <p><b>0b0</b></p> <p>Events in EL2 are not counted.</p> <p><b>0b1</b></p> <p>This field has no effect on filtering of events.</p>	x
[26]	M	<p>EL3 filtering. Controls counting events in EL3. If <code>PMEVTYPER&lt;n&gt;_EL0.M</code> is not equal to <code>PMEVTYPER&lt;n&gt;_EL0.P</code>, then events in EL3 are not counted. Otherwise, <code>PMEVTYPER&lt;n&gt;_EL0.M</code> has no effect on filtering of events in EL3.</p> <p><b>0b0</b></p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.P == 0</code>, this field has no effect on filtering of events.</p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.P == 1</code>, events in EL3 are not counted.</p> <p><b>0b1</b></p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.P == 0</code>, events in EL3 are not counted.</p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.P == 1</code>, this field has no effect on filtering of events.</p>	x
[25]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[24]	SH	Secure EL2 filtering. Controls counting events in Secure EL2. If <code>PMEVTYPER&lt;n&gt;_ELO.SH</code> is equal to <code>PMEVTYPER&lt;n&gt;_ELO.NSH</code> , then events in Secure EL2 are not counted. Otherwise, <code>PMEVTYPER&lt;n&gt;_ELO.SH</code> has no effect on filtering of events in Secure EL2.  <b>0b0</b> When <code>PMEVTYPER&lt;n&gt;_ELO.NSH == 0</code> , events in Secure EL2 are not counted.  When <code>PMEVTYPER&lt;n&gt;_ELO.NSH == 1</code> , this field has no effect on filtering of events.  <b>0b1</b> When <code>PMEVTYPER&lt;n&gt;_ELO.NSH == 0</code> , this field has no effect on filtering of events.  When <code>PMEVTYPER&lt;n&gt;_ELO.NSH == 1</code> , events in Secure EL2 are not counted.	x
[23:16]	RES0	Reserved	RES0
[15:10]	evtCount[15:10]	Extension to <code>evtCount[9:0]</code> . For more information, see <code>evtCount[9:0]</code> .	6 {x}
[9:0]	evtCount[9:0]	Event to count.  The event number of the event that is counted by event counter <code>AArch64-PMEVCNTR&lt;n&gt;_ELO</code> .  The ranges of event numbers allocated to each type of event are shown in <i>Allocation of the PMU event number space</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .  If <code>PMEVTYPER&lt;n&gt;_ELO.evtCount</code> is programmed to an event that is reserved or not supported by the PE, the behavior depends on the value written: <ul style="list-style-type: none"> <li>For the range <code>0x0000</code> to <code>0x003F</code>, no events are counted and the value returned by a direct or external read of the <code>PMEVTYPER&lt;n&gt;_ELO.evtCount</code> field is the value written to the field.</li> <li>If <code>FEAT_PMUv3p1</code> is implemented, for the range <code>0x4000</code> to <code>0x403F</code>, no events are counted and the value returned by a direct or external read of the <code>PMEVTYPER&lt;n&gt;_ELO.evtCount</code> field is the value written to the field.</li> <li>For other values, it is UNPREDICTABLE what event, if any, is counted and the value returned by a direct or external read of the <code>PMEVTYPER&lt;n&gt;_ELO.evtCount</code> field is <b>UNKNOWN</b>.</li> </ul> <p><b>Note:</b> UNPREDICTABLE means the event must not expose privileged information.</p>	10 {x}

## Access

`PMEVTYPER<n>_ELO` can also be accessed by using `AArch64-PMXEVTYPER_ELO` with `AArch64-PMSELR_ELO.SEL` set to `n`.

If `FEAT_FGT` is implemented and `<n>` is greater than or equal to the number of accessible event counters, then the behavior of permitted reads and writes of `AArch64-PMEVTYPER<n>_ELO` is as follows:

- If `<n>` is an unimplemented event counter, the access is **UNDEFINED**.
- Otherwise, the access is trapped to EL2.

If `FEAT_FGT` is not implemented and `<n>` is greater than or equal to the number of accessible event counters, then reads and writes of `AArch64-PMEVTYPER<n>_ELO` are **CONSTRAINED UNPREDICTABLE**, and the following behaviors are permitted:



- Accesses to the register are UNDEFINED.
- Accesses to the register behave as RAZ/WI.
- Accesses to the register execute as a `NOB`.
- Accesses to the register behave as if `<n>` is an **UNKNOWN** value less-than-or-equal-to the index of the highest accessible event counter.
- If EL2 is implemented and enabled in the current Security state, and `<n>` is less than the number of implemented event counters, accesses from EL1 or permitted accesses from ELO are trapped to EL2.

In ELO, an access is permitted if it is enabled by AArch64-PMUSERENR\_ELO.EN.

If EL2 is implemented and enabled in the current Security state, in EL1 and ELO, AArch64-MDCR\_EL2.HPMN identifies the number of accessible event counters. Otherwise, the number of accessible event counters is the number of implemented event counters. For more information, see AArch64-MDCR\_EL2.HPMN.

MRS `<Xt>`, PMEVTYPER4\_ELO

op0	op1	CRn	CRm	op2
0b11	0b011	0b11110	0b11100	0b100

MSR PMEVTYPER4\_ELO, `<Xt>`

op0	op1	CRn	CRm	op2
0b11	0b011	0b11110	0b11100	0b100

### Accessibility

PMEVTYPER`<n>`\_ELO can also be accessed by using AArch64-PMXEVTYPER\_ELO with AArch64-PMSELR\_ELO.SEL set to `n`.

If FEAT\_FGT is implemented and `<n>` is greater than or equal to the number of accessible event counters, then the behavior of permitted reads and writes of AArch64-PMEVTYPER`<n>`\_ELO is as follows:

- If `<n>` is an unimplemented event counter, the access is UNDEFINED.
- Otherwise, the access is trapped to EL2.

If FEAT\_FGT is not implemented and `<n>` is greater than or equal to the number of accessible event counters, then reads and writes of AArch64-PMEVTYPER`<n>`\_ELO are CONstrained UNPREDICTABLE, and the following behaviors are permitted:

- Accesses to the register are UNDEFINED.
- Accesses to the register behave as RAZ/WI.
- Accesses to the register execute as a `NOB`.
- Accesses to the register behave as if `<n>` is an **UNKNOWN** value less-than-or-equal-to the index of the highest accessible event counter.

- If EL2 is implemented and enabled in the current Security state, and <n> is less than the number of implemented event counters, accesses from EL1 or permitted accesses from ELO are trapped to EL2.

In ELO, an access is permitted if it is enabled by AArch64-PMUSERENR\_ELO.EN.

If EL2 is implemented and enabled in the current Security state, in EL1 and ELO, AArch64-MDCR\_EL2.HPMN identifies the number of accessible event counters. Otherwise, the number of accessible event counters is the number of implemented event counters. For more information, see AArch64-MDCR\_EL2.HPMN.

MRS <Xt>, PMEVTYPER4\_ELO

```

if 4 >= NUM_PMU_COUNTERS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    if PMUSERENR_ELO.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && SCR_EL3.FGTEn == '1' &&
HDFGRTR_EL2.PMEVTYPERn_ELO == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && 4 >= AArch64.GetNumEventCountersAccessible() then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = PMEVTYPER_ELO[4];
    elseif PSTATE.EL == EL1 then
        if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.PMEVTYPERn_ELO == '1'
then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && 4 >= AArch64.GetNumEventCountersAccessible() then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = PMEVTYPER_ELO[4];
    elseif PSTATE.EL == EL2 then
        if MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = PMEVTYPER_ELO[4];
    elseif PSTATE.EL == EL3 then
        X[t, 64] = PMEVTYPER_ELO[4];

```

## MSR PMEVTYPER4\_ELO, &lt;Xt&gt;

```

if 4 >= NUM_PMU_COUNTERS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    if PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && SCR_EL3.FGTEn == '1' &&
HDFGWTR_EL2.PMEVTYPERn_EL0 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && 4 >= AArch64.GetNumEventCountersAccessible() then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                PMEVTYPER_EL0[4] = X[t, 64];
        elseif PSTATE.EL == EL1 then
            if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.PMEVTYPERn_EL0 == '1'
then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elseif EL2Enabled() && 4 >= AArch64.GetNumEventCountersAccessible() then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elseif MDCR_EL3.TPM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.SystemAccessTrap(EL3, 0x18);
                else
                    PMEVTYPER_EL0[4] = X[t, 64];
        elseif PSTATE.EL == EL2 then
            if MDCR_EL3.TPM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.SystemAccessTrap(EL3, 0x18);
            else
                PMEVTYPER_EL0[4] = X[t, 64];
        elseif PSTATE.EL == EL3 then
            PMEVTYPER_EL0[4] = X[t, 64];

```

## A.7.16 PMEVTYPER5\_ELO, Performance Monitors Event Type Registers

Configures event counter n, where n is 0 to 30.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

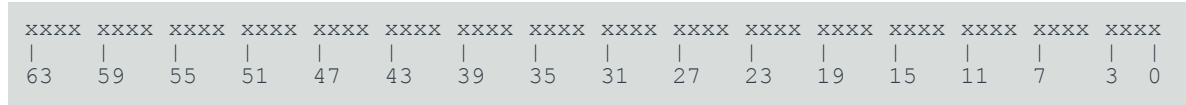
**Functional group**

Performance Monitors registers

**Access type**

See bit descriptions

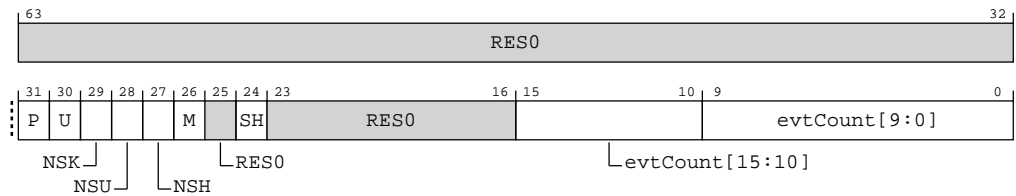
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure A-151: AArch64\_pmevtyper5\_el0 bit assignments**



**Table A-369: PMEVTYPER5\_ELO bit descriptions**

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31]	P	EL1 filtering. Controls counting events in EL1.  <b>0b0</b> This field has no effect on filtering of events.  <b>0b1</b> Events in EL1 are not counted.	x
[30]	U	ELO filtering. Controls counting events in ELO.  <b>0b0</b> This field has no effect on filtering of events.  <b>0b1</b> Events in ELO are not counted.	x

Bits	Name	Description	Reset
[29]	NSK	<p>Non-secure EL1 filtering. Controls counting events in Non-secure EL1. If <code>PMEVTYPER&lt;n&gt;_EL0.NSK</code> is not equal to <code>PMEVTYPER&lt;n&gt;_EL0.P</code>, then events in Non-secure EL1 are not counted. Otherwise, <code>PMEVTYPER&lt;n&gt;_EL0.NSK</code> has no effect on filtering of events in Non-secure EL1.</p> <p><b>0b0</b></p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.P == 0</code>, this field has no effect on filtering of events.</p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.P == 1</code>, events in Non-secure EL1 are not counted.</p> <p><b>0b1</b></p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.P == 0</code>, events in Non-secure EL1 are not counted.</p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.P == 1</code>, this field has no effect on filtering of events.</p>	x
[28]	NSU	<p>Non-secure EL0 filtering. Controls counting events in Non-secure EL0. If <code>PMEVTYPER&lt;n&gt;_EL0.NSU</code> is not equal to <code>PMEVTYPER&lt;n&gt;_EL0.U</code>, then events in Non-secure EL0 are not counted. Otherwise, <code>PMEVTYPER&lt;n&gt;_EL0.NSU</code> has no effect on filtering of events in Non-secure EL0.</p> <p><b>0b0</b></p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.U == 0</code>, this field has no effect on filtering of events.</p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.U == 1</code>, events in Non-secure EL0 are not counted.</p> <p><b>0b1</b></p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.U == 0</code>, events in Non-secure EL0 are not counted.</p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.U == 1</code>, this field has no effect on filtering of events.</p>	x
[27]	NSH	<p>EL2 filtering. Controls counting events in EL2.</p> <p><b>0b0</b></p> <p>Events in EL2 are not counted.</p> <p><b>0b1</b></p> <p>This field has no effect on filtering of events.</p>	x
[26]	M	<p>EL3 filtering. Controls counting events in EL3. If <code>PMEVTYPER&lt;n&gt;_EL0.M</code> is not equal to <code>PMEVTYPER&lt;n&gt;_EL0.P</code>, then events in EL3 are not counted. Otherwise, <code>PMEVTYPER&lt;n&gt;_EL0.M</code> has no effect on filtering of events in EL3.</p> <p><b>0b0</b></p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.P == 0</code>, this field has no effect on filtering of events.</p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.P == 1</code>, events in EL3 are not counted.</p> <p><b>0b1</b></p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.P == 0</code>, events in EL3 are not counted.</p> <p>When <code>PMEVTYPER&lt;n&gt;_EL0.P == 1</code>, this field has no effect on filtering of events.</p>	x
[25]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[24]	SH	Secure EL2 filtering. Controls counting events in Secure EL2. If <code>PMEVTYPER&lt;n&gt;_ELO.SH</code> is equal to <code>PMEVTYPER&lt;n&gt;_ELO.NSH</code> , then events in Secure EL2 are not counted. Otherwise, <code>PMEVTYPER&lt;n&gt;_ELO.SH</code> has no effect on filtering of events in Secure EL2.  <b>0b0</b> When <code>PMEVTYPER&lt;n&gt;_ELO.NSH == 0</code> , events in Secure EL2 are not counted.  When <code>PMEVTYPER&lt;n&gt;_ELO.NSH == 1</code> , this field has no effect on filtering of events.  <b>0b1</b> When <code>PMEVTYPER&lt;n&gt;_ELO.NSH == 0</code> , this field has no effect on filtering of events.  When <code>PMEVTYPER&lt;n&gt;_ELO.NSH == 1</code> , events in Secure EL2 are not counted.	x
[23:16]	<b>RES0</b>	Reserved	<b>RES0</b>
[15:10]	evtCount[15:10]	Extension to evtCount[9:0]. For more information, see evtCount[9:0].	6 {x}
[9:0]	evtCount[9:0]	Event to count.  The event number of the event that is counted by event counter <code>AArch64-PMEVCNTR&lt;n&gt;_ELO</code> .  The ranges of event numbers allocated to each type of event are shown in <i>Allocation of the PMU event number space</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .  If <code>PMEVTYPER&lt;n&gt;_ELO.evtCount</code> is programmed to an event that is reserved or not supported by the PE, the behavior depends on the value written: <ul style="list-style-type: none"> <li>For the range <code>0x0000</code> to <code>0x003F</code>, no events are counted and the value returned by a direct or external read of the <code>PMEVTYPER&lt;n&gt;_ELO.evtCount</code> field is the value written to the field.</li> <li>If <code>FEAT_PMUv3p1</code> is implemented, for the range <code>0x4000</code> to <code>0x403F</code>, no events are counted and the value returned by a direct or external read of the <code>PMEVTYPER&lt;n&gt;_ELO.evtCount</code> field is the value written to the field.</li> <li>For other values, it is <b>UNPREDICTABLE</b> what event, if any, is counted and the value returned by a direct or external read of the <code>PMEVTYPER&lt;n&gt;_ELO.evtCount</code> field is <b>UNKNOWN</b>.</li> </ul> <b>Note:</b> UNPREDICTABLE means the event must not expose privileged information.	10 {x}

## Access

`PMEVTYPER<n>_ELO` can also be accessed by using `AArch64-PMXEVTYPER_ELO` with `AArch64-PMSELR_ELO.SEL` set to `n`.

If `FEAT_FGT` is implemented and `<n>` is greater than or equal to the number of accessible event counters, then the behavior of permitted reads and writes of `AArch64-PMEVTYPER<n>_ELO` is as follows:

- If `<n>` is an unimplemented event counter, the access is **UNDEFINED**.
- Otherwise, the access is trapped to EL2.

If `FEAT_FGT` is not implemented and `<n>` is greater than or equal to the number of accessible event counters, then reads and writes of `AArch64-PMEVTYPER<n>_ELO` are **CONSTRAINED UNPREDICTABLE**, and the following behaviors are permitted:

- Accesses to the register are UNDEFINED.
- Accesses to the register behave as RAZ/WI.
- Accesses to the register execute as a `NOB`.
- Accesses to the register behave as if `<n>` is an **UNKNOWN** value less-than-or-equal-to the index of the highest accessible event counter.
- If EL2 is implemented and enabled in the current Security state, and `<n>` is less than the number of implemented event counters, accesses from EL1 or permitted accesses from ELO are trapped to EL2.

In ELO, an access is permitted if it is enabled by AArch64-PMUSERENR\_ELO.EN.

If EL2 is implemented and enabled in the current Security state, in EL1 and ELO, AArch64-MDCR\_EL2.HPMN identifies the number of accessible event counters. Otherwise, the number of accessible event counters is the number of implemented event counters. For more information, see AArch64-MDCR\_EL2.HPMN.

MRS `<Xt>`, PMEVTYPER5\_ELO

op0	op1	CRn	CRm	op2
0b11	0b011	0b11110	0b11100	0b101

MSR PMEVTYPER5\_ELO, `<Xt>`

op0	op1	CRn	CRm	op2
0b11	0b011	0b11110	0b11100	0b101

### Accessibility

PMEVTYPER`<n>`\_ELO can also be accessed by using AArch64-PMXEVTYPER\_ELO with AArch64-PMSELR\_ELO.SEL set to `n`.

If FEAT\_FGT is implemented and `<n>` is greater than or equal to the number of accessible event counters, then the behavior of permitted reads and writes of AArch64-PMEVTYPER`<n>`\_ELO is as follows:

- If `<n>` is an unimplemented event counter, the access is UNDEFINED.
- Otherwise, the access is trapped to EL2.

If FEAT\_FGT is not implemented and `<n>` is greater than or equal to the number of accessible event counters, then reads and writes of AArch64-PMEVTYPER`<n>`\_ELO are CONstrained UNPREDICTABLE, and the following behaviors are permitted:

- Accesses to the register are UNDEFINED.
- Accesses to the register behave as RAZ/WI.
- Accesses to the register execute as a `NOB`.
- Accesses to the register behave as if `<n>` is an **UNKNOWN** value less-than-or-equal-to the index of the highest accessible event counter.

- If EL2 is implemented and enabled in the current Security state, and <n> is less than the number of implemented event counters, accesses from EL1 or permitted accesses from ELO are trapped to EL2.

In ELO, an access is permitted if it is enabled by AArch64-PMUSERENR\_ELO.EN.

If EL2 is implemented and enabled in the current Security state, in EL1 and ELO, AArch64-MDCR\_EL2.HPMN identifies the number of accessible event counters. Otherwise, the number of accessible event counters is the number of implemented event counters. For more information, see AArch64-MDCR\_EL2.HPMN.

MRS <Xt>, PMEVTYPER5\_ELO

```

if 5 >= NUM_PMU_COUNTERS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    if PMUSERENR_ELO.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && SCR_EL3.FGTEn == '1' &&
HDFGRTR_EL2.PMEVTYPERn_ELO == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && 5 >= AArch64.GetNumEventCountersAccessible() then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = PMEVTYPER_ELO[5];
    elseif PSTATE.EL == EL1 then
        if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.PMEVTYPERn_ELO == '1'
then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && 5 >= AArch64.GetNumEventCountersAccessible() then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = PMEVTYPER_ELO[5];
    elseif PSTATE.EL == EL2 then
        if MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = PMEVTYPER_ELO[5];
    elseif PSTATE.EL == EL3 then
        X[t, 64] = PMEVTYPER_ELO[5];

```



## MSR PMEVTYPER5\_ELO, &lt;Xt&gt;

```

if 5 >= NUM_PMU_COUNTERS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    if PMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && SCR_EL3.FGTEn == '1' &&
HDFGWTR_EL2.PMEVTYPERn_EL0 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && 5 >= AArch64.GetNumEventCountersAccessible() then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif MDCR_EL3.TPM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                PMEVTYPER_EL0[5] = X[t, 64];
        elseif PSTATE.EL == EL1 then
            if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.PMEVTYPERn_EL0 == '1'
then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elseif EL2Enabled() && MDCR_EL2.TPM == '1' then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elseif EL2Enabled() && 5 >= AArch64.GetNumEventCountersAccessible() then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elseif MDCR_EL3.TPM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.SystemAccessTrap(EL3, 0x18);
                else
                    PMEVTYPER_EL0[5] = X[t, 64];
        elseif PSTATE.EL == EL2 then
            if MDCR_EL3.TPM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.SystemAccessTrap(EL3, 0x18);
            else
                PMEVTYPER_EL0[5] = X[t, 64];
        elseif PSTATE.EL == EL3 then
            PMEVTYPER_EL0[5] = X[t, 64];

```

## A.8 AArch64 GIC system registers summary

The following summary table provides an overview of all GIC system registers in the core.

For more information on registers listed in the table, click on the link associated with the register name.

If a register does not have a link in the summary table, you can find more information about this Architecturally defined register in the [Arm® Architecture Reference Manual for A-profile architecture](#).

For registers without a listed reset value, refer to the individual field resets documented on the register description pages or to the [Arm® Architecture Reference Manual for A-profile architecture](#).

**Table A-372: GIC system registers summary**

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
ICC_PMR_EL1	3	0	C4	C6	0	See individual bit resets.	64-bit	Interrupt Controller Interrupt Priority Mask Register
ICV_PMR_EL1	3	0	C4	C6	0	See individual bit resets.	64-bit	Interrupt Controller Virtual Interrupt Priority Mask Register
ICC_IAR0_EL1	3	0	C12	C8	0	See individual bit resets.	64-bit	Interrupt Controller Interrupt Acknowledge Register 0
ICV_IAR0_EL1	3	0	C12	C8	0	See individual bit resets.	64-bit	Interrupt Controller Virtual Interrupt Acknowledge Register 0
ICC_EOIRO_EL1	3	0	C12	C8	1	See individual bit resets.	64-bit	Interrupt Controller End Of Interrupt Register 0
ICV_EOIRO_EL1	3	0	C12	C8	1	See individual bit resets.	64-bit	Interrupt Controller Virtual End Of Interrupt Register 0
ICC_HPPIRO_EL1	3	0	C12	C8	2	See individual bit resets.	64-bit	Interrupt Controller Highest Priority Pending Interrupt Register 0
ICV_HPPIRO_EL1	3	0	C12	C8	2	See individual bit resets.	64-bit	Interrupt Controller Virtual Highest Priority Pending Interrupt Register 0
ICV_BPRO_EL1	3	0	C12	C8	3	See individual bit resets.	64-bit	Interrupt Controller Virtual Binary Point Register 0
ICC_AP0R0_EL1	3	0	C12	C8	4	See individual bit resets.	64-bit	Interrupt Controller Active Priorities Group 0 Registers
ICV_AP0R0_EL1	3	0	C12	C8	4	See individual bit resets.	64-bit	Interrupt Controller Virtual Active Priorities Group 0 Registers
ICC_AP1R0_EL1	3	0	C12	C9	0	See individual bit resets.	64-bit	Interrupt Controller Active Priorities Group 1 Registers
ICV_AP1R0_EL1	3	0	C12	C9	0	See individual bit resets.	64-bit	Interrupt Controller Virtual Active Priorities Group 1 Registers
ICC_DIR_EL1	3	0	C12	C11	1	See individual bit resets.	64-bit	Interrupt Controller Deactivate Interrupt Register
ICV_DIR_EL1	3	0	C12	C11	1	See individual bit resets.	64-bit	Interrupt Controller Deactivate Virtual Interrupt Register
ICC_RPR_EL1	3	0	C12	C11	3	See individual bit resets.	64-bit	Interrupt Controller Running Priority Register
ICV_RPR_EL1	3	0	C12	C11	3	See individual bit resets.	64-bit	Interrupt Controller Virtual Running Priority Register
ICC_SGI1R_EL1	3	0	C12	C11	5	See individual bit resets.	64-bit	Interrupt Controller Software Generated Interrupt Group 1 Register
ICC_ASGI1R_EL1	3	0	C12	C11	6	See individual bit resets.	64-bit	Interrupt Controller Alias Software Generated Interrupt Group 1 Register
ICC_SGIOR_EL1	3	0	C12	C11	7	See individual bit resets.	64-bit	Interrupt Controller Software Generated Interrupt Group 0 Register
ICC_IAR1_EL1	3	0	C12	C12	0	See individual bit resets.	64-bit	Interrupt Controller Interrupt Acknowledge Register 1

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
ICV_IAR1_EL1	3	0	C12	C12	0	See individual bit resets.	64-bit	Interrupt Controller Virtual Interrupt Acknowledge Register 1
ICC_EOIR1_EL1	3	0	C12	C12	1	See individual bit resets.	64-bit	Interrupt Controller End Of Interrupt Register 1
ICV_EOIR1_EL1	3	0	C12	C12	1	See individual bit resets.	64-bit	Interrupt Controller Virtual End Of Interrupt Register 1
ICC_HPPIR1_EL1	3	0	C12	C12	2	See individual bit resets.	64-bit	Interrupt Controller Highest Priority Pending Interrupt Register 1
ICV_HPPIR1_EL1	3	0	C12	C12	2	See individual bit resets.	64-bit	Interrupt Controller Virtual Highest Priority Pending Interrupt Register 1
ICC_BPR1_EL1	3	0	C12	C12	3	See individual bit resets.	64-bit	Interrupt Controller Binary Point Register 1
ICV_BPR1_EL1	3	0	C12	C12	3	See individual bit resets.	64-bit	Interrupt Controller Virtual Binary Point Register 1
ICC_CTLR_EL1	3	0	C12	C12	4	See individual bit resets.	64-bit	Interrupt Controller Control Register (EL1)
ICV_CTLR_EL1	3	0	C12	C12	4	See individual bit resets.	64-bit	Interrupt Controller Virtual Control Register
ICC_SRE_EL1	3	0	C12	C12	5	See individual bit resets.	64-bit	Interrupt Controller System Register Enable register (EL1)
ICC_IGRPEN0_EL1	3	0	C12	C12	6	See individual bit resets.	64-bit	Interrupt Controller Interrupt Group 0 Enable register
ICV_IGRPEN0_EL1	3	0	C12	C12	6	See individual bit resets.	64-bit	Interrupt Controller Virtual Interrupt Group 0 Enable register
ICC_IGRPEN1_EL1	3	0	C12	C12	7	See individual bit resets.	64-bit	Interrupt Controller Interrupt Group 1 Enable register
ICV_IGRPEN1_EL1	3	0	C12	C12	7	See individual bit resets.	64-bit	Interrupt Controller Virtual Interrupt Group 1 Enable register
ICH_APOR0_EL2	3	4	C12	C8	0	See individual bit resets.	64-bit	Interrupt Controller Hyp Active Priorities Group 0 Registers
ICH_AP1R0_EL2	3	4	C12	C9	0	See individual bit resets.	64-bit	Interrupt Controller Hyp Active Priorities Group 1 Registers
ICC_SRE_EL2	3	4	C12	C9	5	See individual bit resets.	64-bit	Interrupt Controller System Register Enable register (EL2)
ICH_HCR_EL2	3	4	C12	C11	0	See individual bit resets.	64-bit	Interrupt Controller Hyp Control Register
ICH_VTR_EL2	3	4	C12	C11	1	See individual bit resets.	64-bit	Interrupt Controller VGIC Type Register
ICH_MISR_EL2	3	4	C12	C11	2	See individual bit resets.	64-bit	Interrupt Controller Maintenance Interrupt State Register
ICH_EISR_EL2	3	4	C12	C11	3	See individual bit resets.	64-bit	Interrupt Controller End of Interrupt Status Register
ICH_ELRSR_EL2	3	4	C12	C11	5	See individual bit resets.	64-bit	Interrupt Controller Empty List Register Status Register
ICH_VMCR_EL2	3	4	C12	C11	7	See individual bit resets.	64-bit	Interrupt Controller Virtual Machine Control Register

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
ICH_LR0_EL2	3	4	C12	C12	0	See individual bit resets.	64-bit	Interrupt Controller List Registers
ICH_LR1_EL2	3	4	C12	C12	1	See individual bit resets.	64-bit	Interrupt Controller List Registers
ICH_LR2_EL2	3	4	C12	C12	2	See individual bit resets.	64-bit	Interrupt Controller List Registers
ICH_LR3_EL2	3	4	C12	C12	3	See individual bit resets.	64-bit	Interrupt Controller List Registers
ICC_CTLR_EL3	3	6	C12	C12	4	See individual bit resets.	64-bit	Interrupt Controller Control Register (EL3)
ICC_SRE_EL3	3	6	C12	C12	5	See individual bit resets.	64-bit	Interrupt Controller System Register Enable register (EL3)
ICC_IGRPEN1_EL3	3	6	C12	C12	7	See individual bit resets.	64-bit	Interrupt Controller Interrupt Group 1 Enable register (EL3)

### A.8.1 ICC\_AP0R0\_EL1, Interrupt Controller Active Priorities Group 0 Registers

Provides information about Group 0 active priorities.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Functional group

GIC system registers

##### Access type

See bit descriptions

##### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0

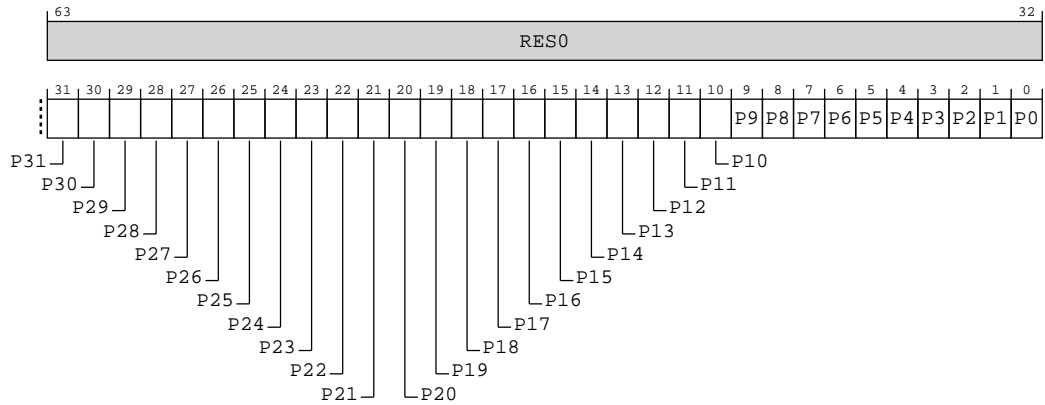


Note

Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure A-152: AArch64\_icc\_ap0r0\_el1 bit assignments**



**Table A-373: ICC\_AP0R0\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31]	P31	Provides the access to the active priorities for Group 0 interrupts. Possible values of each bit are:  <b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.  There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].	x
[30]	P30	Provides the access to the active priorities for Group 0 interrupts. Possible values of each bit are:  <b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.  There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].	x
[29]	P29	Provides the access to the active priorities for Group 0 interrupts. Possible values of each bit are:  <b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.  There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].	x

Bits	Name	Description	Reset
[28]	P28	<p>Provides the access to the active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[27]	P27	<p>Provides the access to the active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[26]	P26	<p>Provides the access to the active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[25]	P25	<p>Provides the access to the active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[24]	P24	<p>Provides the access to the active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x

Bits	Name	Description	Reset
[23]	P23	<p>Provides the access to the active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[22]	P22	<p>Provides the access to the active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[21]	P21	<p>Provides the access to the active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[20]	P20	<p>Provides the access to the active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[19]	P19	<p>Provides the access to the active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x

Bits	Name	Description	Reset
[18]	P18	<p>Provides the access to the active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[17]	P17	<p>Provides the access to the active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[16]	P16	<p>Provides the access to the active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[15]	P15	<p>Provides the access to the active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[14]	P14	<p>Provides the access to the active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x



Bits	Name	Description	Reset
[13]	P13	<p>Provides the access to the active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[12]	P12	<p>Provides the access to the active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[11]	P11	<p>Provides the access to the active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[10]	P10	<p>Provides the access to the active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[9]	P9	<p>Provides the access to the active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x

Bits	Name	Description	Reset
[8]	P8	<p>Provides the access to the active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[7]	P7	<p>Provides the access to the active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[6]	P6	<p>Provides the access to the active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[5]	P5	<p>Provides the access to the active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[4]	P4	<p>Provides the access to the active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x

Bits	Name	Description	Reset
[3]	P3	<p>Provides the access to the active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[2]	P2	<p>Provides the access to the active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[1]	P1	<p>Provides the access to the active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[0]	P0	<p>Provides the access to the active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x

The contents of these registers are **IMPLEMENTATION DEFINED** with the one architectural requirement that the value 0x00000000 is consistent with no interrupts being active.

### Access

Writing to these registers with any value other than the last read value of the register (or 0x00000000 when there are no Group 0 active priorities) might result in **UNPREDICTABLE** behavior of the interrupt prioritization system, causing:

- Interrupts that should preempt execution to not preempt execution.
- Interrupts that should not preempt execution to preempt execution.

ICC\_AP0R1\_EL1 is implemented only in implementations that support 6 or more bits of priority. ICC\_AP0R2\_EL1 and ICC\_AP0R3\_EL1 are implemented only in implementations that support 7 or more bits of priority. Unimplemented registers are **UNDEFINED**.



The number of bits of preemption is indicated by AArch64-ICH\_VTR\_EL2.PREbits.

Writing to the active priority registers in any order other than the following order will result in **UNPREDICTABLE** behavior:

- ICC\_AP0R<n>\_EL1.
- Secure AArch64-ICC\_AP1R<n>\_EL1.
- Non-secure AArch64-ICC\_AP1R<n>\_EL1.

MRS <Xt>, ICC\_AP0R0\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1000	0b100

MSR ICC\_AP0R0\_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1000	0b100

## Accessibility

Writing to these registers with any value other than the last read value of the register (or 0x00000000 when there are no Group 0 active priorities) might result in UNPREDICTABLE behavior of the interrupt prioritization system, causing:

- Interrupts that should preempt execution to not preempt execution.
- Interrupts that should not preempt execution to preempt execution.

ICC\_AP0R1\_EL1 is implemented only in implementations that support 6 or more bits of priority. ICC\_AP0R2\_EL1 and ICC\_AP0R3\_EL1 are implemented only in implementations that support 7 or more bits of priority. Unimplemented registers are UNDEFINED.



The number of bits of preemption is indicated by AArch64-ICH\_VTR\_EL2.PREbits.

Writing to the active priority registers in any order other than the following order will result in UNPREDICTABLE behavior:

- ICC\_AP0R<n>\_EL1.

- Secure AArch64-ICC\_AP1R<n>\_EL1.
- Non-secure AArch64-ICC\_AP1R<n>\_EL1.

MRS <Xt>, ICC\_AP0R0\_EL1

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && ICH_HCR_EL2.TALL0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.FMO == '1' then
        X[t, 64] = ICV_APOR_EL1[0];
    elseif SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = ICC_APOR_EL1[0];
    elseif PSTATE.EL == EL2 then
        if ICC_SRE_EL2.SRE == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif SCR_EL3.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = ICC_APOR_EL1[0];
    elseif PSTATE.EL == EL3 then
        if ICC_SRE_EL3.SRE == '0' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = ICC_APOR_EL1[0];

```

MSR ICC\_APOR0\_EL1, <Xt>

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && ICH_HCR_EL2.TALL0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.FMO == '1' then
        ICV_APOR_EL1[0] = X[t, 64];
    elseif SCR_EL3.FIQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ICC_APOR_EL1[0] = X[t, 64];
    elseif PSTATE.EL == EL2 then
        if ICC_SRE_EL2.SRE == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif SCR_EL3.FIQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                ICC_APOR_EL1[0] = X[t, 64];
    elseif PSTATE.EL == EL3 then

```

```

if ICC_SRE_EL3.SRE == '0' then
    AArch64.SystemAccessTrap(EL3, 0x18);
else
    ICC_AP0R_EL1[0] = X[t, 64];

```

## A.8.2 ICV\_AP0R0\_EL1, Interrupt Controller Virtual Active Priorities Group 0 Registers

Provides information about virtual Group 0 active priorities.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

GIC system registers

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0

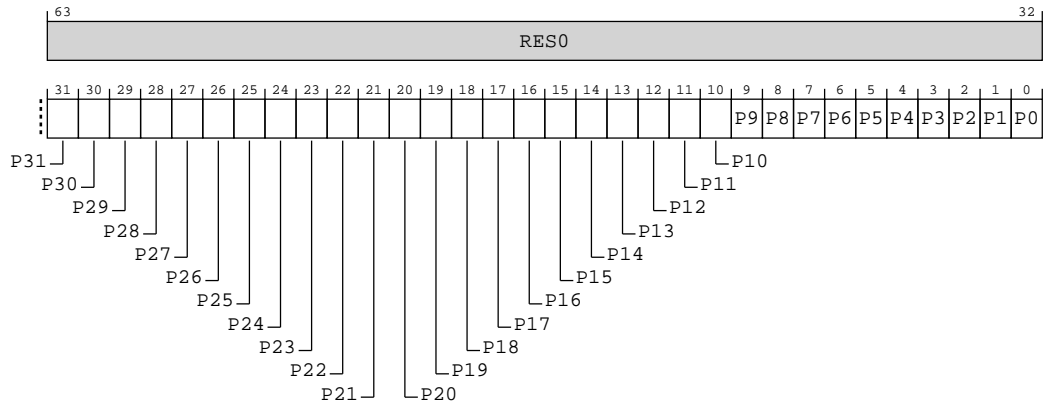


Note

Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure A-153: AArch64\_icv\_ap0r0\_el1 bit assignments**



**Table A-376: ICV\_AP0R0\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31]	P31	Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:  <b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.  There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].	x
[30]	P30	Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:  <b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.  There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].	x
[29]	P29	Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:  <b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.  There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].	x

Bits	Name	Description	Reset
[28]	P28	<p>Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[27]	P27	<p>Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[26]	P26	<p>Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[25]	P25	<p>Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[24]	P24	<p>Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x



Bits	Name	Description	Reset
[23]	P23	<p>Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[22]	P22	<p>Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[21]	P21	<p>Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[20]	P20	<p>Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[19]	P19	<p>Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x

Bits	Name	Description	Reset
[18]	P18	<p>Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[17]	P17	<p>Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[16]	P16	<p>Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[15]	P15	<p>Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[14]	P14	<p>Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x

Bits	Name	Description	Reset
[13]	P13	<p>Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[12]	P12	<p>Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[11]	P11	<p>Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[10]	P10	<p>Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[9]	P9	<p>Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x

Bits	Name	Description	Reset
[8]	P8	<p>Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[7]	P7	<p>Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[6]	P6	<p>Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[5]	P5	<p>Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[4]	P4	<p>Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x

Bits	Name	Description	Reset
[3]	P3	<p>Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[2]	P2	<p>Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[1]	P1	<p>Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[0]	P0	<p>Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x

The contents of these registers are **IMPLEMENTATION DEFINED** with the one architectural requirement that the value 0x00000000 is consistent with no interrupts being active.

### Access

Writing to these registers with any value other than the last read value of the register (or 0x00000000 when there are no Group 0 active priorities) might result in **UNPREDICTABLE** behavior of the virtual interrupt prioritization system, causing:

- Interrupts that should preempt execution to not preempt execution.
- Interrupts that should not preempt execution to preempt execution.

ICV\_APOR1\_EL1 is implemented only in implementations that support 6 or more bits of priority. ICV\_APOR2\_EL1 and ICV\_APOR3\_EL1 are implemented only in implementations that support 7 bits of priority. Unimplemented registers are **UNDEFINED**.

Writing to the active priority registers in any order other than the following order might result in **UNPREDICTABLE** behavior of the interrupt prioritization system:

- ICV\_APOR<n>\_EL1.
- AArch64-ICV\_AP1R<n>\_EL1.

MRS <Xt>, ICC\_APOR0\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1000	0b100

MSR ICC\_APOR0\_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1000	0b100

## Accessibility

Writing to these registers with any value other than the last read value of the register (or 0x00000000 when there are no Group 0 active priorities) might result in **UNPREDICTABLE** behavior of the virtual interrupt prioritization system, causing:

- Interrupts that should preempt execution to not preempt execution.
- Interrupts that should not preempt execution to preempt execution.

ICV\_APOR1\_EL1 is implemented only in implementations that support 6 or more bits of priority. ICV\_APOR2\_EL1 and ICV\_APOR3\_EL1 are implemented only in implementations that support 7 bits of priority. Unimplemented registers are **UNDEFINED**.

Writing to the active priority registers in any order other than the following order might result in **UNPREDICTABLE** behavior of the interrupt prioritization system:

- ICV\_APOR<n>\_EL1.
- AArch64-ICV\_AP1R<n>\_EL1.

MRS <Xt>, ICC\_APOR0\_EL1

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && ICH_HCR_EL2.TALL0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.FMO == '1' then
        X[t, 64] = ICV_APOR_EL1[0];
    elseif SCR_EL3.FIQ == '1' then
        if Halting() && EDSCR.SDD == '1' then
            UNDEFINED;
        else

```

```

        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = ICC_APOR_EL1[0];
    elsif PSTATE.EL == EL2 then
        if ICC_SRE_EL2.SRE == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif SCR_EL3.FIQ == '1' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = ICC_APOR_EL1[0];
        elsif PSTATE.EL == EL3 then
            if ICC_SRE_EL3.SRE == '0' then
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = ICC_APOR_EL1[0];

```

MSR ICC\_APOR0\_EL1, <Xt>

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && ICH_HCR_EL2.TALL0 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.FMO == '1' then
        ICV_APOR_EL1[0] = X[t, 64];
    elsif SCR_EL3.FIQ == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ICC_APOR_EL1[0] = X[t, 64];
    elsif PSTATE.EL == EL2 then
        if ICC_SRE_EL2.SRE == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif SCR_EL3.FIQ == '1' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                ICC_APOR_EL1[0] = X[t, 64];
    elsif PSTATE.EL == EL3 then
        if ICC_SRE_EL3.SRE == '0' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ICC_APOR_EL1[0] = X[t, 64];

```

## A.8.3 ICC\_AP1R0\_EL1, Interrupt Controller Active Priorities Group 1 Registers

Provides information about Group 1 active priorities.

### Configurations

This register is available in all configurations.

**Attributes**

**Width**

64

**Functional group**

GIC system registers

**Access type**

See bit descriptions

**Reset value**

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3	0

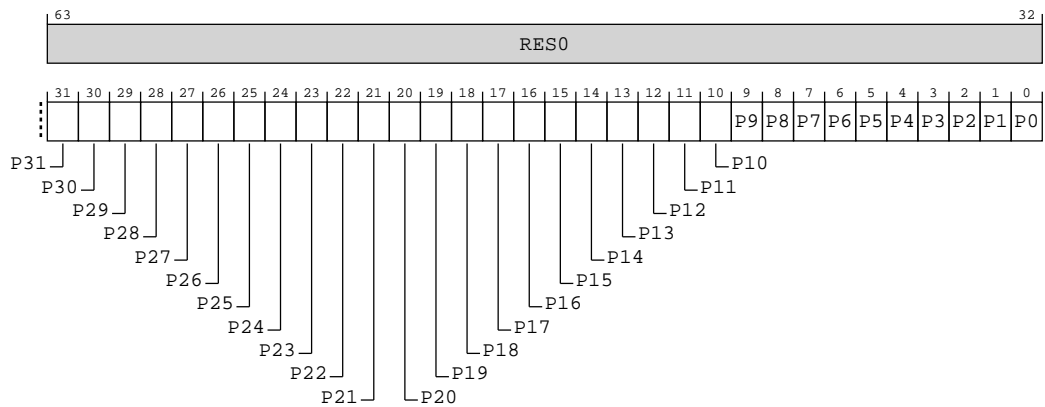


Note

Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure A-154: AArch64\_icc\_ap1r0\_el1 bit assignments**



**Table A-379: ICC\_AP1R0\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0



Bits	Name	Description	Reset
[31]	P31	<p>Group 1 interrupt active priorities. When AArch64-SCR_EL3.NS == '1', accesses the priorities for Non-secure Group 1 interrupts, and when AArch64-SCR_EL3.NS == '0' accesses the priorities for Secure Group 1 interrupts. Possible values of each bit are:</p> <p><b>0b0</b></p> <p>There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b></p> <p>There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p> <p>When accessed from non-secure EL2 or EL1, only the 16 lowest-priority interrupts are visible in bits [15:0] of this register.</p>	x
[30]	P30	<p>Group 1 interrupt active priorities. When AArch64-SCR_EL3.NS == '1', accesses the priorities for Non-secure Group 1 interrupts, and when AArch64-SCR_EL3.NS == '0' accesses the priorities for Secure Group 1 interrupts. Possible values of each bit are:</p> <p><b>0b0</b></p> <p>There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b></p> <p>There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p> <p>When accessed from non-secure EL2 or EL1, only the 16 lowest-priority interrupts are visible in bits [15:0] of this register.</p>	x
[29]	P29	<p>Group 1 interrupt active priorities. When AArch64-SCR_EL3.NS == '1', accesses the priorities for Non-secure Group 1 interrupts, and when AArch64-SCR_EL3.NS == '0' accesses the priorities for Secure Group 1 interrupts. Possible values of each bit are:</p> <p><b>0b0</b></p> <p>There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b></p> <p>There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p> <p>When accessed from non-secure EL2 or EL1, only the 16 lowest-priority interrupts are visible in bits [15:0] of this register.</p>	x

Bits	Name	Description	Reset
[28]	P28	<p>Group 1 interrupt active priorities. When AArch64-SCR_EL3.NS == '1', accesses the priorities for Non-secure Group 1 interrupts, and when AArch64-SCR_EL3.NS == '0' accesses the priorities for Secure Group 1 interrupts. Possible values of each bit are:</p> <p><b>0b0</b></p> <p>There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b></p> <p>There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p> <p>When accessed from non-secure EL2 or EL1, only the 16 lowest-priority interrupts are visible in bits [15:0] of this register.</p>	x
[27]	P27	<p>Group 1 interrupt active priorities. When AArch64-SCR_EL3.NS == '1', accesses the priorities for Non-secure Group 1 interrupts, and when AArch64-SCR_EL3.NS == '0' accesses the priorities for Secure Group 1 interrupts. Possible values of each bit are:</p> <p><b>0b0</b></p> <p>There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b></p> <p>There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p> <p>When accessed from non-secure EL2 or EL1, only the 16 lowest-priority interrupts are visible in bits [15:0] of this register.</p>	x
[26]	P26	<p>Group 1 interrupt active priorities. When AArch64-SCR_EL3.NS == '1', accesses the priorities for Non-secure Group 1 interrupts, and when AArch64-SCR_EL3.NS == '0' accesses the priorities for Secure Group 1 interrupts. Possible values of each bit are:</p> <p><b>0b0</b></p> <p>There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b></p> <p>There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p> <p>When accessed from non-secure EL2 or EL1, only the 16 lowest-priority interrupts are visible in bits [15:0] of this register.</p>	x

Bits	Name	Description	Reset
[25]	P25	<p>Group 1 interrupt active priorities. When AArch64-SCR_EL3.NS == '1', accesses the priorities for Non-secure Group 1 interrupts, and when AArch64-SCR_EL3.NS == '0' accesses the priorities for Secure Group 1 interrupts. Possible values of each bit are:</p> <p><b>0b0</b></p> <p>There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b></p> <p>There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p> <p>When accessed from non-secure EL2 or EL1, only the 16 lowest-priority interrupts are visible in bits [15:0] of this register.</p>	x
[24]	P24	<p>Group 1 interrupt active priorities. When AArch64-SCR_EL3.NS == '1', accesses the priorities for Non-secure Group 1 interrupts, and when AArch64-SCR_EL3.NS == '0' accesses the priorities for Secure Group 1 interrupts. Possible values of each bit are:</p> <p><b>0b0</b></p> <p>There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b></p> <p>There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p> <p>When accessed from non-secure EL2 or EL1, only the 16 lowest-priority interrupts are visible in bits [15:0] of this register.</p>	x
[23]	P23	<p>Group 1 interrupt active priorities. When AArch64-SCR_EL3.NS == '1', accesses the priorities for Non-secure Group 1 interrupts, and when AArch64-SCR_EL3.NS == '0' accesses the priorities for Secure Group 1 interrupts. Possible values of each bit are:</p> <p><b>0b0</b></p> <p>There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b></p> <p>There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p> <p>When accessed from non-secure EL2 or EL1, only the 16 lowest-priority interrupts are visible in bits [15:0] of this register.</p>	x

Bits	Name	Description	Reset
[22]	P22	<p>Group 1 interrupt active priorities. When AArch64-SCR_EL3.NS == '1', accesses the priorities for Non-secure Group 1 interrupts, and when AArch64-SCR_EL3.NS == '0' accesses the priorities for Secure Group 1 interrupts. Possible values of each bit are:</p> <p><b>0b0</b></p> <p>There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b></p> <p>There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p> <p>When accessed from non-secure EL2 or EL1, only the 16 lowest-priority interrupts are visible in bits [15:0] of this register.</p>	x
[21]	P21	<p>Group 1 interrupt active priorities. When AArch64-SCR_EL3.NS == '1', accesses the priorities for Non-secure Group 1 interrupts, and when AArch64-SCR_EL3.NS == '0' accesses the priorities for Secure Group 1 interrupts. Possible values of each bit are:</p> <p><b>0b0</b></p> <p>There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b></p> <p>There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p> <p>When accessed from non-secure EL2 or EL1, only the 16 lowest-priority interrupts are visible in bits [15:0] of this register.</p>	x
[20]	P20	<p>Group 1 interrupt active priorities. When AArch64-SCR_EL3.NS == '1', accesses the priorities for Non-secure Group 1 interrupts, and when AArch64-SCR_EL3.NS == '0' accesses the priorities for Secure Group 1 interrupts. Possible values of each bit are:</p> <p><b>0b0</b></p> <p>There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b></p> <p>There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p> <p>When accessed from non-secure EL2 or EL1, only the 16 lowest-priority interrupts are visible in bits [15:0] of this register.</p>	x

Bits	Name	Description	Reset
[19]	P19	<p>Group 1 interrupt active priorities. When AArch64-SCR_EL3.NS == '1', accesses the priorities for Non-secure Group 1 interrupts, and when AArch64-SCR_EL3.NS == '0' accesses the priorities for Secure Group 1 interrupts. Possible values of each bit are:</p> <p><b>0b0</b></p> <p>There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b></p> <p>There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p> <p>When accessed from non-secure EL2 or EL1, only the 16 lowest-priority interrupts are visible in bits [15:0] of this register.</p>	x
[18]	P18	<p>Group 1 interrupt active priorities. When AArch64-SCR_EL3.NS == '1', accesses the priorities for Non-secure Group 1 interrupts, and when AArch64-SCR_EL3.NS == '0' accesses the priorities for Secure Group 1 interrupts. Possible values of each bit are:</p> <p><b>0b0</b></p> <p>There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b></p> <p>There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p> <p>When accessed from non-secure EL2 or EL1, only the 16 lowest-priority interrupts are visible in bits [15:0] of this register.</p>	x
[17]	P17	<p>Group 1 interrupt active priorities. When AArch64-SCR_EL3.NS == '1', accesses the priorities for Non-secure Group 1 interrupts, and when AArch64-SCR_EL3.NS == '0' accesses the priorities for Secure Group 1 interrupts. Possible values of each bit are:</p> <p><b>0b0</b></p> <p>There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b></p> <p>There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p> <p>When accessed from non-secure EL2 or EL1, only the 16 lowest-priority interrupts are visible in bits [15:0] of this register.</p>	x

Bits	Name	Description	Reset
[16]	P16	<p>Group 1 interrupt active priorities. When AArch64-SCR_EL3.NS == '1', accesses the priorities for Non-secure Group 1 interrupts, and when AArch64-SCR_EL3.NS == '0' accesses the priorities for Secure Group 1 interrupts. Possible values of each bit are:</p> <p><b>0b0</b></p> <p>There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b></p> <p>There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p> <p>When accessed from non-secure EL2 or EL1, only the 16 lowest-priority interrupts are visible in bits [15:0] of this register.</p>	x
[15]	P15	<p>Group 1 interrupt active priorities. When AArch64-SCR_EL3.NS == '1', accesses the priorities for Non-secure Group 1 interrupts, and when AArch64-SCR_EL3.NS == '0' accesses the priorities for Secure Group 1 interrupts. Possible values of each bit are:</p> <p><b>0b0</b></p> <p>There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b></p> <p>There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p> <p>When accessed from non-secure EL2 or EL1, only the 16 lowest-priority interrupts are visible in bits [15:0] of this register.</p>	x
[14]	P14	<p>Group 1 interrupt active priorities. When AArch64-SCR_EL3.NS == '1', accesses the priorities for Non-secure Group 1 interrupts, and when AArch64-SCR_EL3.NS == '0' accesses the priorities for Secure Group 1 interrupts. Possible values of each bit are:</p> <p><b>0b0</b></p> <p>There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b></p> <p>There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p> <p>When accessed from non-secure EL2 or EL1, only the 16 lowest-priority interrupts are visible in bits [15:0] of this register.</p>	x

Bits	Name	Description	Reset
[13]	P13	<p>Group 1 interrupt active priorities. When AArch64-SCR_EL3.NS == '1', accesses the priorities for Non-secure Group 1 interrupts, and when AArch64-SCR_EL3.NS == '0' accesses the priorities for Secure Group 1 interrupts. Possible values of each bit are:</p> <p><b>0b0</b></p> <p>There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b></p> <p>There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p> <p>When accessed from non-secure EL2 or EL1, only the 16 lowest-priority interrupts are visible in bits [15:0] of this register.</p>	x
[12]	P12	<p>Group 1 interrupt active priorities. When AArch64-SCR_EL3.NS == '1', accesses the priorities for Non-secure Group 1 interrupts, and when AArch64-SCR_EL3.NS == '0' accesses the priorities for Secure Group 1 interrupts. Possible values of each bit are:</p> <p><b>0b0</b></p> <p>There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b></p> <p>There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p> <p>When accessed from non-secure EL2 or EL1, only the 16 lowest-priority interrupts are visible in bits [15:0] of this register.</p>	x
[11]	P11	<p>Group 1 interrupt active priorities. When AArch64-SCR_EL3.NS == '1', accesses the priorities for Non-secure Group 1 interrupts, and when AArch64-SCR_EL3.NS == '0' accesses the priorities for Secure Group 1 interrupts. Possible values of each bit are:</p> <p><b>0b0</b></p> <p>There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b></p> <p>There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p> <p>When accessed from non-secure EL2 or EL1, only the 16 lowest-priority interrupts are visible in bits [15:0] of this register.</p>	x

Bits	Name	Description	Reset
[10]	P10	<p>Group 1 interrupt active priorities. When AArch64-SCR_EL3.NS == '1', accesses the priorities for Non-secure Group 1 interrupts, and when AArch64-SCR_EL3.NS == '0' accesses the priorities for Secure Group 1 interrupts. Possible values of each bit are:</p> <p><b>0b0</b></p> <p>There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b></p> <p>There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p> <p>When accessed from non-secure EL2 or EL1, only the 16 lowest-priority interrupts are visible in bits [15:0] of this register.</p>	x
[9]	P9	<p>Group 1 interrupt active priorities. When AArch64-SCR_EL3.NS == '1', accesses the priorities for Non-secure Group 1 interrupts, and when AArch64-SCR_EL3.NS == '0' accesses the priorities for Secure Group 1 interrupts. Possible values of each bit are:</p> <p><b>0b0</b></p> <p>There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b></p> <p>There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p> <p>When accessed from non-secure EL2 or EL1, only the 16 lowest-priority interrupts are visible in bits [15:0] of this register.</p>	x
[8]	P8	<p>Group 1 interrupt active priorities. When AArch64-SCR_EL3.NS == '1', accesses the priorities for Non-secure Group 1 interrupts, and when AArch64-SCR_EL3.NS == '0' accesses the priorities for Secure Group 1 interrupts. Possible values of each bit are:</p> <p><b>0b0</b></p> <p>There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b></p> <p>There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p> <p>When accessed from non-secure EL2 or EL1, only the 16 lowest-priority interrupts are visible in bits [15:0] of this register.</p>	x



Bits	Name	Description	Reset
[7]	P7	<p>Group 1 interrupt active priorities. When AArch64-SCR_EL3.NS == '1', accesses the priorities for Non-secure Group 1 interrupts, and when AArch64-SCR_EL3.NS == '0' accesses the priorities for Secure Group 1 interrupts. Possible values of each bit are:</p> <p><b>0b0</b></p> <p>There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b></p> <p>There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p> <p>When accessed from non-secure EL2 or EL1, only the 16 lowest-priority interrupts are visible in bits [15:0] of this register.</p>	x
[6]	P6	<p>Group 1 interrupt active priorities. When AArch64-SCR_EL3.NS == '1', accesses the priorities for Non-secure Group 1 interrupts, and when AArch64-SCR_EL3.NS == '0' accesses the priorities for Secure Group 1 interrupts. Possible values of each bit are:</p> <p><b>0b0</b></p> <p>There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b></p> <p>There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p> <p>When accessed from non-secure EL2 or EL1, only the 16 lowest-priority interrupts are visible in bits [15:0] of this register.</p>	x
[5]	P5	<p>Group 1 interrupt active priorities. When AArch64-SCR_EL3.NS == '1', accesses the priorities for Non-secure Group 1 interrupts, and when AArch64-SCR_EL3.NS == '0' accesses the priorities for Secure Group 1 interrupts. Possible values of each bit are:</p> <p><b>0b0</b></p> <p>There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b></p> <p>There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p> <p>When accessed from non-secure EL2 or EL1, only the 16 lowest-priority interrupts are visible in bits [15:0] of this register.</p>	x

Bits	Name	Description	Reset
[4]	P4	<p>Group 1 interrupt active priorities. When AArch64-SCR_EL3.NS == '1', accesses the priorities for Non-secure Group 1 interrupts, and when AArch64-SCR_EL3.NS == '0' accesses the priorities for Secure Group 1 interrupts. Possible values of each bit are:</p> <p><b>0b0</b></p> <p>There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b></p> <p>There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p> <p>When accessed from non-secure EL2 or EL1, only the 16 lowest-priority interrupts are visible in bits [15:0] of this register.</p>	x
[3]	P3	<p>Group 1 interrupt active priorities. When AArch64-SCR_EL3.NS == '1', accesses the priorities for Non-secure Group 1 interrupts, and when AArch64-SCR_EL3.NS == '0' accesses the priorities for Secure Group 1 interrupts. Possible values of each bit are:</p> <p><b>0b0</b></p> <p>There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b></p> <p>There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p> <p>When accessed from non-secure EL2 or EL1, only the 16 lowest-priority interrupts are visible in bits [15:0] of this register.</p>	x
[2]	P2	<p>Group 1 interrupt active priorities. When AArch64-SCR_EL3.NS == '1', accesses the priorities for Non-secure Group 1 interrupts, and when AArch64-SCR_EL3.NS == '0' accesses the priorities for Secure Group 1 interrupts. Possible values of each bit are:</p> <p><b>0b0</b></p> <p>There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b></p> <p>There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p> <p>When accessed from non-secure EL2 or EL1, only the 16 lowest-priority interrupts are visible in bits [15:0] of this register.</p>	x

Bits	Name	Description	Reset
[1]	P1	<p>Group 1 interrupt active priorities. When AArch64-SCR_EL3.NS == '1', accesses the priorities for Non-secure Group 1 interrupts, and when AArch64-SCR_EL3.NS == '0' accesses the priorities for Secure Group 1 interrupts. Possible values of each bit are:</p> <p><b>0b0</b></p> <p>There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b></p> <p>There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p> <p>When accessed from non-secure EL2 or EL1, only the 16 lowest-priority interrupts are visible in bits [15:0] of this register.</p>	x
[0]	P0	<p>Group 1 interrupt active priorities. When AArch64-SCR_EL3.NS == '1', accesses the priorities for Non-secure Group 1 interrupts, and when AArch64-SCR_EL3.NS == '0' accesses the priorities for Secure Group 1 interrupts. Possible values of each bit are:</p> <p><b>0b0</b></p> <p>There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b></p> <p>There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p> <p>When accessed from non-secure EL2 or EL1, only the 16 lowest-priority interrupts are visible in bits [15:0] of this register.</p>	x

The contents of these registers are **IMPLEMENTATION DEFINED** with the one architectural requirement that the value 0x00000000 is consistent with no interrupts being active.

## Access

Writing to these registers with any value other than the last read value of the register (or 0x00000000 when there are no Group 1 active priorities) might result in **UNPREDICTABLE** behavior of the interrupt prioritization system, causing:

- Interrupts that should preempt execution to not preempt execution.
- Interrupts that should not preempt execution to preempt execution.

ICC\_AP1R1\_EL1 is implemented only in implementations that support 6 or more bits of priority. ICC\_AP1R2\_EL1 and ICC\_AP1R3\_EL1 are implemented only in implementations that support 7 or more bits of priority. Unimplemented registers are **UNDEFINED**.



The number of bits of preemption is indicated by AArch64-ICH\_VTR\_EL2.PREbits.

Writing to the active priority registers in any order other than the following order will result in **UNPREDICTABLE** behavior:

- AArch64-ICC\_AP0R<n>\_EL1.
- Secure ICC\_AP1R<n>\_EL1.
- Non-secure ICC\_AP1R<n>\_EL1.

MRS <Xt>, ICC\_AP1R0\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1001	0b000

MSR ICC\_AP1R0\_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1001	0b000

## Accessibility

Writing to these registers with any value other than the last read value of the register (or 0x00000000 when there are no Group 1 active priorities) might result in UNPREDICTABLE behavior of the interrupt prioritization system, causing:

- Interrupts that should preempt execution to not preempt execution.
- Interrupts that should not preempt execution to preempt execution.

ICC\_AP1R1\_EL1 is implemented only in implementations that support 6 or more bits of priority. ICC\_AP1R2\_EL1 and ICC\_AP1R3\_EL1 are implemented only in implementations that support 7 or more bits of priority. Unimplemented registers are UNDEFINED.



The number of bits of preemption is indicated by AArch64-ICH\_VTR\_EL2.PREbits.

Writing to the active priority registers in any order other than the following order will result in **UNPREDICTABLE** behavior:

- AArch64-ICC\_AP0R<n>\_EL1.
- Secure ICC\_AP1R<n>\_EL1.
- Non-secure ICC\_AP1R<n>\_EL1.

MRS <Xt>, ICC\_AP1R0\_EL1

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && ICH_HCR_EL2.TALL1 == '1' then
```

```

    AArch64.SystemAccessTrap(EL2, 0x18);
elseif EL2Enabled() && HCR_EL2.IMO == '1' then
    X[t, 64] = ICV_AP1R_EL1[0];
elseif SCR_EL3.IRQ == '1' then
    if Halted() && EDSCR.SDD == '1' then
        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
else
    if SCR_EL3.NS == '0' then
        X[t, 64] = ICC_AP1R_EL1_S[0];
    else
        X[t, 64] = ICC_AP1R_EL1_NS[0];
elseif PSTATE.EL == EL2 then
    if ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
elseif SCR_EL3.IRQ == '1' then
    if Halted() && EDSCR.SDD == '1' then
        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
else
    if SCR_EL3.NS == '0' then
        X[t, 64] = ICC_AP1R_EL1_S[0];
    else
        X[t, 64] = ICC_AP1R_EL1_NS[0];
elseif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        if SCR_EL3.NS == '0' then
            X[t, 64] = ICC_AP1R_EL1_S[0];
        else
            X[t, 64] = ICC_AP1R_EL1_NS[0];

```

## MSR ICC\_AP1R0\_EL1, &lt;Xt&gt;

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && ICH_HCR_EL2.TALL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.IMO == '1' then
        ICV_AP1R_EL1[0] = X[t, 64];
    elseif SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        if SCR_EL3.NS == '0' then
            ICC_AP1R_EL1_S[0] = X[t, 64];
        else
            ICC_AP1R_EL1_NS[0] = X[t, 64];
elseif PSTATE.EL == EL2 then
    if ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif SCR_EL3.IRQ == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        if SCR_EL3.NS == '0' then
            ICC_AP1R_EL1_S[0] = X[t, 64];
        else

```

```

        ICC_AP1R_EL1_NS[0] = X[t, 64];
elseif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        if SCR_EL3.NS == '0' then
            ICC_AP1R_EL1_S[0] = X[t, 64];
        else
            ICC_AP1R_EL1_NS[0] = X[t, 64];

```

## A.8.4 ICV\_AP1R0\_EL1, Interrupt Controller Virtual Active Priorities Group 1 Registers

Provides information about virtual Group 1 active priorities.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

GIC system registers

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0

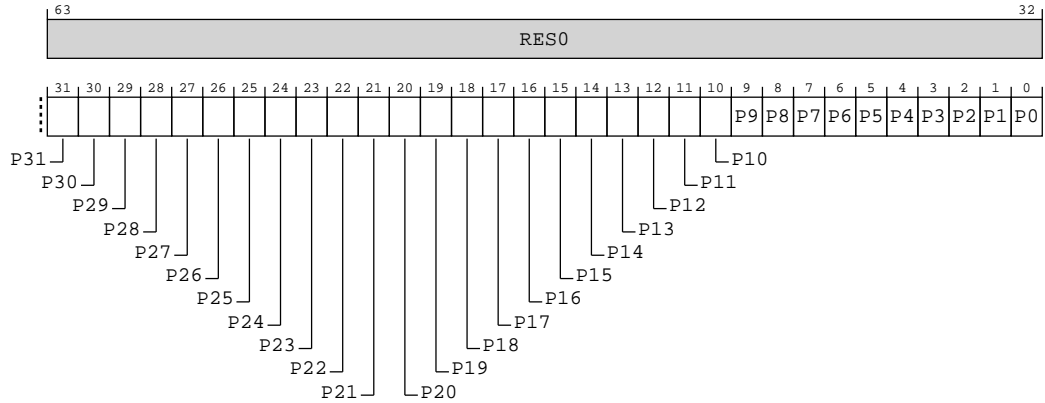


Note

Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure A-155: AArch64\_icv\_ap1r0\_el1 bit assignments**



**Table A-382: ICV\_AP1R0\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31]	P31	Group 1 interrupt active priorities. Possible values of each bit are:  <b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.  There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].	x
[30]	P30	Group 1 interrupt active priorities. Possible values of each bit are:  <b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.  There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].	x
[29]	P29	Group 1 interrupt active priorities. Possible values of each bit are:  <b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.  There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].	x

Bits	Name	Description	Reset
[28]	P28	<p>Group 1 interrupt active priorities. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[27]	P27	<p>Group 1 interrupt active priorities. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[26]	P26	<p>Group 1 interrupt active priorities. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[25]	P25	<p>Group 1 interrupt active priorities. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[24]	P24	<p>Group 1 interrupt active priorities. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x



Bits	Name	Description	Reset
[23]	P23	<p>Group 1 interrupt active priorities. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[22]	P22	<p>Group 1 interrupt active priorities. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[21]	P21	<p>Group 1 interrupt active priorities. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[20]	P20	<p>Group 1 interrupt active priorities. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[19]	P19	<p>Group 1 interrupt active priorities. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x

Bits	Name	Description	Reset
[18]	P18	<p>Group 1 interrupt active priorities. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[17]	P17	<p>Group 1 interrupt active priorities. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[16]	P16	<p>Group 1 interrupt active priorities. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[15]	P15	<p>Group 1 interrupt active priorities. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[14]	P14	<p>Group 1 interrupt active priorities. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x

Bits	Name	Description	Reset
[13]	P13	<p>Group 1 interrupt active priorities. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[12]	P12	<p>Group 1 interrupt active priorities. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[11]	P11	<p>Group 1 interrupt active priorities. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[10]	P10	<p>Group 1 interrupt active priorities. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[9]	P9	<p>Group 1 interrupt active priorities. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x

Bits	Name	Description	Reset
[8]	P8	<p>Group 1 interrupt active priorities. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[7]	P7	<p>Group 1 interrupt active priorities. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[6]	P6	<p>Group 1 interrupt active priorities. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[5]	P5	<p>Group 1 interrupt active priorities. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[4]	P4	<p>Group 1 interrupt active priorities. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x

Bits	Name	Description	Reset
[3]	P3	<p>Group 1 interrupt active priorities. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[2]	P2	<p>Group 1 interrupt active priorities. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[1]	P1	<p>Group 1 interrupt active priorities. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x
[0]	P0	<p>Group 1 interrupt active priorities. Possible values of each bit are:</p> <p><b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.</p> <p><b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.</p> <p>There are 32 preemption levels, and the active state of these preemption levels are held in the bits corresponding to Priority[7:3].</p>	x

The contents of these registers are **IMPLEMENTATION DEFINED** with the one architectural requirement that the value 0x00000000 is consistent with no interrupts being active.

### Access

Writing to these registers with any value other than the last read value of the register (or 0x00000000 when there are no Group 1 active priorities) might result in **UNPREDICTABLE** behavior of the virtual interrupt prioritization system, causing:

- Interrupts that should preempt execution to not preempt execution.
- Interrupts that should not preempt execution to preempt execution.

ICV\_AP1R1\_EL1 is implemented only in implementations that support 6 or more bits of priority. ICV\_AP1R2\_EL1 and ICV\_AP1R3\_EL1 are implemented only in implementations that support 7 bits of priority. Unimplemented registers are **UNDEFINED**.

Writing to the active priority registers in any order other than the following order might result in **UNPREDICTABLE** behavior of the interrupt prioritization system:

- AArch64-ICV\_APOR<n>\_EL1.
- ICV\_AP1R<n>\_EL1.

MRS <Xt>, ICC\_AP1R0\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1001	0b000

MSR ICC\_AP1R0\_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1001	0b000

## Accessibility

Writing to these registers with any value other than the last read value of the register (or 0x00000000 when there are no Group 1 active priorities) might result in **UNPREDICTABLE** behavior of the virtual interrupt prioritization system, causing:

- Interrupts that should preempt execution to not preempt execution.
- Interrupts that should not preempt execution to preempt execution.

ICV\_AP1R1\_EL1 is implemented only in implementations that support 6 or more bits of priority. ICV\_AP1R2\_EL1 and ICV\_AP1R3\_EL1 are implemented only in implementations that support 7 bits of priority. Unimplemented registers are **UNDEFINED**.

Writing to the active priority registers in any order other than the following order might result in **UNPREDICTABLE** behavior of the interrupt prioritization system:

- AArch64-ICV\_APOR<n>\_EL1.
- ICV\_AP1R<n>\_EL1.

MRS <Xt>, ICC\_AP1R0\_EL1

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && ICH_HCR_EL2.TALL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.IMO == '1' then
        X[t, 64] = ICV_AP1R_EL1[0];
    elseif SCR_EL3.IRQ == '1' then
        if Halting() && EDSCR.SDD == '1' then
            UNDEFINED;
        else

```

```

        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        if SCR_EL3.NS == '0' then
            X[t, 64] = ICC_AP1R_EL1_S[0];
        else
            X[t, 64] = ICC_AP1R_EL1_NS[0];
    elsif PSTATE.EL == EL2 then
        if ICC_SRE_EL2.SRE == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif SCR_EL3.IRQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            if SCR_EL3.NS == '0' then
                X[t, 64] = ICC_AP1R_EL1_S[0];
            else
                X[t, 64] = ICC_AP1R_EL1_NS[0];
    elsif PSTATE.EL == EL3 then
        if ICC_SRE_EL3.SRE == '0' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            if SCR_EL3.NS == '0' then
                X[t, 64] = ICC_AP1R_EL1_S[0];
            else
                X[t, 64] = ICC_AP1R_EL1_NS[0];

```

## MSR ICC\_AP1RO\_EL1, &lt;Xt&gt;

```

    if PSTATE.EL == EL0 then
        UNDEFINED;
    elsif PSTATE.EL == EL1 then
        if ICC_SRE_EL1.SRE == '0' then
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && ICH_HCR_EL2.TALL1 == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.IMO == '1' then
            ICV_AP1R_EL1[0] = X[t, 64];
        elsif SCR_EL3.IRQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            if SCR_EL3.NS == '0' then
                ICC_AP1R_EL1_S[0] = X[t, 64];
            else
                ICC_AP1R_EL1_NS[0] = X[t, 64];
    elsif PSTATE.EL == EL2 then
        if ICC_SRE_EL2.SRE == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif SCR_EL3.IRQ == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            if SCR_EL3.NS == '0' then
                ICC_AP1R_EL1_S[0] = X[t, 64];
            else
                ICC_AP1R_EL1_NS[0] = X[t, 64];
    elsif PSTATE.EL == EL3 then
        if ICC_SRE_EL3.SRE == '0' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            if SCR_EL3.NS == '0' then
                ICC_AP1R_EL1_S[0] = X[t, 64];

```

```
else
    ICC_AP1R_EL1_NS[0] = X[t, 64];
```

## A.8.5 ICC\_CTLR\_EL1, Interrupt Controller Control Register (EL1)

Controls aspects of the behavior of the GIC CPU interface and provides information about the features implemented.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

GIC system registers

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0



Note

Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-156: AArch64\_icc\_ctlr\_el1 bit assignments

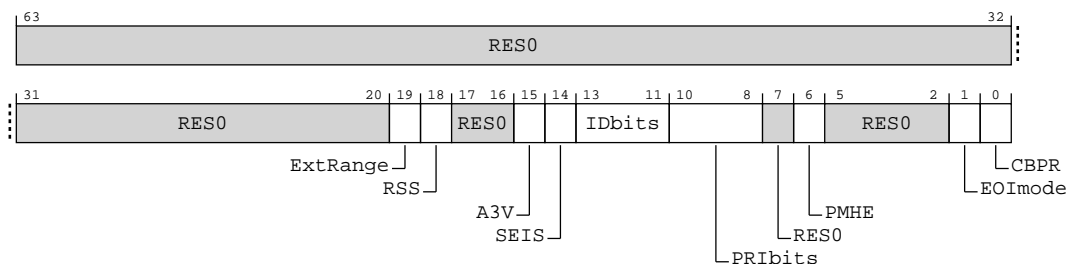


Table A-385: ICC\_CTLR\_EL1 bit descriptions

Bits	Name	Description	Reset
[63:20]	RES0	Reserved	RES0



Bits	Name	Description	Reset
[19]	ExtRange	Extended INTID range (read-only).  <b>0b1</b> CPU interface supports INTIDs in the range 1024..8191 <ul style="list-style-type: none"> <li>All INTIDs in the range 1024..8191 are treated as requiring deactivation.</li> </ul>	x
[18]	RSS	Range Selector Support. Possible values are:  <b>0b0</b> Targeted SGLs with affinity level 0 values of 0 - 15 are supported.	x
[17:16]	RES0	Reserved	RES0
[15]	A3V	Affinity 3 Valid. Read-only and writes are ignored. Possible values are:  <b>0b1</b> The CPU interface logic supports nonzero values of Affinity 3 in SGI generation System registers.	x
[14]	SEIS	SEI Support. Read-only and writes are ignored. Indicates whether the CPU interface supports local generation of SEIs:  <b>0b0</b> The CPU interface logic does not support local generation of SEIs.	x
[13:11]	IDbits	Identifier bits. Read-only and writes are ignored. The number of physical interrupt identifier bits supported:  <b>0b000</b> 16 bits.	xxx
[10:8]	PRIbits	Priority bits. Read-only and writes are ignored. The number of priority bits implemented, minus one.  An implementation that supports two Security states must implement at least 32 levels of physical priority (5 priority bits).  An implementation that supports only a single Security state must implement at least 16 levels of physical priority (4 priority bits).  <b>Note:</b> This field always returns the number of priority bits implemented, regardless of the Security state of the access or the value of ext-GICD_CTLR.DS.  For physical accesses, this field determines the minimum value of AArch64-ICC_BPRO_EL1.  If EL3 is implemented, physical accesses return the value from AArch64-ICC_CTLR_EL3.PRIbits.  <b>0b100</b> 5 bits of priority are implemented	xxx
[7]	RES0	Reserved	RES0
[6]	PMHE	Priority Mask Hint Enable. Controls whether the priority mask register is used as a hint for interrupt distribution:  <b>0b0</b> Disables use of AArch64-ICC_PMR_EL1 as a hint for interrupt distribution.  <b>0b1</b> Enables use of AArch64-ICC_PMR_EL1 as a hint for interrupt distribution.	x
[5:2]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[1]	EOImode	EOI mode for the current Security state. Controls whether a write to an End of Interrupt register also deactivates the interrupt:  <b>0b0</b> AArch64-ICC_EOIRO_EL1 and AArch64-ICC_EOIR1_EL1 provide both priority drop and interrupt deactivation functionality. Accesses to AArch64-ICC_DIR_EL1 are <b>UNPREDICTABLE</b> .  <b>0b1</b> AArch64-ICC_EOIRO_EL1 and AArch64-ICC_EOIR1_EL1 provide priority drop functionality only. AArch64-ICC_DIR_EL1 provides interrupt deactivation functionality.	x
[0]	CBPR	Common Binary Point Register. Controls whether the same register is used for interrupt preemption of both Group 0 and Group 1 interrupts:  <b>0b0</b> AArch64-ICC_BPRO_EL1 determines the preemption group for Group 0 interrupts only.  AArch64-ICC_BPR1_EL1 determines the preemption group for Group 1 interrupts.  <b>0b1</b> AArch64-ICC_BPRO_EL1 determines the preemption group for both Group 0 and Group 1 interrupts.	x

## Access

MRS <Xt>, ICC\_CTLR\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1100	0b100

MSR ICC\_CTLR\_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1100	0b100

## Accessibility

MRS <Xt>, ICC\_CTLR\_EL1

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && ICH_HCR_EL2.TC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.FMO == '1' then
        X[t, 64] = ICV_CTLR_EL1;
    elseif EL2Enabled() && HCR_EL2.IMO == '1' then
        X[t, 64] = ICV_CTLR_EL1;
    elseif SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        if SCR_EL3.NS == '0' then
            X[̄t, 64] = ICC_CTLR_EL1_S;
        else
            X[t, 64] = ICC_CTLR_EL1_NS;

```

```

elseif PSTATE.EL == EL2 then
    if ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif SCR_EL3.<IRQ,FIQ> == '11' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            if SCR_EL3.NS == '0' then
                X[t, 64] = ICC_CTLR_EL1_S;
            else
                X[t, 64] = ICC_CTLR_EL1_NS;
    elseif PSTATE.EL == EL3 then
        if ICC_SRE_EL3.SRE == '0' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            if SCR_EL3.NS == '0' then
                X[t, 64] = ICC_CTLR_EL1_S;
            else
                X[t, 64] = ICC_CTLR_EL1_NS;

```

## MSR ICC\_CTLR\_EL1, &lt;Xt&gt;

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && ICH_HCR_EL2.TC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.FMO == '1' then
        ICV_CTLR_EL1 = X[t, 64];
    elseif EL2Enabled() && HCR_EL2.IMO == '1' then
        ICV_CTLR_EL1 = X[t, 64];
    elseif SCR_EL3.<IRQ,FIQ> == '11' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            if SCR_EL3.NS == '0' then
                ICC_CTLR_EL1_S = X[t, 64];
            else
                ICC_CTLR_EL1_NS = X[t, 64];
    elseif PSTATE.EL == EL2 then
        if ICC_SRE_EL2.SRE == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif SCR_EL3.<IRQ,FIQ> == '11' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                if SCR_EL3.NS == '0' then
                    ICC_CTLR_EL1_S = X[t, 64];
                else
                    ICC_CTLR_EL1_NS = X[t, 64];
    elseif PSTATE.EL == EL3 then
        if ICC_SRE_EL3.SRE == '0' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            if SCR_EL3.NS == '0' then
                ICC_CTLR_EL1_S = X[t, 64];
            else
                ICC_CTLR_EL1_NS = X[t, 64];

```

## A.8.6 ICV\_CTLR\_EL1, Interrupt Controller Virtual Control Register

Controls aspects of the behavior of the GIC virtual CPU interface and provides information about the features implemented.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

GIC system registers

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-157: AArch64\_icv\_ctlr\_el1 bit assignments

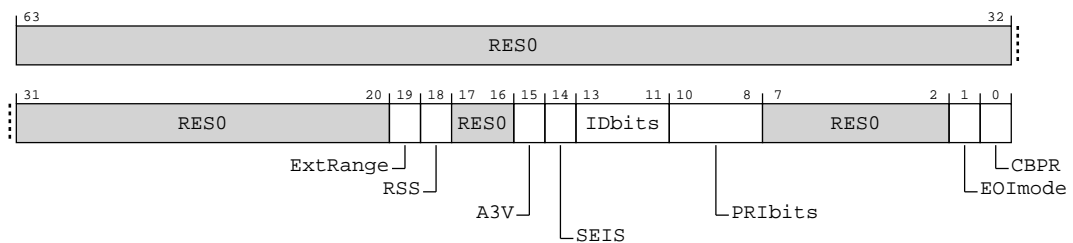


Table A-388: ICV\_CTLR\_EL1 bit descriptions

Bits	Name	Description	Reset
[63:20]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[19]	ExtRange	Extended INTID range (read-only).  <b>0b1</b> CPU interface supports INTIDs in the range 1024..8191 <ul style="list-style-type: none"> <li>All INTIDs in the range 1024..8191 are treated as requiring deactivation.</li> </ul>	x
[18]	RSS	Range Selector Support. Possible values are:  <b>0b0</b> Targeted SGLs with affinity level 0 values of 0 - 15 are supported.	x
[17:16]	RES0	Reserved	RES0
[15]	A3V	Affinity 3 Valid. Read-only and writes are ignored. Possible values are:  <b>0b1</b> The virtual CPU interface logic supports nonzero values of Affinity 3 in SGI generation System registers.	x
[14]	SEIS	SEI Support. Read-only and writes are ignored. Indicates whether the virtual CPU interface supports local generation of SEIs:  <b>0b0</b> The virtual CPU interface logic does not support local generation of SEIs.	x
[13:11]	IDbits	Identifier bits. Read-only and writes are ignored. The number of virtual interrupt identifier bits supported:  <b>0b000</b> 16 bits.	xxx
[10:8]	PRIbits	Priority bits. Read-only and writes are ignored. The number of priority bits implemented, minus one.  An implementation must implement at least 32 levels of physical priority (5 priority bits).  <b>Note:</b> This field always returns the number of priority bits implemented.  The division between group priority and subpriority is defined in the binary point registers AArch64-ICV_BPR0_EL1 and AArch64-ICV_BPR1_EL1.  <b>0b100</b> 5 bits of priority are implemented	xxx
[7:2]	RES0	Reserved	RES0
[1]	EOImode	Virtual EOI mode. Controls whether a write to an End of Interrupt register also deactivates the virtual interrupt:  <b>0b0</b> AArch64-ICV_EOIRO_EL1 and AArch64-ICV_EOIR1_EL1 provide both priority drop and interrupt deactivation functionality. Accesses to AArch64-ICV_DIR_EL1 are <b>UNPREDICTABLE</b> .  <b>0b1</b> AArch64-ICV_EOIRO_EL1 and AArch64-ICV_EOIR1_EL1 provide priority drop functionality only. AArch64-ICV_DIR_EL1 provides interrupt deactivation functionality.	x

Bits	Name	Description	Reset
[0]	CBPR	<p>Common Binary Point Register. Controls whether the same register is used for interrupt preemption of both virtual Group 0 and virtual Group 1 interrupts:</p> <p><b>0b0</b></p> <p>AArch64-ICV_BPR1_EL1 determines the preemption group for virtual Group 1 interrupts.</p> <p><b>0b1</b></p> <p>Non-secure reads of AArch64-ICV_BPR1_EL1 return AArch64-ICV_BPRO_EL1 plus one, saturated to 0b111. Non-secure writes to AArch64-ICV_BPR1_EL1 are ignored.</p> <p>Secure reads of AArch64-ICV_BPR1_EL1 return AArch64-ICV_BPRO_EL1. Secure writes of AArch64-ICV_BPR1_EL1 modify AArch64-ICV_BPRO_EL1.</p>	x

### Access

MRS <Xt>, ICC\_CTLR\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1100	0b100

MSR ICC\_CTLR\_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1100	0b1100	0b100

### Accessibility

MRS <Xt>, ICC\_CTLR\_EL1

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && ICH_HCR_EL2.TC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.FMO == '1' then
        X[t, 64] = ICV_CTLR_EL1;
    elseif EL2Enabled() && HCR_EL2.IMO == '1' then
        X[t, 64] = ICV_CTLR_EL1;
    elseif SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        if SCR_EL3.NS == '0' then
            X[t, 64] = ICC_CTLR_EL1_S;
        else
            X[t, 64] = ICC_CTLR_EL1_NS;
    elseif PSTATE.EL == EL2 then
        if ICC_SRE_EL2.SRE == '0' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif SCR_EL3.<IRQ,FIQ> == '11' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            if SCR_EL3.NS == '0' then

```

```

        X[t, 64] = ICC_CTLR_EL1_S;
    else
        X[t, 64] = ICC_CTLR_EL1_NS;
elseif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        if SCR_EL3.NS == '0' then
            X[t, 64] = ICC_CTLR_EL1_S;
        else
            X[t, 64] = ICC_CTLR_EL1_NS;

```

## MSR ICC\_CTLR\_EL1, &lt;Xt&gt;

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if ICC_SRE_EL1.SRE == '0' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && ICH_HCR_EL2.TC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && HCR_EL2.FMO == '1' then
        ICV_CTLR_EL1 = X[t, 64];
    elseif EL2Enabled() && HCR_EL2.IMO == '1' then
        ICV_CTLR_EL1 = X[t, 64];
    elseif SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        if SCR_EL3.NS == '0' then
            ICC_CTLR_EL1_S = X[t, 64];
        else
            ICC_CTLR_EL1_NS = X[t, 64];
elseif PSTATE.EL == EL2 then
    if ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif SCR_EL3.<IRQ,FIQ> == '11' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        if SCR_EL3.NS == '0' then
            ICC_CTLR_EL1_S = X[t, 64];
        else
            ICC_CTLR_EL1_NS = X[t, 64];
elseif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        if SCR_EL3.NS == '0' then
            ICC_CTLR_EL1_S = X[t, 64];
        else
            ICC_CTLR_EL1_NS = X[t, 64];

```

## A.8.7 ICH\_AP0R0\_EL2, Interrupt Controller Hyp Active Priorities Group 0 Registers

Provides information about Group 0 virtual active priorities for EL2.

### Configurations

If EL2 is not implemented, this register is RES0 from EL3.

This register has no effect if EL2 is not enabled in the current Security state.

### Attributes

#### Width

64

#### Functional group

GIC system registers

#### Access type

See bit descriptions

#### Reset value

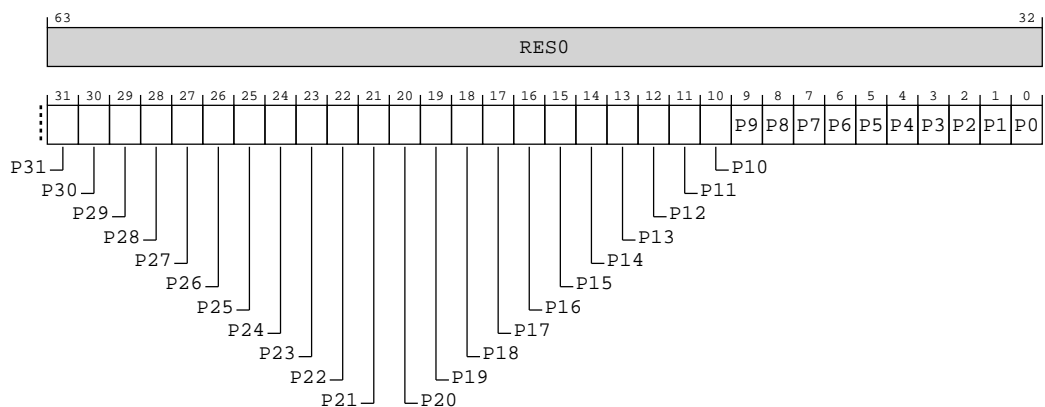
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	0000	0000	0000	0000	0000	0000	0000	0000	
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3	0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-158: AArch64\_ich\_ap0r0\_el2 bit assignments





**Table A-391: ICH\_AP0R0\_EL2 bit descriptions**

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31]	P31	Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:  <b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.	0b0
[30]	P30	Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:  <b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.	0b0
[29]	P29	Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:  <b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.	0b0
[28]	P28	Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:  <b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.	0b0
[27]	P27	Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:  <b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.	0b0
[26]	P26	Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:  <b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.	0b0
[25]	P25	Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:  <b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.	0b0

Bits	Name	Description	Reset
[24]	P24	Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:  <b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.	0b0
[23]	P23	Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:  <b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.	0b0
[22]	P22	Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:  <b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.	0b0
[21]	P21	Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:  <b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.	0b0
[20]	P20	Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:  <b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.	0b0
[19]	P19	Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:  <b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.	0b0
[18]	P18	Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:  <b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.	0b0

Bits	Name	Description	Reset
[17]	P17	Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:  <b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.	0b0
[16]	P16	Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:  <b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.	0b0
[15]	P15	Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:  <b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.	0b0
[14]	P14	Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:  <b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.	0b0
[13]	P13	Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:  <b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.	0b0
[12]	P12	Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:  <b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.	0b0
[11]	P11	Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:  <b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.	0b0

Bits	Name	Description	Reset
[10]	P10	Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:  <b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.	0b0
[9]	P9	Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:  <b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.	0b0
[8]	P8	Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:  <b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.	0b0
[7]	P7	Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:  <b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.	0b0
[6]	P6	Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:  <b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.	0b0
[5]	P5	Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:  <b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.	0b0
[4]	P4	Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are:  <b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.	0b0

Bits	Name	Description	Reset
[3]	P3	Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are: <b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop. <b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.	0b0
[2]	P2	Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are: <b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop. <b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.	0b0
[1]	P1	Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are: <b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop. <b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.	0b0
[0]	P0	Provides the access to the virtual active priorities for Group 0 interrupts. Possible values of each bit are: <b>0b0</b> There is no Group 0 interrupt active with this priority level, or all active Group 0 interrupts with this priority level have undergone priority-drop. <b>0b1</b> There is a Group 0 interrupt active with this priority level which has not undergone priority drop.	0b0

Software must ensure that ICH\_APOR<n>\_EL2 is 0 for legacy VMs otherwise behavior is **UNPREDICTABLE**. For more information about support for legacy VMs, see 'Support for legacy operation of VMs' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

The active priorities for Group 0 and Group 1 interrupts for legacy VMs are held in AArch64-ICH\_AP1R<n>\_EL2 and reads and writes to GICV\_APR access AArch64-ICH\_AP1R<n>\_EL2. This means that ICH\_APOR<n>\_EL2 is inaccessible to legacy VMs.

### Access

ICH\_APOR1\_EL2 is implemented only in implementations that support 6 or more bits of preemption. ICH\_APOR2\_EL2 and ICH\_APOR3\_EL2 are implemented only in implementations that support 7 bits of preemption. Unimplemented registers are **UNDEFINED**.



The number of bits of preemption is indicated by AArch64-ICH\_VTR\_EL2.PREbits

Writing to these registers with any value other than the last read value of the register (or 0x00000000 for a newly set up virtual machine) can result in **UNPREDICTABLE** behavior of the virtual interrupt prioritization system allowing either:

- Virtual interrupts that should preempt execution to not preempt execution.
- Interrupts that should not preempt execution to preempt execution at EL1 or ELO.

Writing to the active priority registers in any order other than the following order will result in **UNPREDICTABLE** behavior:

- ICH\_APOR<n>\_EL2.
- AArch64-ICH\_AP1R<n>\_EL2.

Having the bit corresponding to a priority set in both ICH\_APOR<n>\_EL2 and AArch64-ICH\_AP1R<n>\_EL2 can result in **UNPREDICTABLE** behavior of the interrupt prioritization system for virtual interrupts.

MRS <Xt>, ICH\_APOR0\_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1100	0b1000	0b000

MSR ICH\_APOR0\_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1100	0b1000	0b000

## Accessibility

ICH\_APOR1\_EL2 is implemented only in implementations that support 6 or more bits of preemption. ICH\_APOR2\_EL2 and ICH\_APOR3\_EL2 are implemented only in implementations that support 7 bits of preemption. Unimplemented registers are UNDEFINED.



Note

The number of bits of preemption is indicated by AArch64-ICH\_VTR\_EL2.PREbits

Writing to these registers with any value other than the last read value of the register (or 0x00000000 for a newly set up virtual machine) can result in UNPREDICTABLE behavior of the virtual interrupt prioritization system allowing either:

- Virtual interrupts that should preempt execution to not preempt execution.
- Interrupts that should not preempt execution to preempt execution at EL1 or ELO.

Writing to the active priority registers in any order other than the following order will result in UNPREDICTABLE behavior:

- ICH\_APOR<n>\_EL2.

- AArch64-ICH\_AP1R<n>\_EL2.

Having the bit corresponding to a priority set in both ICH\_AP0R<n>\_EL2 and AArch64-ICH\_AP1R<n>\_EL2 can result in UNPREDICTABLE behavior of the interrupt prioritization system for virtual interrupts.

MRS <Xt>, ICH\_AP0R0\_EL2

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    if ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = ICH_AP0R_EL2[0];
elseif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = ICH_AP0R_EL2[0];

```

MSR ICH\_AP0R0\_EL2, <Xt>

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    if ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        ICH_AP0R_EL2[0] = X[t, 64];
elseif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ICH_AP0R_EL2[0] = X[t, 64];

```

## A.8.8 ICH\_AP1R0\_EL2, Interrupt Controller Hyp Active Priorities Group 1 Registers

Provides information about Group 1 virtual active priorities for EL2.

### Configurations

If EL2 is not implemented, this register is RES0 from EL3.

This register has no effect if EL2 is not enabled in the current Security state.

### Attributes

#### Width

64

**Functional group**

GIC system registers

**Access type**

See bit descriptions

**Reset value**

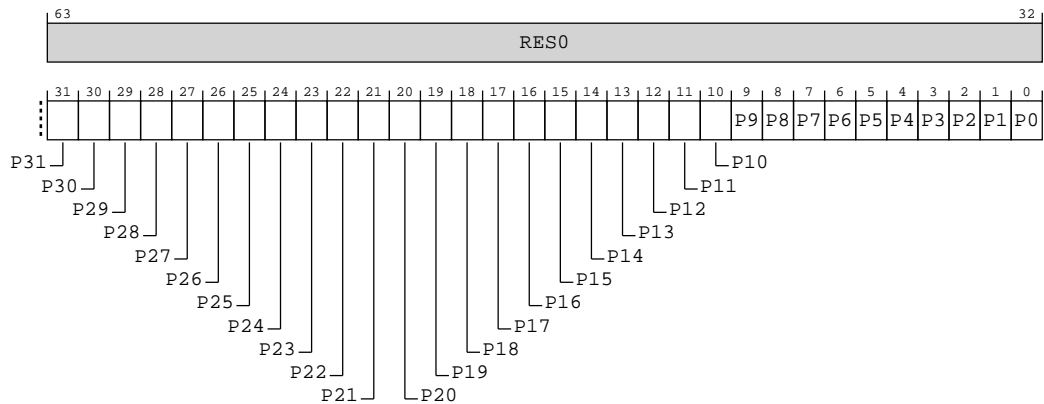
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	0000	0000	0000	0000	0000	0000	0000	0000
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure A-159: AArch64\_ich\_ap1r0\_el2 bit assignments**



**Table A-394: ICH\_AP1R0\_EL2 bit descriptions**

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31]	P31	Group 1 interrupt active priorities. Possible values of each bit are:  <b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.	0b0



Bits	Name	Description	Reset
[30]	P30	Group 1 interrupt active priorities. Possible values of each bit are:  <b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.	0b0
[29]	P29	Group 1 interrupt active priorities. Possible values of each bit are:  <b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.	0b0
[28]	P28	Group 1 interrupt active priorities. Possible values of each bit are:  <b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.	0b0
[27]	P27	Group 1 interrupt active priorities. Possible values of each bit are:  <b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.	0b0
[26]	P26	Group 1 interrupt active priorities. Possible values of each bit are:  <b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.	0b0
[25]	P25	Group 1 interrupt active priorities. Possible values of each bit are:  <b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.	0b0
[24]	P24	Group 1 interrupt active priorities. Possible values of each bit are:  <b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.	0b0

Bits	Name	Description	Reset
[23]	P23	Group 1 interrupt active priorities. Possible values of each bit are:  <b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.	0b0
[22]	P22	Group 1 interrupt active priorities. Possible values of each bit are:  <b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.	0b0
[21]	P21	Group 1 interrupt active priorities. Possible values of each bit are:  <b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.	0b0
[20]	P20	Group 1 interrupt active priorities. Possible values of each bit are:  <b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.	0b0
[19]	P19	Group 1 interrupt active priorities. Possible values of each bit are:  <b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.	0b0
[18]	P18	Group 1 interrupt active priorities. Possible values of each bit are:  <b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.	0b0
[17]	P17	Group 1 interrupt active priorities. Possible values of each bit are:  <b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.	0b0

Bits	Name	Description	Reset
[16]	P16	Group 1 interrupt active priorities. Possible values of each bit are:  <b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.	0b0
[15]	P15	Group 1 interrupt active priorities. Possible values of each bit are:  <b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.	0b0
[14]	P14	Group 1 interrupt active priorities. Possible values of each bit are:  <b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.	0b0
[13]	P13	Group 1 interrupt active priorities. Possible values of each bit are:  <b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.	0b0
[12]	P12	Group 1 interrupt active priorities. Possible values of each bit are:  <b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.	0b0
[11]	P11	Group 1 interrupt active priorities. Possible values of each bit are:  <b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.	0b0
[10]	P10	Group 1 interrupt active priorities. Possible values of each bit are:  <b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.	0b0

Bits	Name	Description	Reset
[9]	P9	Group 1 interrupt active priorities. Possible values of each bit are:  <b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.	0b0
[8]	P8	Group 1 interrupt active priorities. Possible values of each bit are:  <b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.	0b0
[7]	P7	Group 1 interrupt active priorities. Possible values of each bit are:  <b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.	0b0
[6]	P6	Group 1 interrupt active priorities. Possible values of each bit are:  <b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.	0b0
[5]	P5	Group 1 interrupt active priorities. Possible values of each bit are:  <b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.	0b0
[4]	P4	Group 1 interrupt active priorities. Possible values of each bit are:  <b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.	0b0
[3]	P3	Group 1 interrupt active priorities. Possible values of each bit are:  <b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.	0b0

Bits	Name	Description	Reset
[2]	P2	Group 1 interrupt active priorities. Possible values of each bit are:  <b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.	0b0
[1]	P1	Group 1 interrupt active priorities. Possible values of each bit are:  <b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.	0b0
[0]	P0	Group 1 interrupt active priorities. Possible values of each bit are:  <b>0b0</b> There is no Group 1 interrupt active with this priority level, or all active Group 1 interrupts with this priority level have undergone priority-drop.  <b>0b1</b> There is a Group 1 interrupt active with this priority level which has not undergone priority drop.	0b0

This register is always used for legacy VMs, regardless of the group of the virtual interrupt. Reads and writes to `ext-GICV_APR<n>` access AArch64-ICH\_AP1R<n>\_EL2. For more information about support for legacy VMs, see 'Support for legacy operation of VMs' in ARM® Generic Interrupt Controller Architecture Specification, GIC architecture version 3.0 and version 4.0 (ARM IHI 0069).

### Access

ICH\_AP1R1\_EL2 is implemented only in implementations that support 6 or more bits of preemption. ICH\_AP1R2\_EL2 and ICH\_AP1R3\_EL2 are implemented only in implementations that support 7 bits of preemption. Unimplemented registers are **UNDEFINED**.



The number of bits of preemption is indicated by AArch64-ICH\_VTR\_EL2.PREbits

Writing to these registers with any value other than the last read value of the register (or `0x00000000` for a newly set up virtual machine) can result in **UNPREDICTABLE** behavior of the virtual interrupt prioritization system allowing either:

Writing to the active priority registers in any order other than the following order will result in **UNPREDICTABLE** behavior:

MRS <Xt>, ICH\_AP1R0\_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1100	0b1001	0b000

## MSR ICH\_AP1R0\_EL2, &lt;Xt&gt;

op0	op1	CRn	CRm	op2
0b11	0b100	0b1100	0b1001	0b000

**Accessibility**

ICH\_AP1R1\_EL2 is implemented only in implementations that support 6 or more bits of preemption. ICH\_AP1R2\_EL2 and ICH\_AP1R3\_EL2 are implemented only in implementations that support 7 bits of preemption. Unimplemented registers are UNDEFINED.



The number of bits of preemption is indicated by AArch64-ICH\_VTR\_EL2.PREbits

Writing to these registers with any value other than the last read value of the register (or 0x00000000 for a newly set up virtual machine) can result in UNPREDICTABLE behavior of the virtual interrupt prioritization system allowing either:

Writing to the active priority registers in any order other than the following order will result in UNPREDICTABLE behavior:

MRS <Xt>, ICH\_AP1R0\_EL2

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    if ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = ICH_AP1R_EL2[0];
elseif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = ICH_AP1R_EL2[0];

```

## MSR ICH\_AP1R0\_EL2, &lt;Xt&gt;

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    if ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        ICH_AP1R_EL2[0] = X[t, 64];
elseif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ICH_AP1R_EL2[0] = X[t, 64];

```

## A.8.9 ICH\_VTR\_EL2, Interrupt Controller VGIC Type Register

Reports supported GIC virtualization features.

### Configurations

If EL2 is not implemented, all bits in this register are RES0 from EL3, except for nV4, which is RES1 from EL3.

This register has no effect if EL2 is not enabled in the current Security state.

### Attributes

#### Width

64

#### Functional group

GIC system registers

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-160: AArch64\_ich\_vtr\_el2 bit assignments

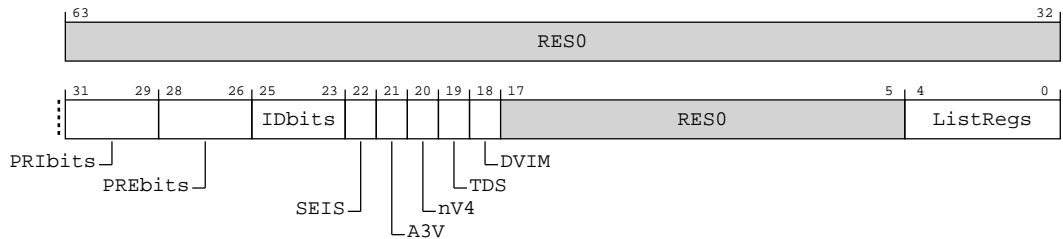


Table A-397: ICH\_VTR\_EL2 bit descriptions

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[31:29]	PRIbits	<p>Priority bits. The number of virtual priority bits implemented, minus one.</p> <p>An implementation must implement at least 32 levels of virtual priority (5 priority bits).</p> <p>This field is an alias of AArch64-ICV_CTLR_EL1.PRIbits.</p> <p><b>0b100</b> 5 virtual priority bits are implemented</p>	xxx
[28:26]	PREbits	<p>The number of virtual preemption bits implemented, minus one.</p> <p>An implementation must implement at least 32 levels of virtual preemption priority (5 preemption bits).</p> <p>The value of this field must be less than or equal to the value of ICH_VTR_EL2.PRIbits.</p> <p>The maximum value of this field is 6, indicating 7 bits of preemption.</p> <p>This field determines the minimum value of AArch64-ICH_VMCR_EL2.VBPR0.</p> <p><b>0b100</b> 5 virtual pre-emption bits are implemented</p>	xxx
[25:23]	IDbits	<p>The number of virtual interrupt identifier bits supported:</p> <p><b>0b000</b> 16 bits.</p>	xxx
[22]	SEIS	<p>SEI Support. Indicates whether the virtual CPU interface supports generation of SEIs:</p> <p><b>0b0</b> The virtual CPU interface logic does not support generation of SEIs.</p>	x
[21]	A3V	<p>Affinity 3 Valid. Possible values are:</p> <p><b>0b1</b> The virtual CPU interface logic supports nonzero values of Affinity 3 in SGI generation System registers.</p>	x
[20]	nV4	<p>Direct injection of virtual interrupts not supported. Possible values are:</p> <p><b>0b0</b> The CPU interface logic supports direct injection of virtual interrupts.</p>	x
[19]	TDS	<p>Separate trapping of EL1 writes to AArch64-ICV_DIR_EL1 supported.</p> <p><b>0b1</b> Implementation supports AArch64-ICH_HCR_EL2.TDIR.</p>	x
[18]	DVIM	<p>Masking of directly-injected virtual interrupts.</p> <p><b>0b0</b> Masking of Directly-injected Virtual Interrupts not supported.</p>	x
[17:5]	RES0	Reserved	RES0
[4:0]	ListRegs	<p>The number of implemented List registers, minus one. For example, a value of 0b01111 indicates that the maximum of 16 List registers are implemented.</p> <p><b>0b00011</b> 4 List registers</p>	5 {x}

## Access

MRS <Xt>, ICH\_VTR\_EL2



op0	op1	CRn	CRm	op2
0b11	0b100	0b1100	0b1011	0b001

## Accessibility

MRS <Xt>, ICH\_VTR\_EL2

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    if ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = ICH_VTR_EL2;
elseif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = ICH_VTR_EL2;

```

## A.8.10 ICH\_LR0\_EL2, Interrupt Controller List Registers

Provides interrupt context information for the virtual CPU interface.

### Configurations

If EL2 is not implemented, this register is RES0 from EL3.

If list register n is not implemented, then accesses to this register are UNDEFINED.

This register has no effect if EL2 is not enabled in the current Security state.

### Attributes

#### Width

64

#### Functional group

GIC system registers

#### Access type

See bit descriptions

#### Reset value

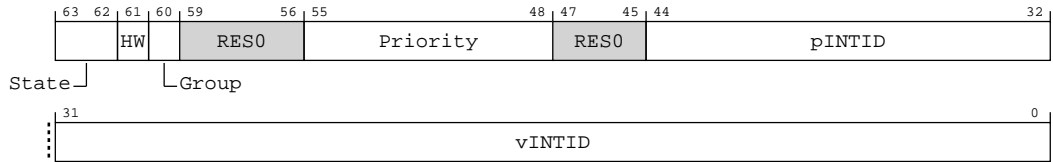
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure A-161: AArch64\_ich\_lr0\_el2 bit assignments**



**Table A-399: ICH\_LR0\_EL2 bit descriptions**

Bits	Name	Description	Reset
[63:62]	State	The state of the interrupt:  <b>0b00</b> Invalid (Inactive).  <b>0b01</b> Pending.  <b>0b10</b> Active.  <b>0b11</b> Pending and active.	xx
[61]	HW	Indicates whether this virtual interrupt maps directly to a hardware interrupt, meaning that it corresponds to a physical interrupt. Deactivation of the virtual interrupt also causes the deactivation of the physical interrupt with the ID that the pINTID field indicates.  <b>0b0</b> The interrupt is triggered entirely by software. No notification is sent to the Distributor when the virtual interrupt is deactivated.  <b>0b1</b> The interrupt maps directly to a hardware interrupt. A deactivate interrupt request is sent to the Distributor when the virtual interrupt is deactivated, using the pINTID field from this register to indicate the physical interrupt ID.  If AArch64-ICH_VMCR_EL2.VEOIM is 0, this request corresponds to a write to AArch64-ICC_EOIRO_EL1 or AArch64-ICC_EOIR1_EL1. Otherwise, it corresponds to a write to AArch64-ICC_DIR_EL1.	x

Bits	Name	Description	Reset
[60]	Group	<p>Indicates the group for this virtual interrupt.</p> <p><b>0b0</b></p> <p>This is a Group 0 virtual interrupt. AArch64-ICH_VMCR_EL2.VFIQEn determines whether it is signaled as a virtual IRQ or as a virtual FIQ, and AArch64-ICH_VMCR_EL2.VENGO enables signaling of this interrupt to the virtual machine.</p> <p><b>0b1</b></p> <p>This is a Group 1 virtual interrupt, signaled as a virtual IRQ. AArch64-ICH_VMCR_EL2.VENG1 enables the signalling of this interrupt to the virtual machine.</p> <p>If AArch64-ICH_VMCR_EL2.VCBPR is 0, then AArch64-ICC_BPR1_EL1 determines if a pending Group 1 interrupt has sufficient priority to preempt current execution. Otherwise, AArch64-ICH_LR&lt;n&gt;_EL2 determines preemption.</p>	x
[59:56]	RES0	Reserved	RES0
[55:48]	Priority	<p>The priority of this interrupt.</p> <p>It is IMPLEMENTATION DEFINED how many bits of priority are implemented, though at least five bits must be implemented. Unimplemented bits are <b>RES0</b> and start from bit[48] up to bit[50]. The number of implemented bits can be discovered from AArch64-ICH_VTR_EL2.PRbits.</p> <p>When ICH_LR&lt;n&gt;_EL2.NMI is set to 1, this field is <b>RES0</b> and the virtual interrupt's priority is treated as 0x00.</p>	8 { x }
[47:45]	RES0	Reserved	RES0
[44:32]	pINTID	<p>Physical INTID, for hardware interrupts.</p> <p>When ICH_LR&lt;n&gt;_EL2.HW is 0 (there is no corresponding physical interrupt), this field has the following meaning:</p> <ul style="list-style-type: none"> <li>Bits[44:42] : <b>RES0</b>.</li> <li>Bit[41] : EOI. If this bit is 1, then when the interrupt identified by vINTID is deactivated, a maintenance interrupt is asserted.</li> <li>Bits[40:32] : <b>RES0</b>.</li> </ul> <p>When ICH_LR&lt;n&gt;_EL2.HW is 1 (there is a corresponding physical interrupt):</p> <ul style="list-style-type: none"> <li>This field indicates the physical INTID. This field is only required to implement enough bits to hold a valid value for the implemented INTID size. Any unused higher order bits are <b>RES0</b>.</li> <li>When AArch64-ICC_CTLR_EL1.ExtRange is 0, then bits[44:42] of this field are <b>RES0</b>.</li> <li>If the value of pINTID is not a valid INTID, behavior is UNPREDICTABLE. If the value of pINTID indicates a PPI, this field applies to the PPI associated with this same physical PE ID as the virtual CPU interface requesting the deactivation.</li> </ul> <p>A hardware physical identifier is only required in List Registers for interrupts that require deactivation. This means only 13 bits of Physical INTID are required, regardless of the number specified by AArch64-ICC_CTLR_EL1.IDbits.</p>	13 { x }

Bits	Name	Description	Reset
[31:0]	vINTID	<p>Virtual INTID of the interrupt.</p> <p>If the value of vINTID is 1020-1023 and ICH_LR&lt;n&gt;_EL2.State!=0b00 (Inactive), behavior is UNPREDICTABLE.</p> <p>Behavior is UNPREDICTABLE if two or more List Registers specify the same vINTID when:</p> <ul style="list-style-type: none"> <li>• ICH_LR&lt;n&gt;_EL2.State == 0b01.</li> <li>• ICH_LR&lt;n&gt;_EL2.State == 0b10.</li> <li>• ICH_LR&lt;n&gt;_EL2.State == 0b11.</li> </ul> <p>It is IMPLEMENTATION DEFINED how many bits are implemented, though at least 16 bits must be implemented. Unimplemented bits are <b>RES0</b>. The number of implemented bits can be discovered from AArch64-ICH_VTR_EL2.IDbits.</p> <p>When AArch64-ICC_SRE_EL1.SRE == 0, specifying a vINTID in the LPI range is UNPREDICTABLE</p> <p><b>Note:</b> When a VM is using memory-mapped access to the GIC, software must ensure that the correct source PE ID is provided in bits[12:10].</p>	32 {x}

### Access

MRS <Xt>, ICH\_LRO\_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1100	0b1100	0b000

MSR ICH\_LRO\_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1100	0b1100	0b000

### Accessibility

MRS <Xt>, ICH\_LRO\_EL2

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    if ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = ICH_LR_EL2[0];
elseif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = ICH_LR_EL2[0];

```

MSR ICH\_LR0\_EL2, &lt;Xt&gt;

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    if ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        ICH_LR_EL2[0] = X[t, 64];
elseif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ICH_LR_EL2[0] = X[t, 64];

```

## A.8.11 ICH\_LR1\_EL2, Interrupt Controller List Registers

Provides interrupt context information for the virtual CPU interface.

### Configurations

If EL2 is not implemented, this register is RES0 from EL3.

If list register *n* is not implemented, then accesses to this register are UNDEFINED.

This register has no effect if EL2 is not enabled in the current Security state.

### Attributes

#### Width

64

#### Functional group

GIC system registers

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0

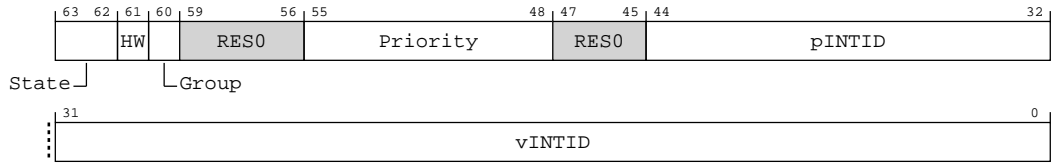


Note

Where the reset reads xxxx, see individual bits.

## Bit descriptions

**Figure A-162: AArch64\_ich\_lr1\_el2 bit assignments**



**Table A-402: ICH\_LR1\_EL2 bit descriptions**

Bits	Name	Description	Reset
[63:62]	State	The state of the interrupt:  <b>0b00</b> Invalid (Inactive).  <b>0b01</b> Pending.  <b>0b10</b> Active.  <b>0b11</b> Pending and active.	xx
[61]	HW	Indicates whether this virtual interrupt maps directly to a hardware interrupt, meaning that it corresponds to a physical interrupt. Deactivation of the virtual interrupt also causes the deactivation of the physical interrupt with the ID that the pINTID field indicates.  <b>0b0</b> The interrupt is triggered entirely by software. No notification is sent to the Distributor when the virtual interrupt is deactivated.  <b>0b1</b> The interrupt maps directly to a hardware interrupt. A deactivate interrupt request is sent to the Distributor when the virtual interrupt is deactivated, using the pINTID field from this register to indicate the physical interrupt ID.  If AArch64-ICH_VMCR_EL2.VEOIM is 0, this request corresponds to a write to AArch64-ICC_EOIRO_EL1 or AArch64-ICC_EOIR1_EL1. Otherwise, it corresponds to a write to AArch64-ICC_DIR_EL1.	x
[60]	Group	Indicates the group for this virtual interrupt.  <b>0b0</b> This is a Group 0 virtual interrupt. AArch64-ICH_VMCR_EL2.VFIQEn determines whether it is signaled as a virtual IRQ or as a virtual FIQ, and AArch64-ICH_VMCR_EL2.VENG0 enables signaling of this interrupt to the virtual machine.  <b>0b1</b> This is a Group 1 virtual interrupt, signaled as a virtual IRQ. AArch64-ICH_VMCR_EL2.VENG1 enables the signalling of this interrupt to the virtual machine.  If AArch64-ICH_VMCR_EL2.VCBPR is 0, then AArch64-ICC_BPR1_EL1 determines if a pending Group 1 interrupt has sufficient priority to preempt current execution. Otherwise, AArch64-ICH_LR<n>_EL2 determines preemption.	x
[59:56]	RESO	Reserved	RESO

Bits	Name	Description	Reset
[55:48]	Priority	<p>The priority of this interrupt.</p> <p>It is IMPLEMENTATION DEFINED how many bits of priority are implemented, though at least five bits must be implemented. Unimplemented bits are <b>RESO</b> and start from bit[48] up to bit[50]. The number of implemented bits can be discovered from AArch64-ICH_VTR_EL2.PRbits.</p> <p>When ICH_LR&lt;n&gt;_EL2.NMI is set to 1, this field is <b>RESO</b> and the virtual interrupt's priority is treated as 0x00.</p>	8 {x}
[47:45]	<b>RESO</b>	Reserved	<b>RESO</b>
[44:32]	pINTID	<p>Physical INTID, for hardware interrupts.</p> <p>When ICH_LR&lt;n&gt;_EL2.HW is 0 (there is no corresponding physical interrupt), this field has the following meaning:</p> <ul style="list-style-type: none"> <li>Bits[44:42] : <b>RESO</b>.</li> <li>Bit[41] : EOI. If this bit is 1, then when the interrupt identified by vINTID is deactivated, a maintenance interrupt is asserted.</li> <li>Bits[40:32] : <b>RESO</b>.</li> </ul> <p>When ICH_LR&lt;n&gt;_EL2.HW is 1 (there is a corresponding physical interrupt):</p> <ul style="list-style-type: none"> <li>This field indicates the physical INTID. This field is only required to implement enough bits to hold a valid value for the implemented INTID size. Any unused higher order bits are <b>RESO</b>.</li> <li>When AArch64-ICC_CTLR_EL1.ExtRange is 0, then bits[44:42] of this field are <b>RESO</b>.</li> <li>If the value of pINTID is not a valid INTID, behavior is UNPREDICTABLE. If the value of pINTID indicates a PPI, this field applies to the PPI associated with this same physical PE ID as the virtual CPU interface requesting the deactivation.</li> </ul> <p>A hardware physical identifier is only required in List Registers for interrupts that require deactivation. This means only 13 bits of Physical INTID are required, regardless of the number specified by AArch64-ICC_CTLR_EL1.IDbits.</p>	13 {x}
[31:0]	vINTID	<p>Virtual INTID of the interrupt.</p> <p>If the value of vINTID is 1020-1023 and ICH_LR&lt;n&gt;_EL2.State!=0b00 (Inactive), behavior is UNPREDICTABLE.</p> <p>Behavior is UNPREDICTABLE if two or more List Registers specify the same vINTID when:</p> <ul style="list-style-type: none"> <li>ICH_LR&lt;n&gt;_EL2.State == 0b01.</li> <li>ICH_LR&lt;n&gt;_EL2.State == 0b10.</li> <li>ICH_LR&lt;n&gt;_EL2.State == 0b11.</li> </ul> <p>It is IMPLEMENTATION DEFINED how many bits are implemented, though at least 16 bits must be implemented. Unimplemented bits are <b>RESO</b>. The number of implemented bits can be discovered from AArch64-ICH_VTR_EL2.IDbits.</p> <p>When AArch64-ICC_SRE_EL1.SRE == 0, specifying a vINTID in the LPI range is UNPREDICTABLE</p> <p><b>Note:</b> When a VM is using memory-mapped access to the GIC, software must ensure that the correct source PE ID is provided in bits[12:10].</p>	32 {x}

## Access

MRS <Xt>, ICH\_LR1\_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1100	0b1100	0b001

MSR ICH\_LR1\_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1100	0b1100	0b001

## Accessibility

MRS <Xt>, ICH\_LR1\_EL2

```

if 1 >= NUM_GIC_LIST_REGS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    if ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = ICH_LR_EL2[1];
elseif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = ICH_LR_EL2[1];

```

MSR ICH\_LR1\_EL2, <Xt>

```

if 1 >= NUM_GIC_LIST_REGS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    if ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        ICH_LR_EL2[1] = X[t, 64];
elseif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ICH_LR_EL2[1] = X[t, 64];

```

## A.8.12 ICH\_LR2\_EL2, Interrupt Controller List Registers

Provides interrupt context information for the virtual CPU interface.

### Configurations

If EL2 is not implemented, this register is RES0 from EL3.

If list register n is not implemented, then accesses to this register are UNDEFINED.



This register has no effect if EL2 is not enabled in the current Security state.

**Attributes**

**Width**

64

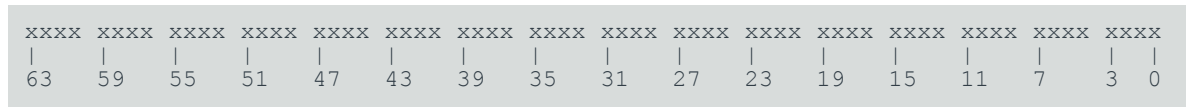
**Functional group**

GIC system registers

**Access type**

See bit descriptions

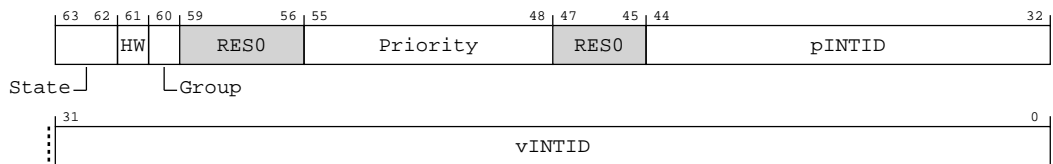
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure A-163: AArch64\_ich\_lr2\_el2 bit assignments**



**Table A-405: ICH\_LR2\_EL2 bit descriptions**

Bits	Name	Description	Reset
[63:62]	State	The state of the interrupt:  <b>0b00</b> Invalid (Inactive).  <b>0b01</b> Pending.  <b>0b10</b> Active.  <b>0b11</b> Pending and active.	xx

Bits	Name	Description	Reset
[61]	HW	<p>Indicates whether this virtual interrupt maps directly to a hardware interrupt, meaning that it corresponds to a physical interrupt. Deactivation of the virtual interrupt also causes the deactivation of the physical interrupt with the ID that the pINTID field indicates.</p> <p><b>0b0</b></p> <p>The interrupt is triggered entirely by software. No notification is sent to the Distributor when the virtual interrupt is deactivated.</p> <p><b>0b1</b></p> <p>The interrupt maps directly to a hardware interrupt. A deactivate interrupt request is sent to the Distributor when the virtual interrupt is deactivated, using the pINTID field from this register to indicate the physical interrupt ID.</p> <p>If AArch64-ICH_VMCR_EL2.VEOIM is 0, this request corresponds to a write to AArch64-ICC_EOIR0_EL1 or AArch64-ICC_EOIR1_EL1. Otherwise, it corresponds to a write to AArch64-ICC_DIR_EL1.</p>	x
[60]	Group	<p>Indicates the group for this virtual interrupt.</p> <p><b>0b0</b></p> <p>This is a Group 0 virtual interrupt. AArch64-ICH_VMCR_EL2.VFIQEn determines whether it is signaled as a virtual IRQ or as a virtual FIQ, and AArch64-ICH_VMCR_EL2.VENG0 enables signaling of this interrupt to the virtual machine.</p> <p><b>0b1</b></p> <p>This is a Group 1 virtual interrupt, signaled as a virtual IRQ. AArch64-ICH_VMCR_EL2.VENG1 enables the signalling of this interrupt to the virtual machine.</p> <p>If AArch64-ICH_VMCR_EL2.VCBPR is 0, then AArch64-ICC_BPR1_EL1 determines if a pending Group 1 interrupt has sufficient priority to preempt current execution. Otherwise, AArch64-ICH_LR&lt;n&gt;_EL2 determines preemption.</p>	x
[59:56]	RES0	Reserved	RES0
[55:48]	Priority	<p>The priority of this interrupt.</p> <p>It is IMPLEMENTATION DEFINED how many bits of priority are implemented, though at least five bits must be implemented. Unimplemented bits are <b>RES0</b> and start from bit[48] up to bit[50]. The number of implemented bits can be discovered from AArch64-ICH_VTR_EL2.PRIBits.</p> <p>When ICH_LR&lt;n&gt;_EL2.NMI is set to 1, this field is <b>RES0</b> and the virtual interrupt's priority is treated as 0x00.</p>	8 {x}
[47:45]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[44:32]	pINTID	<p>Physical INTID, for hardware interrupts.</p> <p>When ICH_LR&lt;n&gt;_EL2.HW is 0 (there is no corresponding physical interrupt), this field has the following meaning:</p> <ul style="list-style-type: none"> <li>Bits[44:42] : <b>RES0</b>.</li> <li>Bit[41] : EOI. If this bit is 1, then when the interrupt identified by vINTID is deactivated, a maintenance interrupt is asserted.</li> <li>Bits[40:32] : <b>RES0</b>.</li> </ul> <p>When ICH_LR&lt;n&gt;_EL2.HW is 1 (there is a corresponding physical interrupt):</p> <ul style="list-style-type: none"> <li>This field indicates the physical INTID. This field is only required to implement enough bits to hold a valid value for the implemented INTID size. Any unused higher order bits are <b>RES0</b>.</li> <li>When AArch64-ICC_CTLR_EL1.ExtRange is 0, then bits[44:42] of this field are <b>RES0</b>.</li> <li>If the value of pINTID is not a valid INTID, behavior is UNPREDICTABLE. If the value of pINTID indicates a PPI, this field applies to the PPI associated with this same physical PE ID as the virtual CPU interface requesting the deactivation.</li> </ul> <p>A hardware physical identifier is only required in List Registers for interrupts that require deactivation. This means only 13 bits of Physical INTID are required, regardless of the number specified by AArch64-ICC_CTLR_EL1.IDbits.</p>	13 {x}
[31:0]	vINTID	<p>Virtual INTID of the interrupt.</p> <p>If the value of vINTID is 1020-1023 and ICH_LR&lt;n&gt;_EL2.State!=0b00 (Inactive), behavior is UNPREDICTABLE.</p> <p>Behavior is UNPREDICTABLE if two or more List Registers specify the same vINTID when:</p> <ul style="list-style-type: none"> <li>ICH_LR&lt;n&gt;_EL2.State == 0b01.</li> <li>ICH_LR&lt;n&gt;_EL2.State == 0b10.</li> <li>ICH_LR&lt;n&gt;_EL2.State == 0b11.</li> </ul> <p>It is IMPLEMENTATION DEFINED how many bits are implemented, though at least 16 bits must be implemented. Unimplemented bits are <b>RES0</b>. The number of implemented bits can be discovered from AArch64-ICH_VTR_EL2.IDbits.</p> <p>When AArch64-ICC_SRE_EL1.SRE == 0, specifying a vINTID in the LPI range is UNPREDICTABLE</p> <p><b>Note:</b> When a VM is using memory-mapped access to the GIC, software must ensure that the correct source PE ID is provided in bits[12:10].</p>	32 {x}

## Access

MRS <Xt>, ICH\_LR2\_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1100	0b1100	0b010

MSR ICH\_LR2\_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1100	0b1100	0b010

## Accessibility

MRS <Xt>, ICH\_LR2\_EL2

```

if 2 >= NUM_GIC_LIST_REGS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    if ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = ICH_LR_EL2[2];
elseif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = ICH_LR_EL2[2];

```

MSR ICH\_LR2\_EL2, <Xt>

```

if 2 >= NUM_GIC_LIST_REGS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    if ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        ICH_LR_EL2[2] = X[t, 64];
elseif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ICH_LR_EL2[2] = X[t, 64];

```

## A.8.13 ICH\_LR3\_EL2, Interrupt Controller List Registers

Provides interrupt context information for the virtual CPU interface.

### Configurations

If EL2 is not implemented, this register is RES0 from EL3.

If list register n is not implemented, then accesses to this register are UNDEFINED.

This register has no effect if EL2 is not enabled in the current Security state.

**Attributes**

**Width**

64

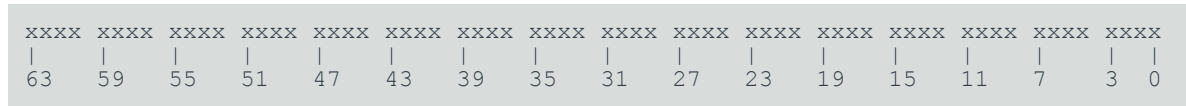
**Functional group**

GIC system registers

**Access type**

See bit descriptions

**Reset value**

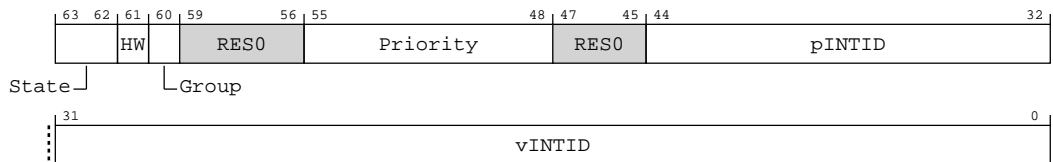


Note

Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure A-164: AArch64\_ich\_lr3\_el2 bit assignments**



**Table A-408: ICH\_LR3\_EL2 bit descriptions**

Bits	Name	Description	Reset
[63:62]	State	The state of the interrupt: <b>0b00</b> Invalid (Inactive). <b>0b01</b> Pending. <b>0b10</b> Active. <b>0b11</b> Pending and active.	xx

Bits	Name	Description	Reset
[61]	HW	<p>Indicates whether this virtual interrupt maps directly to a hardware interrupt, meaning that it corresponds to a physical interrupt. Deactivation of the virtual interrupt also causes the deactivation of the physical interrupt with the ID that the pINTID field indicates.</p> <p><b>0b0</b></p> <p>The interrupt is triggered entirely by software. No notification is sent to the Distributor when the virtual interrupt is deactivated.</p> <p><b>0b1</b></p> <p>The interrupt maps directly to a hardware interrupt. A deactivate interrupt request is sent to the Distributor when the virtual interrupt is deactivated, using the pINTID field from this register to indicate the physical interrupt ID.</p> <p>If AArch64-ICH_VMCR_EL2.VEOIM is 0, this request corresponds to a write to AArch64-ICC_EOIR0_EL1 or AArch64-ICC_EOIR1_EL1. Otherwise, it corresponds to a write to AArch64-ICC_DIR_EL1.</p>	x
[60]	Group	<p>Indicates the group for this virtual interrupt.</p> <p><b>0b0</b></p> <p>This is a Group 0 virtual interrupt. AArch64-ICH_VMCR_EL2.VFIQEn determines whether it is signaled as a virtual IRQ or as a virtual FIQ, and AArch64-ICH_VMCR_EL2.VENG0 enables signaling of this interrupt to the virtual machine.</p> <p><b>0b1</b></p> <p>This is a Group 1 virtual interrupt, signaled as a virtual IRQ. AArch64-ICH_VMCR_EL2.VENG1 enables the signalling of this interrupt to the virtual machine.</p> <p>If AArch64-ICH_VMCR_EL2.VCBPR is 0, then AArch64-ICC_BPR1_EL1 determines if a pending Group 1 interrupt has sufficient priority to preempt current execution. Otherwise, AArch64-ICH_LR&lt;n&gt;_EL2 determines preemption.</p>	x
[59:56]	RES0	Reserved	RES0
[55:48]	Priority	<p>The priority of this interrupt.</p> <p>It is IMPLEMENTATION DEFINED how many bits of priority are implemented, though at least five bits must be implemented. Unimplemented bits are <b>RES0</b> and start from bit[48] up to bit[50]. The number of implemented bits can be discovered from AArch64-ICH_VTR_EL2.PRIBits.</p> <p>When ICH_LR&lt;n&gt;_EL2.NMI is set to 1, this field is <b>RES0</b> and the virtual interrupt's priority is treated as 0x00.</p>	8 {x}
[47:45]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[44:32]	pINTID	<p>Physical INTID, for hardware interrupts.</p> <p>When ICH_LR&lt;n&gt;_EL2.HW is 0 (there is no corresponding physical interrupt), this field has the following meaning:</p> <ul style="list-style-type: none"> <li>Bits[44:42] : <b>RES0</b>.</li> <li>Bit[41] : EOI. If this bit is 1, then when the interrupt identified by vINTID is deactivated, a maintenance interrupt is asserted.</li> <li>Bits[40:32] : <b>RES0</b>.</li> </ul> <p>When ICH_LR&lt;n&gt;_EL2.HW is 1 (there is a corresponding physical interrupt):</p> <ul style="list-style-type: none"> <li>This field indicates the physical INTID. This field is only required to implement enough bits to hold a valid value for the implemented INTID size. Any unused higher order bits are <b>RES0</b>.</li> <li>When AArch64-ICC_CTLR_EL1.ExtRange is 0, then bits[44:42] of this field are <b>RES0</b>.</li> <li>If the value of pINTID is not a valid INTID, behavior is UNPREDICTABLE. If the value of pINTID indicates a PPI, this field applies to the PPI associated with this same physical PE ID as the virtual CPU interface requesting the deactivation.</li> </ul> <p>A hardware physical identifier is only required in List Registers for interrupts that require deactivation. This means only 13 bits of Physical INTID are required, regardless of the number specified by AArch64-ICC_CTLR_EL1.IDbits.</p>	13 {x}
[31:0]	vINTID	<p>Virtual INTID of the interrupt.</p> <p>If the value of vINTID is 1020-1023 and ICH_LR&lt;n&gt;_EL2.State!=0b00 (Inactive), behavior is UNPREDICTABLE.</p> <p>Behavior is UNPREDICTABLE if two or more List Registers specify the same vINTID when:</p> <ul style="list-style-type: none"> <li>ICH_LR&lt;n&gt;_EL2.State == 0b01.</li> <li>ICH_LR&lt;n&gt;_EL2.State == 0b10.</li> <li>ICH_LR&lt;n&gt;_EL2.State == 0b11.</li> </ul> <p>It is IMPLEMENTATION DEFINED how many bits are implemented, though at least 16 bits must be implemented. Unimplemented bits are <b>RES0</b>. The number of implemented bits can be discovered from AArch64-ICH_VTR_EL2.IDbits.</p> <p>When AArch64-ICC_SRE_EL1.SRE == 0, specifying a vINTID in the LPI range is UNPREDICTABLE</p> <p><b>Note:</b> When a VM is using memory-mapped access to the GIC, software must ensure that the correct source PE ID is provided in bits[12:10].</p>	32 {x}

## Access

MRS <Xt>, ICH\_LR3\_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1100	0b1100	0b011

MSR ICH\_LR3\_EL2, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b100	0b1100	0b1100	0b011

## Accessibility

MRS <Xt>, ICH\_LR3\_EL2

```

if 3 >= NUM_GIC_LIST_REGS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    if ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = ICH_LR_EL2[3];
elseif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = ICH_LR_EL2[3];

```

MSR ICH\_LR3\_EL2, <Xt>

```

if 3 >= NUM_GIC_LIST_REGS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    if ICC_SRE_EL2.SRE == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        ICH_LR_EL2[3] = X[t, 64];
elseif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ICH_LR_EL2[3] = X[t, 64];

```

## A.8.14 ICC\_CTLR\_EL3, Interrupt Controller Control Register (EL3)

Controls aspects of the behavior of the GIC CPU interface and provides information about the features implemented.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64



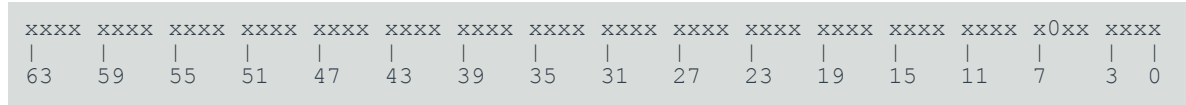
### Functional group

GIC system registers

### Access type

See bit descriptions

### Reset value



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-165: AArch64\_icc\_ctlr\_el3 bit assignments

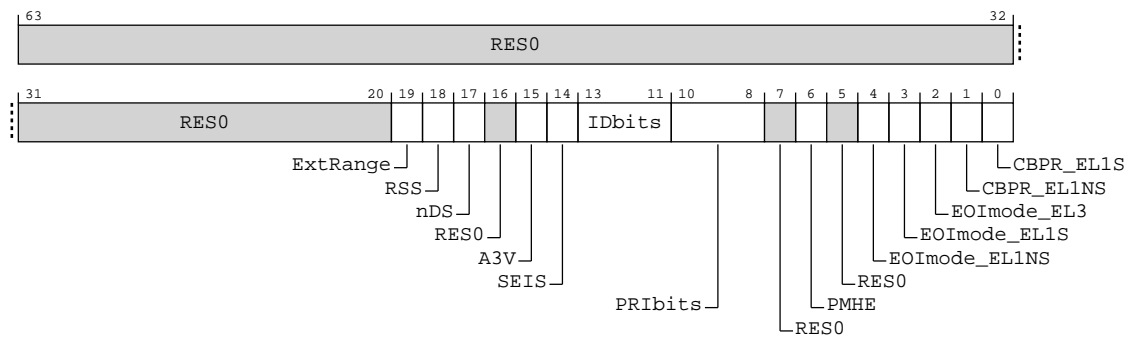


Table A-411: ICC\_CTLR\_EL3 bit descriptions

Bits	Name	Description	Reset
[63:20]	RES0	Reserved	RES0
[19]	ExtRange	Extended INTID range (read-only). <b>0b1</b> CPU interface supports INTIDs in the range 1024..8191 <ul style="list-style-type: none"> <li>All INTIDs in the range 1024..8191 are treated as requiring deactivation.</li> </ul>	x
[18]	RSS	Range Selector Support. <b>0b0</b> Targeted SGIs with affinity level 0 values of 0-15 are supported.	x
[17]	nDS	Disable Security not supported. Read-only and writes are ignored. <b>0b1</b> The CPU interface logic does not support disabling of security, and requires that security is not disabled.	x
[16]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[15]	A3V	Affinity 3 Valid. Read-only and writes are ignored.  <b>0b1</b> The CPU interface logic supports nonzero values of the Aff3 field in SGI generation System registers.	x
[14]	SEIS	SEI Support. Read-only and writes are ignored. Indicates whether the CPU interface supports generation of SEIs:  <b>0b0</b> The CPU interface logic does not support generation of SEIs.	x
[13:11]	IDbits	Identifier bits. Read-only and writes are ignored. Indicates the number of physical interrupt identifier bits supported.  <b>0b000</b> 16 bits.	xxx
[10:8]	PRIbits	Priority bits. Read-only and writes are ignored. The number of priority bits implemented, minus one.  An implementation that supports two Security states must implement at least 32 levels of physical priority (5 priority bits).  An implementation that supports only a single Security state must implement at least 16 levels of physical priority (4 priority bits).  <b>Note:</b> This field always returns the number of priority bits implemented, regardless of the value of SCR_EL3.NS or the value of ext-GICD_CTLR.DS.  The division between group priority and subpriority is defined in the binary point registers AArch64-ICC_BPRO_EL1 and AArch64-ICC_BPR1_EL1.  This field determines the minimum value of ICC_BPRO_EL1.  <b>0b100</b> 5 bits of priority are implemented	xxx
[7]	RES0	Reserved	RES0
[6]	PMHE	Priority Mask Hint Enable.  <b>0b0</b> Disables use of the priority mask register as a hint for interrupt distribution.  <b>0b1</b> Enables use of the priority mask register as a hint for interrupt distribution.	0b0
[5]	RES0	Reserved	RES0
[4]	EOImode_EL1NS	EOI mode for interrupts handled at Non-secure EL1 and EL2. Controls whether a write to an End of Interrupt register also deactivates the interrupt.  <b>0b0</b> AArch64-ICC_EOIRO_EL1 and AArch64-ICC_EOIR1_EL1 provide both priority drop and interrupt deactivation functionality. Accesses to AArch64-ICC_DIR_EL1 are <b>UNPREDICTABLE</b> .  <b>0b1</b> AArch64-ICC_EOIRO_EL1 and AArch64-ICC_EOIR1_EL1 provide priority drop functionality only. AArch64-ICC_DIR_EL1 provides interrupt deactivation functionality.	x

Bits	Name	Description	Reset
[3]	EOImode_EL1S	EOI mode for interrupts handled at Secure EL1 and EL2. Controls whether a write to an End of Interrupt register also deactivates the interrupt.  <b>0b0</b> AArch64-ICC_EOIRO_EL1 and AArch64-ICC_EOIR1_EL1 provide both priority drop and interrupt deactivation functionality. Accesses to AArch64-ICC_DIR_EL1 are <b>UNPREDICTABLE</b> .  <b>0b1</b> AArch64-ICC_EOIRO_EL1 and AArch64-ICC_EOIR1_EL1 provide priority drop functionality only. AArch64-ICC_DIR_EL1 provides interrupt deactivation functionality.	x
[2]	EOImode_EL3	EOI mode for interrupts handled at EL3. Controls whether a write to an End of Interrupt register also deactivates the interrupt.  <b>0b0</b> AArch64-ICC_EOIRO_EL1 and AArch64-ICC_EOIR1_EL1 provide both priority drop and interrupt deactivation functionality. Accesses to AArch64-ICC_DIR_EL1 are <b>UNPREDICTABLE</b> .  <b>0b1</b> AArch64-ICC_EOIRO_EL1 and AArch64-ICC_EOIR1_EL1 provide priority drop functionality only. AArch64-ICC_DIR_EL1 provides interrupt deactivation functionality.	x
[1]	CBPR_EL1NS	Common Binary Point Register, EL1 Non-secure. Controls whether the same register is used for interrupt preemption of both Group 0 and Group 1 Non-secure interrupts at EL1 and EL2.  <b>0b0</b> AArch64-ICC_BPRO_EL1 determines the preemption group for Group 0 interrupts only.  AArch64-ICC_BPR1_EL1 determines the preemption group for Non-secure Group 1 interrupts.  <b>0b1</b> AArch64-ICC_BPRO_EL1 determines the preemption group for Group 0 interrupts and Non-secure Group 1 interrupts. Non-secure accesses to ext-GICC_BPR and AArch64-ICC_BPR1_EL1 access the state of AArch64-ICC_BPRO_EL1.	x
[0]	CBPR_EL1S	Common Binary Point Register, EL1 Secure. Controls whether the same register is used for interrupt preemption of both Group 0 and Group 1 Secure interrupts at EL1 and EL2.  <b>0b0</b> AArch64-ICC_BPRO_EL1 determines the preemption group for Group 0 interrupts only.  AArch64-ICC_BPR1_EL1 determines the preemption group for Secure Group 1 interrupts.  <b>0b1</b> AArch64-ICC_BPRO_EL1 determines the preemption group for Group 0 interrupts and Secure Group 1 interrupts. Secure EL1 accesses to AArch64-ICC_BPR1_EL1 access the state of AArch64-ICC_BPRO_EL1.	x

## Access

MRS <Xt>, ICC\_CTLR\_EL3

op0	op1	CRn	CRm	op2
0b11	0b110	0b1100	0b1100	0b100

MSR ICC\_CTLR\_EL3, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b110	0b1100	0b1100	0b100

## Accessibility

MRS <Xt>, ICC\_CTLR\_EL3

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = ICC_CTLR_EL3;

```

MSR ICC\_CTLR\_EL3, <Xt>

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    UNDEFINED;
elsif PSTATE.EL == EL3 then
    if ICC_SRE_EL3.SRE == '0' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ICC_CTLR_EL3 = X[t, 64];

```

## A.9 AArch64 Generic Timer registers summary

The following summary table provides an overview of all Generic Timer registers in the core.

For more information on registers listed in the table, click on the link associated with the register name.

If a register does not have a link in the summary table, you can find more information about this Architecturally defined register in the [Arm® Architecture Reference Manual for A-profile architecture](#).

For registers without a listed reset value, refer to the individual field resets documented on the register description pages or to the [Arm® Architecture Reference Manual for A-profile architecture](#).

**Table A-414: Generic Timer registers summary**

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
CNTKCTL_EL1	3	0	C14	C1	0	See individual bit resets.	64-bit	Counter-timer Kernel Control register
CNTFRQ_ELO	3	3	C14	C0	0	See individual bit resets.	64-bit	Counter-timer Frequency register
CNTPCT_ELO	3	3	C14	C0	1	See individual bit resets.	64-bit	Counter-timer Physical Count register

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
CNTVCT_ELO	3	3	C14	C0	2	See individual bit resets.	64-bit	Counter-timer Virtual Count register
CNTPCTSS_ELO	3	3	C14	C0	5	See individual bit resets.	64-bit	Counter-timer Self-Synchronized Physical Count register
CNTVCTSS_ELO	3	3	C14	C0	6	See individual bit resets.	64-bit	Counter-timer Self-Synchronized Virtual Count register
CNTP_TVAL_ELO	3	3	C14	C2	0	See individual bit resets.	64-bit	Counter-timer Physical Timer TimerValue register
CNTP_CTL_ELO	3	3	C14	C2	1	See individual bit resets.	64-bit	Counter-timer Physical Timer Control register
CNTP_CVAL_ELO	3	3	C14	C2	2	See individual bit resets.	64-bit	Counter-timer Physical Timer CompareValue register
CNTV_TVAL_ELO	3	3	C14	C3	0	See individual bit resets.	64-bit	Counter-timer Virtual Timer TimerValue register
CNTV_CTL_ELO	3	3	C14	C3	1	See individual bit resets.	64-bit	Counter-timer Virtual Timer Control register
CNTV_CVAL_ELO	3	3	C14	C3	2	See individual bit resets.	64-bit	Counter-timer Virtual Timer CompareValue register
CNTVOFF_EL2	3	4	C14	C0	3	See individual bit resets.	64-bit	Counter-timer Virtual Offset register
CNTPOFF_EL2	3	4	C14	C0	6	See individual bit resets.	64-bit	Counter-timer Physical Offset register
CNTHCTL_EL2	3	4	C14	C1	0	See individual bit resets.	64-bit	Counter-timer Hypervisor Control register
CNTHP_TVAL_EL2	3	4	C14	C2	0	See individual bit resets.	64-bit	Counter-timer Physical Timer TimerValue register (EL2)
CNTHP_CTL_EL2	3	4	C14	C2	1	See individual bit resets.	64-bit	Counter-timer Hypervisor Physical Timer Control register
CNTHP_CVAL_EL2	3	4	C14	C2	2	See individual bit resets.	64-bit	Counter-timer Physical Timer CompareValue register (EL2)
CNTHV_TVAL_EL2	3	4	C14	C3	0	See individual bit resets.	64-bit	Counter-timer Virtual Timer TimerValue Register (EL2)
CNTHV_CTL_EL2	3	4	C14	C3	1	See individual bit resets.	64-bit	Counter-timer Virtual Timer Control register (EL2)
CNTHV_CVAL_EL2	3	4	C14	C3	2	See individual bit resets.	64-bit	Counter-timer Virtual Timer CompareValue register (EL2)
CNTHVS_TVAL_EL2	3	4	C14	C4	0	See individual bit resets.	64-bit	Counter-timer Secure Virtual Timer TimerValue register (EL2)
CNTHVS_CTL_EL2	3	4	C14	C4	1	See individual bit resets.	64-bit	Counter-timer Secure Virtual Timer Control register (EL2)
CNTHVS_CVAL_EL2	3	4	C14	C4	2	See individual bit resets.	64-bit	Counter-timer Secure Virtual Timer CompareValue register (EL2)
CNTHPS_TVAL_EL2	3	4	C14	C5	0	See individual bit resets.	64-bit	Counter-timer Secure Physical Timer TimerValue register (EL2)
CNTHPS_CTL_EL2	3	4	C14	C5	1	See individual bit resets.	64-bit	Counter-timer Secure Physical Timer Control register (EL2)

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
CNTHPS_CVAL_EL2	3	4	C14	C5	2	See individual bit resets.	64-bit	Counter-timer Secure Physical Timer CompareValue register (EL2)
CNTPS_TVAL_EL1	3	7	C14	C2	0	See individual bit resets.	64-bit	Counter-timer Physical Secure Timer TimerValue register
CNTPS_CTL_EL1	3	7	C14	C2	1	See individual bit resets.	64-bit	Counter-timer Physical Secure Timer Control register
CNTPS_CVAL_EL1	3	7	C14	C2	2	See individual bit resets.	64-bit	Counter-timer Physical Secure Timer CompareValue register

## A.10 AArch64 Other system control registers summary

The following summary table provides an overview of all Other system control registers in the core.

For more information on registers listed in the table, click on the link associated with the register name.

If a register does not have a link in the summary table, you can find more information about this Architecturally defined register in the [Arm® Architecture Reference Manual for A-profile architecture](#).

For registers without a listed reset value, refer to the individual field resets documented on the register description pages or to the [Arm® Architecture Reference Manual for A-profile architecture](#).

**Table A-415: Other system control registers summary**

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
SCTLR_EL1	3	0	C1	C0	0	See individual bit resets.	64-bit	System Control Register (EL1)
CPACR_EL1	3	0	C1	C0	2	See individual bit resets.	64-bit	Architectural Feature Access Control Register
ZCR_EL1	3	0	C1	C2	0	See individual bit resets.	64-bit	SVE Control Register (EL1)
SCTLR_EL2	3	4	C1	C0	0	See individual bit resets.	64-bit	System Control Register (EL2)
HCR_EL2	3	4	C1	C1	0	See individual bit resets.	64-bit	Hypervisor Configuration Register
CPTR_EL2	3	4	C1	C1	2	See individual bit resets.	64-bit	Architectural Feature Trap Register (EL2)
HSTR_EL2	3	4	C1	C1	3	See individual bit resets.	64-bit	Hypervisor System Trap Register
HFGRTR_EL2	3	4	C1	C1	4	See individual bit resets.	64-bit	Hypervisor Fine-Grained Read Trap Register
HFGWTR_EL2	3	4	C1	C1	5	See individual bit resets.	64-bit	Hypervisor Fine-Grained Write Trap Register
HFGITR_EL2	3	4	C1	C1	6	See individual bit resets.	64-bit	Hypervisor Fine-Grained Instruction Trap Register

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
ZCR_EL2	3	4	C1	C2	0	See individual bit resets.	64-bit	SVE Control Register (EL2)
HCRX_EL2	3	4	C1	C2	2	See individual bit resets.	64-bit	Extended Hypervisor Configuration Register
HDFGRTR_EL2	3	4	C3	C1	4	See individual bit resets.	64-bit	Hypervisor Debug Fine-Grained Read Trap Register
HDFGWTR_EL2	3	4	C3	C1	5	See individual bit resets.	64-bit	Hypervisor Debug Fine-Grained Write Trap Register
HAFGRTR_EL2	3	4	C3	C1	6	See individual bit resets.	64-bit	Hypervisor Activity Monitors Fine-Grained Read Trap Register
SCTLR_EL3	3	6	C1	C0	0	See individual bit resets.	64-bit	System Control Register (EL3)
ZCR_EL3	3	6	C1	C2	0	See individual bit resets.	64-bit	SVE Control Register (EL3)

## A.11 AArch64 Activity Monitors registers summary

The following summary table provides an overview of all Activity Monitors registers in the core.

For more information on registers listed in the table, click on the link associated with the register name.

If a register does not have a link in the summary table, you can find more information about this Architecturally defined register in the [Arm® Architecture Reference Manual for A-profile architecture](#).

For registers without a listed reset value, refer to the individual field resets documented on the register description pages or to the [Arm® Architecture Reference Manual for A-profile architecture](#).

**Table A-416: Activity Monitors registers summary**

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
AMCR_ELO	3	3	C13	C2	0	See individual bit resets.	64-bit	Activity Monitors Control Register
<a href="#">AMCFGR_ELO</a>	3	3	C13	C2	1	See individual bit resets.	64-bit	Activity Monitors Configuration Register
<a href="#">AMCGCR_ELO</a>	3	3	C13	C2	2	See individual bit resets.	64-bit	Activity Monitors Counter Group Configuration Register
AMUSERENR_ELO	3	3	C13	C2	3	See individual bit resets.	64-bit	Activity Monitors User Enable Register
AMCNTENCLR0_ELO	3	3	C13	C2	4	See individual bit resets.	64-bit	Activity Monitors Count Enable Clear Register 0
AMCNTENSET0_ELO	3	3	C13	C2	5	See individual bit resets.	64-bit	Activity Monitors Count Enable Set Register 0
AMCNTENCLR1_ELO	3	3	C13	C3	0	See individual bit resets.	64-bit	Activity Monitors Count Enable Clear Register 1

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
AMCNTENSET1_ELO	3	3	C13	C3	1	See individual bit resets.	64-bit	Activity Monitors Count Enable Set Register 1
AMEVCNTR00_ELO	3	3	C13	C4	0	See individual bit resets.	64-bit	Activity Monitors Event Counter Registers 0
AMEVCNTR01_ELO	3	3	C13	C4	1	See individual bit resets.	64-bit	Activity Monitors Event Counter Registers 0
AMEVCNTR02_ELO	3	3	C13	C4	2	See individual bit resets.	64-bit	Activity Monitors Event Counter Registers 0
AMEVCNTR03_ELO	3	3	C13	C4	3	See individual bit resets.	64-bit	Activity Monitors Event Counter Registers 0
AMEVTYPER00_ELO	3	3	C13	C6	0	See individual bit resets.	64-bit	Activity Monitors Event Type Registers 0
AMEVTYPER01_ELO	3	3	C13	C6	1	See individual bit resets.	64-bit	Activity Monitors Event Type Registers 0
AMEVTYPER02_ELO	3	3	C13	C6	2	See individual bit resets.	64-bit	Activity Monitors Event Type Registers 0
AMEVTYPER03_ELO	3	3	C13	C6	3	See individual bit resets.	64-bit	Activity Monitors Event Type Registers 0
AMEVCNTR10_ELO	3	3	C13	C12	0	See individual bit resets.	64-bit	Activity Monitors Event Counter Registers 1
AMEVCNTR11_ELO	3	3	C13	C12	1	See individual bit resets.	64-bit	Activity Monitors Event Counter Registers 1
AMEVCNTR12_ELO	3	3	C13	C12	2	See individual bit resets.	64-bit	Activity Monitors Event Counter Registers 1
AMEVTYPER10_ELO	3	3	C13	C14	0	See individual bit resets.	64-bit	Activity Monitors Event Type Registers 1
AMEVTYPER11_ELO	3	3	C13	C14	1	See individual bit resets.	64-bit	Activity Monitors Event Type Registers 1
AMEVTYPER12_ELO	3	3	C13	C14	2	See individual bit resets.	64-bit	Activity Monitors Event Type Registers 1

### A.11.1 AMCFGR\_ELO, Activity Monitors Configuration Register

Global configuration register for the activity monitors.

Provides information on supported features, the number of counter groups implemented, the total number of activity monitor event counters implemented, and the size of the counters. AMCFGR\_ELO is applicable to both the architected and the auxiliary counter groups.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64



### Functional group

Activity Monitors registers

### Access type

See bit descriptions

### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	0001	xxx1	0000	0000	0011	1111	0000	0110
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-166: AArch64\_amcfr\_el0 bit assignments

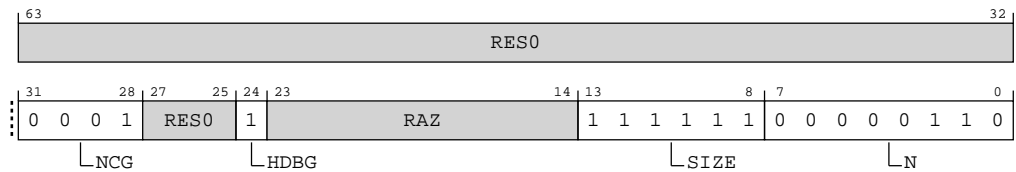


Table A-417: AMCFGR\_ELO bit descriptions

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31:28]	NCG	Defines the number of counter groups. The following value is specified for this product. <b>0b0001</b> Two counter groups are implemented	0b0001
[27:25]	RES0	Reserved	RES0
[24]	HDBG	Halt-on-debug supported.  This feature must be supported, and so this bit is 0b1. <b>0b1</b> AArch64-AMCR_ELO.HDBG is read/write.	0b1
[23:14]	RAZ	Reserved	RAZ

Bits	Name	Description	Reset
[13:8]	SIZE	<p>Defines the size of activity monitor event counters.</p> <p>The size of the activity monitor event counters implemented by the activity monitors Extension is [AMCFGR_ELO.SIZE + 1].</p> <p><b>Note:</b> Software also uses this field to determine the spacing of counters in the memory-map. From Armv8, the counters are at doubleword-aligned addresses.</p> <p><b>0b111111</b> 64 bits.</p>	0b111111
[7:0]	N	<p>Defines the number of activity monitor event counters.</p> <p>The total number of counters implemented in all groups by the Activity Monitors Extension is [AMCFGR_ELO.N + 1].</p> <p><b>0b00000110</b> Seven activity monitor event counters</p>	0x06

## Access

MRS <Xt>, AMCFGR\_ELO

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b0010	0b001

## Accessibility

MRS <Xt>, AMCFGR\_ELO

```

if PSTATE.EL == EL0 then
    if AMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && CPTR_EL2.TAM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = AMCFGR_ELO;
        elsif PSTATE.EL == EL1 then
            if EL2Enabled() && CPTR_EL2.TAM == '1' then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elsif CPTR_EL3.TAM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = AMCFGR_ELO;
        elsif PSTATE.EL == EL2 then
            if CPTR_EL3.TAM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;

```

```

else
    AArch64.SystemAccessTrap(EL3, 0x18);
else
    X[t, 64] = AMCFGR_EL0;
elseif PSTATE.EL == EL3 then
    X[t, 64] = AMCFGR_EL0;
    
```

## A.11.2 AMCGCR\_EL0, Activity Monitors Counter Group Configuration Register

Provides information on the number of activity monitor event counters implemented within each counter group.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Activity Monitors registers

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	0000	0011	0000	0100
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0

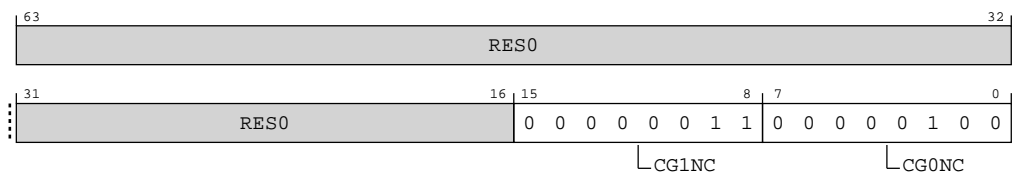


Where the reset reads xxxx, see individual bits.

Note

### Bit descriptions

Figure A-167: AArch64\_amcgcr\_el0 bit assignments



**Table A-419: AMCGCR\_ELO bit descriptions**

Bits	Name	Description	Reset
[63:16]	RES0	Reserved	RES0
[15:8]	CG1NC	Counter Group 1 Number of Counters. The number of counters in the auxiliary counter group.  In an implementation that includes FEAT_AMUV1, the permitted range of values is 0x0 to 0x10.  <b>0b00000011</b> Three counters in the auxiliary counter group	0x03
[7:0]	CG0NC	Counter Group 0 Number of Counters. The number of counters in the architected counter group.  <b>0b00000100</b> Four Counters in the architected counter group	0x04

### Access

MRS &lt;Xt&gt;, AMCGCR\_ELO

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b0010	0b010

### Accessibility

MRS &lt;Xt&gt;, AMCGCR\_ELO

```

if PSTATE.EL == EL0 then
    if AMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && CPTR_EL2.TAM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = AMCGCR_ELO;
        elsif PSTATE.EL == EL1 then
            if EL2Enabled() && CPTR_EL2.TAM == '1' then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elsif CPTR_EL3.TAM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = AMCGCR_ELO;
        elsif PSTATE.EL == EL2 then
            if CPTR_EL3.TAM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = AMCGCR_ELO;
        elsif PSTATE.EL == EL3 then
            X[t, 64] = AMCGCR_ELO;

```

### A.11.3 AMEVCNTR00\_ELO, Activity Monitors Event Counter Registers 0

Provides access to the architected activity monitor event counter 0.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Functional group

Activity Monitors registers

##### Access type

See bit descriptions

##### Reset value

0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000  
 0000

#### Bit descriptions

Figure A-168: AArch64\_amevcntr00\_el0 bit assignments

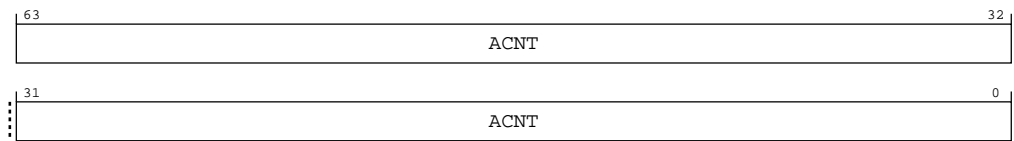


Table A-421: AMEVCNTR00\_ELO bit descriptions

Bits	Name	Description	Reset
[63:0]	ACNT	Value of architected activity monitor event counter 0.	0x0000000000000000

#### Access

If <n> is greater than or equal to the number of architected activity monitor event counters, reads and writes of AMEVCNTR0<n>\_ELO are **UNDEFINED**.



AArch64-AMCGCR\_ELO.CG0NC identifies the number of architected activity monitor event counters.

MRS <Xt>, AMEVCNTR00\_ELO

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b0100	0b000

MSR AMEVCNTR00\_ELO, &lt;Xt&gt;

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b0100	0b000

## Accessibility

If <n> is greater than or equal to the number of architected activity monitor event counters, reads and writes of AMEVCNTR0<n>\_ELO are UNDEFINED.



Note

AArch64-AMCGCR\_ELO.CG0NC identifies the number of architected activity monitor event counters.

MRS &lt;Xt&gt;, AMEVCNTR00\_ELO

```

if PSTATE.EL == EL0 then
    if AMUSERENR_ELO.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && CPTR_EL2.TAM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && SCR_EL3.FGTEN == '1' &&
            HAFGRTR_EL2.AMEVCNTR00_ELO == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = AMEVCNTR0_ELO[0];
        elsif PSTATE.EL == EL1 then
            if EL2Enabled() && CPTR_EL2.TAM == '1' then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elsif EL2Enabled() && SCR_EL3.FGTEN == '1' && HAFGRTR_EL2.AMEVCNTR00_ELO == '1'
            then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elsif CPTR_EL3.TAM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = AMEVCNTR0_ELO[0];
        elsif PSTATE.EL == EL2 then
            if CPTR_EL3.TAM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = AMEVCNTR0_ELO[0];
        elsif PSTATE.EL == EL3 then

```

```
X[t, 64] = AMEVCNTR0_ELO[0];
```

MSR AMEVCNTR00\_ELO, <Xt>

```
if IsHighestEL(PSTATE.EL) then
    AMEVCNTR0_ELO[0] = X[t, 64];
else
    UNDEFINED;
```

### A.11.4 AMEVCNTR01\_ELO, Activity Monitors Event Counter Registers 0

Provides access to the architected activity monitor event counter 1.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Functional group

Activity Monitors registers

##### Access type

See bit descriptions

##### Reset value

0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000  
0000

#### Bit descriptions

Figure A-169: AArch64\_amevcntr01\_el0 bit assignments

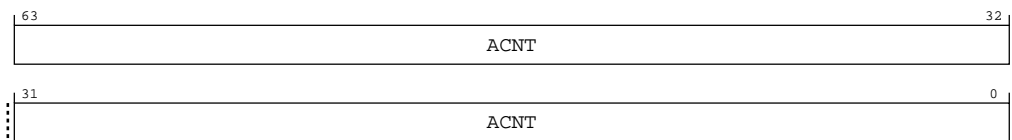


Table A-424: AMEVCNTR01\_ELO bit descriptions

Bits	Name	Description	Reset
[63:0]	ACNT	Value of architected activity monitor event counter 1.	0x0000000000000000

#### Access

If <n> is greater than or equal to the number of architected activity monitor event counters, reads and writes of AMEVCNTR0<n>\_ELO are **UNDEFINED**.



AArch64-AMCGCR\_EL0.CG0NC identifies the number of architected activity monitor event counters.

MRS <Xt>, AMEVCNTR01\_ELO

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b0100	0b001

MSR AMEVCNTR01\_ELO, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b0100	0b001

### Accessibility

If <n> is greater than or equal to the number of architected activity monitor event counters, reads and writes of AMEVCNTR0<n>\_ELO are UNDEFINED.



AArch64-AMCGCR\_EL0.CG0NC identifies the number of architected activity monitor event counters.

MRS <Xt>, AMEVCNTR01\_ELO

```

if PSTATE.EL == EL0 then
    if AMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && CPTR_EL2.TAM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && SCR_EL3.FGTEn == '1' &&
            HAFGRTR_EL2.AMEVCNTR01_ELO == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = AMEVCNTR0_ELO[1];
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && CPTR_EL2.TAM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HAFGRTR_EL2.AMEVCNTR01_ELO == '1'
        then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);

```



```

else
    X[t, 64] = AMEVCNTR0_EL0[1];
elseif PSTATE.EL == EL2 then
    if CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = AMEVCNTR0_EL0[1];
elseif PSTATE.EL == EL3 then
    X[t, 64] = AMEVCNTR0_EL0[1];

```

MSR AMEVCNTR01\_ELO, <Xt>

```

if IsHighestEL(PSTATE.EL) then
    AMEVCNTR0_EL0[1] = X[t, 64];
else
    UNDEFINED;

```

## A.11.5 AMEVCNTR02\_ELO, Activity Monitors Event Counter Registers 0

Provides access to the architected activity monitor event counter 2.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Activity Monitors registers

#### Access type

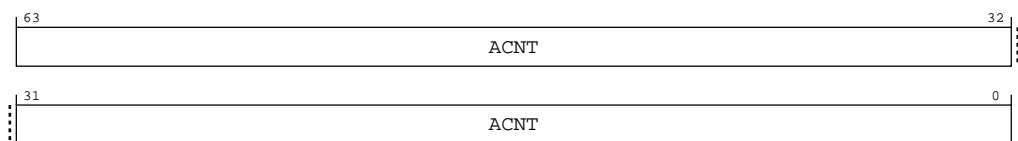
See bit descriptions

#### Reset value

0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000  
0000

### Bit descriptions

**Figure A-170: AArch64\_amevcntr02\_el0 bit assignments**



**Table A-427: AMEVCNTR02\_ELO bit descriptions**

Bits	Name	Description	Reset
[63:0]	ACNT	Value of architected activity monitor event counter 2.	0x0000000000000000

### Access

If <n> is greater than or equal to the number of architected activity monitor event counters, reads and writes of AMEVCNTR0<n>\_ELO are **UNDEFINED**.



AArch64-AMCGCR\_ELO.CG0NC identifies the number of architected activity monitor event counters.

MRS <Xt>, AMEVCNTR02\_ELO

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b0100	0b010

MSR AMEVCNTR02\_ELO, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b0100	0b010

### Accessibility

If <n> is greater than or equal to the number of architected activity monitor event counters, reads and writes of AMEVCNTR0<n>\_ELO are **UNDEFINED**.



AArch64-AMCGCR\_ELO.CG0NC identifies the number of architected activity monitor event counters.

MRS <Xt>, AMEVCNTR02\_ELO

```

if PSTATE.EL == EL0 then
  if AMUSERENR_ELO.EN == '0' then
    if EL2Enabled() && HCR_EL2.TGE == '1' then
      AArch64.SystemAccessTrap(EL2, 0x18);
    else
      AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TAM == '1' then
      AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && SCR_EL3.FGTEn == '1' &&
      HAFGRTR_EL2.AMEVCNTR02_ELO == '1' then
      AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TAM == '1' then
      if HalTED() && EDSCR.SDD == '1' then
        UNDEFINED;
      else
        AArch64.SystemAccessTrap(EL3, 0x18);

```

```

    else
        X[t, 64] = AMEVCNTR0_ELO[2];
    elsif PSTATE.EL == EL1 then
        if EL2Enabled() && CPTR_EL2.TAM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HAFGRTR_EL2.AMEVCNTR02_ELO == '1'
        then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = AMEVCNTR0_ELO[2];
        elsif PSTATE.EL == EL2 then
            if CPTR_EL3.TAM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = AMEVCNTR0_ELO[2];
        elsif PSTATE.EL == EL3 then
            X[t, 64] = AMEVCNTR0_ELO[2];

```

MSR AMEVCNTR02\_ELO, <Xt>

```

if IsHighestEL(PSTATE.EL) then
    AMEVCNTR0_ELO[2] = X[t, 64];
else
    UNDEFINED;

```

## A.11.6 AMEVCNTR03\_ELO, Activity Monitors Event Counter Registers 0

Provides access to the architected activity monitor event counter 3.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Activity Monitors registers

#### Access type

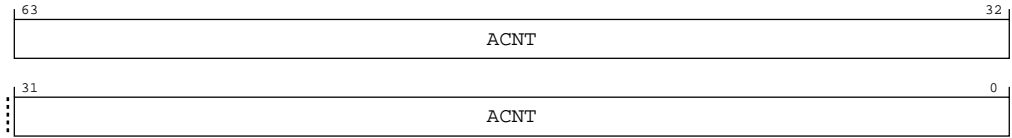
See bit descriptions

#### Reset value

0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000  
0000

## Bit descriptions

**Figure A-171: AArch64\_amevcntr03\_el0 bit assignments**



**Table A-430: AMEVCNTR03\_ELO bit descriptions**

Bits	Name	Description	Reset
[63:0]	ACNT	Value of architected activity monitor event counter 3.	0x0000000000000000

### Access

If <n> is greater than or equal to the number of architected activity monitor event counters, reads and writes of AMEVCNTR0<n>\_ELO are **UNDEFINED**.



AArch64-AMCGCR\_ELO.CG0NC identifies the number of architected activity monitor event counters.

MRS <Xt>, AMEVCNTR03\_ELO

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b0100	0b011

MSR AMEVCNTR03\_ELO, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b0100	0b011

### Accessibility

If <n> is greater than or equal to the number of architected activity monitor event counters, reads and writes of AMEVCNTR0<n>\_ELO are UNDEFINED.



AArch64-AMCGCR\_ELO.CG0NC identifies the number of architected activity monitor event counters.

MRS <Xt>, AMEVCNTR03\_ELO

```
if PSTATE.EL == EL0 then
    if AMUSERENR_ELO.EN == '0' then
```

```

        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && CPTR_EL2.TAM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && SCR_EL3.FGTEn == '1' &&
HAFGRTR_EL2.AMEVCNTR03_ELO == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = AMEVCNTR0_ELO[3];
        elsif PSTATE.EL == EL1 then
            if EL2Enabled() && CPTR_EL2.TAM == '1' then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HAFGRTR_EL2.AMEVCNTR03_ELO == '1'
then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elsif CPTR_EL3.TAM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.SystemAccessTrap(EL3, 0x18);
                else
                    X[t, 64] = AMEVCNTR0_ELO[3];
        elsif PSTATE.EL == EL2 then
            if CPTR_EL3.TAM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = AMEVCNTR0_ELO[3];
        elsif PSTATE.EL == EL3 then
            X[t, 64] = AMEVCNTR0_ELO[3];

```

MSR AMEVCNTR03\_ELO, <Xt>

```

if IsHighestEL(PSTATE.EL) then
    AMEVCNTR0_ELO[3] = X[t, 64];
else
    UNDEFINED;

```

## A.11.7 AMEVTYPER00\_ELO, Activity Monitors Event Type Registers 0

Provides information on the events that an architected activity monitor event counter AArch64-AMEVCNTR00\_ELO counts.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

### Functional group

Activity Monitors registers

### Access type

See bit descriptions

### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	0000	0000	0001	0001
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-172: AArch64\_amevtyper00\_el0 bit assignments

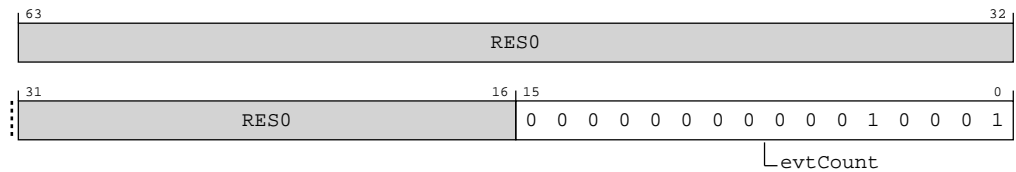


Table A-433: AMEVTYPER00\_ELO bit descriptions

Bits	Name	Description	Reset
[63:16]	RES0	Reserved	RES0
[15:0]	evtCount	Event to count. The event number of the event that is counted by the architected activity monitor event counter AArch64-AMEVCNTR00_ELO. The value of this field is architecturally mandated for each architected counter.  <b>0b00000000000010001</b> Processor frequency cycles	0x0011

### Access

If <n> is greater than or equal to the number of architected activity monitor event counters, reads and writes of AMEVTYPER0<n>\_ELO are **UNDEFINED**.



AArch64-AMCGCR\_ELO.CG0NC identifies the number of architected activity monitor event counters.

MRS <Xt>, AMEVTYPER00\_ELO

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b0110	0b000

## Accessibility

If <n> is greater than or equal to the number of architected activity monitor event counters, reads and writes of AMEVTYPEPERO<n>\_ELO are UNDEFINED.



AArch64-AMCGCR\_ELO.CG0NC identifies the number of architected activity monitor event counters.

## MRS <Xt>, AMEVTYPEPERO0\_ELO

```

if PSTATE.EL == EL0 then
    if AMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && CPTR_EL2.TAM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = AMEVTYPEPERO_ELO[0];
        elsif PSTATE.EL == EL1 then
            if EL2Enabled() && CPTR_EL2.TAM == '1' then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elsif CPTR_EL3.TAM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = AMEVTYPEPERO_ELO[0];
        elsif PSTATE.EL == EL2 then
            if CPTR_EL3.TAM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = AMEVTYPEPERO_ELO[0];
        elsif PSTATE.EL == EL3 then
            X[t, 64] = AMEVTYPEPERO_ELO[0];

```

## A.11.8 AMEVTYPER01\_ELO, Activity Monitors Event Type Registers 0

Provides information on the events that an architected activity monitor event counter AArch64-AMEVCNTR01\_ELO counts.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Activity Monitors registers

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	0100	0000	0000	0100
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-173: AArch64\_amevtyper01\_el0 bit assignments

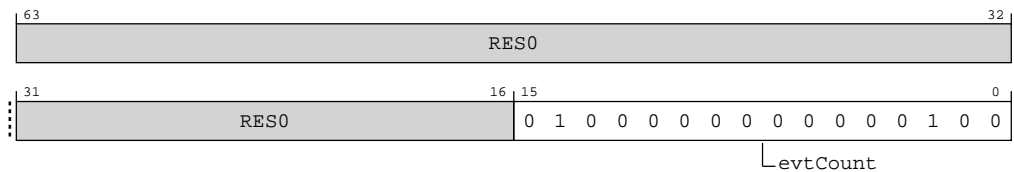


Table A-435: AMEVTYPER01\_ELO bit descriptions

Bits	Name	Description	Reset
[63:16]	RES0	Reserved	RES0
[15:0]	evtCount	Event to count. The event number of the event that is counted by the architected activity monitor event counter AArch64-AMEVCNTR01_ELO. The value of this field is architecturally mandated for each architected counter.  <b>0b0100000000000100</b> Constant frequency cycles	0x4004



## Access

If  $\langle n \rangle$  is greater than or equal to the number of architected activity monitor event counters, reads and writes of AMEVTYPEP0 $\langle n \rangle$ \_ELO are **UNDEFINED**.



AArch64-AMCGCR\_ELO.CG0NC identifies the number of architected activity monitor event counters.

MRS <Xt>, AMEVTYPEP01\_ELO

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b0110	0b001

## Accessibility

If  $\langle n \rangle$  is greater than or equal to the number of architected activity monitor event counters, reads and writes of AMEVTYPEP0 $\langle n \rangle$ \_ELO are **UNDEFINED**.



AArch64-AMCGCR\_ELO.CG0NC identifies the number of architected activity monitor event counters.

MRS <Xt>, AMEVTYPEP01\_ELO

```

if PSTATE.EL == EL0 then
    if AMUSERENR_ELO.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TAM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = AMEVTYPEP0_ELO[1];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && CPTR_EL2.TAM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = AMEVTYPEP0_ELO[1];
elseif PSTATE.EL == EL2 then
    if CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = AMEVTYPEP0_ELO[1];

```

```

    AArch64.SystemAccessTrap(EL3, 0x18);
else
    X[t, 64] = AMEVTYPER0_ELO[1];
elseif PSTATE.EL == EL3 then
    X[t, 64] = AMEVTYPER0_ELO[1];
    
```

## A.11.9 AMEVTYPER02\_ELO, Activity Monitors Event Type Registers 0

Provides information on the events that an architected activity monitor event counter AArch64-AMEVCNTR02\_ELO counts.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

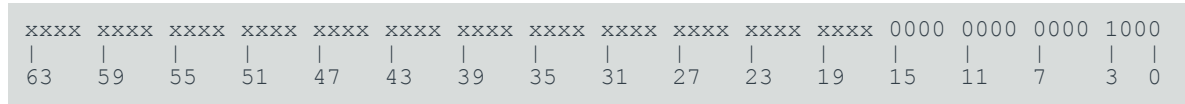
#### Functional group

Activity Monitors registers

#### Access type

See bit descriptions

#### Reset value



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-174: AArch64\_amevtyper02\_el0 bit assignments

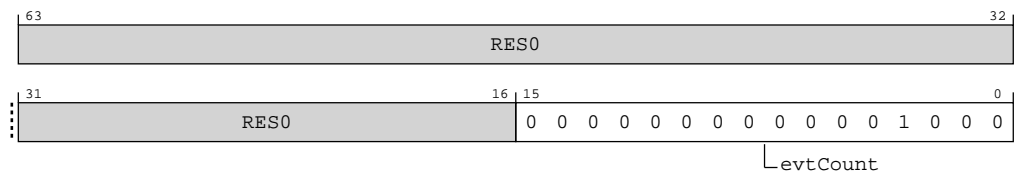


Table A-437: AMEVTYPER02\_ELO bit descriptions

Bits	Name	Description	Reset
[63:16]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[15:0]	evtCount	Event to count. The event number of the event that is counted by the architected activity monitor event counter AArch64-AMEVCNTR02_ELO. The value of this field is architecturally mandated for each architected counter.  <b>0b0000000000001000</b> Instructions retired	0x0008

## Access

If <n> is greater than or equal to the number of architected activity monitor event counters, reads and writes of AMEVTPERO<n>\_ELO are **UNDEFINED**.



AArch64-AMCGCR\_ELO.CG0NC identifies the number of architected activity monitor event counters.

MRS <Xt>, AMEVTPERO2\_ELO

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b0110	0b010

## Accessibility

If <n> is greater than or equal to the number of architected activity monitor event counters, reads and writes of AMEVTPERO<n>\_ELO are **UNDEFINED**.



AArch64-AMCGCR\_ELO.CG0NC identifies the number of architected activity monitor event counters.

MRS <Xt>, AMEVTPERO2\_ELO

```

if PSTATE.EL == EL0 then
    if AMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && CPTR_EL2.TAM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TAM == '1' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = AMEVTPERO_ELO[2];
        elsif PSTATE.EL == EL1 then
            if EL2Enabled() && CPTR_EL2.TAM == '1' then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elsif CPTR_EL3.TAM == '1' then
                if HalTED() && EDSCR.SDD == '1' then

```

```

        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = AMEVTYPER0_ELO[2];
elseif PSTATE.EL == EL2 then
    if CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = AMEVTYPER0_ELO[2];
elseif PSTATE.EL == EL3 then
    X[t, 64] = AMEVTYPER0_ELO[2];

```

## A.11.10 AMEVTYPER03\_ELO, Activity Monitors Event Type Registers 0

Provides information on the events that an architected activity monitor event counter AArch64-AMEVCNTR03\_ELO counts.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Activity Monitors registers

#### Access type

See bit descriptions

#### Reset value

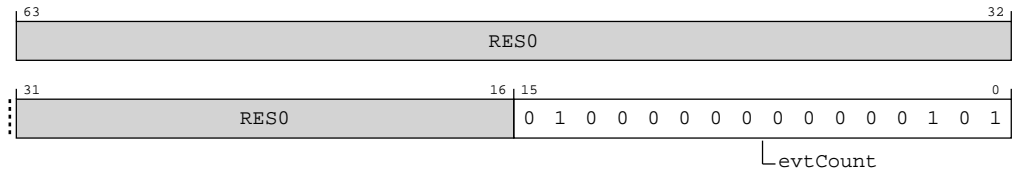
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	0100	0000	0000	0101
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

## Bit descriptions

**Figure A-175: AArch64\_amevtyper03\_el0 bit assignments**



**Table A-439: AMEVTYPER03\_ELO bit descriptions**

Bits	Name	Description	Reset
[63:16]	RES0	Reserved	RES0
[15:0]	evtCount	Event to count. The event number of the event that is counted by the architected activity monitor event counter AArch64-AMEVCNTR03_ELO. The value of this field is architecturally mandated for each architected counter.  <b>0b0100000000000101</b> Memory stall cycles	0x4005

### Access

If <n> is greater than or equal to the number of architected activity monitor event counters, reads and writes of AMEVTYPER0<n>\_ELO are **UNDEFINED**.



AArch64-AMCGCR\_ELO.CG0NC identifies the number of architected activity monitor event counters.

MRS <Xt>, AMEVTYPER03\_ELO

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b0110	0b011

### Accessibility

If <n> is greater than or equal to the number of architected activity monitor event counters, reads and writes of AMEVTYPER0<n>\_ELO are UNDEFINED.



AArch64-AMCGCR\_ELO.CG0NC identifies the number of architected activity monitor event counters.

MRS <Xt>, AMEVTYPER03\_ELO

```
if PSTATE.EL == EL0 then
```

```

if AMUSERENR_EL0.EN == '0' then
    if EL2Enabled() && HCR_EL2.TGE == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        AArch64.SystemAccessTrap(EL1, 0x18);
elseif EL2Enabled() && CPTR_EL2.TAM == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elseif CPTR_EL3.TAM == '1' then
    if Halted() && EDSCR.SDD == '1' then
        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = AMEVTYPEP0_EL0[3];
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && CPTR_EL2.TAM == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = AMEVTYPEP0_EL0[3];
elseif PSTATE.EL == EL2 then
    if CPTR_EL3.TAM == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = AMEVTYPEP0_EL0[3];
elseif PSTATE.EL == EL3 then
    X[t, 64] = AMEVTYPEP0_EL0[3];

```

### A.11.11 AMEVCNTR10\_EL0, Activity Monitors Event Counter Registers 1

Provides access to the auxiliary activity monitor event counter 0.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Functional group

Activity Monitors registers

##### Access type

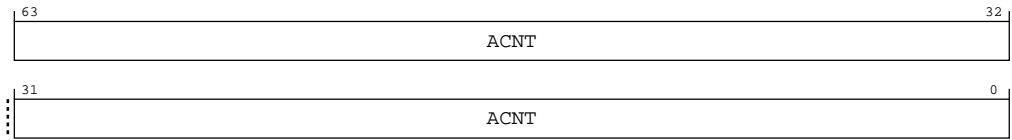
See bit descriptions

##### Reset value

0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000  
0000

## Bit descriptions

**Figure A-176: AArch64\_amevcntr10\_el0 bit assignments**



**Table A-441: AMEVCNTR10\_ELO bit descriptions**

Bits	Name	Description	Reset
[63:0]	ACNT	Value of Auxiliary activity monitor event counter 0.	0x0000000000000000

### Access

If <n> is greater than or equal to the number of auxiliary activity monitor event counters, reads and writes of AMEVCNTR1<n>\_ELO are **UNDEFINED**.



AArch64-AMCGCR\_ELO.CG1NC identifies the number of auxiliary activity monitor event counters.

MRS <Xt>, AMEVCNTR10\_ELO

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b1100	0b000

MSR AMEVCNTR10\_ELO, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b1100	0b000

### Accessibility

If <n> is greater than or equal to the number of auxiliary activity monitor event counters, reads and writes of AMEVCNTR1<n>\_ELO are **UNDEFINED**.



AArch64-AMCGCR\_ELO.CG1NC identifies the number of auxiliary activity monitor event counters.

MRS <Xt>, AMEVCNTR10\_ELO

```
if 0 >= NUM_AMU.CG1.MONITORS then
    UNDEFINED;
```

```

elseif PSTATE.EL == EL0 then
    if AMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elseif EL2Enabled() && CPTR_EL2.TAM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && SCR_EL3.FGTEn == '1' &&
            HAFGRTR_EL2.AMEVCNTR10_ELO == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = AMEVCNTR1_ELO[0];
        elseif PSTATE.EL == EL1 then
            if EL2Enabled() && CPTR_EL2.TAM == '1' then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HAFGRTR_EL2.AMEVCNTR10_ELO == '1'
            then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elseif CPTR_EL3.TAM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = AMEVCNTR1_ELO[0];
        elseif PSTATE.EL == EL2 then
            if CPTR_EL3.TAM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = AMEVCNTR1_ELO[0];
        elseif PSTATE.EL == EL3 then
            X[t, 64] = AMEVCNTR1_ELO[0];

```

MSR AMEVCNTR10\_ELO, <Xt>

```

if 0 >= NUM AMU_CG1_MONITORS then
    UNDEFINED;
elseif IsHighestEL(PSTATE.EL) then
    AMEVCNTR1_ELO[0] = X[t, 64];
else
    UNDEFINED;

```

## A.11.12 AMEVCNTR11\_ELO, Activity Monitors Event Counter Registers 1

Provides access to the auxiliary activity monitor event counter 1.

### Configurations

This register is available in all configurations.



**Attributes**

**Width**

64

**Functional group**

Activity Monitors registers

**Access type**

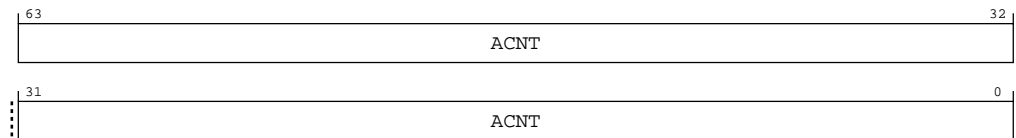
See bit descriptions

**Reset value**

0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000  
 0000

**Bit descriptions**

**Figure A-177: AArch64\_amevcntr11\_el0 bit assignments**



**Table A-444: AMEVCNTR11\_ELO bit descriptions**

Bits	Name	Description	Reset
[63:0]	ACNT	Value of Auxiliary activity monitor event counter 1.	0x0000000000000000

**Access**

If <n> is greater than or equal to the number of auxiliary activity monitor event counters, reads and writes of AMEVCNTR1<n>\_ELO are **UNDEFINED**.



AArch64-AMCGCR\_ELO.CG1NC identifies the number of auxiliary activity monitor event counters.

MRS <Xt>, AMEVCNTR11\_ELO

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b1100	0b001

MSR AMEVCNTR11\_ELO, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b1100	0b001

## Accessibility

If <n> is greater than or equal to the number of auxiliary activity monitor event counters, reads and writes of AMEVCNTR1<n>\_ELO are UNDEFINED.



AArch64-AMCGCR\_ELO.CG1NC identifies the number of auxiliary activity monitor event counters.

### MRS <Xt>, AMEVCNTR11\_ELO

```

if 1 >= NUM_AMU_CG1_MONITORS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    if AMUSERENR_EL0.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elseif EL2Enabled() && CPTR_EL2.TAM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && SCR_EL3.FGTEn == '1' &&
HAFGRTR_EL2.AMEVCNTR11_ELO == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = AMEVCNTR1_ELO[1];
    elseif PSTATE.EL == EL1 then
        if EL2Enabled() && CPTR_EL2.TAM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HAFGRTR_EL2.AMEVCNTR11_ELO == '1'
then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = AMEVCNTR1_ELO[1];
    elseif PSTATE.EL == EL2 then
        if CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = AMEVCNTR1_ELO[1];
    elseif PSTATE.EL == EL3 then
        X[t, 64] = AMEVCNTR1_ELO[1];

```

### MSR AMEVCNTR11\_ELO, <Xt>

```

if 1 >= NUM_AMU_CG1_MONITORS then
    UNDEFINED;
elseif IsHighestEL(PSTATE.EL) then
    AMEVCNTR1_ELO[1] = X[t, 64];

```

```
else
    UNDEFINED;
```

### A.11.13 AMEVCNTR12\_ELO, Activity Monitors Event Counter Registers 1

Provides access to the auxiliary activity monitor event counter 2.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Functional group

Activity Monitors registers

##### Access type

See bit descriptions

##### Reset value

0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000  
 0000

#### Bit descriptions

Figure A-178: AArch64\_amevcntr12\_el0 bit assignments

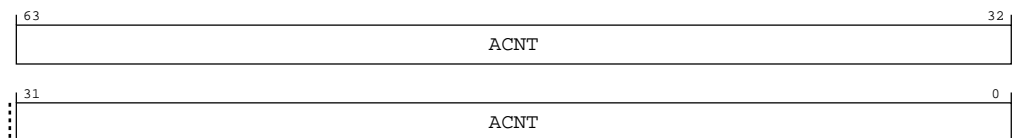


Table A-447: AMEVCNTR12\_ELO bit descriptions

Bits	Name	Description	Reset
[63:0]	ACNT	Value of Auxiliary activity monitor event counter 2.	0x0000000000000000

#### Access

If <n> is greater than or equal to the number of auxiliary activity monitor event counters, reads and writes of AMEVCNTR1<n>\_ELO are **UNDEFINED**.



AArch64-AMCGCR\_ELO.CG1NC identifies the number of auxiliary activity monitor event counters.

MRS &lt;Xt&gt;, AMEVCNTR12\_ELO

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b1100	0b010

MSR AMEVCNTR12\_ELO, &lt;Xt&gt;

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b1100	0b010

## Accessibility

If <n> is greater than or equal to the number of auxiliary activity monitor event counters, reads and writes of AMEVCNTR1<n>\_ELO are UNDEFINED.



Note

AArch64-AMCGCR\_ELO.CG1NC identifies the number of auxiliary activity monitor event counters.

MRS &lt;Xt&gt;, AMEVCNTR12\_ELO

```

if 2 >= NUM_AMU_CG1_MONITORS then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    if AMUSERENR_ELO.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elsif EL2Enabled() && CPTR_EL2.TAM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && SCR_EL3.FGTEn == '1' &&
            HAFGRTR_EL2.AMEVCNTR12_ELO == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = AMEVCNTR1_ELO[2];
        elsif PSTATE.EL == EL1 then
            if EL2Enabled() && CPTR_EL2.TAM == '1' then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HAFGRTR_EL2.AMEVCNTR12_ELO == '1'
            then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elsif CPTR_EL3.TAM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = AMEVCNTR1_ELO[2];
        elsif PSTATE.EL == EL2 then
            if CPTR_EL3.TAM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    X[t, 64] = AMEVCNTR1_ELO[2];
            else
                X[t, 64] = AMEVCNTR1_ELO[2];
        end if
    end if
end if

```

```

        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = AMEVCNTR1_ELO[2];
    elsif PSTATE.EL == EL3 then
        X[t, 64] = AMEVCNTR1_ELO[2];

```

MSR AMEVCNTR12\_ELO, <Xt>

```

if 2 >= NUM_AMU_CG1_MONITORS then
    UNDEFINED;
elsif IsHighestEL(PSTATE.EL) then
    AMEVCNTR1_ELO[2] = X[t, 64];
else
    UNDEFINED;

```

## A.11.14 AMEVTYPEPER10\_ELO, Activity Monitors Event Type Registers 1

Provides information on the events that an architected activity monitor event counter AArch64-AMEVCNTR10\_ELO counts.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Activity Monitors registers

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0

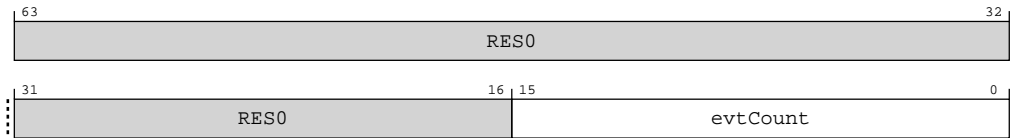


Note

Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure A-179: AArch64\_amevtyper10\_el0 bit assignments**



**Table A-450: AMEVTYPER10\_ELO bit descriptions**

Bits	Name	Description	Reset
[63:16]	RES0	Reserved	RES0
[15:0]	evtCount	Event to count. The event number of the event that is counted by the architected activity monitor event counter AArch64-AMEVCNTR1<n>_ELO  <b>0b0000001100000000</b> Gear 0 (MPMM bank 0) period threshold exceeded	16 {x}

### Access

If <n> is greater than or equal to the number of auxiliary activity monitor event counters, reads and writes of AMEVTYPER1<n>\_ELO are **UNDEFINED**.



AArch64-AMCGCR\_ELO.CG1NC identifies the number of auxiliary activity monitor event counters.

MRS <Xt>, AMEVTYPER10\_ELO

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b1110	0b000

### Accessibility

If <n> is greater than or equal to the number of auxiliary activity monitor event counters, reads and writes of AMEVTYPER1<n>\_ELO are UNDEFINED.



AArch64-AMCGCR\_ELO.CG1NC identifies the number of auxiliary activity monitor event counters.

MRS <Xt>, AMEVTYPER10\_ELO

```
if 0 >= NUM_AMU.CG1.MONITORS then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
```

```

if AMUSERENR_EL0.EN == '0' then
  if EL2Enabled() && HCR_EL2.TGE == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
  else
    AArch64.SystemAccessTrap(EL1, 0x18);
  elsif EL2Enabled() && CPTR_EL2.TAM == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
  elsif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && SCR_EL3.FGTEn == '1' &&
HAFGRTR_EL2.AMEVTYPEPER10_ELO == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
  elsif CPTR_EL3.TAM == '1' then
    if Halted() && EDSCR.SDD == '1' then
      UNDEFINED;
    else
      AArch64.SystemAccessTrap(EL3, 0x18);
    else
      X[t, 64] = AMEVTYPEPER1_ELO[0];
  elsif PSTATE.EL == EL1 then
    if EL2Enabled() && CPTR_EL2.TAM == '1' then
      AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HAFGRTR_EL2.AMEVTYPEPER10_ELO == '1'
then
      AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TAM == '1' then
      if Halted() && EDSCR.SDD == '1' then
        UNDEFINED;
      else
        AArch64.SystemAccessTrap(EL3, 0x18);
      else
        X[t, 64] = AMEVTYPEPER1_ELO[0];
  elsif PSTATE.EL == EL2 then
    if CPTR_EL3.TAM == '1' then
      if Halted() && EDSCR.SDD == '1' then
        UNDEFINED;
      else
        AArch64.SystemAccessTrap(EL3, 0x18);
      else
        X[t, 64] = AMEVTYPEPER1_ELO[0];
  elsif PSTATE.EL == EL3 then
    X[t, 64] = AMEVTYPEPER1_ELO[0];

```

### A.11.15 AMEVTYPEPER11\_ELO, Activity Monitors Event Type Registers 1

Provides information on the events that an architected activity monitor event counter AArch64-AMEVCNTR11\_ELO counts.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

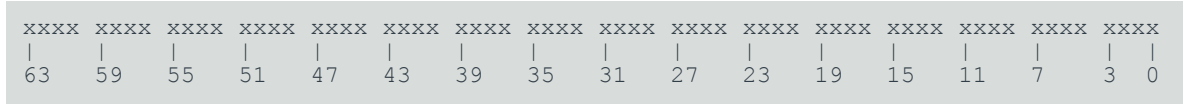
##### Functional group

Activity Monitors registers

##### Access type

See bit descriptions

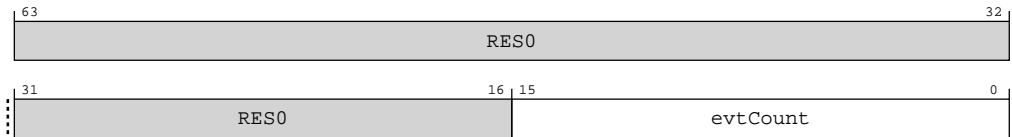
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure A-180: AArch64\_amevtyper11\_el0 bit assignments**



**Table A-452: AMEVTYPER11\_ELO bit descriptions**

Bits	Name	Description	Reset
[63:16]	RES0	Reserved	RES0
[15:0]	evtCount	Event to count. The event number of the event that is counted by the architected activity monitor event counter AArch64-AMEVCNTR1<n>_ELO  <b>0b0000001100000001</b> Gear 1 (MPMM bank 1) period threshold exceeded	16 {x}

**Access**

If <n> is greater than or equal to the number of auxiliary activity monitor event counters, reads and writes of AMEVTYPER1<n>\_ELO are **UNDEFINED**.



AArch64-AMCGCR\_ELO.CG1NC identifies the number of auxiliary activity monitor event counters.

MRS <Xt>, AMEVTYPER11\_ELO

op0	op1	CRn	CRm	op2
0b11	0b011	0b1101	0b1110	0b001

**Accessibility**

If <n> is greater than or equal to the number of auxiliary activity monitor event counters, reads and writes of AMEVTYPER1<n>\_ELO are UNDEFINED.





AArch64-AMCGCR\_ELO.CG1NC identifies the number of auxiliary activity monitor event counters.

## MRS <Xt>, AMEVTYPER11\_ELO

```

if 1 >= NUM AMU_CG1_MONITORS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    if AMUSERENR_ELO.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elseif EL2Enabled() && CPTR_EL2.TAM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && SCR_EL3.FGTEn == '1' &&
HAFGRTR_EL2.AMEVTYPER11_ELO == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = AMEVTYPER1_ELO[1];
        elseif PSTATE.EL == EL1 then
            if EL2Enabled() && CPTR_EL2.TAM == '1' then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HAFGRTR_EL2.AMEVTYPER11_ELO == '1'
then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elseif CPTR_EL3.TAM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.SystemAccessTrap(EL3, 0x18);
                else
                    X[t, 64] = AMEVTYPER1_ELO[1];
        elseif PSTATE.EL == EL2 then
            if CPTR_EL3.TAM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = AMEVTYPER1_ELO[1];
        elseif PSTATE.EL == EL3 then
            X[t, 64] = AMEVTYPER1_ELO[1];

```

### A.11.16 AMEVTYPER12\_ELO, Activity Monitors Event Type Registers 1

Provides information on the events that an architected activity monitor event counter AArch64-AMEVCNTR12\_ELO counts.

#### Configurations

This register is available in all configurations.

**Attributes**

**Width**

64

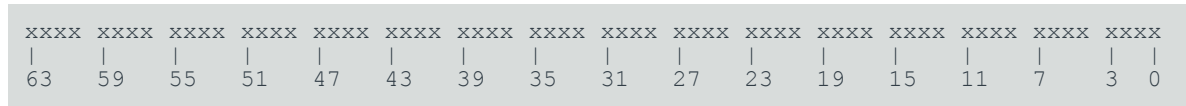
**Functional group**

Activity Monitors registers

**Access type**

See bit descriptions

**Reset value**

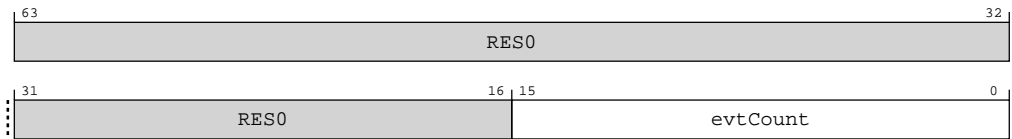


Note

Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure A-181: AArch64\_amevtyper12\_el0 bit assignments**



**Table A-454: AMEVTYPER12\_ELO bit descriptions**

Bits	Name	Description	Reset
[63:16]	RES0	Reserved	RES0
[15:0]	evtCount	Event to count. The event number of the event that is counted by the architected activity monitor event counter AArch64-AMEVCNTR1<n>_ELO  0b00000001100000010 Gear 2 (MPMM bank 2) period threshold exceeded	16 {x}

**Access**

If <n> is greater than or equal to the number of auxiliary activity monitor event counters, reads and writes of AMEVTYPER1<n>\_ELO are **UNDEFINED**.



Note

AArch64-AMCGCR\_ELO.CG1NC identifies the number of auxiliary activity monitor event counters.

MRS &lt;Xt&gt;, AMEVTYPER12\_ELO

op0	op1	CRn	CRm	op2
0b11	0b011	0b11101	0b11110	0b010

### Accessibility

If <n> is greater than or equal to the number of auxiliary activity monitor event counters, reads and writes of AMEVTYPER1<n>\_ELO are UNDEFINED.



AArch64-AMCGCR\_ELO.CG1NC identifies the number of auxiliary activity monitor event counters.

MRS &lt;Xt&gt;, AMEVTYPER12\_ELO

```

if 2 >= NUM AMU CG1 MONITORS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    if AMUSERENR_ELO.EN == '0' then
        if EL2Enabled() && HCR_EL2.TGE == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        else
            AArch64.SystemAccessTrap(EL1, 0x18);
        elseif EL2Enabled() && CPTR_EL2.TAM == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif EL2Enabled() && HCR_EL2.<E2H,TGE> != '11' && SCR_EL3.FGTEn == '1' &&
            HAFGRTR_EL2.AMEVTYPER12_ELO == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif CPTR_EL3.TAM == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = AMEVTYPER1_ELO[2];
        elseif PSTATE.EL == EL1 then
            if EL2Enabled() && CPTR_EL2.TAM == '1' then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HAFGRTR_EL2.AMEVTYPER12_ELO == '1'
            then
                AArch64.SystemAccessTrap(EL2, 0x18);
            elseif CPTR_EL3.TAM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = AMEVTYPER1_ELO[2];
        elseif PSTATE.EL == EL2 then
            if CPTR_EL3.TAM == '1' then
                if Halted() && EDSCR.SDD == '1' then
                    UNDEFINED;
                else
                    AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = AMEVTYPER1_ELO[2];
        elseif PSTATE.EL == EL3 then
            X[t, 64] = AMEVTYPER1_ELO[2];

```

## A.12 AArch64 Trace unit registers summary

The following summary table provides an overview of all Trace unit registers in the core.

For more information on registers listed in the table, click on the link associated with the register name.

If a register does not have a link in the summary table, you can find more information about this Architecturally defined register in the [Arm® Architecture Reference Manual for A-profile architecture](#).

For registers without a listed reset value, refer to the individual field resets documented on the register description pages or to the [Arm® Architecture Reference Manual for A-profile architecture](#).

**Table A-456: Trace unit registers summary**

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
<a href="#">TRCTRACEIDR</a>	2	1	C0	C0	1	See individual bit resets.	64-bit	Trace ID Register
<a href="#">TRCVICTLR</a>	2	1	C0	C0	2	See individual bit resets.	64-bit	ViewInst Main Control Register
<a href="#">TRCSEQEVRO</a>	2	1	C0	C0	4	See individual bit resets.	64-bit	Sequencer State Transition Control Register <n>
<a href="#">TRCCNTRLDVRO</a>	2	1	C0	C0	5	See individual bit resets.	64-bit	Counter Reload Value Register <n>
<a href="#">TRCIDR8</a>	2	1	C0	C0	6	See individual bit resets.	64-bit	ID Register 8
<a href="#">TRCIMSPEC0</a>	2	1	C0	C0	7	See individual bit resets.	64-bit	IMP DEF Register 0
<a href="#">TRCPRGCTLR</a>	2	1	C0	C1	0	See individual bit resets.	64-bit	Programming Control Register
<a href="#">TRCVIIECTLR</a>	2	1	C0	C1	2	See individual bit resets.	64-bit	ViewInst Include/Exclude Control Register
<a href="#">TRCSEQEVR1</a>	2	1	C0	C1	4	See individual bit resets.	64-bit	Sequencer State Transition Control Register <n>
<a href="#">TRCCNTRLDVR1</a>	2	1	C0	C1	5	See individual bit resets.	64-bit	Counter Reload Value Register <n>
<a href="#">TRCIDR9</a>	2	1	C0	C1	6	See individual bit resets.	64-bit	ID Register 9
<a href="#">TRCVISSCTLR</a>	2	1	C0	C2	2	See individual bit resets.	64-bit	ViewInst Start/Stop Control Register
<a href="#">TRCSEQEVR2</a>	2	1	C0	C2	4	See individual bit resets.	64-bit	Sequencer State Transition Control Register <n>
<a href="#">TRCIDR10</a>	2	1	C0	C2	6	See individual bit resets.	64-bit	ID Register 10
<a href="#">TRCSTATR</a>	2	1	C0	C3	0	See individual bit resets.	64-bit	Trace Status Register

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
TRCIDR11	2	1	C0	C3	6	See individual bit resets.	64-bit	ID Register 11
TRCCONFIGR	2	1	C0	C4	0	See individual bit resets.	64-bit	Trace Configuration Register
TRCCNTCTLR0	2	1	C0	C4	5	See individual bit resets.	64-bit	Counter Control Register <n>
TRCIDR12	2	1	C0	C4	6	See individual bit resets.	64-bit	ID Register 12
TRCCNTCTLR1	2	1	C0	C5	5	See individual bit resets.	64-bit	Counter Control Register <n>
TRCIDR13	2	1	C0	C5	6	See individual bit resets.	64-bit	ID Register 13
TRCAUXCTLR	2	1	C0	C6	0	See individual bit resets.	64-bit	Auxiliary Control Register
TRCSEQRSTEV	2	1	C0	C6	4	See individual bit resets.	64-bit	Sequencer Reset Control Register
TRCSEQSTR	2	1	C0	C7	4	See individual bit resets.	64-bit	Sequencer State Register
TRCEVENTCTLOR	2	1	C0	C8	0	See individual bit resets.	64-bit	Event Control 0 Register
TRCEXTINSELRO	2	1	C0	C8	4	See individual bit resets.	64-bit	External Input Select Register <n>
TRCCNTVR0	2	1	C0	C8	5	See individual bit resets.	64-bit	Counter Value Register <n>
TRCIDR0	2	1	C0	C8	7	See individual bit resets.	64-bit	ID Register 0
TRCEVENTCTL1R	2	1	C0	C9	0	See individual bit resets.	64-bit	Event Control 1 Register
TRCEXTINSELR1	2	1	C0	C9	4	See individual bit resets.	64-bit	External Input Select Register <n>
TRCCNTVR1	2	1	C0	C9	5	See individual bit resets.	64-bit	Counter Value Register <n>
TRCIDR1	2	1	C0	C9	7	See individual bit resets.	64-bit	ID Register 1
TRCRSR	2	1	C0	C10	0	See individual bit resets.	64-bit	Resources Status Register
TRCEXTINSELR2	2	1	C0	C10	4	See individual bit resets.	64-bit	External Input Select Register <n>
TRCIDR2	2	1	C0	C10	7	See individual bit resets.	64-bit	ID Register 2
TRCEXTINSELR3	2	1	C0	C11	4	See individual bit resets.	64-bit	External Input Select Register <n>
TRCIDR3	2	1	C0	C11	7	See individual bit resets.	64-bit	ID Register 3
TRCTSCTLR	2	1	C0	C12	0	See individual bit resets.	64-bit	Timestamp Control Register

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
TRCIDR4	2	1	C0	C12	7	See individual bit resets.	64-bit	ID Register 4
TRCSYNCPR	2	1	C0	C13	0	See individual bit resets.	64-bit	Synchronization Period Register
TRCIDR5	2	1	C0	C13	7	See individual bit resets.	64-bit	ID Register 5
TRCCCCTLR	2	1	C0	C14	0	See individual bit resets.	64-bit	Cycle Count Control Register
TRCIDR6	2	1	C0	C14	7	See individual bit resets.	64-bit	ID Register 6
TRCBBCTLR	2	1	C0	C15	0	See individual bit resets.	64-bit	Branch Broadcast Control Register
TRCIDR7	2	1	C0	C15	7	See individual bit resets.	64-bit	ID Register 7
TRCSSCCRO	2	1	C1	C0	2	See individual bit resets.	64-bit	Single-shot Comparator Control Register <n>
TRCOSLSR	2	1	C1	C1	4	See individual bit resets.	64-bit	Trace OS Lock Status Register
TRCRSCTLR2	2	1	C1	C2	0	See individual bit resets.	64-bit	Resource Selection Control Register <n>
TRCRSCTLR3	2	1	C1	C3	0	See individual bit resets.	64-bit	Resource Selection Control Register <n>
TRCRSCTLR4	2	1	C1	C4	0	See individual bit resets.	64-bit	Resource Selection Control Register <n>
TRCRSCTLR5	2	1	C1	C5	0	See individual bit resets.	64-bit	Resource Selection Control Register <n>
TRCRSCTLR6	2	1	C1	C6	0	See individual bit resets.	64-bit	Resource Selection Control Register <n>
TRCRSCTLR7	2	1	C1	C7	0	See individual bit resets.	64-bit	Resource Selection Control Register <n>
TRCRSCTLR8	2	1	C1	C8	0	See individual bit resets.	64-bit	Resource Selection Control Register <n>
TRCSSCSRO	2	1	C1	C8	2	See individual bit resets.	64-bit	Single-shot Comparator Control Status Register <n>
TRCRSCTLR9	2	1	C1	C9	0	See individual bit resets.	64-bit	Resource Selection Control Register <n>
TRCRSCTLR10	2	1	C1	C10	0	See individual bit resets.	64-bit	Resource Selection Control Register <n>
TRCRSCTLR11	2	1	C1	C11	0	See individual bit resets.	64-bit	Resource Selection Control Register <n>
TRCRSCTLR12	2	1	C1	C12	0	See individual bit resets.	64-bit	Resource Selection Control Register <n>
TRCRSCTLR13	2	1	C1	C13	0	See individual bit resets.	64-bit	Resource Selection Control Register <n>
TRCRSCTLR14	2	1	C1	C14	0	See individual bit resets.	64-bit	Resource Selection Control Register <n>

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
TRCRSCTLR15	2	1	C1	C15	0	See individual bit resets.	64-bit	Resource Selection Control Register <n>
TRCACVR0	2	1	C2	C0	0	See individual bit resets.	64-bit	Address Comparator Value Register <n>
TRCACATR0	2	1	C2	C0	2	See individual bit resets.	64-bit	Address Comparator Access Type Register <n>
TRCACVR1	2	1	C2	C2	0	See individual bit resets.	64-bit	Address Comparator Value Register <n>
TRCACATR1	2	1	C2	C2	2	See individual bit resets.	64-bit	Address Comparator Access Type Register <n>
TRCACVR2	2	1	C2	C4	0	See individual bit resets.	64-bit	Address Comparator Value Register <n>
TRCACATR2	2	1	C2	C4	2	See individual bit resets.	64-bit	Address Comparator Access Type Register <n>
TRCACVR3	2	1	C2	C6	0	See individual bit resets.	64-bit	Address Comparator Value Register <n>
TRCACATR3	2	1	C2	C6	2	See individual bit resets.	64-bit	Address Comparator Access Type Register <n>
TRCACVR4	2	1	C2	C8	0	See individual bit resets.	64-bit	Address Comparator Value Register <n>
TRCACATR4	2	1	C2	C8	2	See individual bit resets.	64-bit	Address Comparator Access Type Register <n>
TRCACVR5	2	1	C2	C10	0	See individual bit resets.	64-bit	Address Comparator Value Register <n>
TRCACATR5	2	1	C2	C10	2	See individual bit resets.	64-bit	Address Comparator Access Type Register <n>
TRCACVR6	2	1	C2	C12	0	See individual bit resets.	64-bit	Address Comparator Value Register <n>
TRCACATR6	2	1	C2	C12	2	See individual bit resets.	64-bit	Address Comparator Access Type Register <n>
TRCACVR7	2	1	C2	C14	0	See individual bit resets.	64-bit	Address Comparator Value Register <n>
TRCACATR7	2	1	C2	C14	2	See individual bit resets.	64-bit	Address Comparator Access Type Register <n>
TRCCIDCVRO	2	1	C3	C0	0	See individual bit resets.	64-bit	Context Identifier Comparator Value Registers <n>
TRCVMIDCVRO	2	1	C3	C0	1	See individual bit resets.	64-bit	Virtual Context Identifier Comparator Value Register <n>
TRCCIDCCTLRO	2	1	C3	C0	2	See individual bit resets.	64-bit	Context Identifier Comparator Control Register 0
TRCVMIDCCTLRO	2	1	C3	C2	2	See individual bit resets.	64-bit	Virtual Context Identifier Comparator Control Register 0
TRCDEVID	2	1	C7	C2	7	See individual bit resets.	64-bit	Device Configuration Register
TRCCCLAIMSET	2	1	C7	C8	6	See individual bit resets.	64-bit	Claim Tag Set Register

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
TRCCLAIMCLR	2	1	C7	C9	6	See individual bit resets.	64-bit	Claim Tag Clear Register
TRCAUTHSTATUS	2	1	C7	C14	6	See individual bit resets.	64-bit	Authentication Status Register
TRCDEVARCH	2	1	C7	C15	6	See individual bit resets.	64-bit	Device Architecture Register

### A.12.1 TRCSEQEVR0, Sequencer State Transition Control Register <n>

Moves the Sequencer state:

- Backwards, from state n+1 to state n when a programmed resource event occurs.
- Forwards, from state n to state n+1 when a programmed resource event occurs.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Functional group

Trace unit registers

##### Access type

See bit descriptions

##### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



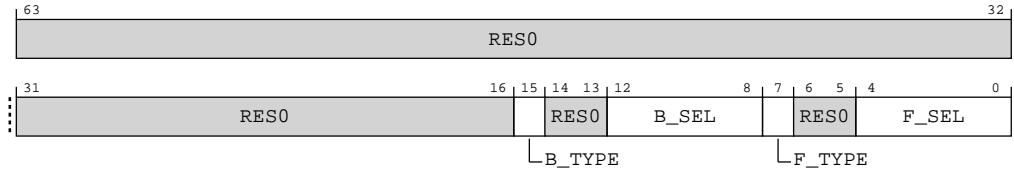
Note

Where the reset reads xxxx, see individual bits.



### Bit descriptions

**Figure A-182: AArch64\_trcseqevr0 bit assignments**



**Table A-457: TRCSEQEVR0 bit descriptions**

Bits	Name	Description	Reset
[63:16]	RESO	Reserved	RESO
[15]	B_TYPE	<p>Chooses the type of Resource Selector.</p> <p>Backward field. Defines whether the backward resource event is a single Resource Selector or a Resource Selector pair. When the resource event occurs then the Sequencer state moves from state n+1 to state n. For example, if TRCSEQEVR2.B.SEL == 0x14 then when event 0x14 occurs, the Sequencer moves from state 3 to state 2.</p> <p><b>0b0</b></p> <p>A single Resource Selector.</p> <p>TRCSEQEVR&lt;n&gt;.B.SEL[4:0] selects the single Resource Selector, from 0-31, used to activate the resource event.</p> <p><b>0b1</b></p> <p>A Boolean-combined pair of Resource Selectors.</p> <p>TRCSEQEVR&lt;n&gt;.B.SEL[3:0] selects the Resource Selector pair, from 0-15, that has a Boolean function that is applied to it whose output is used to activate the resource event. TRCSEQEVR&lt;n&gt;.B.SEL[4] is <b>RESO</b>.</p>	x
[14:13]	RESO	Reserved	RESO
[12:8]	B_SEL	<p>Defines the selected Resource Selector or pair of Resource Selectors. TRCSEQEVR&lt;n&gt;.B.TYPE controls whether TRCSEQEVR&lt;n&gt;.B.SEL is the index of a single Resource Selector, or the index of a pair of Resource Selectors.</p> <p>Backward field. Selects the single Resource Selector or Resource Selector pair.</p>	5 { x }

Bits	Name	Description	Reset
[7]	F_TYPE	Chooses the type of Resource Selector.  Backward field. Defines whether the forward resource event is a single Resource Selector or a Resource Selector pair. When the resource event occurs then the Sequencer state moves from state n to state n+1. For example, if TRCSEQEVR1.F.SEL == 0x12 then when event 0x12 occurs, the Sequencer moves from state 1 to state 2.  <b>0b0</b> A single Resource Selector.  TRCSEQEVR<n>.F.SEL[4:0] selects the single Resource Selector, from 0-31, used to activate the resource event.  <b>0b1</b> A Boolean-combined pair of Resource Selectors.  TRCSEQEVR<n>.F.SEL[3:0] selects the Resource Selector pair, from 0-15, that has a Boolean function that is applied to it whose output is used to activate the resource event. TRCSEQEVR<n>.F.SEL[4] is <b>RES0</b> .	x
[6:5]	RES0	Reserved	RES0
[4:0]	F_SEL	Defines the selected Resource Selector or pair of Resource Selectors. TRCSEQEVR<n>.F.TYPE controls whether TRCSEQEVR<n>.F.SEL is the index of a single Resource Selector, or the index of a pair of Resource Selectors.  Forward field. Selects the single Resource Selector or Resource Selector pair.	5 {x}

### Access

Must be programmed if TRCRSCTLR<a>.GROUP == 0b0010 and TRCRSCTLR<a>.SEQUENCER != 0b0000.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCSEQEVRO

op0	op1	CRn	CRm	op2
0b10	0b001	0b0000	0b0000	0b100

MSR TRCSEQEVRO, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b001	0b0000	0b0000	0b100

### Accessibility

Must be programmed if TRCRSCTLR<a>.GROUP == 0b0010 and TRCRSCTLR<a>.SEQUENCER != 0b0000.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCSEQEVRO

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
```

```

if CPACR_EL1.TTA == '1' then
    AArch64.SystemAccessTrap(EL1, 0x18);
elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elsif CPTR_EL3.TTA == '1' then
    if HalTcd() && EDSCR.SDD == '1' then
        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCSEQEVR[0];
elsif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if HalTcd() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCSEQEVR[0];
elsif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCSEQEVR[0];

```

## MSR TRCSEQEVR0, &lt;Xt&gt;

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if HalTcd() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCSEQEVR[0] = X[t, 64];
elsif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if HalTcd() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCSEQEVR[0] = X[t, 64];
elsif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        TRCSEQEVR[0] = X[t, 64];

```

## A.12.2 TRCCNTRLDVR0, Counter Reload Value Register <n>

This sets or returns the reload count value for Counter <n>.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

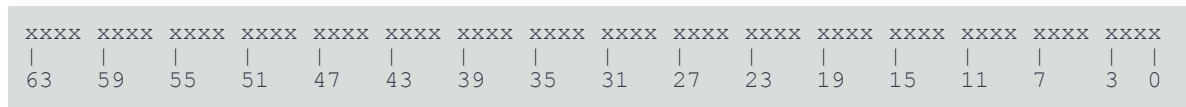
#### Functional group

Trace unit registers

#### Access type

See bit descriptions

#### Reset value



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-183: AArch64\_trccntrldvr0 bit assignments

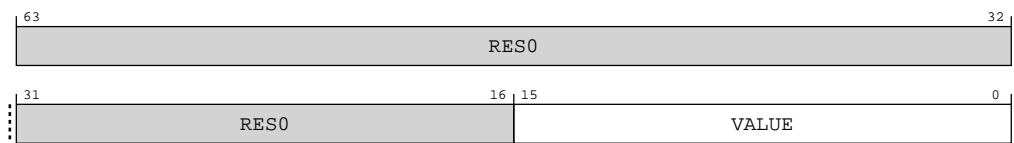


Table A-460: TRCCNTRLDVR0 bit descriptions

Bits	Name	Description	Reset
[63:16]	RES0	Reserved	RES0
[15:0]	VALUE	Contains the reload value for Counter <n>. When a reload event occurs for Counter <n> then the trace unit copies the VALUE<n> field into Counter <n>.	16{x}

### Access

Must be programmed if TRCRSCTLR<a>.GROUP == 0b0010 and TRCRSCTLR<a>.COUNTERS[n] == 1.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCCNTRLDVRO

op0	op1	CRn	CRm	op2
0b10	0b001	0b0000	0b0000	0b101

MSR TRCCNTRLDVRO, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b001	0b0000	0b0000	0b101

### Accessibility

Must be programmed if TRCRSCTLR<a>.GROUP == 0b0010 and TRCRSCTLR<a>.COUNTERS[n] == 1.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCCNTRLDVRO

```

if 0 >= NUM_TRACE_COUNTERS then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCCNTRLDVRO[0];
    elsif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TTA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = TRCCNTRLDVRO[0];
    elsif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCCNTRLDVRO[0];

```

MSR TRCCNTRLDVRO, <Xt>

```

if 0 >= NUM_TRACE_COUNTERS then
    UNDEFINED;
elsif PSTATE.EL == EL0 then

```

```

UNDEFINED;
elseif PSTATE.EL == EL1 then
  if CPACR_EL1.TTA == '1' then
    AArch64.SystemAccessTrap(EL1, 0x18);
  elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
  elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
  elseif CPTR_EL3.TTA == '1' then
    if Halted() && EDSCR.SDD == '1' then
      UNDEFINED;
    else
      AArch64.SystemAccessTrap(EL3, 0x18);
    else
      TRCCNTRLDVR[0] = X[t, 64];
  elseif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
      AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
      if Halted() && EDSCR.SDD == '1' then
        UNDEFINED;
      else
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
      TRCCNTRLDVR[0] = X[t, 64];
  elseif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
      AArch64.SystemAccessTrap(EL3, 0x18);
    else
      TRCCNTRLDVR[0] = X[t, 64];

```

### A.12.3 TRCIDR8, ID Register 8

Returns the maximum speculation depth of the instruction trace element stream.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Functional group

Trace unit registers

##### Access type

See bit descriptions

##### Reset value

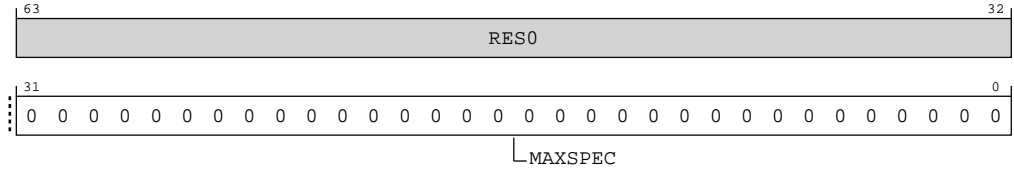
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	0000	0000	0000	0000	0000	0000	0000	0000
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure A-184: AArch64\_trcidr8 bit assignments**



**Table A-463: TRCIDR8 bit descriptions**

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31:0]	MAXSPEC	Indicates the maximum speculation depth of the instruction trace element stream. This is the maximum number of PO elements in the trace element stream that can be speculative at any time.  <b>0b00000000000000000000000000000000</b> No speculation in the trace element stream	0x00000000

### Access

MRS <Xt>, TRCIDR8

op0	op1	CRn	CRm	op2
0b10	0b001	0b0000	0b0000	0b110

### Accessibility

MRS <Xt>, TRCIDR8

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRCID == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        end
    else
        X[t, 64] = TRCIDR8;
    end
elseif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    end
end
    
```

```

elseif CPTR_EL3.TTA == '1' then
    if Halted() && EDSCR.SDD == '1' then
        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCIDR8;
elseif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCIDR8;
    
```

### A.12.4 TRCIMSPEC0, IMP DEF Register 0

TRCIMSPEC0 shows the presence of any **IMPLEMENTATION DEFINED** features, and provides an interface to enable the features that are provided.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Functional group

Trace unit registers

##### Access type

RO

##### Reset value

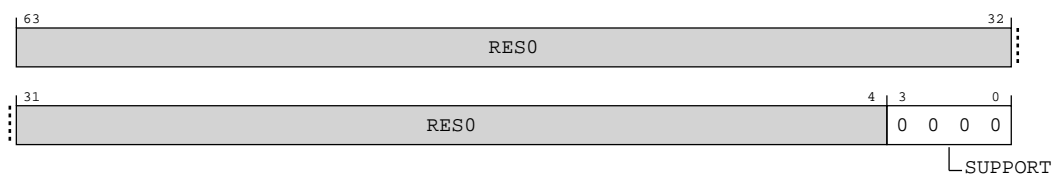
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	0000
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-185: AArch64\_trcimspec0 bit assignments





**Table A-465: TRCIMSPECO bit descriptions**

Bits	Name	Description	Reset
[63:4]	RES0	Reserved	RES0
[3:0]	SUPPORT	Indicates whether the implementation supports <b>IMPLEMENTATION DEFINED</b> features.  <b>0b0000</b> No <b>IMPLEMENTATION DEFINED</b> features are supported.	0b0000

### Access

MRS &lt;Xt&gt;, TRCIMSPECO

op0	op1	CRn	CRm	op2
0b10	0b001	0b0000	0b0000	0b111

MSR TRCIMSPECO, &lt;Xt&gt;

op0	op1	CRn	CRm	op2
0b10	0b001	0b0000	0b0000	0b111

### Accessibility

MRS &lt;Xt&gt;, TRCIMSPECO

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRCIMSPEcN == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCIMSPECO;
    elseif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif CPTR_EL3.TTA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = TRCIMSPECO;
    elseif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCIMSPECO;

```

## MSR TRCIMSPECO, &lt;Xt&gt;

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDBGWTR_EL2.TRCIMSPEcN == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if HalTcd() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        TRCIMSPECO = X[t, 64];
elseif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if HalTcd() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        TRCIMSPECO = X[t, 64];
elseif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        TRCIMSPECO = X[t, 64];

```

## A.12.5 TRCSEQEVR1, Sequencer State Transition Control Register <n>

Moves the Sequencer state:

- Backwards, from state n+1 to state n when a programmed resource event occurs.
- Forwards, from state n to state n+1 when a programmed resource event occurs.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Trace unit registers

#### Access type

See bit descriptions

#### Reset value

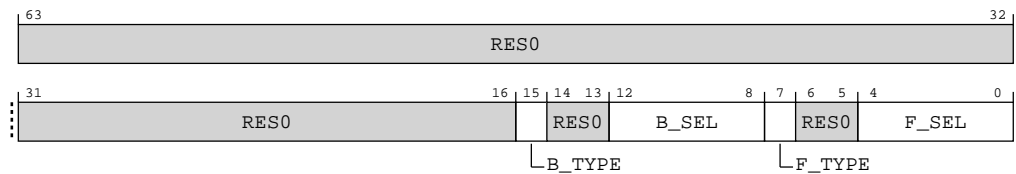
xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure A-186: AArch64\_trcseqvr1 bit assignments**



**Table A-468: TRCSEQVR1 bit descriptions**

Bits	Name	Description	Reset
[63:16]	RES0	Reserved	RES0
[15]	B_TYPE	Chooses the type of Resource Selector.  Backward field. Defines whether the backward resource event is a single Resource Selector or a Resource Selector pair. When the resource event occurs then the Sequencer state moves from state n+1 to state n. For example, if TRCSEQVR2.B.SEL == 0x14 then when event 0x14 occurs, the Sequencer moves from state 3 to state 2.  <b>0b0</b> A single Resource Selector.  TRCSEQVR<n>.B.SEL[4:0] selects the single Resource Selector, from 0-31, used to activate the resource event.  <b>0b1</b> A Boolean-combined pair of Resource Selectors.  TRCSEQVR<n>.B.SEL[3:0] selects the Resource Selector pair, from 0-15, that has a Boolean function that is applied to it whose output is used to activate the resource event. TRCSEQVR<n>.B.SEL[4] is RES0.	x
[14:13]	RES0	Reserved	RES0
[12:8]	B_SEL	Defines the selected Resource Selector or pair of Resource Selectors. TRCSEQVR<n>.B.TYPE controls whether TRCSEQVR<n>.B.SEL is the index of a single Resource Selector, or the index of a pair of Resource Selectors.  Backward field. Selects the single Resource Selector or Resource Selector pair.	5 {x}

Bits	Name	Description	Reset
[7]	F_TYPE	Chooses the type of Resource Selector.  Backward field. Defines whether the forward resource event is a single Resource Selector or a Resource Selector pair. When the resource event occurs then the Sequencer state moves from state n to state n+1. For example, if TRCSEQEVR1.F.SEL == 0x12 then when event 0x12 occurs, the Sequencer moves from state 1 to state 2.  <b>0b0</b> A single Resource Selector.  TRCSEQEVR<n>.F.SEL[4:0] selects the single Resource Selector, from 0-31, used to activate the resource event.  <b>0b1</b> A Boolean-combined pair of Resource Selectors.  TRCSEQEVR<n>.F.SEL[3:0] selects the Resource Selector pair, from 0-15, that has a Boolean function that is applied to it whose output is used to activate the resource event. TRCSEQEVR<n>.F.SEL[4] is <b>RESO</b> .	x
[6:5]	RESO	Reserved	RESO
[4:0]	F_SEL	Defines the selected Resource Selector or pair of Resource Selectors. TRCSEQEVR<n>.F.TYPE controls whether TRCSEQEVR<n>.F.SEL is the index of a single Resource Selector, or the index of a pair of Resource Selectors.  Forward field. Selects the single Resource Selector or Resource Selector pair.	5 {x}

### Access

Must be programmed if TRCRSCTLR<a>.GROUP == 0b0010 and TRCRSCTLR<a>.SEQUENCER != 0b0000.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCSEQEVR1

op0	op1	CRn	CRm	op2
0b10	0b001	0b0000	0b0001	0b100

MSR TRCSEQEVR1, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b001	0b0000	0b0001	0b100

### Accessibility

Must be programmed if TRCRSCTLR<a>.GROUP == 0b0010 and TRCRSCTLR<a>.SEQUENCER != 0b0000.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCSEQEVR1

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
```

```

if CPACR_EL1.TTA == '1' then
    AArch64.SystemAccessTrap(EL1, 0x18);
elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elsif CPTR_EL3.TTA == '1' then
    if HalTcd() && EDSCR.SDD == '1' then
        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCSEQEVR[1];
elsif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if HalTcd() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCSEQEVR[1];
elsif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCSEQEVR[1];

```

## MSR TRCSEQEVR1, &lt;Xt&gt;

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if HalTcd() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCSEQEVR[1] = X[t, 64];
elsif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if HalTcd() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCSEQEVR[1] = X[t, 64];
elsif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        TRCSEQEVR[1] = X[t, 64];

```

## A.12.6 TRCCNTRLDVR1, Counter Reload Value Register <n>

This sets or returns the reload count value for Counter <n>.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

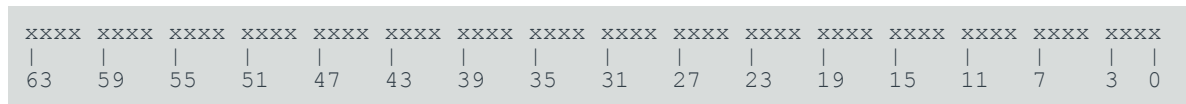
#### Functional group

Trace unit registers

#### Access type

See bit descriptions

#### Reset value



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-187: AArch64\_trccntrldvr1 bit assignments

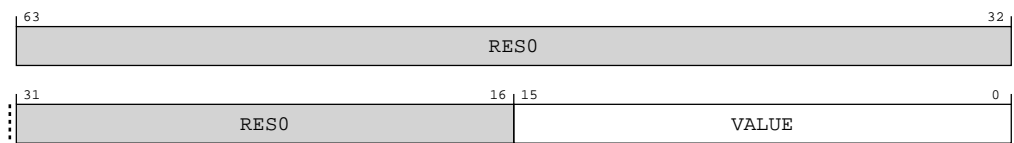


Table A-471: TRCCNTRLDVR1 bit descriptions

Bits	Name	Description	Reset
[63:16]	RES0	Reserved	RES0
[15:0]	VALUE	Contains the reload value for Counter <n>. When a reload event occurs for Counter <n> then the trace unit copies the VALUE<n> field into Counter <n>.	16{x}

### Access

Must be programmed if TRCRSCTLR<a>.GROUP == 0b0010 and TRCRSCTLR<a>.COUNTERS[n] == 1.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCCNTRLDVR1

op0	op1	CRn	CRm	op2
0b10	0b001	0b0000	0b0001	0b101

MSR TRCCNTRLDVR1, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b001	0b0000	0b0001	0b101

### Accessibility

Must be programmed if TRCRSCTLR<a>.GROUP == 0b0010 and TRCRSCTLR<a>.COUNTERS[n] == 1.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCCNTRLDVR1

```

if 1 >= NUM_TRACE_COUNTERS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCCNTRLDVR[1];
elseif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCCNTRLDVR[1];
elseif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCCNTRLDVR[1];

```

MSR TRCCNTRLDVR1, <Xt>

```

if 1 >= NUM_TRACE_COUNTERS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then

```

```

UNDEFINED;
elseif PSTATE.EL == EL1 then
  if CPACR_EL1.TTA == '1' then
    AArch64.SystemAccessTrap(EL1, 0x18);
  elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
  elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
  elseif CPTR_EL3.TTA == '1' then
    if Halted() && EDSCR.SDD == '1' then
      UNDEFINED;
    else
      AArch64.SystemAccessTrap(EL3, 0x18);
    else
      TRCCTRLDVR[1] = X[t, 64];
  elseif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
      AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
      if Halted() && EDSCR.SDD == '1' then
        UNDEFINED;
      else
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
      TRCCTRLDVR[1] = X[t, 64];
  elseif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
      AArch64.SystemAccessTrap(EL3, 0x18);
    else
      TRCCTRLDVR[1] = X[t, 64];

```

## A.12.7 TRCSEQEVR2, Sequencer State Transition Control Register <n>

Moves the Sequencer state:

- Backwards, from state n+1 to state n when a programmed resource event occurs.
- Forwards, from state n to state n+1 when a programmed resource event occurs.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Trace unit registers

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0

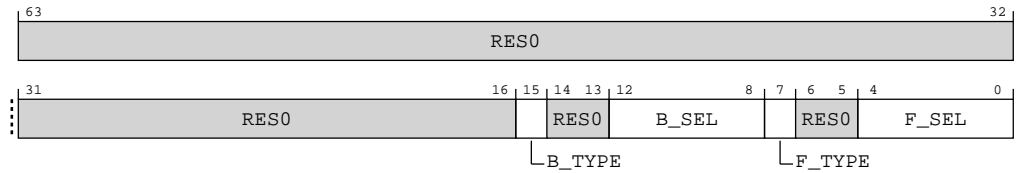




Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure A-188: AArch64\_trcseqvr2 bit assignments**



**Table A-474: TRCSEQVR2 bit descriptions**

Bits	Name	Description	Reset
[63:16]	RES0	Reserved	RES0
[15]	B_TYPE	<p>Chooses the type of Resource Selector.</p> <p>Backward field. Defines whether the backward resource event is a single Resource Selector or a Resource Selector pair. When the resource event occurs then the Sequencer state moves from state n+1 to state n. For example, if TRCSEQVR2.B.SEL == 0x14 then when event 0x14 occurs, the Sequencer moves from state 3 to state 2.</p> <p><b>0b0</b></p> <p>A single Resource Selector.</p> <p>TRCSEQVR&lt;n&gt;.B.SEL[4:0] selects the single Resource Selector, from 0-31, used to activate the resource event.</p> <p><b>0b1</b></p> <p>A Boolean-combined pair of Resource Selectors.</p> <p>TRCSEQVR&lt;n&gt;.B.SEL[3:0] selects the Resource Selector pair, from 0-15, that has a Boolean function that is applied to it whose output is used to activate the resource event. TRCSEQVR&lt;n&gt;.B.SEL[4] is <b>RES0</b>.</p>	x
[14:13]	RES0	Reserved	RES0
[12:8]	B_SEL	<p>Defines the selected Resource Selector or pair of Resource Selectors. TRCSEQVR&lt;n&gt;.B.TYPE controls whether TRCSEQVR&lt;n&gt;.B.SEL is the index of a single Resource Selector, or the index of a pair of Resource Selectors.</p> <p>Backward field. Selects the single Resource Selector or Resource Selector pair.</p>	5 { x }

Bits	Name	Description	Reset
[7]	F_TYPE	Chooses the type of Resource Selector.  Backward field. Defines whether the forward resource event is a single Resource Selector or a Resource Selector pair. When the resource event occurs then the Sequencer state moves from state n to state n+1. For example, if TRCSEQEVR1.F.SEL == 0x12 then when event 0x12 occurs, the Sequencer moves from state 1 to state 2.  <b>0b0</b> A single Resource Selector.  TRCSEQEVR<n>.F.SEL[4:0] selects the single Resource Selector, from 0-31, used to activate the resource event.  <b>0b1</b> A Boolean-combined pair of Resource Selectors.  TRCSEQEVR<n>.F.SEL[3:0] selects the Resource Selector pair, from 0-15, that has a Boolean function that is applied to it whose output is used to activate the resource event. TRCSEQEVR<n>.F.SEL[4] is <b>RESO</b> .	x
[6:5]	RESO	Reserved	RESO
[4:0]	F_SEL	Defines the selected Resource Selector or pair of Resource Selectors. TRCSEQEVR<n>.F.TYPE controls whether TRCSEQEVR<n>.F.SEL is the index of a single Resource Selector, or the index of a pair of Resource Selectors.  Forward field. Selects the single Resource Selector or Resource Selector pair.	5 {x}

### Access

Must be programmed if TRCRSCTLR<a>.GROUP == 0b0010 and TRCRSCTLR<a>.SEQUENCER != 0b0000.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCSEQEVR2

op0	op1	CRn	CRm	op2
0b10	0b001	0b0000	0b0010	0b100

MSR TRCSEQEVR2, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b001	0b0000	0b0010	0b100

### Accessibility

Must be programmed if TRCRSCTLR<a>.GROUP == 0b0010 and TRCRSCTLR<a>.SEQUENCER != 0b0000.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCSEQEVR2

```
if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
```

```

if CPACR_EL1.TTA == '1' then
    AArch64.SystemAccessTrap(EL1, 0x18);
elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elsif CPTR_EL3.TTA == '1' then
    if HalTcd() && EDSCR.SDD == '1' then
        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCSEQEVR[2];
elsif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if HalTcd() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCSEQEVR[2];
elsif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCSEQEVR[2];

```

## MSR TRCSEQEVR2, &lt;Xt&gt;

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if HalTcd() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCSEQEVR[2] = X[t, 64];
elsif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if HalTcd() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCSEQEVR[2] = X[t, 64];
elsif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        TRCSEQEVR[2] = X[t, 64];

```

## A.12.8 TRCIDR10, ID Register 10

Returns the tracing capabilities of the trace unit.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

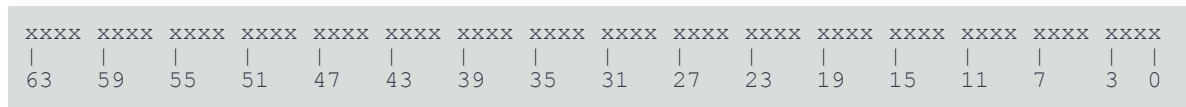
#### Functional group

Trace unit registers

#### Access type

See bit descriptions

#### Reset value



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-189: AArch64\_trcidr10 bit assignments

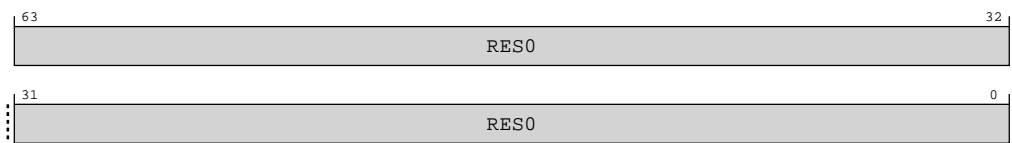


Table A-477: TRCIDR10 bit descriptions

Bits	Name	Description	Reset
[63:0]	RES0	Reserved	RES0

### Access

MRS <Xt>, TRCIDR10

op0	op1	CRn	CRm	op2
0b10	0b001	0b0000	0b0010	0b110

## Accessibility

MRS <Xt>, TRCIDR10

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRCID == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCIDR10;
    elsif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TTA == '1' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = TRCIDR10;
    elsif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCIDR10;

```

## A.12.9 TRCIDR11, ID Register 11

Returns the tracing capabilities of the trace unit.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Trace unit registers

#### Access type

See bit descriptions

#### Reset value

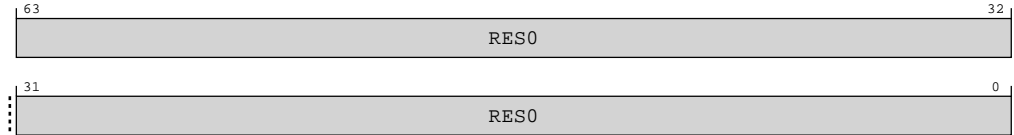
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure A-190: AArch64\_trcidr11 bit assignments**



**Table A-479: TRCIDR11 bit descriptions**

Bits	Name	Description	Reset
[63:0]	RES0	Reserved	RES0

#### Access

MRS <Xt>, TRCIDR11

op0	op1	CRn	CRm	op2
0b10	0b001	0b0000	0b0011	0b110

#### Accessibility

MRS <Xt>, TRCIDR11

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRCID == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCIDR11;
    elseif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif CPTR_EL3.TTA == '1' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCIDR11;

```

```

elseif PSTATE.EL == EL3 then
  if CPTR_EL3.TTA == '1' then
    AArch64.SystemAccessTrap(EL3, 0x18);
  else
    X[t, 64] = TRCIDR11;

```

## A.12.10 TRCCNTCTLR0, Counter Control Register <n>

Controls the operation of Counter <n>.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Trace unit registers

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx		
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3	0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-191: AArch64\_trccntctlr0 bit assignments

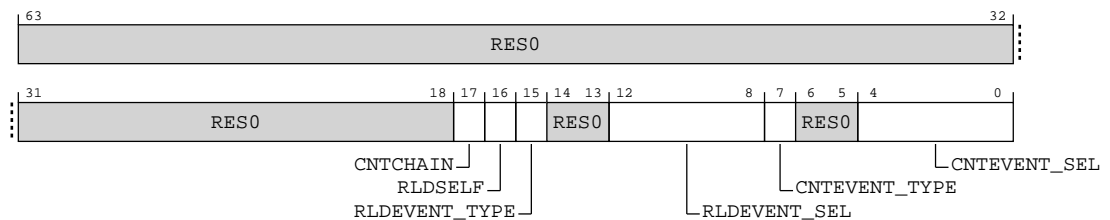


Table A-481: TRCCNTCTLR0 bit descriptions

Bits	Name	Description	Reset
[63:18]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[17]	CNTCHAIN	<p>For TRCCNTCTLR3 and TRCCNTCTLR1, this field controls whether the Counter decrements when a reload event occurs for Counter &lt;n-1&gt;.</p> <p><b>0b0</b></p> <p>The Counter does not decrement when a reload event for Counter &lt;n-1&gt; occurs.</p> <p><b>0b1</b></p> <p>Counter &lt;n&gt; decrements when a reload event for Counter &lt;n-1&gt; occurs. This concatenates Counter &lt;n&gt; and Counter &lt;n-1&gt;, to provide a larger count value.</p>	x
[16]	RLDSELF	<p>Controls whether a reload event occurs for the Counter, when the Counter reaches zero.</p> <p><b>0b0</b></p> <p>Normal mode.</p> <p>The Counter is in Normal mode.</p> <p><b>0b1</b></p> <p>Self-reload mode.</p> <p>The Counter is in Self-reload mode.</p>	x
[15]	RLDEVENT_TYPE	<p>Chooses the type of Resource Selector.</p> <p>Selects an event, that when it occurs causes a reload event for Counter &lt;n&gt;.</p> <p><b>0b0</b></p> <p>A single Resource Selector.</p> <p>TRCCNTCTLR&lt;n&gt;.RLDEVENT.SEL[4:0] selects the single Resource Selector, from 0-31, used to activate the resource event.</p> <p><b>0b1</b></p> <p>A Boolean-combined pair of Resource Selectors.</p> <p>TRCCNTCTLR&lt;n&gt;.RLDEVENT.SEL[3:0] selects the Resource Selector pair, from 0-15, that has a Boolean function that is applied to it whose output is used to activate the resource event. TRCCNTCTLR&lt;n&gt;.RLDEVENT.SEL[4] is <b>RESO</b>.</p>	x
[14:13]	<b>RESO</b>	Reserved	<b>RESO</b>
[12:8]	RLDEVENT_SEL	<p>Defines the selected Resource Selector or pair of Resource Selectors.</p> <p>TRCCNTCTLR&lt;n&gt;.RLDEVENT.TYPE controls whether TRCCNTCTLR&lt;n&gt;.RLDEVENT.SEL is the index of a single Resource Selector, or the index of a pair of Resource Selectors.</p> <p>Selects an event, that when it occurs causes a reload event for Counter &lt;n&gt;.</p>	5 {x}



Bits	Name	Description	Reset
[7]	CNTEVENT_TYPE	Chooses the type of Resource Selector.  Selects an event, that when it occurs causes Counter <n> to decrement.  <b>0b0</b> A single Resource Selector.  TRCCNTCTLR<n>.CNTEVENT.SEL[4:0] selects the single Resource Selector, from 0-31, used to activate the resource event.  <b>0b1</b> A Boolean-combined pair of Resource Selectors.  TRCCNTCTLR<n>.CNTEVENT.SEL[3:0] selects the Resource Selector pair, from 0-15, that has a Boolean function that is applied to it whose output is used to activate the resource event. TRCCNTCTLR<n>.CNTEVENT.SEL[4] is <b>RESO</b> .	x
[6:5]	RESO	Reserved	RESO
[4:0]	CNTEVENT_SEL	Defines the selected Resource Selector or pair of Resource Selectors. TRCCNTCTLR<n>.CNTEVENT.TYPE controls whether TRCCNTCTLR<n>.CNTEVENT.SEL is the index of a single Resource Selector, or the index of a pair of Resource Selectors.  Selects an event, that when it occurs causes Counter <n> to decrement.	5 { x }

### Access

Must be programmed if TRCRSCTLR<a>.GROUP == 0b0010 and TRCRSCTLR<a>.COUNTERS[n] == 1.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCCNTCTLRO

op0	op1	CRn	CRm	op2
0b10	0b001	0b0000	0b0100	0b101

MSR TRCCNTCTLRO, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b001	0b0000	0b0100	0b101

### Accessibility

Must be programmed if TRCRSCTLR<a>.GROUP == 0b0010 and TRCRSCTLR<a>.COUNTERS[n] == 1.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCCNTCTLRO

```
if 0 >= NUM_TRACE_COUNTERS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
```

```

if CPACR_EL1.TTA == '1' then
    AArch64.SystemAccessTrap(EL1, 0x18);
elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elsif CPTR_EL3.TTA == '1' then
    if HalTED() && EDSCR.SDD == '1' then
        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCCNTCTLR[0];
elsif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCCNTCTLR[0];
elsif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCCNTCTLR[0];

```

## MSR TRCCNTCTLR0, &lt;Xt&gt;

```

if 0 >= NUM_TRACE_COUNTERS then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCCNTCTLR[0] = X[t, 64];
elsif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCCNTCTLR[0] = X[t, 64];
elsif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        TRCCNTCTLR[0] = X[t, 64];

```

### A.12.11 TRCIDR12, ID Register 12

Returns the tracing capabilities of the trace unit.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

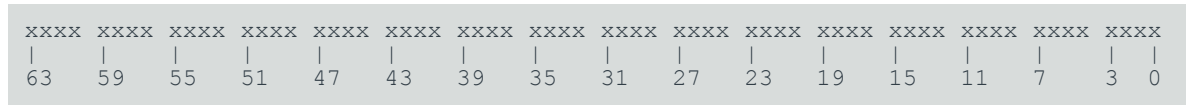
##### Functional group

Trace unit registers

##### Access type

See bit descriptions

##### Reset value



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-192: AArch64\_trcidr12 bit assignments

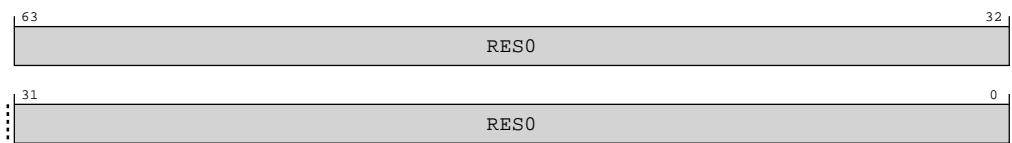


Table A-484: TRCIDR12 bit descriptions

Bits	Name	Description	Reset
[63:0]	RES0	Reserved	RES0

#### Access

MRS <Xt>, TRCIDR12

op0	op1	CRn	CRm	op2
0b10	0b001	0b0000	0b0100	0b110

## Accessibility

MRS <Xt>, TRCIDR12

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRCID == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCIDR12;
    elsif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TTA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = TRCIDR12;
    elsif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCIDR12;

```

## A.12.12 TRCCNTCTLR1, Counter Control Register <n>

Controls the operation of Counter <n>.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Trace unit registers

#### Access type

See bit descriptions

#### Reset value

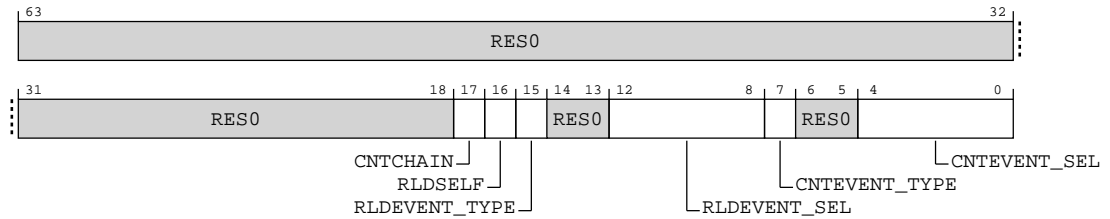
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure A-193: AArch64\_trcntctlr1 bit assignments**



**Table A-486: TRCCNTCTLR1 bit descriptions**

Bits	Name	Description	Reset
[63:18]	RES0	Reserved	RES0
[17]	CNTCHAIN	For TRCCNTCTLR3 and TRCCNTCTLR1, this field controls whether the Counter decrements when a reload event occurs for Counter <n-1>. <b>0b0</b> The Counter does not decrement when a reload event for Counter <n-1> occurs. <b>0b1</b> Counter <n> decrements when a reload event for Counter <n-1> occurs. This concatenates Counter <n> and Counter <n-1>, to provide a larger count value.	x
[16]	RLDSELF	Controls whether a reload event occurs for the Counter, when the Counter reaches zero. <b>0b0</b> Normal mode. The Counter is in Normal mode. <b>0b1</b> Self-reload mode. The Counter is in Self-reload mode.	x

Bits	Name	Description	Reset
[15]	RLDEVENT_TYPE	<p>Chooses the type of Resource Selector.</p> <p>Selects an event, that when it occurs causes a reload event for Counter &lt;n&gt;.</p> <p><b>0b0</b></p> <p>A single Resource Selector.</p> <p>TRCCNTCTLR&lt;n&gt;.RLDEVENT.SEL[4:0] selects the single Resource Selector, from 0-31, used to activate the resource event.</p> <p><b>0b1</b></p> <p>A Boolean-combined pair of Resource Selectors.</p> <p>TRCCNTCTLR&lt;n&gt;.RLDEVENT.SEL[3:0] selects the Resource Selector pair, from 0-15, that has a Boolean function that is applied to it whose output is used to activate the resource event. TRCCNTCTLR&lt;n&gt;.RLDEVENT.SEL[4] is <b>RESO</b>.</p>	x
[14:13]	<b>RESO</b>	Reserved	<b>RESO</b>
[12:8]	RLDEVENT_SEL	<p>Defines the selected Resource Selector or pair of Resource Selectors. TRCCNTCTLR&lt;n&gt;.RLDEVENT.TYPE controls whether TRCCNTCTLR&lt;n&gt;.RLDEVENT.SEL is the index of a single Resource Selector, or the index of a pair of Resource Selectors.</p> <p>Selects an event, that when it occurs causes a reload event for Counter &lt;n&gt;.</p>	5 {x}
[7]	CNTEVENT_TYPE	<p>Chooses the type of Resource Selector.</p> <p>Selects an event, that when it occurs causes Counter &lt;n&gt; to decrement.</p> <p><b>0b0</b></p> <p>A single Resource Selector.</p> <p>TRCCNTCTLR&lt;n&gt;.CNTEVENT.SEL[4:0] selects the single Resource Selector, from 0-31, used to activate the resource event.</p> <p><b>0b1</b></p> <p>A Boolean-combined pair of Resource Selectors.</p> <p>TRCCNTCTLR&lt;n&gt;.CNTEVENT.SEL[3:0] selects the Resource Selector pair, from 0-15, that has a Boolean function that is applied to it whose output is used to activate the resource event. TRCCNTCTLR&lt;n&gt;.CNTEVENT.SEL[4] is <b>RESO</b>.</p>	x
[6:5]	<b>RESO</b>	Reserved	<b>RESO</b>
[4:0]	CNTEVENT_SEL	<p>Defines the selected Resource Selector or pair of Resource Selectors. TRCCNTCTLR&lt;n&gt;.CNTEVENT.TYPE controls whether TRCCNTCTLR&lt;n&gt;.CNTEVENT.SEL is the index of a single Resource Selector, or the index of a pair of Resource Selectors.</p> <p>Selects an event, that when it occurs causes Counter &lt;n&gt; to decrement.</p>	5 {x}

## Access

Must be programmed if TRCRSCTLR<a>.GROUP == 0b0010 and TRCRSCTLR<a>.COUNTERS[n] == 1.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCCNTCTLR1

op0	op1	CRn	CRm	op2
0b10	0b001	0b0000	0b0101	0b101

MSR TRCCNTCTLR1, &lt;Xt&gt;

op0	op1	CRn	CRm	op2
0b10	0b001	0b0000	0b0101	0b101

## Accessibility

Must be programmed if TRCRSCTLR<a>.GROUP == 0b0010 and TRCRSCTLR<a>.COUNTERS[n] == 1.

Writes are CONSTRAINED UNPREDICTABLE if the trace unit is not in the Idle state.

MRS &lt;Xt&gt;, TRCCNTCTLR1

```

if 1 >= NUM_TRACE_COUNTERS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCCNTCTLR[1];
    elseif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif CPTR_EL3.TTA == '1' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCCNTCTLR[1];
    elseif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCCNTCTLR[1];

```

MSR TRCCNTCTLR1, &lt;Xt&gt;

```

if 1 >= NUM_TRACE_COUNTERS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);

```

```

elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elseif CPTR_EL3.TTA == '1' then
    if HalTED() && EDSCR.SDD == '1' then
        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        TRCNTCTLR[1] = X[t, 64];
elseif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCNTCTLR[1] = X[t, 64];
elseif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        TRCNTCTLR[1] = X[t, 64];

```

### A.12.13 TRCIDR13, ID Register 13

Returns the tracing capabilities of the trace unit.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Functional group

Trace unit registers

##### Access type

See bit descriptions

##### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



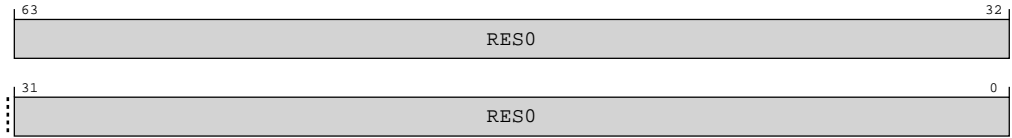
Note

Where the reset reads xxxx, see individual bits.



## Bit descriptions

**Figure A-194: AArch64\_trcidr13 bit assignments**



**Table A-489: TRCIDR13 bit descriptions**

Bits	Name	Description	Reset
[63:0]	RES0	Reserved	RES0

### Access

MRS <Xt>, TRCIDR13

op0	op1	CRn	CRm	op2
0b10	0b001	0b0000	0b0101	0b110

### Accessibility

MRS <Xt>, TRCIDR13

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRCID == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCIDR13;
    elseif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif CPTR_EL3.TTA == '1' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = TRCIDR13;
    elseif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCIDR13;
    
```

### A.12.14 TRCEXTINSELRO, External Input Select Register <n>

Use this to set, or read, which External Inputs are resources to the trace unit.

The name TRCEXTINSELR is an alias of TRCEXTINSELRO.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

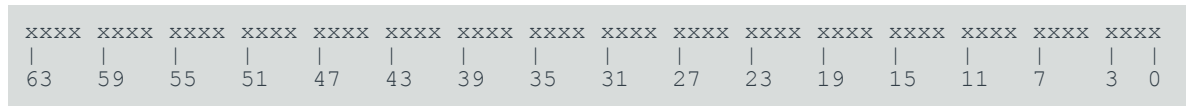
##### Functional group

Trace unit registers

##### Access type

See bit descriptions

##### Reset value



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-195: AArch64\_trcextinselr0 bit assignments

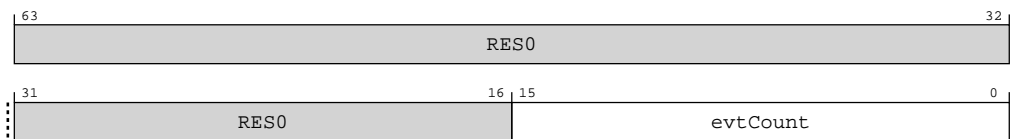


Table A-491: TRCEXTINSELRO bit descriptions

Bits	Name	Description	Reset
[63:16]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[15:0]	evtCount	<p>PMU event to select.</p> <p>The event number as defined by the Arm ARM.</p> <p>Software must program this field with a PMU event that is supported by the PE being programmed.</p> <p>There are three ranges of PMU event numbers:</p> <ul style="list-style-type: none"> <li>PMU event numbers in the range 0x0000 to 0x003F are common architectural and microarchitectural events.</li> <li>PMU event numbers in the range 0x0040 to 0x00BF are Arm recommended common architectural and microarchitectural PMU events.</li> <li>PMU event numbers in the range 0x00C0 to 0x03FF are IMPLEMENTATION DEFINED PMU events.</li> </ul> <p>If evtCount is programmed to a PMU event that is reserved or not supported by the PE, the behavior depends on the PMU event type:</p> <ul style="list-style-type: none"> <li>For the range 0x0000 to 0x003F, then the PMU event is not active, and the value returned by a direct or external read of the evtCount field is the value written to the field.</li> <li>For IMPLEMENTATION DEFINED PMU events, it is UNPREDICTABLE what PMU event, if any, is counted, and the value returned by a direct or external read of the evtCount field is <b>UNKNOWN</b>.</li> </ul>	16{x}

### Access

Must be programmed if any of the following is true: TRCRSCTLR<a>.GROUP == 0b0000 and TRCRSCTLR<a>.EXTIN[n] == 1.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCEXTINSELRO

op0	op1	CRn	CRm	op2
0b10	0b001	0b0000	0b1000	0b100

MSR TRCEXTINSELRO, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b001	0b0000	0b1000	0b100

### Accessibility

Must be programmed if any of the following is true: TRCRSCTLR<a>.GROUP == 0b0000 and TRCRSCTLR<a>.EXTIN[n] == 1.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCEXTINSELRO

```

if 0 >= NUM_TRACE_EXTERNAL_INPUT_SELECTOR_RESOURCES then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then

```

```

    AArch64.SystemAccessTrap(EL1, 0x18);
elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elseif CPTR_EL3.TTA == '1' then
    if HalTED() && EDSCR.SDD == '1' then
        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCEXTINSELR[0];
elseif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCEXTINSELR[0];
elseif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCEXTINSELR[0];

```

## MSR TRCEXTINSELRO, &lt;Xt&gt;

```

if 0 >= NUM_TRACE_EXTERNAL_INPUT_SELECTOR_RESOURCES then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCEXTINSELR[0] = X[t, 64];
elseif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCEXTINSELR[0] = X[t, 64];
elseif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        TRCEXTINSELR[0] = X[t, 64];

```

## A.12.15 TRCCNTVR0, Counter Value Register <n>

This sets or returns the value of Counter 0.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

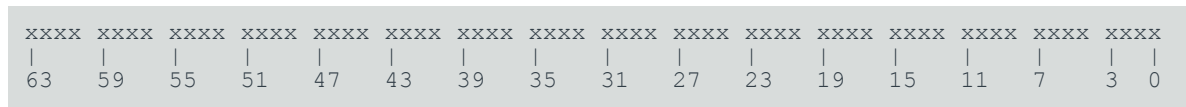
#### Functional group

Trace unit registers

#### Access type

See bit descriptions

#### Reset value



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-196: AArch64\_trccntvr0 bit assignments

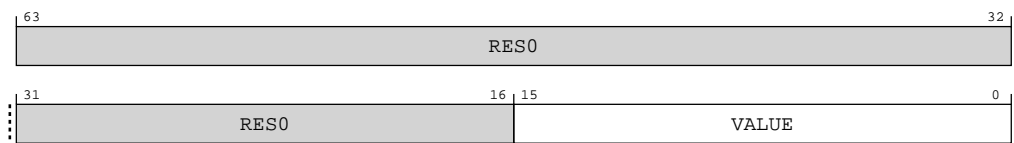


Table A-494: TRCCNTVR0 bit descriptions

Bits	Name	Description	Reset
[63:16]	RES0	Reserved	RES0
[15:0]	VALUE	Contains the count value of Counter.	16 {x}

### Access

Must be programmed if TRCRSCTLR<a>.GROUP == 0b0010 and TRCRSCTLR<a>.COUNTERS[n] == 1.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

Reads from this register might return an **UNKNOWN** value if the trace unit is not in either of the Idle or Stable states.

MRS <Xt>, TRCCNTVRO

op0	op1	CRn	CRm	op2
0b10	0b001	0b0000	0b1000	0b101

MSR TRCCNTVRO, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b001	0b0000	0b1000	0b101

### Accessibility

Must be programmed if TRCRSCTLR<a>.GROUP == 0b0010 and TRCRSCTLR<a>.COUNTERS[n] == 1.

Writes are CONSTRAINED UNPREDICTABLE if the trace unit is not in the Idle state.

Reads from this register might return an UNKNOWN value if the trace unit is not in either of the Idle or Stable states.

MRS <Xt>, TRCCNTVRO

```

if 0 >= NUM_TRACE_COUNTERS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRCCNTVRn == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCCNTVR[0];
    elseif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif CPTR_EL3.TTA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = TRCCNTVR[0];
    elseif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCCNTVR[0];

```

## MSR TRCCNTVR0, &lt;Xt&gt;

```

if 0 >= NUM_TRACE_COUNTERS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRCCNTVRn == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCCNTVR[0] = X[t, 64];
    elseif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif CPTR_EL3.TTA == '1' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCCNTVR[0] = X[t, 64];
    elseif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCCNTVR[0] = X[t, 64];

```

## A.12.16 TRCIDR0, ID Register 0

Returns the tracing capabilities of the trace unit.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Trace unit registers

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	x010	1000	1xxx	xxx0	00xx	111x	1010	000x
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-197: AArch64\_trcidr0 bit assignments

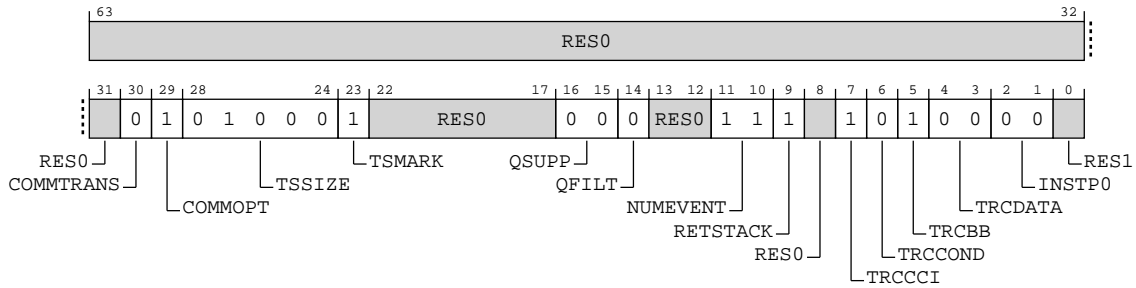


Table A-497: TRCIDR0 bit descriptions

Bits	Name	Description	Reset
[63:31]	RES0	Reserved	RES0
[30]	COMMTRANS	Transaction Start element behavior. <b>0b0</b> Transaction Start elements are P0 elements.	0b0
[29]	COMMOPT	Indicates the contents and encodings of Cycle count packets. <b>0b1</b> Commit mode 1. Access to this field is: <b>RAO/WI</b>	0b1
[28:24]	TSSIZE	Indicates that the trace unit implements Global timestamping and the size of the timestamp value. <b>0b01000</b> Global timestamping implemented with a 64-bit timestamp value.	0b01000
[23]	TSMARK	Indicates whether Timestamp Marker elements are generated. <b>0b1</b> Timestamp Marker elements are generated.	0b1
[22:17]	RES0	Reserved	RES0
[16:15]	QSUPP	Indicates that the trace unit implements Q element support. <b>0b00</b> Q element support is not implemented.	0b00
[14]	QFILT	Indicates if the trace unit implements Q element filtering. <b>0b0</b> Q element filtering is not implemented.	0b0
[13:12]	RES0	Reserved	RES0



Bits	Name	Description	Reset
[11:10]	NUMEVENT	Indicates the number of ETEEvents implemented.  <b>0b11</b> The trace unit supports 4 ETEEvents.	0b11
[9]	RETSTACK	Indicates if the trace unit supports the return stack.  <b>0b1</b> Return stack implemented.	0b1
[8]	RES0	Reserved	RES0
[7]	TRCCCI	Indicates if the trace unit implements cycle counting.  <b>0b1</b> Cycle counting implemented.	0b1
[6]	TRCCOND	Indicates if the trace unit implements conditional instruction tracing. Conditional instruction tracing is not implemented in ETE and this field is reserved for other trace architectures.  <b>0b0</b> Conditional instruction tracing not implemented.	0b0
[5]	TRCBB	Indicates if the trace unit implements branch broadcasting.  <b>0b1</b> Branch broadcasting implemented.	0b1
[4:3]	TRCDATA	Indicates if the trace unit implements data tracing. Data tracing is not implemented in ETE and this field is reserved for other trace architectures.  <b>0b00</b> Tracing of data addresses and data values is not implemented.	0b00
[2:1]	INSTPO	Indicates if load and store instructions are PO instructions. Load and store instructions as PO instructions is not implemented in ETE and this field is reserved for other trace architectures.  <b>0b00</b> Load and store instructions are not PO instructions.	0b00
[0]	RES1	Reserved	RES1

## Access

MRS <Xt>, TRCIDRO

op0	op1	CRn	CRm	op2
0b10	0b001	0b0000	0b1000	0b111

## Accessibility

MRS <Xt>, TRCIDRO

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRCID == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then

```

```

        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCIDR0;
elseif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCIDR0;
elseif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCIDR0;

```

## A.12.17 TRCEXTINSELR1, External Input Select Register <n>

Use this to set, or read, which External Inputs are resources to the trace unit.

The name TRCEXTINSELR is an alias of TRCEXTINSELRO.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Trace unit registers

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0



Note

Where the reset reads xxxx, see individual bits.

## Bit descriptions

Figure A-198: AArch64\_trcextinselr1 bit assignments

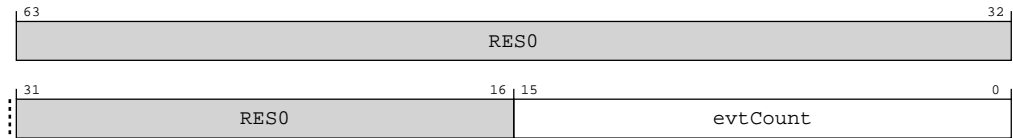


Table A-499: TRCEXTINSELR1 bit descriptions

Bits	Name	Description	Reset
[63:16]	RES0	Reserved	RES0
[15:0]	evtCount	<p>PMU event to select.</p> <p>The event number as defined by the Arm ARM.</p> <p>Software must program this field with a PMU event that is supported by the PE being programmed.</p> <p>There are three ranges of PMU event numbers:</p> <ul style="list-style-type: none"> <li>PMU event numbers in the range 0x0000 to 0x003F are common architectural and microarchitectural events.</li> <li>PMU event numbers in the range 0x0040 to 0x00BF are Arm recommended common architectural and microarchitectural PMU events.</li> <li>PMU event numbers in the range 0x00C0 to 0x03FF are IMPLEMENTATION DEFINED PMU events.</li> </ul> <p>If evtCount is programmed to a PMU event that is reserved or not supported by the PE, the behavior depends on the PMU event type:</p> <ul style="list-style-type: none"> <li>For the range 0x0000 to 0x003F, then the PMU event is not active, and the value returned by a direct or external read of the evtCount field is the value written to the field.</li> <li>For IMPLEMENTATION DEFINED PMU events, it is UNPREDICTABLE what PMU event, if any, is counted, and the value returned by a direct or external read of the evtCount field is <b>UNKNOWN</b>.</li> </ul>	16 {x}

## Access

Must be programmed if any of the following is true: TRCRSCTLR<a>.GROUP == 0b0000 and TRCRSCTLR<a>.EXTIN[n] == 1.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCEXTINSELR1

op0	op1	CRn	CRm	op2
0b10	0b001	0b0000	0b1001	0b100

MSR TRCEXTINSELR1, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b001	0b0000	0b1001	0b100

## Accessibility

Must be programmed if any of the following is true: TRCRSCTLR<a>.GROUP == 0b0000 and TRCRSCTLR<a>.EXTIN[n] == 1.

Writes are CONSTRAINED UNPREDICTABLE if the trace unit is not in the Idle state.

MRS <Xt>, TRCEXTINSELR1

```

if 1 >= NUM_TRACE_EXTERNAL_INPUT_SELECTOR_RESOURCES then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCEXTINSELR[1];
    elseif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif CPTR_EL3.TTA == '1' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = TRCEXTINSELR[1];
    elseif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCEXTINSELR[1];

```

MSR TRCEXTINSELR1, <Xt>

```

if 1 >= NUM_TRACE_EXTERNAL_INPUT_SELECTOR_RESOURCES then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCEXTINSELR[1] = X[t, 64];
    elseif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);

```

```

elseif CPTR_EL3.TTA == '1' then
    if Halted() && EDSCR.SDD == '1' then
        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        TRCXTINSEL[1] = X[t, 64];
elseif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        TRCXTINSEL[1] = X[t, 64];
    
```

### A.12.18 TRCCNTVR1, Counter Value Register <n>

This sets or returns the value of Counter 1.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Functional group

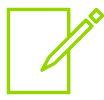
Trace unit registers

##### Access type

See bit descriptions

##### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0

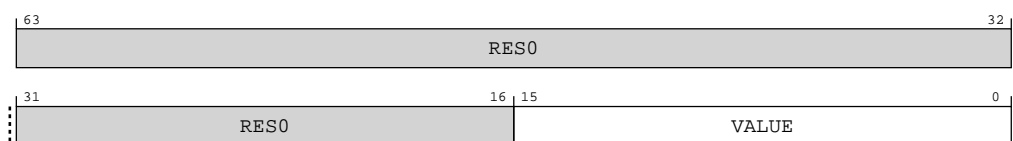


Where the reset reads xxxx, see individual bits.

Note

#### Bit descriptions

Figure A-199: AArch64\_trccntvr1 bit assignments



**Table A-502: TRCCNTRV1 bit descriptions**

Bits	Name	Description	Reset
[63:16]	RES0	Reserved	RES0
[15:0]	VALUE	Contains the count value of Counter.	16{x}

### Access

Must be programmed if TRCRSCTLR<a>.GROUP == 0b0010 and TRCRSCTLR<a>.COUNTERS[n] == 1.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

Reads from this register might return an **UNKNOWN** value if the trace unit is not in either of the Idle or Stable states.

MRS <Xt>, TRCCNTRV1

op0	op1	CRn	CRm	op2
0b10	0b001	0b0000	0b1001	0b101

MSR TRCCNTRV1, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b001	0b0000	0b1001	0b101

### Accessibility

Must be programmed if TRCRSCTLR<a>.GROUP == 0b0010 and TRCRSCTLR<a>.COUNTERS[n] == 1.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

Reads from this register might return an **UNKNOWN** value if the trace unit is not in either of the Idle or Stable states.

MRS <Xt>, TRCCNTRV1

```

if 1 >= NUM_TRACE_COUNTERS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRCCNTRVrn == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCCNTRV1[1];
    elseif PSTATE.EL == EL2 then

```

```

if CPTR_EL2.TTA == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elseif CPTR_EL3.TTA == '1' then
    if HalTED() && EDSCR.SDD == '1' then
        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCCNTVR[1];
elseif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCCNTVR[1];

```

## MSR TRCCNTVR1, <Xt>

```

if 1 >= NUM_TRACE_COUNTERS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDBGWTR_EL2.TRCCNTVRn == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCCNTVR[1] = X[t, 64];
    elseif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif CPTR_EL3.TTA == '1' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                TRCCNTVR[1] = X[t, 64];
    elseif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCCNTVR[1] = X[t, 64];

```

## A.12.19 TRCIDR1, ID Register 1

Returns the tracing capabilities of the trace unit.

### Configurations

This register is available in all configurations.

**Attributes**

**Width**

64

**Functional group**

Trace unit registers

**Access type**

See bit descriptions

**Reset value**

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	0100	0001	xxxx	xxxx	xxxx	1111	1111	0000
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0

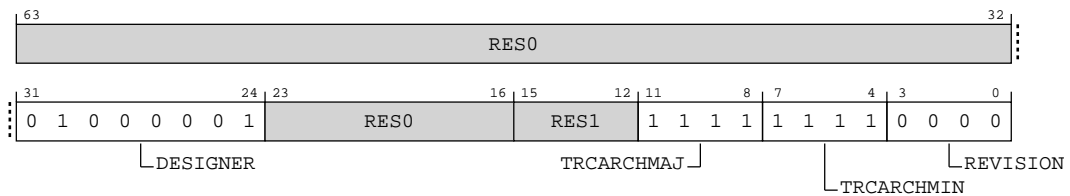


Note

Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure A-200: AArch64\_trcidr1 bit assignments**



**Table A-505: TRCIDR1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31:24]	DESIGNER	Indicates which company designed the trace unit. The permitted values of this field are the same as AArch64-MIDR_EL1.Implementer.  <b>0b01000001</b> Arm Limited	0x41
[23:16]	RES0	Reserved	RES0
[15:12]	RES1	Reserved	RES1
[11:8]	TRCARCHMAJ	Major architecture version.  <b>0b1111</b> If both TRCARCHMAJ and TRCARCHMIN == 0xF then refer to AArch64-TRCDEVARCH.	0b1111
[7:4]	TRCARCHMIN	Minor architecture version.  <b>0b1111</b> If both TRCARCHMAJ and TRCARCHMIN == 0xF then refer to AArch64-TRCDEVARCH.	0b1111



Bits	Name	Description	Reset
[3:0]	REVISION	Implementation revision that identifies the revision of the trace and OS Lock registers.  <b>0b0000</b> Revision 0	0b0000

### Access

MRS <Xt>, TRCIDR1

op0	op1	CRn	CRm	op2
0b10	0b001	0b0000	0b1001	0b111

### Accessibility

MRS <Xt>, TRCIDR1

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRCID == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        end
    else
        X[t, 64] = TRCIDR1;
    end
elsif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        end
    else
        X[t, 64] = TRCIDR1;
    end
elsif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCIDR1;
    end
end

```

## A.12.20 TRCEXTINSELR2, External Input Select Register <n>

Use this to set, or read, which External Inputs are resources to the trace unit.

The name TRCEXTINSELR is an alias of TRCEXTINSELR0.

### Configurations

This register is available in all configurations.

**Attributes**

**Width**

64

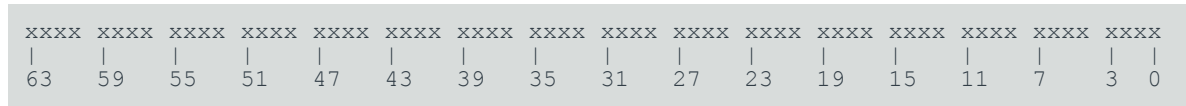
**Functional group**

Trace unit registers

**Access type**

See bit descriptions

**Reset value**

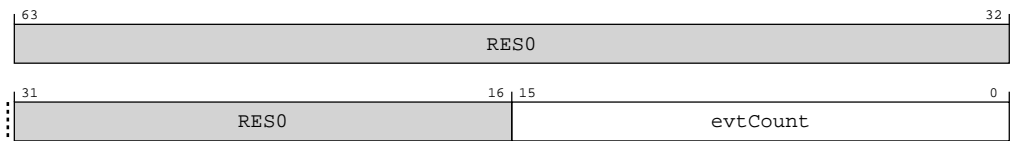


Note

Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure A-201: AArch64\_trcextinselr2 bit assignments**



**Table A-507: TRCEXTINSELR2 bit descriptions**

Bits	Name	Description	Reset
[63:16]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[15:0]	evtCount	<p>PMU event to select.</p> <p>The event number as defined by the Arm ARM.</p> <p>Software must program this field with a PMU event that is supported by the PE being programmed.</p> <p>There are three ranges of PMU event numbers:</p> <ul style="list-style-type: none"> <li>PMU event numbers in the range 0x0000 to 0x003F are common architectural and microarchitectural events.</li> <li>PMU event numbers in the range 0x0040 to 0x00BF are Arm recommended common architectural and microarchitectural PMU events.</li> <li>PMU event numbers in the range 0x00C0 to 0x03FF are IMPLEMENTATION DEFINED PMU events.</li> </ul> <p>If evtCount is programmed to a PMU event that is reserved or not supported by the PE, the behavior depends on the PMU event type:</p> <ul style="list-style-type: none"> <li>For the range 0x0000 to 0x003F, then the PMU event is not active, and the value returned by a direct or external read of the evtCount field is the value written to the field.</li> <li>For IMPLEMENTATION DEFINED PMU events, it is UNPREDICTABLE what PMU event, if any, is counted, and the value returned by a direct or external read of the evtCount field is <b>UNKNOWN</b>.</li> </ul>	16{x}

### Access

Must be programmed if any of the following is true: TRCRSCTLR<a>.GROUP == 0b0000 and TRCRSCTLR<a>.EXTIN[n] == 1.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCEXTINSEL2

op0	op1	CRn	CRm	op2
0b10	0b001	0b0000	0b1010	0b100

MSR TRCEXTINSEL2, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b001	0b0000	0b1010	0b100

### Accessibility

Must be programmed if any of the following is true: TRCRSCTLR<a>.GROUP == 0b0000 and TRCRSCTLR<a>.EXTIN[n] == 1.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCEXTINSEL2

```

if 2 >= NUM_TRACE_EXTERNAL_INPUT_SELECTOR_RESOURCES then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then

```

```

    AArch64.SystemAccessTrap(EL1, 0x18);
elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elseif CPTR_EL3.TTA == '1' then
    if HalTED() && EDSCR.SDD == '1' then
        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCEXTINSEL2[2];
elseif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCEXTINSEL2[2];
elseif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCEXTINSEL2[2];

```

## MSR TRCEXTINSEL2, &lt;Xt&gt;

```

if 2 >= NUM_TRACE_EXTERNAL_INPUT_SELECTOR_RESOURCES then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCEXTINSEL2[2] = X[t, 64];
elseif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCEXTINSEL2[2] = X[t, 64];
elseif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        TRCEXTINSEL2[2] = X[t, 64];

```

## A.12.21 TRCIDR2, ID Register 2

Returns the tracing capabilities of the trace unit.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Trace unit registers

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	1100	000x	xxxx	xxxx	x001	0000	1000	1000
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-202: AArch64\_trcidr2 bit assignments

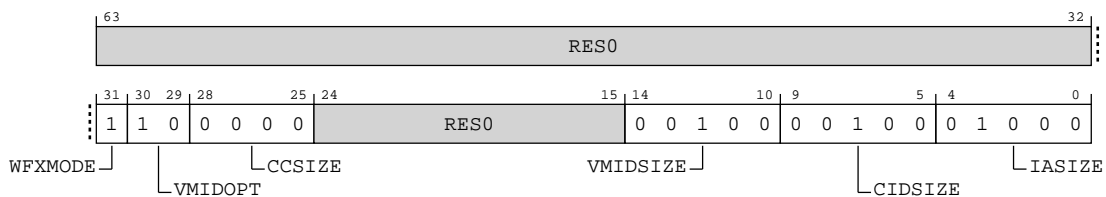


Table A-510: TRCIDR2 bit descriptions

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31]	WFXMODE	Indicates whether WFI, WFIT, WFE, and WFET instructions are classified as P0 instructions: <b>0b1</b> WFI, WFIT, WFE, and WFET instructions are classified as P0 instructions.	0b1

Bits	Name	Description	Reset
[30:29]	VMIDOPT	Indicates the options for Virtual context identifier selection.  <b>0b10</b> Virtual context identifier selection not supported. AArch64-TRCCONFIGR.VMIDOPT is <b>RES1</b> .	0b10
[28:25]	CCSIZE	Indicates the size of the cycle counter.  <b>0b0000</b> The cycle counter is 12 bits in length.	0b0000
[24:15]	<b>RES0</b>	Reserved	<b>RES0</b>
[14:10]	VMIDSIZ	Indicates the trace unit Virtual context identifier size.  <b>0b00100</b> 32-bit Virtual context identifier size.	0b00100
[9:5]	CIDSIZ	Indicates the Context identifier size.  <b>0b00100</b> 32-bit Context identifier size.	0b00100
[4:0]	IASIZ	Virtual instruction address size.  <b>0b01000</b> Maximum of 64-bit instruction address size.	0b01000

## Access

MRS <Xt>, TRCIDR2

op0	op1	CRn	CRm	op2
0b10	0b001	0b0000	0b1010	0b111

## Accessibility

MRS <Xt>, TRCIDR2

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEN == '1' && HDFGRTR_EL2.TRCID == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCIDR2;
    elseif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif CPTR_EL3.TTA == '1' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCIDR2;

```

```

elseif PSTATE.EL == EL3 then
  if CPTR_EL3.TTA == '1' then
    AArch64.SystemAccessTrap(EL3, 0x18);
  else
    X[t, 64] = TRCIDR2;
  
```

### A.12.22 TRCEXTINSELR3, External Input Select Register <n>

Use this to set, or read, which External Inputs are resources to the trace unit.

The name TRCEXTINSELR is an alias of TRCEXTINSELRO.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

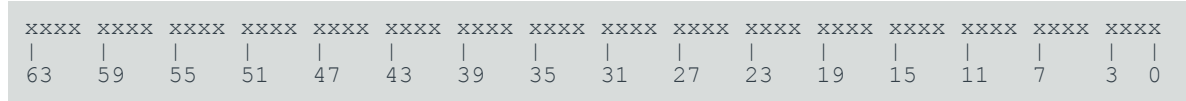
##### Functional group

Trace unit registers

##### Access type

See bit descriptions

##### Reset value



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-203: AArch64\_trcextinselr3 bit assignments

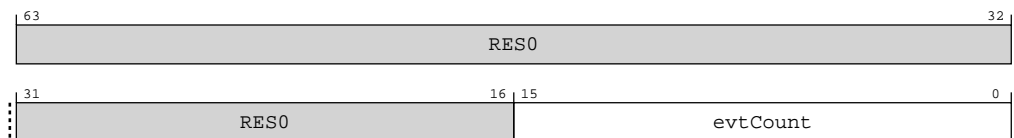


Table A-512: TRCEXTINSELR3 bit descriptions

Bits	Name	Description	Reset
[63:16]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[15:0]	evtCount	<p>PMU event to select.</p> <p>The event number as defined by the Arm ARM.</p> <p>Software must program this field with a PMU event that is supported by the PE being programmed.</p> <p>There are three ranges of PMU event numbers:</p> <ul style="list-style-type: none"> <li>PMU event numbers in the range 0x0000 to 0x003F are common architectural and microarchitectural events.</li> <li>PMU event numbers in the range 0x0040 to 0x00BF are Arm recommended common architectural and microarchitectural PMU events.</li> <li>PMU event numbers in the range 0x00C0 to 0x03FF are IMPLEMENTATION DEFINED PMU events.</li> </ul> <p>If evtCount is programmed to a PMU event that is reserved or not supported by the PE, the behavior depends on the PMU event type:</p> <ul style="list-style-type: none"> <li>For the range 0x0000 to 0x003F, then the PMU event is not active, and the value returned by a direct or external read of the evtCount field is the value written to the field.</li> <li>For IMPLEMENTATION DEFINED PMU events, it is UNPREDICTABLE what PMU event, if any, is counted, and the value returned by a direct or external read of the evtCount field is <b>UNKNOWN</b>.</li> </ul>	16{x}

### Access

Must be programmed if any of the following is true: TRCRSCTLR<a>.GROUP == 0b0000 and TRCRSCTLR<a>.EXTIN[n] == 1.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCEXTINSEL3

op0	op1	CRn	CRm	op2
0b10	0b001	0b0000	0b1011	0b100

MSR TRCEXTINSEL3, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b001	0b0000	0b1011	0b100

### Accessibility

Must be programmed if any of the following is true: TRCRSCTLR<a>.GROUP == 0b0000 and TRCRSCTLR<a>.EXTIN[n] == 1.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCEXTINSEL3

```

if 3 >= NUM_TRACE_EXTERNAL_INPUT_SELECTOR_RESOURCES then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then

```



```

    AArch64.SystemAccessTrap(EL1, 0x18);
elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elseif CPTR_EL3.TTA == '1' then
    if HalTED() && EDSCR.SDD == '1' then
        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCEXTINSEL3R[3];
elseif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCEXTINSEL3R[3];
elseif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCEXTINSEL3R[3];

```

## MSR TRCEXTINSEL3R, &lt;Xt&gt;

```

if 3 >= NUM_TRACE_EXTERNAL_INPUT_SELECTOR_RESOURCES then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCEXTINSEL3R[3] = X[t, 64];
elseif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCEXTINSEL3R[3] = X[t, 64];
elseif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        TRCEXTINSEL3R[3] = X[t, 64];

```

### A.12.23 TRCIDR3, ID Register 3

Returns the base architecture of the trace unit.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Functional group

Trace unit registers

##### Access type

See bit descriptions

##### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	0000	0001	x111	1111	xx00	0000	0000	0100
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-204: AArch64\_trcidr3 bit assignments

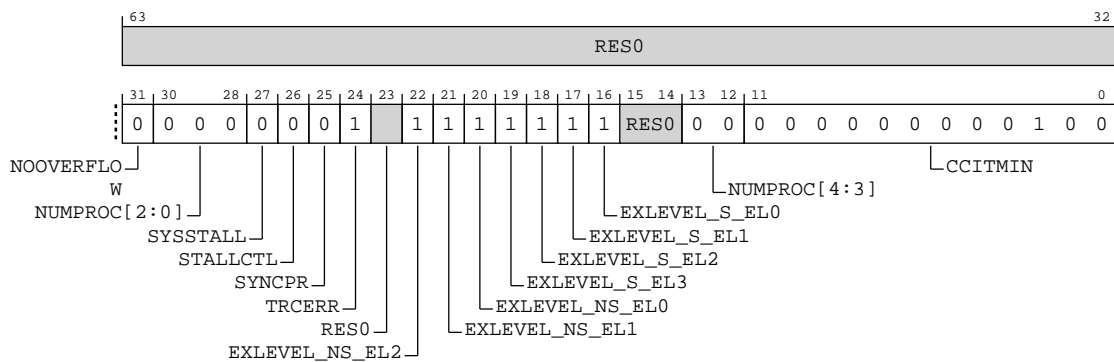


Table A-515: TRCIDR3 bit descriptions

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[31]	NOOVERFLOW	Indicates if overflow prevention is implemented. <b>0b0</b> Overflow prevention is not implemented.	0b0
[27]	SYSSTALL	Indicates if stalling of the PE is permitted. <b>0b0</b> Stalling of the PE is not permitted.	0b0
[26]	STALLCTL	Indicates if trace unit implements stalling of the PE. <b>0b0</b> Stalling of the PE is not implemented.	0b0
[25]	SYNCPR	Indicates if an implementation has a fixed synchronization period. <b>0b0</b> AArch64-TRCSYNCPR is read/write so software can change the synchronization period.	0b0
[24]	TRCERR	Indicates forced tracing of System Error exceptions is implemented. <b>0b1</b> Forced tracing of System Error exceptions is implemented.	0b1
[23]	<b>RES0</b>	Reserved	<b>RES0</b>
[22]	EXLEVEL_NS_EL2	Indicates if Non-secure EL2 is implemented. <b>0b1</b> Non-secure EL2 is implemented.	0b1
[21]	EXLEVEL_NS_EL1	Indicates if Non-secure EL1 is implemented. <b>0b1</b> Non-secure EL1 is implemented.	0b1
[20]	EXLEVEL_NS_ELO	Indicates if Non-secure ELO is implemented. <b>0b1</b> Non-secure ELO is implemented.	0b1
[19]	EXLEVEL_S_EL3	Indicates if EL3 is implemented. <b>0b1</b> EL3 is implemented.	0b1
[18]	EXLEVEL_S_EL2	Indicates if Secure EL2 is implemented. <b>0b1</b> Secure EL2 is implemented.	0b1
[17]	EXLEVEL_S_EL1	Indicates if Secure EL1 is implemented. <b>0b1</b> Secure EL1 is implemented.	0b1
[16]	EXLEVEL_S_ELO	Indicates if Secure ELO is implemented. <b>0b1</b> Secure ELO is implemented.	0b1
[15:14]	<b>RES0</b>	Reserved	<b>RES0</b>
[13:12, 30:28]	NUMPROC	Indicates the number of PEs available for tracing. <b>0b00000</b> The trace unit can trace one PE.	0b00000

Bits	Name	Description	Reset
[11:0]	CCITMIN	Indicates the minimum value that can be programmed in AArch64-TRCCCCTLR.THRESHOLD.  If AArch64-TRCIDR0.TRCCCI == 1 then the minimum value of this field is 0x001.  If AArch64-TRCIDR0.TRCCCI == 0 then this field is zero.  <b>0b000000000100</b>	0x004

### Access

MRS &lt;Xt&gt;, TRCIDR3

op0	op1	CRn	CRm	op2
0b10	0b001	0b0000	0b1011	0b111

### Accessibility

MRS &lt;Xt&gt;, TRCIDR3

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRCID == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCIDR3;
    elseif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif CPTR_EL3.TTA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCIDR3;
    elseif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCIDR3;

```

## A.12.24 TRCIDR4, ID Register 4

Returns the tracing capabilities of the trace unit.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Trace unit registers

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	0001	0001	0001	0111	0000	xxx0	0000	0100
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-205: AArch64\_trcidr4 bit assignments

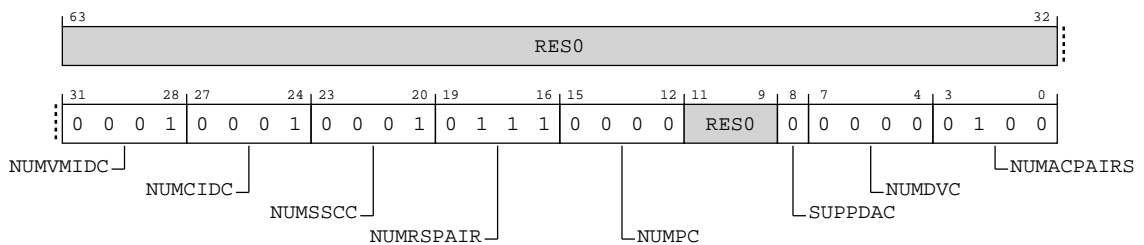


Table A-517: TRCIDR4 bit descriptions

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31:28]	NUMVMIDC	Indicates the number of Virtual Context Identifier Comparators that are available for tracing.  <b>0b0001</b> The implementation has one Virtual Context Identifier Comparator.	0b0001

Bits	Name	Description	Reset
[27:24]	NUMCIDC	Indicates the number of Context Identifier Comparators that are available for tracing.  <b>0b0001</b> The implementation has one Context Identifier Comparator.	0b0001
[23:20]	NUMSSCC	Indicates the number of Single-shot Comparator Controls that are available for tracing.  <b>0b0001</b> The implementation has one Single-shot Comparator Control.	0b0001
[19:16]	NUMRSPAIR	Indicates the number of resource selector pairs that are available for tracing.  <b>0b0111</b> The implementation has eight resource selector pairs.	0b0111
[15:12]	NUMPC	Indicates the number of PE Comparator Inputs that are available for tracing.  <b>0b0000</b> No PE Comparator Inputs are available.	0b0000
[11:9]	RES0	Reserved	RES0
[8]	SUPPDAC	Indicates whether data address comparisons are implemented. Data address comparisons are not implemented in ETE and are reserved for other trace architectures. Allocated in other trace architectures.  <b>0b0</b> Data address comparisons not implemented.	0b0
[7:4]	NUMDVC	Indicates the number of data value comparators. Data value comparators are not implemented in ETE and are reserved for other trace architectures. Allocated in other trace architectures.  <b>0b0000</b> No data value comparators implemented.	0b0000
[3:0]	NUMACPAIRS	Indicates the number of Address Comparator pairs that are available for tracing.  <b>0b0100</b> The implementation has four Address Comparator pairs.	0b0100

## Access

MRS <Xt>, TRCIDR4

op0	op1	CRn	CRm	op2
0b10	0b001	0b0000	0b1100	0b111

## Accessibility

MRS <Xt>, TRCIDR4

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRCID == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else

```

```

        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCIDR4;
    elsif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TTA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = TRCIDR4;
        elsif PSTATE.EL == EL3 then
            if CPTR_EL3.TTA == '1' then
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = TRCIDR4;

```

## A.12.25 TRCIDR5, ID Register 5

Returns the tracing capabilities of the trace unit.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

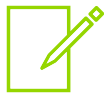
Trace unit registers

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	x010	100x	0100	0111	xxxx	1001	1111	1111
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0

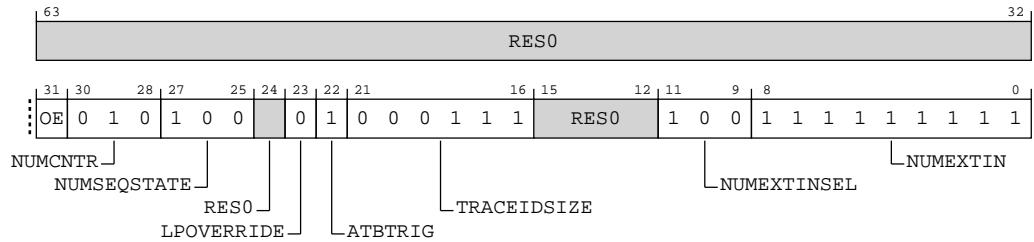


Note

Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure A-206: AArch64\_trcidr5 bit assignments**



**Table A-519: TRCIDR5 bit descriptions**

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31]	OE	Indicates support for the ETE Trace Output Enable.  <b>0b0</b> ETE Trace Output Enable is not implemented.  <b>0b1</b> ETE Trace Output Enable is implemented.	The reset values can be the following: 0b0, 0b1, respective to the value.
[30:28]	NUMCNTR	Indicates the number of Counters that are available for tracing.  <b>0b010</b> Two Counters implemented.	0b010
[27:25]	NUMSEQSTATE	Indicates if the Sequencer is implemented and the number of Sequencer states that are implemented.  <b>0b100</b> Four Sequencer states are implemented.	0b100
[24]	RES0	Reserved	RES0
[23]	LPOVERRIDE	Indicates support for Low-power Override Mode.  <b>0b0</b> The trace unit does not support Low-power Override Mode.	0b0
[22]	ATBTRIG	Indicates if the implementation can support ATB triggers.  <b>0b1</b> The implementation supports ATB triggers.	0b1
[21:16]	TRACEIDSIZE	Indicates the trace ID width.  <b>0b000111</b> The implementation supports a 7-bit trace ID.	0b000111
[15:12]	RES0	Reserved	RES0
[11:9]	NUMEXTINSEL	Indicates how many External Input Selector resources are implemented.  <b>0b100</b> 4 External Input Selector resources are available.	0b100



Bits	Name	Description	Reset
[8:0]	NUMEXTIN	Indicates how many External Inputs are implemented.  <b>0b11111111</b> Unified PMU event selection.	0b11111111

### Access

MRS <Xt>, TRCIDR5

op0	op1	CRn	CRm	op2
0b10	0b001	0b0000	0b1101	0b111

### Accessibility

MRS <Xt>, TRCIDR5

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRCID == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCIDR5;
    elseif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif CPTR_EL3.TTA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = TRCIDR5;
    elseif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCIDR5;

```

## A.12.26 TRCSSCCR0, Single-shot Comparator Control Register <n>

Controls the corresponding Single-shot Comparator Control resource.

### Configurations

This register is available in all configurations.

**Attributes**

**Width**

64

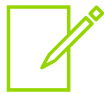
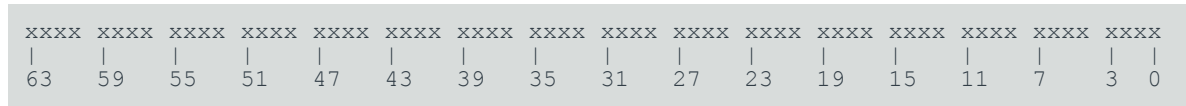
**Functional group**

Trace unit registers

**Access type**

See bit descriptions

**Reset value**

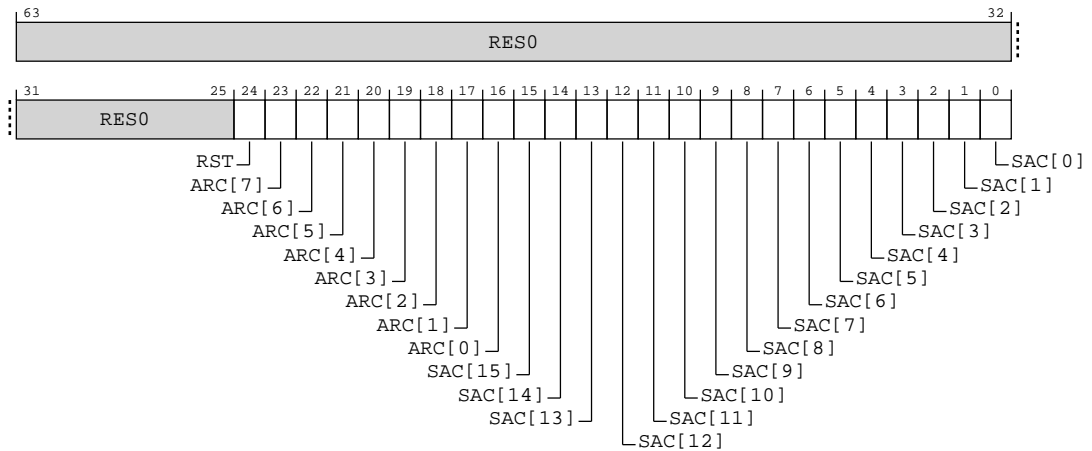


Note

Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure A-207: AArch64\_trcssccr0 bit assignments**



**Table A-521: TRCSSCCR0 bit descriptions**

Bits	Name	Description	Reset
[63:25]	RES0	Reserved	RES0
[24]	RST	Selects the Single-shot Comparator Control mode.  <b>0b0</b> The Single-shot Comparator Control is in single-shot mode.  <b>0b1</b> The Single-shot Comparator Control is in multi-shot mode.	x

Bits	Name	Description	Reset
[23:16]	ARC[<m>], bit[m], where m = 7 to 0	<p>Selects one or more Address Range Comparators for Single-shot control.</p> <p><b>0b0</b> The Address Range Comparator &lt;m&gt;, is not selected for Single-shot control.</p> <p><b>0b1</b> The Address Range Comparator &lt;m&gt;, is selected for Single-shot control.</p>	8{x}
[15:0]	SAC[<m>], bit[m], where m = 15 to 0	<p>Selects one or more Single Address Comparators for Single-shot control.</p> <p><b>0b0</b> The Single Address Comparator &lt;m&gt;, is not selected for Single-shot control.</p> <p><b>0b1</b> The Single Address Comparator &lt;m&gt;, is selected for Single-shot control.</p>	16{x}

### Access

Must be programmed if any TRCRSCTLR<a>.GROUP == 0b0011 and TRCRSCTLR<a>.SINGLE\_SHOT[n] == 1.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCSSCCR0

op0	op1	CRn	CRm	op2
0b10	0b001	0b0001	0b0000	0b010

MSR TRCSSCCR0, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b001	0b0001	0b0000	0b010

### Accessibility

Must be programmed if any TRCRSCTLR<a>.GROUP == 0b0011 and TRCRSCTLR<a>.SINGLE\_SHOT[n] == 1.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCSSCCR0

```

if 0 >= NUM_TRACE_SINGLE_SHOT_COMPARATOR_CONTROLS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;

```

```

        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCSSCCR[0];
    elseif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif CPTR_EL3.TTA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCSSCCR[0];
    elseif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCSSCCR[0];

```

MSR TRCSSCCR0, <Xt>

```

if 0 >= NUM_TRACE_SINGLE_SHOT_COMPARATOR_CONTROLS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        TRCSSCCR[0] = X[t, 64];
elseif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        TRCSSCCR[0] = X[t, 64];
elseif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        TRCSSCCR[0] = X[t, 64];

```

## A.12.27 TRCRSCTLR2, Resource Selection Control Register <n>

Controls the selection of the resources in the trace unit.

### Configurations

Resource selector 0 always returns FALSE.

Resource selector 1 always returns TRUE.

Resource selectors are implemented in pairs. Each odd numbered resource selector is part of a pair with the even numbered resource selector that is numbered as one less than it. For example, resource selectors 2 and 3 form a pair.

### Attributes

#### Width

64

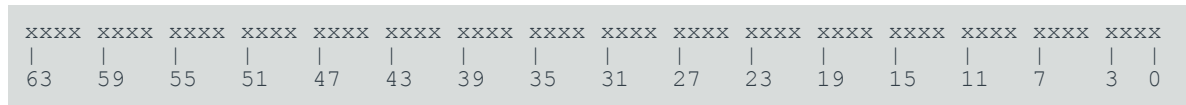
#### Functional group

Trace unit registers

#### Access type

See bit descriptions

#### Reset value



Note

Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-208: AArch64\_trcrsctlr2 bit assignments

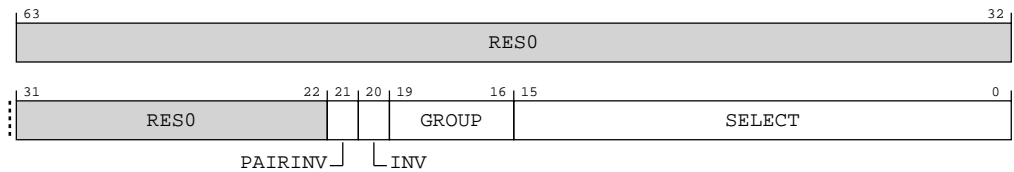


Table A-524: TRCRSCTLR2 bit descriptions

Bits	Name	Description	Reset
[63:22]	RES0	Reserved	RES0
[21]	PAIRINV	Controls whether the combined result from a resource selector pair is inverted.  <b>0b0</b> Do not invert the combined output of the 2 resource selectors.  <b>0b1</b> Invert the combined output of the 2 resource selectors.	x

Bits	Name	Description	Reset
[20]	INV	<p>Controls whether the resource, that TRCRSCTLR&lt;n&gt;.GROUP and TRCRSCTLR&lt;n&gt;.SELECT selects, is inverted.</p> <p><b>0b0</b> Do not invert the output of this selector.</p> <p><b>0b1</b> Invert the output of this selector.</p>	x
[19:16]	GROUP	<p>Selects a group of resources.</p> <p><b>0b0000</b> External Input Selectors.</p> <p><b>0b0001</b> PE Comparator Inputs.</p> <p><b>0b0010</b> Counters and Sequencer.</p> <p><b>0b0011</b> Single-shot Comparator Controls.</p> <p><b>0b0100</b> Single Address Comparators.</p> <p><b>0b0101</b> Address Range Comparators.</p> <p><b>0b0110</b> Context Identifier Comparators.</p> <p><b>0b0111</b> Virtual Context Identifier Comparators.</p>	xxxx

Bits	Name	Description	Reset
15:0	SELECT	<p><b>SELECT encoding for External Input Selectors</b></p> <p><b>15:4</b> Reserved, RES0.</p> <p><b>EXTIN[&lt;m&gt;], bit[m], for m = 3 to 0</b> Selects one or more External Inputs.</p> <p><b>0b0</b> Ignore EXTIN &lt;m&gt;.</p> <p><b>0b1</b> Select EXTIN &lt;m&gt;.</p> <p><b>SELECT encoding for PE Comparator Inputs</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>PECOMP[&lt;m&gt;], bit[m], for m = 7 to 0</b> Selects one or more PE Comparator Inputs.</p> <p><b>0b0</b> Ignore PE Comparator Input &lt;m&gt;.</p> <p><b>0b1</b> Select PE Comparator Input &lt;m&gt;.</p> <p><b>SELECT encoding for Counters and Sequencer</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>SEQUENCER[&lt;m&gt;], bit[m], for m = 3 to 0</b> Sequencer states.</p> <p><b>0b0</b> Ignore Sequencer state &lt;m&gt;.</p> <p><b>0b1</b> Select Sequencer state &lt;m&gt;.</p> <p><b>COUNTERS[&lt;m&gt;], bit[m], for m = 3 to 0</b> Counters resources at zero.</p> <p><b>0b0</b> Ignore Counter &lt;m&gt;.</p> <p><b>0b1</b> Select Counter &lt;m&gt; is zero.</p> <p><b>SELECT encoding for Single-shot Comparator Controls</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>SINGLE_SHOT[&lt;m&gt;], bit[m], for m = 7 to 0</b> Selects one or more Single-shot Comparator Controls.</p> <p><b>0b0</b> Ignore Single-shot Comparator Control &lt;m&gt;.</p> <p><b>0b1</b> Select Single-shot Comparator Control &lt;m&gt;.</p> <p><b>SELECT encoding for Single Address Comparators</b></p>	16 { x }

## Access

Must be programmed if any of the following are true:

- TRCCNTCTLR<a>.RLDEVENT.TYPE == 0 and TRCCNTCTLR<a>.RLDEVENT.SEL == n.
- TRCCNTCTLR<a>.RLDEVENT.TYPE == 1 and TRCCNTCTLR<a>.RLDEVENT.SEL == n/2.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 0 and TRCCNTCTLR<a>.CNTEVENT.SEL == n.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 1 and TRCCNTCTLR<a>.CNTEVENT.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n/2.
- TRCSEQEVR<a>.B.TYPE == 0 and TRCSEQEVR<a>.B.SEL = n.
- TRCSEQEVR<a>.B.TYPE == 1 and TRCSEQEVR<a>.B.SEL = n/2.
- TRCSEQEVR<a>.F.TYPE == 0 and TRCSEQEVR<a>.F.SEL = n.
- TRCSEQEVR<a>.F.TYPE == 1 and TRCSEQEVR<a>.F.SEL = n/2.
- AArch64-TRCSEQRSTEVR.RST.TYPE == 0 and AArch64-TRCSEQRSTEVR.RST.SEL == n.
- AArch64-TRCSEQRSTEVR.RST.TYPE == 1 and AArch64-TRCSEQRSTEVR.RST.SEL == n/2.
- AArch64-TRCTSCTLR.EVENT.TYPE == 0 and AArch64-TRCTSCTLR.EVENT.SEL == n.
- AArch64-TRCTSCTLR.EVENT.TYPE == 1 and AArch64-TRCTSCTLR.EVENT.SEL == n/2.
- AArch64-TRCVICTLR.EVENT.TYPE == 0 and AArch64-TRCVICTLR.EVENT.SEL == n.
- AArch64-TRCVICTLR.EVENT.TYPE == 1 and AArch64-TRCVICTLR.EVENT.SEL == n/2.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCRSCTLR2

op0	op1	CRn	CRm	op2
0b10	0b001	0b0001	0b0010	0b000



## MSR TRCRSCTLR2, &lt;Xt&gt;

op0	op1	CRn	CRm	op2
0b10	0b001	0b0001	0b0010	0b000

**Accessibility**

Must be programmed if any of the following are true:

- TRCCNTCTLR<a>.RLDEVENT.TYPE == 0 and TRCCNTCTLR<a>.RLDEVENT.SEL == n.
- TRCCNTCTLR<a>.RLDEVENT.TYPE == 1 and TRCCNTCTLR<a>.RLDEVENT.SEL == n/2.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 0 and TRCCNTCTLR<a>.CNTEVENT.SEL == n.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 1 and TRCCNTCTLR<a>.CNTEVENT.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n/2.
- TRCSEQEVR<a>.B.TYPE == 0 and TRCSEQEVR<a>.B.SEL = n.
- TRCSEQEVR<a>.B.TYPE == 1 and TRCSEQEVR<a>.B.SEL = n/2.
- TRCSEQEVR<a>.F.TYPE == 0 and TRCSEQEVR<a>.F.SEL = n.
- TRCSEQEVR<a>.F.TYPE == 1 and TRCSEQEVR<a>.F.SEL = n/2.
- AArch64-TRCSEQRSTEV.RST.TYPE == 0 and AArch64-TRCSEQRSTEV.RST.SEL == n.
- AArch64-TRCSEQRSTEV.RST.TYPE == 1 and AArch64-TRCSEQRSTEV.RST.SEL == n/2.
- AArch64-TRCTSCTLR.EVENT.TYPE == 0 and AArch64-TRCTSCTLR.EVENT.SEL == n.
- AArch64-TRCTSCTLR.EVENT.TYPE == 1 and AArch64-TRCTSCTLR.EVENT.SEL == n/2.
- AArch64-TRCVICTLR.EVENT.TYPE == 0 and AArch64-TRCVICTLR.EVENT.SEL == n.
- AArch64-TRCVICTLR.EVENT.TYPE == 1 and AArch64-TRCVICTLR.EVENT.SEL == n/2.

Writes are CONSTRAINED UNPREDICTABLE if the trace unit is not in the Idle state.

## MRS &lt;Xt&gt;, TRCRSCTLR2

```

if 2 >= NUM_TRACE_RESOURCE_SELECTOR_PAIRS * 2 then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCRSCTLR[2];
    elseif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif CPTR_EL3.TTA == '1' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCRSCTLR[2];
    elseif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCRSCTLR[2];

```

## MSR TRCRSCTLR2, &lt;Xt&gt;

```

if 2 >= NUM_TRACE_RESOURCE_SELECTOR_PAIRS * 2 then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCRSCTLR[2] = X[t, 64];
    elseif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif CPTR_EL3.TTA == '1' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCRSCTLR[2] = X[t, 64];
    elseif PSTATE.EL == EL3 then

```

```

if CPTR_EL3.TTA == '1' then
    AArch64.SystemAccessTrap(EL3, 0x18);
else
    TRCRSCTLR[2] = X[t, 64];
    
```

## A.12.28 TRCRSCTLR3, Resource Selection Control Register <n>

Controls the selection of the resources in the trace unit.

### Configurations

Resource selector 0 always returns FALSE.

Resource selector 1 always returns TRUE.

Resource selectors are implemented in pairs. Each odd numbered resource selector is part of a pair with the even numbered resource selector that is numbered as one less than it. For example, resource selectors 2 and 3 form a pair.

### Attributes

#### Width

64

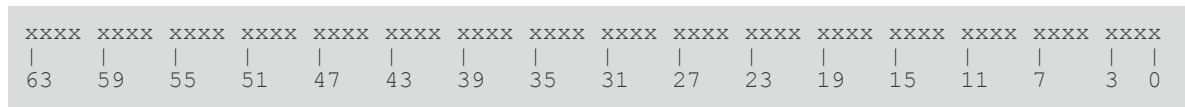
#### Functional group

Trace unit registers

#### Access type

See bit descriptions

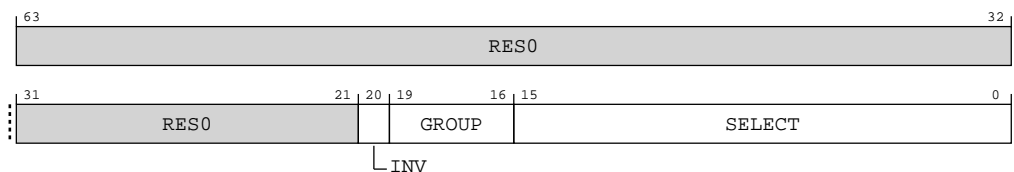
#### Reset value



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-209: AArch64\_trcrsctlr3 bit assignments



**Table A-527: TRCRSCTLR3 bit descriptions**

Bits	Name	Description	Reset
[63:21]	RES0	Reserved	RES0
[20]	INV	Controls whether the resource, that TRCRSCTLR<n>.GROUP and TRCRSCTLR<n>.SELECT selects, is inverted.  <b>0b0</b> Do not invert the output of this selector.  <b>0b1</b> Invert the output of this selector.	x
[19:16]	GROUP	Selects a group of resources.  <b>0b0000</b> External Input Selectors.  <b>0b0001</b> PE Comparator Inputs.  <b>0b0010</b> Counters and Sequencer.  <b>0b0011</b> Single-shot Comparator Controls.  <b>0b0100</b> Single Address Comparators.  <b>0b0101</b> Address Range Comparators.  <b>0b0110</b> Context Identifier Comparators.  <b>0b0111</b> Virtual Context Identifier Comparators.	xxxx

Bits	Name	Description	Reset
15:0	SELECT	<p><b>SELECT encoding for External Input Selectors</b></p> <p><b>15:4</b> Reserved, RES0.</p> <p><b>EXTIN[&lt;m&gt;], bit[m], for m = 3 to 0</b> Selects one or more External Inputs.</p> <p><b>0b0</b> Ignore EXTIN &lt;m&gt;.</p> <p><b>0b1</b> Select EXTIN &lt;m&gt;.</p> <p><b>SELECT encoding for PE Comparator Inputs</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>PECOMP[&lt;m&gt;], bit[m], for m = 7 to 0</b> Selects one or more PE Comparator Inputs.</p> <p><b>0b0</b> Ignore PE Comparator Input &lt;m&gt;.</p> <p><b>0b1</b> Select PE Comparator Input &lt;m&gt;.</p> <p><b>SELECT encoding for Counters and Sequencer</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>SEQUENCER[&lt;m&gt;], bit[m], for m = 3 to 0</b> Sequencer states.</p> <p><b>0b0</b> Ignore Sequencer state &lt;m&gt;.</p> <p><b>0b1</b> Select Sequencer state &lt;m&gt;.</p> <p><b>COUNTERS[&lt;m&gt;], bit[m], for m = 3 to 0</b> Counters resources at zero.</p> <p><b>0b0</b> Ignore Counter &lt;m&gt;.</p> <p><b>0b1</b> Select Counter &lt;m&gt; is zero.</p> <p><b>SELECT encoding for Single-shot Comparator Controls</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>SINGLE_SHOT[&lt;m&gt;], bit[m], for m = 7 to 0</b> Selects one or more Single-shot Comparator Controls.</p> <p><b>0b0</b> Ignore Single-shot Comparator Control &lt;m&gt;.</p> <p><b>0b1</b> Select Single-shot Comparator Control &lt;m&gt;.</p> <p><b>SELECT encoding for Single Address Comparators</b></p>	16 { x }

## Access

Must be programmed if any of the following are true:

- TRCCNTCTLR<a>.RLDEVENT.TYPE == 0 and TRCCNTCTLR<a>.RLDEVENT.SEL == n.
- TRCCNTCTLR<a>.RLDEVENT.TYPE == 1 and TRCCNTCTLR<a>.RLDEVENT.SEL == n/2.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 0 and TRCCNTCTLR<a>.CNTEVENT.SEL == n.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 1 and TRCCNTCTLR<a>.CNTEVENT.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n/2.
- TRCSEQEVR<a>.B.TYPE == 0 and TRCSEQEVR<a>.B.SEL = n.
- TRCSEQEVR<a>.B.TYPE == 1 and TRCSEQEVR<a>.B.SEL = n/2.
- TRCSEQEVR<a>.F.TYPE == 0 and TRCSEQEVR<a>.F.SEL = n.
- TRCSEQEVR<a>.F.TYPE == 1 and TRCSEQEVR<a>.F.SEL = n/2.
- AArch64-TRCSEQRSTEVR.RST.TYPE == 0 and AArch64-TRCSEQRSTEVR.RST.SEL == n.
- AArch64-TRCSEQRSTEVR.RST.TYPE == 1 and AArch64-TRCSEQRSTEVR.RST.SEL == n/2.
- AArch64-TRCTSCTLR.EVENT.TYPE == 0 and AArch64-TRCTSCTLR.EVENT.SEL == n.
- AArch64-TRCTSCTLR.EVENT.TYPE == 1 and AArch64-TRCTSCTLR.EVENT.SEL == n/2.
- AArch64-TRCVICTLR.EVENT.TYPE == 0 and AArch64-TRCVICTLR.EVENT.SEL == n.
- AArch64-TRCVICTLR.EVENT.TYPE == 1 and AArch64-TRCVICTLR.EVENT.SEL == n/2.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCRSCTLR3

op0	op1	CRn	CRm	op2
0b10	0b001	0b0001	0b0011	0b000

## MSR TRCRSCTLR3, &lt;Xt&gt;

op0	op1	CRn	CRm	op2
0b10	0b001	0b0001	0b0011	0b000

**Accessibility**

Must be programmed if any of the following are true:

- TRCCNTCTLR<a>.RLDEVENT.TYPE == 0 and TRCCNTCTLR<a>.RLDEVENT.SEL == n.
- TRCCNTCTLR<a>.RLDEVENT.TYPE == 1 and TRCCNTCTLR<a>.RLDEVENT.SEL == n/2.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 0 and TRCCNTCTLR<a>.CNTEVENT.SEL == n.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 1 and TRCCNTCTLR<a>.CNTEVENT.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n/2.
- TRCSEQEVR<a>.B.TYPE == 0 and TRCSEQEVR<a>.B.SEL = n.
- TRCSEQEVR<a>.B.TYPE == 1 and TRCSEQEVR<a>.B.SEL = n/2.
- TRCSEQEVR<a>.F.TYPE == 0 and TRCSEQEVR<a>.F.SEL = n.
- TRCSEQEVR<a>.F.TYPE == 1 and TRCSEQEVR<a>.F.SEL = n/2.
- AArch64-TRCSEQRSTEV.RST.TYPE == 0 and AArch64-TRCSEQRSTEV.RST.SEL == n.
- AArch64-TRCSEQRSTEV.RST.TYPE == 1 and AArch64-TRCSEQRSTEV.RST.SEL == n/2.
- AArch64-TRCTSCTLR.EVENT.TYPE == 0 and AArch64-TRCTSCTLR.EVENT.SEL == n.
- AArch64-TRCTSCTLR.EVENT.TYPE == 1 and AArch64-TRCTSCTLR.EVENT.SEL == n/2.
- AArch64-TRCVICTLR.EVENT.TYPE == 0 and AArch64-TRCVICTLR.EVENT.SEL == n.
- AArch64-TRCVICTLR.EVENT.TYPE == 1 and AArch64-TRCVICTLR.EVENT.SEL == n/2.

Writes are CONSTRAINED UNPREDICTABLE if the trace unit is not in the Idle state.

## MRS &lt;Xt&gt;, TRCRSCTLR3

```

if 3 >= NUM_TRACE_RESOURCE_SELECTOR_PAIRS * 2 then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        end
    else
        X[t, 64] = TRCRSCTLR[3];
    elsif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TTA == '1' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            end
        else
            X[t, 64] = TRCRSCTLR[3];
    elsif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCRSCTLR[3];

```

## MSR TRCRSCTLR3, &lt;Xt&gt;

```

if 3 >= NUM_TRACE_RESOURCE_SELECTOR_PAIRS * 2 then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        end
    else
        TRCRSCTLR[3] = X[t, 64];
    elsif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TTA == '1' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            end
        else
            TRCRSCTLR[3] = X[t, 64];
    elsif PSTATE.EL == EL3 then

```



```

if CPTR_EL3.TTA == '1' then
    AArch64.SystemAccessTrap(EL3, 0x18);
else
    TRCRSCTLR[3] = X[t, 64];
    
```

## A.12.29 TRCRSCTLR4, Resource Selection Control Register <n>

Controls the selection of the resources in the trace unit.

### Configurations

Resource selector 0 always returns FALSE.

Resource selector 1 always returns TRUE.

Resource selectors are implemented in pairs. Each odd numbered resource selector is part of a pair with the even numbered resource selector that is numbered as one less than it. For example, resource selectors 2 and 3 form a pair.

### Attributes

#### Width

64

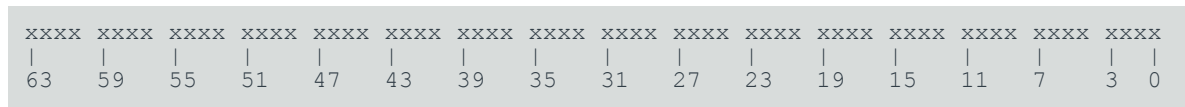
#### Functional group

Trace unit registers

#### Access type

See bit descriptions

#### Reset value

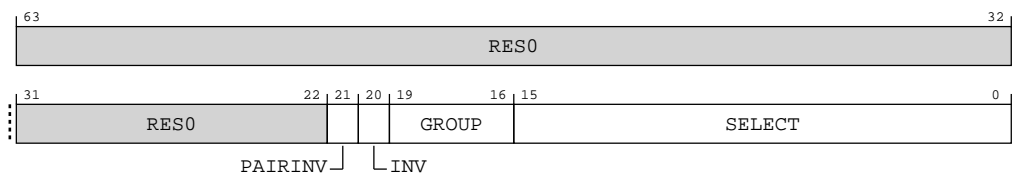


Note

Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-210: AArch64\_trcrsctlr4 bit assignments



**Table A-530: TRCRSCTLR4 bit descriptions**

Bits	Name	Description	Reset
[63:22]	RES0	Reserved	RES0
[21]	PAIRINV	Controls whether the combined result from a resource selector pair is inverted.  <b>0b0</b> Do not invert the combined output of the 2 resource selectors.  <b>0b1</b> Invert the combined output of the 2 resource selectors.	x
[20]	INV	Controls whether the resource, that TRCRSCTLR<n>.GROUP and TRCRSCTLR<n>.SELECT selects, is inverted.  <b>0b0</b> Do not invert the output of this selector.  <b>0b1</b> Invert the output of this selector.	x
[19:16]	GROUP	Selects a group of resources.  <b>0b0000</b> External Input Selectors.  <b>0b0001</b> PE Comparator Inputs.  <b>0b0010</b> Counters and Sequencer.  <b>0b0011</b> Single-shot Comparator Controls.  <b>0b0100</b> Single Address Comparators.  <b>0b0101</b> Address Range Comparators.  <b>0b0110</b> Context Identifier Comparators.  <b>0b0111</b> Virtual Context Identifier Comparators.	xxxx

Bits	Name	Description	Reset
15:0	SELECT	<p><b>SELECT encoding for External Input Selectors</b></p> <p><b>15:4</b> Reserved, RES0.</p> <p><b>EXTIN[&lt;m&gt;], bit[m], for m = 3 to 0</b> Selects one or more External Inputs.</p> <p><b>0b0</b> Ignore EXTIN &lt;m&gt;.</p> <p><b>0b1</b> Select EXTIN &lt;m&gt;.</p> <p><b>SELECT encoding for PE Comparator Inputs</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>PECOMP[&lt;m&gt;], bit[m], for m = 7 to 0</b> Selects one or more PE Comparator Inputs.</p> <p><b>0b0</b> Ignore PE Comparator Input &lt;m&gt;.</p> <p><b>0b1</b> Select PE Comparator Input &lt;m&gt;.</p> <p><b>SELECT encoding for Counters and Sequencer</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>SEQUENCER[&lt;m&gt;], bit[m], for m = 3 to 0</b> Sequencer states.</p> <p><b>0b0</b> Ignore Sequencer state &lt;m&gt;.</p> <p><b>0b1</b> Select Sequencer state &lt;m&gt;.</p> <p><b>COUNTERS[&lt;m&gt;], bit[m], for m = 3 to 0</b> Counters resources at zero.</p> <p><b>0b0</b> Ignore Counter &lt;m&gt;.</p> <p><b>0b1</b> Select Counter &lt;m&gt; is zero.</p> <p><b>SELECT encoding for Single-shot Comparator Controls</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>SINGLE_SHOT[&lt;m&gt;], bit[m], for m = 7 to 0</b> Selects one or more Single-shot Comparator Controls.</p> <p><b>0b0</b> Ignore Single-shot Comparator Control &lt;m&gt;.</p> <p><b>0b1</b> Select Single-shot Comparator Control &lt;m&gt;.</p> <p><b>SELECT encoding for Single Address Comparators</b></p>	16 { x }

## Access

Must be programmed if any of the following are true:

- TRCCNTCTLR<a>.RLDEVENT.TYPE == 0 and TRCCNTCTLR<a>.RLDEVENT.SEL == n.
- TRCCNTCTLR<a>.RLDEVENT.TYPE == 1 and TRCCNTCTLR<a>.RLDEVENT.SEL == n/2.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 0 and TRCCNTCTLR<a>.CNTEVENT.SEL == n.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 1 and TRCCNTCTLR<a>.CNTEVENT.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n/2.
- TRCSEQEVR<a>.B.TYPE == 0 and TRCSEQEVR<a>.B.SEL = n.
- TRCSEQEVR<a>.B.TYPE == 1 and TRCSEQEVR<a>.B.SEL = n/2.
- TRCSEQEVR<a>.F.TYPE == 0 and TRCSEQEVR<a>.F.SEL = n.
- TRCSEQEVR<a>.F.TYPE == 1 and TRCSEQEVR<a>.F.SEL = n/2.
- AArch64-TRCSEQRSTEVR.RST.TYPE == 0 and AArch64-TRCSEQRSTEVR.RST.SEL == n.
- AArch64-TRCSEQRSTEVR.RST.TYPE == 1 and AArch64-TRCSEQRSTEVR.RST.SEL == n/2.
- AArch64-TRCTSCTLR.EVENT.TYPE == 0 and AArch64-TRCTSCTLR.EVENT.SEL == n.
- AArch64-TRCTSCTLR.EVENT.TYPE == 1 and AArch64-TRCTSCTLR.EVENT.SEL == n/2.
- AArch64-TRCVICTLR.EVENT.TYPE == 0 and AArch64-TRCVICTLR.EVENT.SEL == n.
- AArch64-TRCVICTLR.EVENT.TYPE == 1 and AArch64-TRCVICTLR.EVENT.SEL == n/2.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCRSCTLR4

op0	op1	CRn	CRm	op2
0b10	0b001	0b0001	0b0100	0b000

## MSR TRCRSCTLR4, &lt;Xt&gt;

op0	op1	CRn	CRm	op2
0b10	0b001	0b0001	0b0100	0b000

**Accessibility**

Must be programmed if any of the following are true:

- TRCCNTCTLR<a>.RLDEVENT.TYPE == 0 and TRCCNTCTLR<a>.RLDEVENT.SEL == n.
- TRCCNTCTLR<a>.RLDEVENT.TYPE == 1 and TRCCNTCTLR<a>.RLDEVENT.SEL == n/2.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 0 and TRCCNTCTLR<a>.CNTEVENT.SEL == n.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 1 and TRCCNTCTLR<a>.CNTEVENT.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n/2.
- TRCSEQEVR<a>.B.TYPE == 0 and TRCSEQEVR<a>.B.SEL = n.
- TRCSEQEVR<a>.B.TYPE == 1 and TRCSEQEVR<a>.B.SEL = n/2.
- TRCSEQEVR<a>.F.TYPE == 0 and TRCSEQEVR<a>.F.SEL = n.
- TRCSEQEVR<a>.F.TYPE == 1 and TRCSEQEVR<a>.F.SEL = n/2.
- AArch64-TRCSEQRSTEV.RST.TYPE == 0 and AArch64-TRCSEQRSTEV.RST.SEL == n.
- AArch64-TRCSEQRSTEV.RST.TYPE == 1 and AArch64-TRCSEQRSTEV.RST.SEL == n/2.
- AArch64-TRCTSCTLR.EVENT.TYPE == 0 and AArch64-TRCTSCTLR.EVENT.SEL == n.
- AArch64-TRCTSCTLR.EVENT.TYPE == 1 and AArch64-TRCTSCTLR.EVENT.SEL == n/2.
- AArch64-TRCVICTLR.EVENT.TYPE == 0 and AArch64-TRCVICTLR.EVENT.SEL == n.
- AArch64-TRCVICTLR.EVENT.TYPE == 1 and AArch64-TRCVICTLR.EVENT.SEL == n/2.

Writes are CONSTRAINED UNPREDICTABLE if the trace unit is not in the Idle state.

## MRS &lt;Xt&gt;, TRCRSCTLR4

```

if 4 >= NUM_TRACE_RESOURCE_SELECTOR_PAIRS * 2 then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        end
    else
        X[t, 64] = TRCRSCTLR[4];
    elsif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TTA == '1' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            end
        else
            X[t, 64] = TRCRSCTLR[4];
    elsif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCRSCTLR[4];

```

## MSR TRCRSCTLR4, &lt;Xt&gt;

```

if 4 >= NUM_TRACE_RESOURCE_SELECTOR_PAIRS * 2 then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        end
    else
        TRCRSCTLR[4] = X[t, 64];
    elsif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TTA == '1' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            end
        else
            TRCRSCTLR[4] = X[t, 64];
    elsif PSTATE.EL == EL3 then

```

```

if CPTR_EL3.TTA == '1' then
    AArch64.SystemAccessTrap(EL3, 0x18);
else
    TRCRSCTLR[4] = X[t, 64];
    
```

### A.12.30 TRCRSCTLR5, Resource Selection Control Register <n>

Controls the selection of the resources in the trace unit.

#### Configurations

Resource selector 0 always returns FALSE.

Resource selector 1 always returns TRUE.

Resource selectors are implemented in pairs. Each odd numbered resource selector is part of a pair with the even numbered resource selector that is numbered as one less than it. For example, resource selectors 2 and 3 form a pair.

#### Attributes

##### Width

64

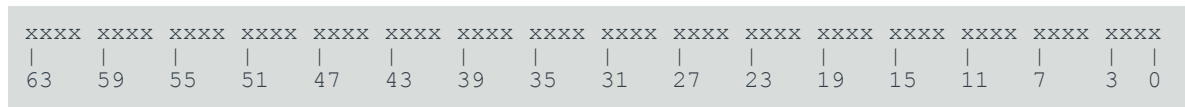
##### Functional group

Trace unit registers

##### Access type

See bit descriptions

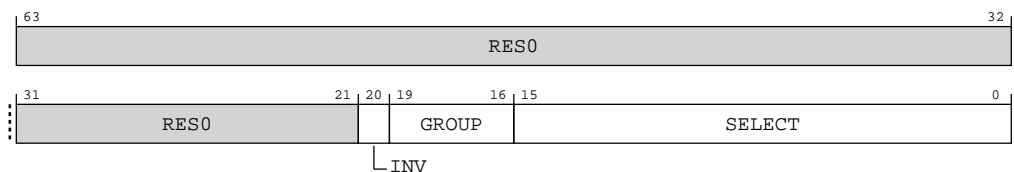
##### Reset value



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-211: AArch64\_trcrsctlr5 bit assignments



**Table A-533: TRCRSCTLR5 bit descriptions**

Bits	Name	Description	Reset
[63:21]	RES0	Reserved	RES0
[20]	INV	Controls whether the resource, that TRCRSCTLR<n>.GROUP and TRCRSCTLR<n>.SELECT selects, is inverted.  <b>0b0</b> Do not invert the output of this selector.  <b>0b1</b> Invert the output of this selector.	x
[19:16]	GROUP	Selects a group of resources.  <b>0b0000</b> External Input Selectors.  <b>0b0001</b> PE Comparator Inputs.  <b>0b0010</b> Counters and Sequencer.  <b>0b0011</b> Single-shot Comparator Controls.  <b>0b0100</b> Single Address Comparators.  <b>0b0101</b> Address Range Comparators.  <b>0b0110</b> Context Identifier Comparators.  <b>0b0111</b> Virtual Context Identifier Comparators.	xxxx



Bits	Name	Description	Reset
15:0	SELECT	<p><b>SELECT encoding for External Input Selectors</b></p> <p><b>15:4</b> Reserved, RES0.</p> <p><b>EXTIN[&lt;m&gt;], bit[m], for m = 3 to 0</b> Selects one or more External Inputs.</p> <p><b>0b0</b> Ignore EXTIN &lt;m&gt;.</p> <p><b>0b1</b> Select EXTIN &lt;m&gt;.</p> <p><b>SELECT encoding for PE Comparator Inputs</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>PECOMP[&lt;m&gt;], bit[m], for m = 7 to 0</b> Selects one or more PE Comparator Inputs.</p> <p><b>0b0</b> Ignore PE Comparator Input &lt;m&gt;.</p> <p><b>0b1</b> Select PE Comparator Input &lt;m&gt;.</p> <p><b>SELECT encoding for Counters and Sequencer</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>SEQUENCER[&lt;m&gt;], bit[m], for m = 3 to 0</b> Sequencer states.</p> <p><b>0b0</b> Ignore Sequencer state &lt;m&gt;.</p> <p><b>0b1</b> Select Sequencer state &lt;m&gt;.</p> <p><b>COUNTERS[&lt;m&gt;], bit[m], for m = 3 to 0</b> Counters resources at zero.</p> <p><b>0b0</b> Ignore Counter &lt;m&gt;.</p> <p><b>0b1</b> Select Counter &lt;m&gt; is zero.</p> <p><b>SELECT encoding for Single-shot Comparator Controls</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>SINGLE_SHOT[&lt;m&gt;], bit[m], for m = 7 to 0</b> Selects one or more Single-shot Comparator Controls.</p> <p><b>0b0</b> Ignore Single-shot Comparator Control &lt;m&gt;.</p> <p><b>0b1</b> Select Single-shot Comparator Control &lt;m&gt;.</p> <p><b>SELECT encoding for Single Address Comparators</b></p>	16 { x }

## Access

Must be programmed if any of the following are true:

- TRCCNTCTLR<a>.RLDEVENT.TYPE == 0 and TRCCNTCTLR<a>.RLDEVENT.SEL == n.
- TRCCNTCTLR<a>.RLDEVENT.TYPE == 1 and TRCCNTCTLR<a>.RLDEVENT.SEL == n/2.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 0 and TRCCNTCTLR<a>.CNTEVENT.SEL == n.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 1 and TRCCNTCTLR<a>.CNTEVENT.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n/2.
- TRCSEQEVR<a>.B.TYPE == 0 and TRCSEQEVR<a>.B.SEL = n.
- TRCSEQEVR<a>.B.TYPE == 1 and TRCSEQEVR<a>.B.SEL = n/2.
- TRCSEQEVR<a>.F.TYPE == 0 and TRCSEQEVR<a>.F.SEL = n.
- TRCSEQEVR<a>.F.TYPE == 1 and TRCSEQEVR<a>.F.SEL = n/2.
- AArch64-TRCSEQRSTEVR.RST.TYPE == 0 and AArch64-TRCSEQRSTEVR.RST.SEL == n.
- AArch64-TRCSEQRSTEVR.RST.TYPE == 1 and AArch64-TRCSEQRSTEVR.RST.SEL == n/2.
- AArch64-TRCTSCTLR.EVENT.TYPE == 0 and AArch64-TRCTSCTLR.EVENT.SEL == n.
- AArch64-TRCTSCTLR.EVENT.TYPE == 1 and AArch64-TRCTSCTLR.EVENT.SEL == n/2.
- AArch64-TRCVICTLR.EVENT.TYPE == 0 and AArch64-TRCVICTLR.EVENT.SEL == n.
- AArch64-TRCVICTLR.EVENT.TYPE == 1 and AArch64-TRCVICTLR.EVENT.SEL == n/2.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCRSCTLR5

op0	op1	CRn	CRm	op2
0b10	0b001	0b0001	0b0101	0b000

## MSR TRCRSCTLR5, &lt;Xt&gt;

op0	op1	CRn	CRm	op2
0b10	0b001	0b0001	0b0101	0b000

**Accessibility**

Must be programmed if any of the following are true:

- TRCCNTCTLR<a>.RLDEVENT.TYPE == 0 and TRCCNTCTLR<a>.RLDEVENT.SEL == n.
- TRCCNTCTLR<a>.RLDEVENT.TYPE == 1 and TRCCNTCTLR<a>.RLDEVENT.SEL == n/2.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 0 and TRCCNTCTLR<a>.CNTEVENT.SEL == n.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 1 and TRCCNTCTLR<a>.CNTEVENT.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n/2.
- TRCSEQEVR<a>.B.TYPE == 0 and TRCSEQEVR<a>.B.SEL = n.
- TRCSEQEVR<a>.B.TYPE == 1 and TRCSEQEVR<a>.B.SEL = n/2.
- TRCSEQEVR<a>.F.TYPE == 0 and TRCSEQEVR<a>.F.SEL = n.
- TRCSEQEVR<a>.F.TYPE == 1 and TRCSEQEVR<a>.F.SEL = n/2.
- AArch64-TRCSEQRSTEV.RST.TYPE == 0 and AArch64-TRCSEQRSTEV.RST.SEL == n.
- AArch64-TRCSEQRSTEV.RST.TYPE == 1 and AArch64-TRCSEQRSTEV.RST.SEL == n/2.
- AArch64-TRCTSCTLR.EVENT.TYPE == 0 and AArch64-TRCTSCTLR.EVENT.SEL == n.
- AArch64-TRCTSCTLR.EVENT.TYPE == 1 and AArch64-TRCTSCTLR.EVENT.SEL == n/2.
- AArch64-TRCVICTLR.EVENT.TYPE == 0 and AArch64-TRCVICTLR.EVENT.SEL == n.
- AArch64-TRCVICTLR.EVENT.TYPE == 1 and AArch64-TRCVICTLR.EVENT.SEL == n/2.

Writes are CONSTRAINED UNPREDICTABLE if the trace unit is not in the Idle state.

## MRS &lt;Xt&gt;, TRCRSCTLR5

```

if 5 >= NUM_TRACE_RESOURCE_SELECTOR_PAIRS * 2 then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        end
    else
        X[t, 64] = TRCRSCTLR[5];
    elsif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TTA == '1' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            end
        else
            X[t, 64] = TRCRSCTLR[5];
    elsif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCRSCTLR[5];

```

## MSR TRCRSCTLR5, &lt;Xt&gt;

```

if 5 >= NUM_TRACE_RESOURCE_SELECTOR_PAIRS * 2 then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        end
    else
        TRCRSCTLR[5] = X[t, 64];
    elsif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TTA == '1' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            end
        else
            TRCRSCTLR[5] = X[t, 64];
    elsif PSTATE.EL == EL3 then

```

```

if CPTR_EL3.TTA == '1' then
    AArch64.SystemAccessTrap(EL3, 0x18);
else
    TRCRSCTLR[5] = X[t, 64];
    
```

### A.12.31 TRCRSCTLR6, Resource Selection Control Register <n>

Controls the selection of the resources in the trace unit.

#### Configurations

Resource selector 0 always returns FALSE.

Resource selector 1 always returns TRUE.

Resource selectors are implemented in pairs. Each odd numbered resource selector is part of a pair with the even numbered resource selector that is numbered as one less than it. For example, resource selectors 2 and 3 form a pair.

#### Attributes

##### Width

64

##### Functional group

Trace unit registers

##### Access type

See bit descriptions

##### Reset value

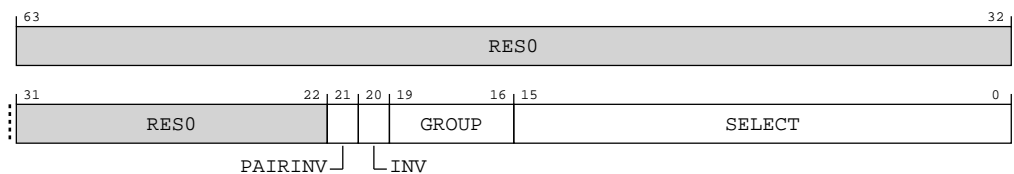


Note

Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-212: AArch64\_trcrsctlr6 bit assignments



**Table A-536: TRCRSCTLR6 bit descriptions**

Bits	Name	Description	Reset
[63:22]	RES0	Reserved	RES0
[21]	PAIRINV	Controls whether the combined result from a resource selector pair is inverted.  <b>0b0</b> Do not invert the combined output of the 2 resource selectors.  <b>0b1</b> Invert the combined output of the 2 resource selectors.	x
[20]	INV	Controls whether the resource, that TRCRSCTLR<n>.GROUP and TRCRSCTLR<n>.SELECT selects, is inverted.  <b>0b0</b> Do not invert the output of this selector.  <b>0b1</b> Invert the output of this selector.	x
[19:16]	GROUP	Selects a group of resources.  <b>0b0000</b> External Input Selectors.  <b>0b0001</b> PE Comparator Inputs.  <b>0b0010</b> Counters and Sequencer.  <b>0b0011</b> Single-shot Comparator Controls.  <b>0b0100</b> Single Address Comparators.  <b>0b0101</b> Address Range Comparators.  <b>0b0110</b> Context Identifier Comparators.  <b>0b0111</b> Virtual Context Identifier Comparators.	xxxx

Bits	Name	Description	Reset
15:0	SELECT	<p><b>SELECT encoding for External Input Selectors</b></p> <p><b>15:4</b> Reserved, RES0.</p> <p><b>EXTIN[&lt;m&gt;], bit[m], for m = 3 to 0</b> Selects one or more External Inputs.</p> <p><b>0b0</b> Ignore EXTIN &lt;m&gt;.</p> <p><b>0b1</b> Select EXTIN &lt;m&gt;.</p> <p><b>SELECT encoding for PE Comparator Inputs</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>PECOMP[&lt;m&gt;], bit[m], for m = 7 to 0</b> Selects one or more PE Comparator Inputs.</p> <p><b>0b0</b> Ignore PE Comparator Input &lt;m&gt;.</p> <p><b>0b1</b> Select PE Comparator Input &lt;m&gt;.</p> <p><b>SELECT encoding for Counters and Sequencer</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>SEQUENCER[&lt;m&gt;], bit[m], for m = 3 to 0</b> Sequencer states.</p> <p><b>0b0</b> Ignore Sequencer state &lt;m&gt;.</p> <p><b>0b1</b> Select Sequencer state &lt;m&gt;.</p> <p><b>COUNTERS[&lt;m&gt;], bit[m], for m = 3 to 0</b> Counters resources at zero.</p> <p><b>0b0</b> Ignore Counter &lt;m&gt;.</p> <p><b>0b1</b> Select Counter &lt;m&gt; is zero.</p> <p><b>SELECT encoding for Single-shot Comparator Controls</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>SINGLE_SHOT[&lt;m&gt;], bit[m], for m = 7 to 0</b> Selects one or more Single-shot Comparator Controls.</p> <p><b>0b0</b> Ignore Single-shot Comparator Control &lt;m&gt;.</p> <p><b>0b1</b> Select Single-shot Comparator Control &lt;m&gt;.</p> <p><b>SELECT encoding for Single Address Comparators</b></p>	16 { x }

## Access

Must be programmed if any of the following are true:

- TRCCNTCTLR<a>.RLDEVENT.TYPE == 0 and TRCCNTCTLR<a>.RLDEVENT.SEL == n.
- TRCCNTCTLR<a>.RLDEVENT.TYPE == 1 and TRCCNTCTLR<a>.RLDEVENT.SEL == n/2.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 0 and TRCCNTCTLR<a>.CNTEVENT.SEL == n.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 1 and TRCCNTCTLR<a>.CNTEVENT.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n/2.
- TRCSEQEVR<a>.B.TYPE == 0 and TRCSEQEVR<a>.B.SEL = n.
- TRCSEQEVR<a>.B.TYPE == 1 and TRCSEQEVR<a>.B.SEL = n/2.
- TRCSEQEVR<a>.F.TYPE == 0 and TRCSEQEVR<a>.F.SEL = n.
- TRCSEQEVR<a>.F.TYPE == 1 and TRCSEQEVR<a>.F.SEL = n/2.
- AArch64-TRCSEQRSTEVR.RST.TYPE == 0 and AArch64-TRCSEQRSTEVR.RST.SEL == n.
- AArch64-TRCSEQRSTEVR.RST.TYPE == 1 and AArch64-TRCSEQRSTEVR.RST.SEL == n/2.
- AArch64-TRCTSCTLR.EVENT.TYPE == 0 and AArch64-TRCTSCTLR.EVENT.SEL == n.
- AArch64-TRCTSCTLR.EVENT.TYPE == 1 and AArch64-TRCTSCTLR.EVENT.SEL == n/2.
- AArch64-TRCVICTLR.EVENT.TYPE == 0 and AArch64-TRCVICTLR.EVENT.SEL == n.
- AArch64-TRCVICTLR.EVENT.TYPE == 1 and AArch64-TRCVICTLR.EVENT.SEL == n/2.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCRSCTLR6

op0	op1	CRn	CRm	op2
0b10	0b001	0b0001	0b0110	0b000



## MSR TRCRSCTLR6, &lt;Xt&gt;

op0	op1	CRn	CRm	op2
0b10	0b001	0b0001	0b0110	0b000

**Accessibility**

Must be programmed if any of the following are true:

- TRCCNTCTLR<a>.RLDEVENT.TYPE == 0 and TRCCNTCTLR<a>.RLDEVENT.SEL == n.
- TRCCNTCTLR<a>.RLDEVENT.TYPE == 1 and TRCCNTCTLR<a>.RLDEVENT.SEL == n/2.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 0 and TRCCNTCTLR<a>.CNTEVENT.SEL == n.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 1 and TRCCNTCTLR<a>.CNTEVENT.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n/2.
- TRCSEQEVR<a>.B.TYPE == 0 and TRCSEQEVR<a>.B.SEL = n.
- TRCSEQEVR<a>.B.TYPE == 1 and TRCSEQEVR<a>.B.SEL = n/2.
- TRCSEQEVR<a>.F.TYPE == 0 and TRCSEQEVR<a>.F.SEL = n.
- TRCSEQEVR<a>.F.TYPE == 1 and TRCSEQEVR<a>.F.SEL = n/2.
- AArch64-TRCSEQRSTEV.RST.TYPE == 0 and AArch64-TRCSEQRSTEV.RST.SEL == n.
- AArch64-TRCSEQRSTEV.RST.TYPE == 1 and AArch64-TRCSEQRSTEV.RST.SEL == n/2.
- AArch64-TRCTSCTLR.EVENT.TYPE == 0 and AArch64-TRCTSCTLR.EVENT.SEL == n.
- AArch64-TRCTSCTLR.EVENT.TYPE == 1 and AArch64-TRCTSCTLR.EVENT.SEL == n/2.
- AArch64-TRCVICTLR.EVENT.TYPE == 0 and AArch64-TRCVICTLR.EVENT.SEL == n.
- AArch64-TRCVICTLR.EVENT.TYPE == 1 and AArch64-TRCVICTLR.EVENT.SEL == n/2.

Writes are CONSTRAINED UNPREDICTABLE if the trace unit is not in the Idle state.

## MRS &lt;Xt&gt;, TRCRSCTLR6

```

if 6 >= NUM_TRACE_RESOURCE_SELECTOR_PAIRS * 2 then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCRSCTLR[6];
    elseif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif CPTR_EL3.TTA == '1' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCRSCTLR[6];
    elseif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCRSCTLR[6];

```

## MSR TRCRSCTLR6, &lt;Xt&gt;

```

if 6 >= NUM_TRACE_RESOURCE_SELECTOR_PAIRS * 2 then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCRSCTLR[6] = X[t, 64];
    elseif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif CPTR_EL3.TTA == '1' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCRSCTLR[6] = X[t, 64];
    elseif PSTATE.EL == EL3 then

```

```

if CPTR_EL3.TTA == '1' then
    AArch64.SystemAccessTrap(EL3, 0x18);
else
    TRCRSCTLR[6] = X[t, 64];

```

## A.12.32 TRCRSCTLR7, Resource Selection Control Register <n>

Controls the selection of the resources in the trace unit.

### Configurations

Resource selector 0 always returns FALSE.

Resource selector 1 always returns TRUE.

Resource selectors are implemented in pairs. Each odd numbered resource selector is part of a pair with the even numbered resource selector that is numbered as one less than it. For example, resource selectors 2 and 3 form a pair.

### Attributes

#### Width

64

#### Functional group

Trace unit registers

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0

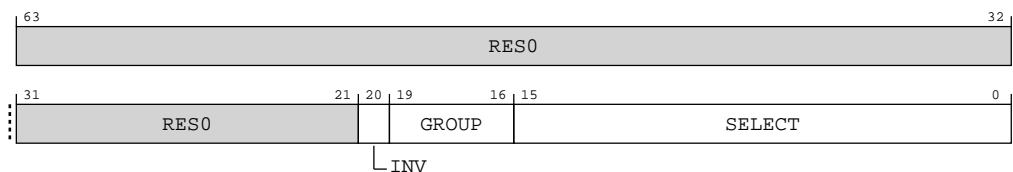


Note

Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-213: AArch64\_trcrsctlr7 bit assignments



**Table A-539: TRCRSCTLR7 bit descriptions**

Bits	Name	Description	Reset
[63:21]	<b>RES0</b>	Reserved	<b>RES0</b>
[20]	INV	Controls whether the resource, that TRCRSCTLR<n>.GROUP and TRCRSCTLR<n>.SELECT selects, is inverted.  <b>0b0</b> Do not invert the output of this selector.  <b>0b1</b> Invert the output of this selector.	x
[19:16]	GROUP	Selects a group of resources.  <b>0b0000</b> External Input Selectors.  <b>0b0001</b> PE Comparator Inputs.  <b>0b0010</b> Counters and Sequencer.  <b>0b0011</b> Single-shot Comparator Controls.  <b>0b0100</b> Single Address Comparators.  <b>0b0101</b> Address Range Comparators.  <b>0b0110</b> Context Identifier Comparators.  <b>0b0111</b> Virtual Context Identifier Comparators.	xxxx

Bits	Name	Description	Reset
15:0	SELECT	<p><b>SELECT encoding for External Input Selectors</b></p> <p><b>15:4</b> Reserved, RES0.</p> <p><b>EXTIN[&lt;m&gt;], bit[m], for m = 3 to 0</b> Selects one or more External Inputs.</p> <p><b>0b0</b> Ignore EXTIN &lt;m&gt;.</p> <p><b>0b1</b> Select EXTIN &lt;m&gt;.</p> <p><b>SELECT encoding for PE Comparator Inputs</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>PECOMP[&lt;m&gt;], bit[m], for m = 7 to 0</b> Selects one or more PE Comparator Inputs.</p> <p><b>0b0</b> Ignore PE Comparator Input &lt;m&gt;.</p> <p><b>0b1</b> Select PE Comparator Input &lt;m&gt;.</p> <p><b>SELECT encoding for Counters and Sequencer</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>SEQUENCER[&lt;m&gt;], bit[m], for m = 3 to 0</b> Sequencer states.</p> <p><b>0b0</b> Ignore Sequencer state &lt;m&gt;.</p> <p><b>0b1</b> Select Sequencer state &lt;m&gt;.</p> <p><b>COUNTERS[&lt;m&gt;], bit[m], for m = 3 to 0</b> Counters resources at zero.</p> <p><b>0b0</b> Ignore Counter &lt;m&gt;.</p> <p><b>0b1</b> Select Counter &lt;m&gt; is zero.</p> <p><b>SELECT encoding for Single-shot Comparator Controls</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>SINGLE_SHOT[&lt;m&gt;], bit[m], for m = 7 to 0</b> Selects one or more Single-shot Comparator Controls.</p> <p><b>0b0</b> Ignore Single-shot Comparator Control &lt;m&gt;.</p> <p><b>0b1</b> Select Single-shot Comparator Control &lt;m&gt;.</p> <p><b>SELECT encoding for Single Address Comparators</b></p>	16 { x }

## Access

Must be programmed if any of the following are true:

- TRCCNTCTLR<a>.RLDEVENT.TYPE == 0 and TRCCNTCTLR<a>.RLDEVENT.SEL == n.
- TRCCNTCTLR<a>.RLDEVENT.TYPE == 1 and TRCCNTCTLR<a>.RLDEVENT.SEL == n/2.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 0 and TRCCNTCTLR<a>.CNTEVENT.SEL == n.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 1 and TRCCNTCTLR<a>.CNTEVENT.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n/2.
- TRCSEQEVR<a>.B.TYPE == 0 and TRCSEQEVR<a>.B.SEL = n.
- TRCSEQEVR<a>.B.TYPE == 1 and TRCSEQEVR<a>.B.SEL = n/2.
- TRCSEQEVR<a>.F.TYPE == 0 and TRCSEQEVR<a>.F.SEL = n.
- TRCSEQEVR<a>.F.TYPE == 1 and TRCSEQEVR<a>.F.SEL = n/2.
- AArch64-TRCSEQRSTEVR.RST.TYPE == 0 and AArch64-TRCSEQRSTEVR.RST.SEL == n.
- AArch64-TRCSEQRSTEVR.RST.TYPE == 1 and AArch64-TRCSEQRSTEVR.RST.SEL == n/2.
- AArch64-TRCTSCTLR.EVENT.TYPE == 0 and AArch64-TRCTSCTLR.EVENT.SEL == n.
- AArch64-TRCTSCTLR.EVENT.TYPE == 1 and AArch64-TRCTSCTLR.EVENT.SEL == n/2.
- AArch64-TRCVICTLR.EVENT.TYPE == 0 and AArch64-TRCVICTLR.EVENT.SEL == n.
- AArch64-TRCVICTLR.EVENT.TYPE == 1 and AArch64-TRCVICTLR.EVENT.SEL == n/2.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCRSCTLR7

op0	op1	CRn	CRm	op2
0b10	0b001	0b0001	0b0111	0b000

## MSR TRCRSCTLR7, &lt;Xt&gt;

op0	op1	CRn	CRm	op2
0b10	0b001	0b0001	0b0111	0b000

**Accessibility**

Must be programmed if any of the following are true:

- TRCCNTCTLR<a>.RLDEVENT.TYPE == 0 and TRCCNTCTLR<a>.RLDEVENT.SEL == n.
- TRCCNTCTLR<a>.RLDEVENT.TYPE == 1 and TRCCNTCTLR<a>.RLDEVENT.SEL == n/2.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 0 and TRCCNTCTLR<a>.CNTEVENT.SEL == n.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 1 and TRCCNTCTLR<a>.CNTEVENT.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n/2.
- TRCSEQEVR<a>.B.TYPE == 0 and TRCSEQEVR<a>.B.SEL = n.
- TRCSEQEVR<a>.B.TYPE == 1 and TRCSEQEVR<a>.B.SEL = n/2.
- TRCSEQEVR<a>.F.TYPE == 0 and TRCSEQEVR<a>.F.SEL = n.
- TRCSEQEVR<a>.F.TYPE == 1 and TRCSEQEVR<a>.F.SEL = n/2.
- AArch64-TRCSEQRSTEV.RST.TYPE == 0 and AArch64-TRCSEQRSTEV.RST.SEL == n.
- AArch64-TRCSEQRSTEV.RST.TYPE == 1 and AArch64-TRCSEQRSTEV.RST.SEL == n/2.
- AArch64-TRCTSCTLR.EVENT.TYPE == 0 and AArch64-TRCTSCTLR.EVENT.SEL == n.
- AArch64-TRCTSCTLR.EVENT.TYPE == 1 and AArch64-TRCTSCTLR.EVENT.SEL == n/2.
- AArch64-TRCVICTLR.EVENT.TYPE == 0 and AArch64-TRCVICTLR.EVENT.SEL == n.
- AArch64-TRCVICTLR.EVENT.TYPE == 1 and AArch64-TRCVICTLR.EVENT.SEL == n/2.

Writes are CONSTRAINED UNPREDICTABLE if the trace unit is not in the Idle state.

## MRS &lt;Xt&gt;, TRCRSCTLR7

```

if 7 >= NUM_TRACE_RESOURCE_SELECTOR_PAIRS * 2 then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        end
    else
        X[t, 64] = TRCRSCTLR[7];
    elsif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TTA == '1' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            end
        else
            X[t, 64] = TRCRSCTLR[7];
    elsif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCRSCTLR[7];

```

## MSR TRCRSCTLR7, &lt;Xt&gt;

```

if 7 >= NUM_TRACE_RESOURCE_SELECTOR_PAIRS * 2 then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        end
    else
        TRCRSCTLR[7] = X[t, 64];
    elsif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TTA == '1' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            end
        else
            TRCRSCTLR[7] = X[t, 64];
    elsif PSTATE.EL == EL3 then

```



```

if CPTR_EL3.TTA == '1' then
    AArch64.SystemAccessTrap(EL3, 0x18);
else
    TRCRSCTLR[7] = X[t, 64];
    
```

### A.12.33 TRCRSCTLR8, Resource Selection Control Register <n>

Controls the selection of the resources in the trace unit.

#### Configurations

Resource selector 0 always returns FALSE.

Resource selector 1 always returns TRUE.

Resource selectors are implemented in pairs. Each odd numbered resource selector is part of a pair with the even numbered resource selector that is numbered as one less than it. For example, resource selectors 2 and 3 form a pair.

#### Attributes

##### Width

64

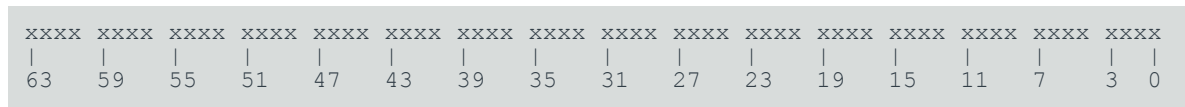
##### Functional group

Trace unit registers

##### Access type

See bit descriptions

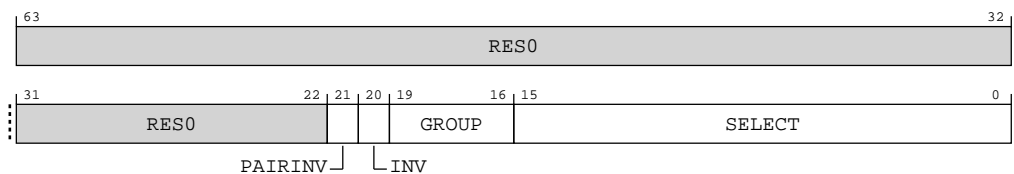
##### Reset value



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-214: AArch64\_trcrsctlr8 bit assignments



**Table A-542: TRCRSCTLR8 bit descriptions**

Bits	Name	Description	Reset
[63:22]	RES0	Reserved	RES0
[21]	PAIRINV	Controls whether the combined result from a resource selector pair is inverted.  <b>0b0</b> Do not invert the combined output of the 2 resource selectors.  <b>0b1</b> Invert the combined output of the 2 resource selectors.	x
[20]	INV	Controls whether the resource, that TRCRSCTLR<n>.GROUP and TRCRSCTLR<n>.SELECT selects, is inverted.  <b>0b0</b> Do not invert the output of this selector.  <b>0b1</b> Invert the output of this selector.	x
[19:16]	GROUP	Selects a group of resources.  <b>0b0000</b> External Input Selectors.  <b>0b0001</b> PE Comparator Inputs.  <b>0b0010</b> Counters and Sequencer.  <b>0b0011</b> Single-shot Comparator Controls.  <b>0b0100</b> Single Address Comparators.  <b>0b0101</b> Address Range Comparators.  <b>0b0110</b> Context Identifier Comparators.  <b>0b0111</b> Virtual Context Identifier Comparators.	xxxx

Bits	Name	Description	Reset
15:0	SELECT	<p><b>SELECT encoding for External Input Selectors</b></p> <p><b>15:4</b> Reserved, RES0.</p> <p><b>EXTIN[&lt;m&gt;], bit[m], for m = 3 to 0</b> Selects one or more External Inputs.</p> <p><b>0b0</b> Ignore EXTIN &lt;m&gt;.</p> <p><b>0b1</b> Select EXTIN &lt;m&gt;.</p> <p><b>SELECT encoding for PE Comparator Inputs</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>PECOMP[&lt;m&gt;], bit[m], for m = 7 to 0</b> Selects one or more PE Comparator Inputs.</p> <p><b>0b0</b> Ignore PE Comparator Input &lt;m&gt;.</p> <p><b>0b1</b> Select PE Comparator Input &lt;m&gt;.</p> <p><b>SELECT encoding for Counters and Sequencer</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>SEQUENCER[&lt;m&gt;], bit[m], for m = 3 to 0</b> Sequencer states.</p> <p><b>0b0</b> Ignore Sequencer state &lt;m&gt;.</p> <p><b>0b1</b> Select Sequencer state &lt;m&gt;.</p> <p><b>COUNTERS[&lt;m&gt;], bit[m], for m = 3 to 0</b> Counters resources at zero.</p> <p><b>0b0</b> Ignore Counter &lt;m&gt;.</p> <p><b>0b1</b> Select Counter &lt;m&gt; is zero.</p> <p><b>SELECT encoding for Single-shot Comparator Controls</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>SINGLE_SHOT[&lt;m&gt;], bit[m], for m = 7 to 0</b> Selects one or more Single-shot Comparator Controls.</p> <p><b>0b0</b> Ignore Single-shot Comparator Control &lt;m&gt;.</p> <p><b>0b1</b> Select Single-shot Comparator Control &lt;m&gt;.</p> <p><b>SELECT encoding for Single Address Comparators</b></p>	16 { x }

## Access

Must be programmed if any of the following are true:

- TRCCNTCTLR<a>.RLDEVENT.TYPE == 0 and TRCCNTCTLR<a>.RLDEVENT.SEL == n.
- TRCCNTCTLR<a>.RLDEVENT.TYPE == 1 and TRCCNTCTLR<a>.RLDEVENT.SEL == n/2.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 0 and TRCCNTCTLR<a>.CNTEVENT.SEL == n.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 1 and TRCCNTCTLR<a>.CNTEVENT.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n/2.
- TRCSEQEVR<a>.B.TYPE == 0 and TRCSEQEVR<a>.B.SEL = n.
- TRCSEQEVR<a>.B.TYPE == 1 and TRCSEQEVR<a>.B.SEL = n/2.
- TRCSEQEVR<a>.F.TYPE == 0 and TRCSEQEVR<a>.F.SEL = n.
- TRCSEQEVR<a>.F.TYPE == 1 and TRCSEQEVR<a>.F.SEL = n/2.
- AArch64-TRCSEQRSTEVR.RST.TYPE == 0 and AArch64-TRCSEQRSTEVR.RST.SEL == n.
- AArch64-TRCSEQRSTEVR.RST.TYPE == 1 and AArch64-TRCSEQRSTEVR.RST.SEL == n/2.
- AArch64-TRCTSCTLR.EVENT.TYPE == 0 and AArch64-TRCTSCTLR.EVENT.SEL == n.
- AArch64-TRCTSCTLR.EVENT.TYPE == 1 and AArch64-TRCTSCTLR.EVENT.SEL == n/2.
- AArch64-TRCVICTLR.EVENT.TYPE == 0 and AArch64-TRCVICTLR.EVENT.SEL == n.
- AArch64-TRCVICTLR.EVENT.TYPE == 1 and AArch64-TRCVICTLR.EVENT.SEL == n/2.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCRSCTLR8

op0	op1	CRn	CRm	op2
0b10	0b001	0b0001	0b1000	0b000

## MSR TRCRSCTLR8, &lt;Xt&gt;

op0	op1	CRn	CRm	op2
0b10	0b001	0b0001	0b1000	0b000

**Accessibility**

Must be programmed if any of the following are true:

- TRCCNTCTLR<a>.RLDEVENT.TYPE == 0 and TRCCNTCTLR<a>.RLDEVENT.SEL == n.
- TRCCNTCTLR<a>.RLDEVENT.TYPE == 1 and TRCCNTCTLR<a>.RLDEVENT.SEL == n/2.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 0 and TRCCNTCTLR<a>.CNTEVENT.SEL == n.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 1 and TRCCNTCTLR<a>.CNTEVENT.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n/2.
- TRCSEQEVR<a>.B.TYPE == 0 and TRCSEQEVR<a>.B.SEL = n.
- TRCSEQEVR<a>.B.TYPE == 1 and TRCSEQEVR<a>.B.SEL = n/2.
- TRCSEQEVR<a>.F.TYPE == 0 and TRCSEQEVR<a>.F.SEL = n.
- TRCSEQEVR<a>.F.TYPE == 1 and TRCSEQEVR<a>.F.SEL = n/2.
- AArch64-TRCSEQRSTEV.RST.TYPE == 0 and AArch64-TRCSEQRSTEV.RST.SEL == n.
- AArch64-TRCSEQRSTEV.RST.TYPE == 1 and AArch64-TRCSEQRSTEV.RST.SEL == n/2.
- AArch64-TRCTSCTLR.EVENT.TYPE == 0 and AArch64-TRCTSCTLR.EVENT.SEL == n.
- AArch64-TRCTSCTLR.EVENT.TYPE == 1 and AArch64-TRCTSCTLR.EVENT.SEL == n/2.
- AArch64-TRCVICTLR.EVENT.TYPE == 0 and AArch64-TRCVICTLR.EVENT.SEL == n.
- AArch64-TRCVICTLR.EVENT.TYPE == 1 and AArch64-TRCVICTLR.EVENT.SEL == n/2.

Writes are CONSTRAINED UNPREDICTABLE if the trace unit is not in the Idle state.

## MRS &lt;Xt&gt;, TRCRSCTLR8

```

if 8 >= NUM_TRACE_RESOURCE_SELECTOR_PAIRS * 2 then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        end
    else
        X[t, 64] = TRCRSCTLR[8];
    elsif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TTA == '1' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            end
        else
            X[t, 64] = TRCRSCTLR[8];
    elsif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCRSCTLR[8];

```

## MSR TRCRSCTLR8, &lt;Xt&gt;

```

if 8 >= NUM_TRACE_RESOURCE_SELECTOR_PAIRS * 2 then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        end
    else
        TRCRSCTLR[8] = X[t, 64];
    elsif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TTA == '1' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            end
        else
            TRCRSCTLR[8] = X[t, 64];
    elsif PSTATE.EL == EL3 then

```

```
if CPTR_EL3.TTA == '1' then
    AArch64.SystemAccessTrap(EL3, 0x18);
else
    TRCRSCTLR[8] = X[t, 64];
```

### A.12.34 TRCSSCSR0, Single-shot Comparator Control Status Register <n>

Returns the status of the corresponding Single-shot Comparator Control.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

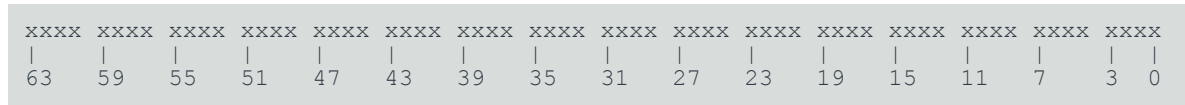
##### Functional group

Trace unit registers

##### Access type

RO

##### Reset value



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-215: AArch64\_trcsscsr0 bit assignments

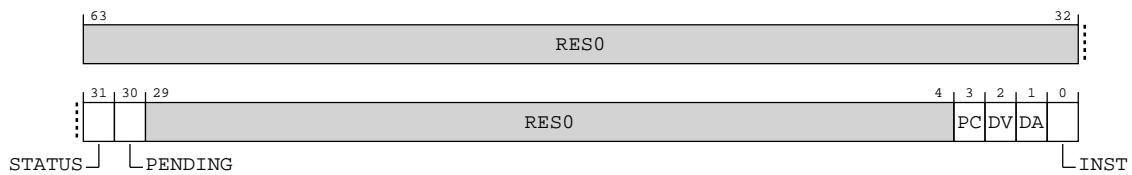


Table A-545: TRCSSCSR0 bit descriptions

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[31]	STATUS	<p>Single-shot Comparator Control status. Indicates if any of the comparators selected by this Single-shot Comparator control have matched. The selected comparators are defined by AArch64-TRCSSCCR&lt;n&gt;.ARC, AArch64-TRCSSCCR&lt;n&gt;.SAC, and AArch64-TRCSSPCICR&lt;n&gt;.PC.</p> <p><b>0b0</b></p> <p>No match has occurred. When the first match occurs, this field takes a value of 1. It remains at 1 until explicitly modified by a write to this register.</p> <p><b>0b1</b></p> <p>One or more matches has occurred. If AArch64-TRCSSCCR&lt;n&gt;.RST == 0 then:</p> <ul style="list-style-type: none"> <li>• There is only one match and no more matches are possible.</li> <li>• Software must reset this field to 0 to re-enable the Single-shot Comparator Control.</li> </ul>	x
[30]	PENDING	<p>Single-shot pending status. The Single-shot Comparator Control fired while the resources were in the Paused state.</p> <p><b>0b0</b></p> <p>No match has occurred.</p> <p><b>0b1</b></p> <p>One or more matches has occurred.</p>	x
[29:4]	RES0	Reserved	RES0
[3]	PC	<p>PE Comparator Input support. Indicates if the Single-shot Comparator Control supports PE Comparator Inputs.</p> <p><b>0b0</b></p> <p>This Single-shot Comparator Control does not support PE Comparator Inputs. Selecting any PE Comparator Inputs using the associated AArch64-TRCSSPCICR&lt;n&gt; results in <b>CONSTRAINED UNPREDICTABLE</b> behavior of the Single-shot Comparator Control resource. The Single-shot Comparator Control might match unexpectedly or might not match.</p>	x
[2]	DV	<p>Data value comparator support. Data value comparisons are not implemented in ETE and are reserved for other trace architectures. Allocated in other trace architectures.</p> <p><b>0b0</b></p> <p>This Single-shot Comparator Control does not support data value comparisons.</p> <p><b>0b1</b></p> <p>This Single-shot Comparator Control supports data value comparisons.</p>	x
[1]	DA	<p>Data Address Comparator support. Data address comparisons are not implemented in ETE and are reserved for other trace architectures. Allocated in other trace architectures.</p> <p><b>0b0</b></p> <p>This Single-shot Comparator Control does not support data address comparisons.</p> <p><b>0b1</b></p> <p>This Single-shot Comparator Control supports data address comparisons.</p>	x
[0]	INST	<p>Instruction Address Comparator support. Indicates if the Single-shot Comparator Control supports instruction address comparisons.</p> <p><b>0b0</b></p> <p>This Single-shot Comparator Control does not support instruction address comparisons.</p> <p><b>0b1</b></p> <p>This Single-shot Comparator Control supports instruction address comparisons.</p>	x



## Access

Must be programmed if TRCRSCTLR<a>.GROUP == 0b0011 and TRCRSCTLR<a>.SINGLE\_SHOT[n] == 1.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

Reads from this register might return an **UNKNOWN** value if the trace unit is not in either of the Idle or Stable states.

MRS <Xt>, TRCSSCSRO

op0	op1	CRn	CRm	op2
0b10	0b001	0b0001	0b1000	0b010

MSR TRCSSCSRO, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b001	0b0001	0b1000	0b010

## Accessibility

Must be programmed if TRCRSCTLR<a>.GROUP == 0b0011 and TRCRSCTLR<a>.SINGLE\_SHOT[n] == 1.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

Reads from this register might return an **UNKNOWN** value if the trace unit is not in either of the Idle or Stable states.

MRS <Xt>, TRCSSCSRO

```

if 0 >= NUM_TRACE_SINGLE_SHOT_COMPARATOR_CONTROLS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRCSSCSRn == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCSSCSR[0];
    elseif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif CPTR_EL3.TTA == '1' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
else
    UNDEFINED;

```

```

        X[t, 64] = TRCSSCSR[0];
    elseif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCSSCSR[0];

```

### MSR TRCSSCSR0, <Xt>

```

if 0 >= NUM_TRACE_SINGLE_SHOT_COMPARATOR_CONTROLS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRCSSCSRn == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        TRCSSCSR[0] = X[t, 64];
elseif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        TRCSSCSR[0] = X[t, 64];
elseif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        TRCSSCSR[0] = X[t, 64];

```

## A.12.35 TRCRSCTLR9, Resource Selection Control Register <n>

Controls the selection of the resources in the trace unit.

### Configurations

Resource selector 0 always returns FALSE.

Resource selector 1 always returns TRUE.

Resource selectors are implemented in pairs. Each odd numbered resource selector is part of a pair with the even numbered resource selector that is numbered as one less than it. For example, resource selectors 2 and 3 form a pair.

**Attributes**

**Width**

64

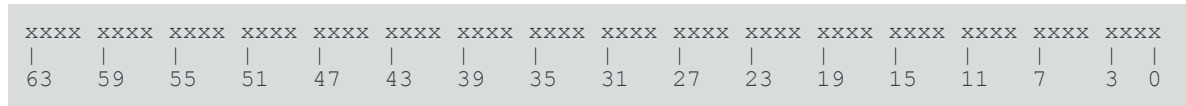
**Functional group**

Trace unit registers

**Access type**

See bit descriptions

**Reset value**

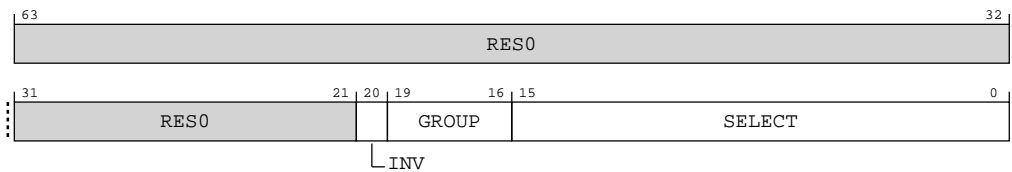


Note

Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure A-216: AArch64\_trcrsctlr9 bit assignments**



**Table A-548: TRCRSCTLR9 bit descriptions**

Bits	Name	Description	Reset
[63:21]	RES0	Reserved	RES0
[20]	INV	Controls whether the resource, that TRCRSCTLR<n>.GROUP and TRCRSCTLR<n>.SELECT selects, is inverted.  <b>0b0</b> Do not invert the output of this selector.  <b>0b1</b> Invert the output of this selector.	x

Bits	Name	Description	Reset
[19:16]	GROUP	<p>Selects a group of resources.</p> <p><b>0b0000</b> External Input Selectors.</p> <p><b>0b0001</b> PE Comparator Inputs.</p> <p><b>0b0010</b> Counters and Sequencer.</p> <p><b>0b0011</b> Single-shot Comparator Controls.</p> <p><b>0b0100</b> Single Address Comparators.</p> <p><b>0b0101</b> Address Range Comparators.</p> <p><b>0b0110</b> Context Identifier Comparators.</p> <p><b>0b0111</b> Virtual Context Identifier Comparators.</p>	xxxx

Bits	Name	Description	Reset
15:0	SELECT	<p><b>SELECT encoding for External Input Selectors</b></p> <p><b>15:4</b> Reserved, RES0.</p> <p><b>EXTIN[&lt;m&gt;], bit[m], for m = 3 to 0</b> Selects one or more External Inputs.</p> <p><b>0b0</b> Ignore EXTIN &lt;m&gt;.</p> <p><b>0b1</b> Select EXTIN &lt;m&gt;.</p> <p><b>SELECT encoding for PE Comparator Inputs</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>PECOMP[&lt;m&gt;], bit[m], for m = 7 to 0</b> Selects one or more PE Comparator Inputs.</p> <p><b>0b0</b> Ignore PE Comparator Input &lt;m&gt;.</p> <p><b>0b1</b> Select PE Comparator Input &lt;m&gt;.</p> <p><b>SELECT encoding for Counters and Sequencer</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>SEQUENCER[&lt;m&gt;], bit[m], for m = 3 to 0</b> Sequencer states.</p> <p><b>0b0</b> Ignore Sequencer state &lt;m&gt;.</p> <p><b>0b1</b> Select Sequencer state &lt;m&gt;.</p> <p><b>COUNTERS[&lt;m&gt;], bit[m], for m = 3 to 0</b> Counters resources at zero.</p> <p><b>0b0</b> Ignore Counter &lt;m&gt;.</p> <p><b>0b1</b> Select Counter &lt;m&gt; is zero.</p> <p><b>SELECT encoding for Single-shot Comparator Controls</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>SINGLE_SHOT[&lt;m&gt;], bit[m], for m = 7 to 0</b> Selects one or more Single-shot Comparator Controls.</p> <p><b>0b0</b> Ignore Single-shot Comparator Control &lt;m&gt;.</p> <p><b>0b1</b> Select Single-shot Comparator Control &lt;m&gt;.</p> <p><b>SELECT encoding for Single Address Comparators</b></p>	16 { x }

## Access

Must be programmed if any of the following are true:

- TRCCNTCTLR<a>.RLDEVENT.TYPE == 0 and TRCCNTCTLR<a>.RLDEVENT.SEL == n.
- TRCCNTCTLR<a>.RLDEVENT.TYPE == 1 and TRCCNTCTLR<a>.RLDEVENT.SEL == n/2.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 0 and TRCCNTCTLR<a>.CNTEVENT.SEL == n.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 1 and TRCCNTCTLR<a>.CNTEVENT.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n/2.
- TRCSEQEVR<a>.B.TYPE == 0 and TRCSEQEVR<a>.B.SEL = n.
- TRCSEQEVR<a>.B.TYPE == 1 and TRCSEQEVR<a>.B.SEL = n/2.
- TRCSEQEVR<a>.F.TYPE == 0 and TRCSEQEVR<a>.F.SEL = n.
- TRCSEQEVR<a>.F.TYPE == 1 and TRCSEQEVR<a>.F.SEL = n/2.
- AArch64-TRCSEQRSTEVR.RST.TYPE == 0 and AArch64-TRCSEQRSTEVR.RST.SEL == n.
- AArch64-TRCSEQRSTEVR.RST.TYPE == 1 and AArch64-TRCSEQRSTEVR.RST.SEL == n/2.
- AArch64-TRCTSCTLR.EVENT.TYPE == 0 and AArch64-TRCTSCTLR.EVENT.SEL == n.
- AArch64-TRCTSCTLR.EVENT.TYPE == 1 and AArch64-TRCTSCTLR.EVENT.SEL == n/2.
- AArch64-TRCVICTLR.EVENT.TYPE == 0 and AArch64-TRCVICTLR.EVENT.SEL == n.
- AArch64-TRCVICTLR.EVENT.TYPE == 1 and AArch64-TRCVICTLR.EVENT.SEL == n/2.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCRSCTLR9

op0	op1	CRn	CRm	op2
0b10	0b001	0b0001	0b1001	0b000

## MSR TRCRSCTLR9, &lt;Xt&gt;

op0	op1	CRn	CRm	op2
0b10	0b001	0b0001	0b1001	0b000

**Accessibility**

Must be programmed if any of the following are true:

- TRCCNTCTLR<a>.RLDEVENT.TYPE == 0 and TRCCNTCTLR<a>.RLDEVENT.SEL == n.
- TRCCNTCTLR<a>.RLDEVENT.TYPE == 1 and TRCCNTCTLR<a>.RLDEVENT.SEL == n/2.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 0 and TRCCNTCTLR<a>.CNTEVENT.SEL == n.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 1 and TRCCNTCTLR<a>.CNTEVENT.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n/2.
- TRCSEQEVR<a>.B.TYPE == 0 and TRCSEQEVR<a>.B.SEL = n.
- TRCSEQEVR<a>.B.TYPE == 1 and TRCSEQEVR<a>.B.SEL = n/2.
- TRCSEQEVR<a>.F.TYPE == 0 and TRCSEQEVR<a>.F.SEL = n.
- TRCSEQEVR<a>.F.TYPE == 1 and TRCSEQEVR<a>.F.SEL = n/2.
- AArch64-TRCSEQRSTEV.RST.TYPE == 0 and AArch64-TRCSEQRSTEV.RST.SEL == n.
- AArch64-TRCSEQRSTEV.RST.TYPE == 1 and AArch64-TRCSEQRSTEV.RST.SEL == n/2.
- AArch64-TRCTSCTLR.EVENT.TYPE == 0 and AArch64-TRCTSCTLR.EVENT.SEL == n.
- AArch64-TRCTSCTLR.EVENT.TYPE == 1 and AArch64-TRCTSCTLR.EVENT.SEL == n/2.
- AArch64-TRCVICTLR.EVENT.TYPE == 0 and AArch64-TRCVICTLR.EVENT.SEL == n.
- AArch64-TRCVICTLR.EVENT.TYPE == 1 and AArch64-TRCVICTLR.EVENT.SEL == n/2.

Writes are CONSTRAINED UNPREDICTABLE if the trace unit is not in the Idle state.

## MRS &lt;Xt&gt;, TRCRSCTLR9

```

if 9 >= NUM_TRACE_RESOURCE_SELECTOR_PAIRS * 2 then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCRSCTLR[9];
    elsif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TTA == '1' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCRSCTLR[9];
    elsif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCRSCTLR[9];

```

## MSR TRCRSCTLR9, &lt;Xt&gt;

```

if 9 >= NUM_TRACE_RESOURCE_SELECTOR_PAIRS * 2 then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCRSCTLR[9] = X[t, 64];
    elsif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TTA == '1' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCRSCTLR[9] = X[t, 64];
    elsif PSTATE.EL == EL3 then

```



```

if CPTR_EL3.TTA == '1' then
    AArch64.SystemAccessTrap(EL3, 0x18);
else
    TRCRSCTLR[9] = X[t, 64];
    
```

### A.12.36 TRCRSCTLR10, Resource Selection Control Register <n>

Controls the selection of the resources in the trace unit.

#### Configurations

Resource selector 0 always returns FALSE.

Resource selector 1 always returns TRUE.

Resource selectors are implemented in pairs. Each odd numbered resource selector is part of a pair with the even numbered resource selector that is numbered as one less than it. For example, resource selectors 2 and 3 form a pair.

#### Attributes

##### Width

64

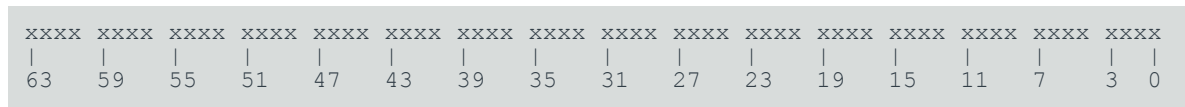
##### Functional group

Trace unit registers

##### Access type

See bit descriptions

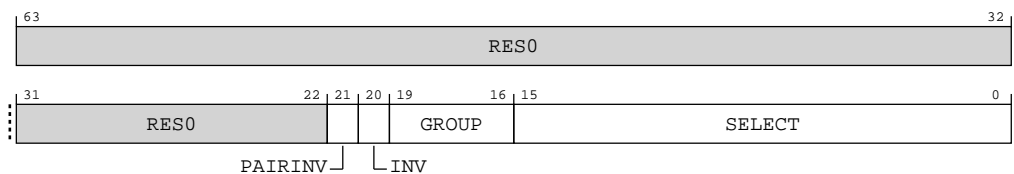
##### Reset value



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-217: AArch64\_trcrsctlr10 bit assignments



**Table A-551: TRCRSCTLR10 bit descriptions**

Bits	Name	Description	Reset
[63:22]	RES0	Reserved	RES0
[21]	PAIRINV	Controls whether the combined result from a resource selector pair is inverted.  <b>0b0</b> Do not invert the combined output of the 2 resource selectors.  <b>0b1</b> Invert the combined output of the 2 resource selectors.	x
[20]	INV	Controls whether the resource, that TRCRSCTLR<n>.GROUP and TRCRSCTLR<n>.SELECT selects, is inverted.  <b>0b0</b> Do not invert the output of this selector.  <b>0b1</b> Invert the output of this selector.	x
[19:16]	GROUP	Selects a group of resources.  <b>0b0000</b> External Input Selectors.  <b>0b0001</b> PE Comparator Inputs.  <b>0b0010</b> Counters and Sequencer.  <b>0b0011</b> Single-shot Comparator Controls.  <b>0b0100</b> Single Address Comparators.  <b>0b0101</b> Address Range Comparators.  <b>0b0110</b> Context Identifier Comparators.  <b>0b0111</b> Virtual Context Identifier Comparators.	xxxx

Bits	Name	Description	Reset
15:0	SELECT	<p><b>SELECT encoding for External Input Selectors</b></p> <p><b>15:4</b> Reserved, RES0.</p> <p><b>EXTIN[&lt;m&gt;], bit[m], for m = 3 to 0</b> Selects one or more External Inputs.</p> <p><b>0b0</b> Ignore EXTIN &lt;m&gt;.</p> <p><b>0b1</b> Select EXTIN &lt;m&gt;.</p> <p><b>SELECT encoding for PE Comparator Inputs</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>PECOMP[&lt;m&gt;], bit[m], for m = 7 to 0</b> Selects one or more PE Comparator Inputs.</p> <p><b>0b0</b> Ignore PE Comparator Input &lt;m&gt;.</p> <p><b>0b1</b> Select PE Comparator Input &lt;m&gt;.</p> <p><b>SELECT encoding for Counters and Sequencer</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>SEQUENCER[&lt;m&gt;], bit[m], for m = 3 to 0</b> Sequencer states.</p> <p><b>0b0</b> Ignore Sequencer state &lt;m&gt;.</p> <p><b>0b1</b> Select Sequencer state &lt;m&gt;.</p> <p><b>COUNTERS[&lt;m&gt;], bit[m], for m = 3 to 0</b> Counters resources at zero.</p> <p><b>0b0</b> Ignore Counter &lt;m&gt;.</p> <p><b>0b1</b> Select Counter &lt;m&gt; is zero.</p> <p><b>SELECT encoding for Single-shot Comparator Controls</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>SINGLE_SHOT[&lt;m&gt;], bit[m], for m = 7 to 0</b> Selects one or more Single-shot Comparator Controls.</p> <p><b>0b0</b> Ignore Single-shot Comparator Control &lt;m&gt;.</p> <p><b>0b1</b> Select Single-shot Comparator Control &lt;m&gt;.</p> <p><b>SELECT encoding for Single Address Comparators</b></p>	16 { x }

## Access

Must be programmed if any of the following are true:

- TRCCNTCTLR<a>.RLDEVENT.TYPE == 0 and TRCCNTCTLR<a>.RLDEVENT.SEL == n.
- TRCCNTCTLR<a>.RLDEVENT.TYPE == 1 and TRCCNTCTLR<a>.RLDEVENT.SEL == n/2.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 0 and TRCCNTCTLR<a>.CNTEVENT.SEL == n.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 1 and TRCCNTCTLR<a>.CNTEVENT.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n/2.
- TRCSEQEVR<a>.B.TYPE == 0 and TRCSEQEVR<a>.B.SEL = n.
- TRCSEQEVR<a>.B.TYPE == 1 and TRCSEQEVR<a>.B.SEL = n/2.
- TRCSEQEVR<a>.F.TYPE == 0 and TRCSEQEVR<a>.F.SEL = n.
- TRCSEQEVR<a>.F.TYPE == 1 and TRCSEQEVR<a>.F.SEL = n/2.
- AArch64-TRCSEQRSTEVR.RST.TYPE == 0 and AArch64-TRCSEQRSTEVR.RST.SEL == n.
- AArch64-TRCSEQRSTEVR.RST.TYPE == 1 and AArch64-TRCSEQRSTEVR.RST.SEL == n/2.
- AArch64-TRCTSCTLR.EVENT.TYPE == 0 and AArch64-TRCTSCTLR.EVENT.SEL == n.
- AArch64-TRCTSCTLR.EVENT.TYPE == 1 and AArch64-TRCTSCTLR.EVENT.SEL == n/2.
- AArch64-TRCVICTLR.EVENT.TYPE == 0 and AArch64-TRCVICTLR.EVENT.SEL == n.
- AArch64-TRCVICTLR.EVENT.TYPE == 1 and AArch64-TRCVICTLR.EVENT.SEL == n/2.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCRSCTLR10

op0	op1	CRn	CRm	op2
0b10	0b001	0b0001	0b1010	0b000

## MSR TRCRSCTLR10, &lt;Xt&gt;

op0	op1	CRn	CRm	op2
0b10	0b001	0b0001	0b1010	0b000

**Accessibility**

Must be programmed if any of the following are true:

- TRCCNTCTLR<a>.RLDEVENT.TYPE == 0 and TRCCNTCTLR<a>.RLDEVENT.SEL == n.
- TRCCNTCTLR<a>.RLDEVENT.TYPE == 1 and TRCCNTCTLR<a>.RLDEVENT.SEL == n/2.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 0 and TRCCNTCTLR<a>.CNTEVENT.SEL == n.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 1 and TRCCNTCTLR<a>.CNTEVENT.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n/2.
- TRCSEQEVR<a>.B.TYPE == 0 and TRCSEQEVR<a>.B.SEL = n.
- TRCSEQEVR<a>.B.TYPE == 1 and TRCSEQEVR<a>.B.SEL = n/2.
- TRCSEQEVR<a>.F.TYPE == 0 and TRCSEQEVR<a>.F.SEL = n.
- TRCSEQEVR<a>.F.TYPE == 1 and TRCSEQEVR<a>.F.SEL = n/2.
- AArch64-TRCSEQRSTEV.RST.TYPE == 0 and AArch64-TRCSEQRSTEV.RST.SEL == n.
- AArch64-TRCSEQRSTEV.RST.TYPE == 1 and AArch64-TRCSEQRSTEV.RST.SEL == n/2.
- AArch64-TRCTSCTLR.EVENT.TYPE == 0 and AArch64-TRCTSCTLR.EVENT.SEL == n.
- AArch64-TRCTSCTLR.EVENT.TYPE == 1 and AArch64-TRCTSCTLR.EVENT.SEL == n/2.
- AArch64-TRCVICTLR.EVENT.TYPE == 0 and AArch64-TRCVICTLR.EVENT.SEL == n.
- AArch64-TRCVICTLR.EVENT.TYPE == 1 and AArch64-TRCVICTLR.EVENT.SEL == n/2.

Writes are CONSTRAINED UNPREDICTABLE if the trace unit is not in the Idle state.

## MRS &lt;Xt&gt;, TRCRSCTLR10

```

if 10 >= NUM_TRACE_RESOURCE_SELECTOR_PAIRS * 2 then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        end
    else
        X[t, 64] = TRCRSCTLR[10];
    elsif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TTA == '1' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            end
        else
            X[t, 64] = TRCRSCTLR[10];
    elsif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCRSCTLR[10];

```

## MSR TRCRSCTLR10, &lt;Xt&gt;

```

if 10 >= NUM_TRACE_RESOURCE_SELECTOR_PAIRS * 2 then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        end
    else
        TRCRSCTLR[10] = X[t, 64];
    elsif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TTA == '1' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            end
        else
            TRCRSCTLR[10] = X[t, 64];
    elsif PSTATE.EL == EL3 then

```

```

if CPTR_EL3.TTA == '1' then
    AArch64.SystemAccessTrap(EL3, 0x18);
else
    TRCRSCTLR[10] = X[t, 64];
    
```

### A.12.37 TRCRSCTLR11, Resource Selection Control Register <n>

Controls the selection of the resources in the trace unit.

#### Configurations

Resource selector 0 always returns FALSE.

Resource selector 1 always returns TRUE.

Resource selectors are implemented in pairs. Each odd numbered resource selector is part of a pair with the even numbered resource selector that is numbered as one less than it. For example, resource selectors 2 and 3 form a pair.

#### Attributes

##### Width

64

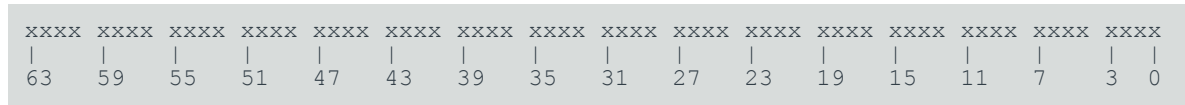
##### Functional group

Trace unit registers

##### Access type

See bit descriptions

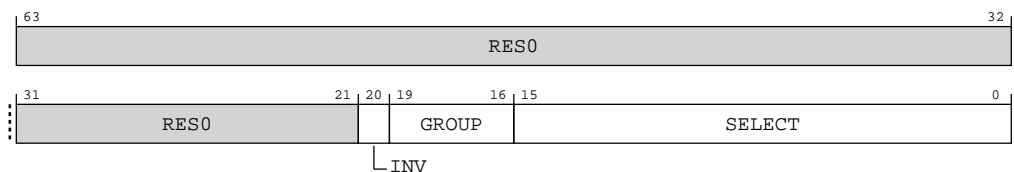
##### Reset value



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-218: AArch64\_trcrsctlr11 bit assignments



**Table A-554: TRCRSCTLR11 bit descriptions**

Bits	Name	Description	Reset
[63:21]	RES0	Reserved	RES0
[20]	INV	Controls whether the resource, that TRCRSCTLR<n>.GROUP and TRCRSCTLR<n>.SELECT selects, is inverted.  <b>0b0</b> Do not invert the output of this selector.  <b>0b1</b> Invert the output of this selector.	x
[19:16]	GROUP	Selects a group of resources.  <b>0b0000</b> External Input Selectors.  <b>0b0001</b> PE Comparator Inputs.  <b>0b0010</b> Counters and Sequencer.  <b>0b0011</b> Single-shot Comparator Controls.  <b>0b0100</b> Single Address Comparators.  <b>0b0101</b> Address Range Comparators.  <b>0b0110</b> Context Identifier Comparators.  <b>0b0111</b> Virtual Context Identifier Comparators.	xxxx



Bits	Name	Description	Reset
15:0	SELECT	<p><b>SELECT encoding for External Input Selectors</b></p> <p><b>15:4</b> Reserved, RES0.</p> <p><b>EXTIN[&lt;m&gt;], bit[m], for m = 3 to 0</b> Selects one or more External Inputs.</p> <p><b>0b0</b> Ignore EXTIN &lt;m&gt;.</p> <p><b>0b1</b> Select EXTIN &lt;m&gt;.</p> <p><b>SELECT encoding for PE Comparator Inputs</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>PECOMP[&lt;m&gt;], bit[m], for m = 7 to 0</b> Selects one or more PE Comparator Inputs.</p> <p><b>0b0</b> Ignore PE Comparator Input &lt;m&gt;.</p> <p><b>0b1</b> Select PE Comparator Input &lt;m&gt;.</p> <p><b>SELECT encoding for Counters and Sequencer</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>SEQUENCER[&lt;m&gt;], bit[m], for m = 3 to 0</b> Sequencer states.</p> <p><b>0b0</b> Ignore Sequencer state &lt;m&gt;.</p> <p><b>0b1</b> Select Sequencer state &lt;m&gt;.</p> <p><b>COUNTERS[&lt;m&gt;], bit[m], for m = 3 to 0</b> Counters resources at zero.</p> <p><b>0b0</b> Ignore Counter &lt;m&gt;.</p> <p><b>0b1</b> Select Counter &lt;m&gt; is zero.</p> <p><b>SELECT encoding for Single-shot Comparator Controls</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>SINGLE_SHOT[&lt;m&gt;], bit[m], for m = 7 to 0</b> Selects one or more Single-shot Comparator Controls.</p> <p><b>0b0</b> Ignore Single-shot Comparator Control &lt;m&gt;.</p> <p><b>0b1</b> Select Single-shot Comparator Control &lt;m&gt;.</p> <p><b>SELECT encoding for Single Address Comparators</b></p>	16 { x }

## Access

Must be programmed if any of the following are true:

- TRCCNTCTLR<a>.RLDEVENT.TYPE == 0 and TRCCNTCTLR<a>.RLDEVENT.SEL == n.
- TRCCNTCTLR<a>.RLDEVENT.TYPE == 1 and TRCCNTCTLR<a>.RLDEVENT.SEL == n/2.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 0 and TRCCNTCTLR<a>.CNTEVENT.SEL == n.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 1 and TRCCNTCTLR<a>.CNTEVENT.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n/2.
- TRCSEQEVR<a>.B.TYPE == 0 and TRCSEQEVR<a>.B.SEL = n.
- TRCSEQEVR<a>.B.TYPE == 1 and TRCSEQEVR<a>.B.SEL = n/2.
- TRCSEQEVR<a>.F.TYPE == 0 and TRCSEQEVR<a>.F.SEL = n.
- TRCSEQEVR<a>.F.TYPE == 1 and TRCSEQEVR<a>.F.SEL = n/2.
- AArch64-TRCSEQRSTEVR.RST.TYPE == 0 and AArch64-TRCSEQRSTEVR.RST.SEL == n.
- AArch64-TRCSEQRSTEVR.RST.TYPE == 1 and AArch64-TRCSEQRSTEVR.RST.SEL == n/2.
- AArch64-TRCTSCTLR.EVENT.TYPE == 0 and AArch64-TRCTSCTLR.EVENT.SEL == n.
- AArch64-TRCTSCTLR.EVENT.TYPE == 1 and AArch64-TRCTSCTLR.EVENT.SEL == n/2.
- AArch64-TRCVICTLR.EVENT.TYPE == 0 and AArch64-TRCVICTLR.EVENT.SEL == n.
- AArch64-TRCVICTLR.EVENT.TYPE == 1 and AArch64-TRCVICTLR.EVENT.SEL == n/2.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCRSCTLR11

op0	op1	CRn	CRm	op2
0b10	0b001	0b0001	0b1011	0b000

MSR TRCRSCTLR11, &lt;Xt&gt;

op0	op1	CRn	CRm	op2
0b10	0b001	0b0001	0b1011	0b000

### Accessibility

Must be programmed if any of the following are true:

- TRCCNTCTLR<a>.RLDEVENT.TYPE == 0 and TRCCNTCTLR<a>.RLDEVENT.SEL == n.
- TRCCNTCTLR<a>.RLDEVENT.TYPE == 1 and TRCCNTCTLR<a>.RLDEVENT.SEL == n/2.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 0 and TRCCNTCTLR<a>.CNTEVENT.SEL == n.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 1 and TRCCNTCTLR<a>.CNTEVENT.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n/2.
- TRCSEQEVR<a>.B.TYPE == 0 and TRCSEQEVR<a>.B.SEL = n.
- TRCSEQEVR<a>.B.TYPE == 1 and TRCSEQEVR<a>.B.SEL = n/2.
- TRCSEQEVR<a>.F.TYPE == 0 and TRCSEQEVR<a>.F.SEL = n.
- TRCSEQEVR<a>.F.TYPE == 1 and TRCSEQEVR<a>.F.SEL = n/2.
- AArch64-TRCSEQRSTEV.RST.TYPE == 0 and AArch64-TRCSEQRSTEV.RST.SEL == n.
- AArch64-TRCSEQRSTEV.RST.TYPE == 1 and AArch64-TRCSEQRSTEV.RST.SEL == n/2.
- AArch64-TRCTSCTLR.EVENT.TYPE == 0 and AArch64-TRCTSCTLR.EVENT.SEL == n.
- AArch64-TRCTSCTLR.EVENT.TYPE == 1 and AArch64-TRCTSCTLR.EVENT.SEL == n/2.
- AArch64-TRCVICTLR.EVENT.TYPE == 0 and AArch64-TRCVICTLR.EVENT.SEL == n.
- AArch64-TRCVICTLR.EVENT.TYPE == 1 and AArch64-TRCVICTLR.EVENT.SEL == n/2.

Writes are CONSTRAINED UNPREDICTABLE if the trace unit is not in the Idle state.

## MRS &lt;Xt&gt;, TRCRSCTLR11

```

if 11 >= NUM_TRACE_RESOURCE_SELECTOR_PAIRS * 2 then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        end
    else
        X[t, 64] = TRCRSCTLR[11];
    elsif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TTA == '1' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            end
        else
            X[t, 64] = TRCRSCTLR[11];
    elsif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCRSCTLR[11];

```

## MSR TRCRSCTLR11, &lt;Xt&gt;

```

if 11 >= NUM_TRACE_RESOURCE_SELECTOR_PAIRS * 2 then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        end
    else
        TRCRSCTLR[11] = X[t, 64];
    elsif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TTA == '1' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            end
        else
            TRCRSCTLR[11] = X[t, 64];
    elsif PSTATE.EL == EL3 then

```

```
if CPTR_EL3.TTA == '1' then
    AArch64.SystemAccessTrap(EL3, 0x18);
else
    TRCRSCTLR[11] = X[t, 64];
```

### A.12.38 TRCRSCTLR12, Resource Selection Control Register <n>

Controls the selection of the resources in the trace unit.

#### Configurations

Resource selector 0 always returns FALSE.

Resource selector 1 always returns TRUE.

Resource selectors are implemented in pairs. Each odd numbered resource selector is part of a pair with the even numbered resource selector that is numbered as one less than it. For example, resource selectors 2 and 3 form a pair.

#### Attributes

##### Width

64

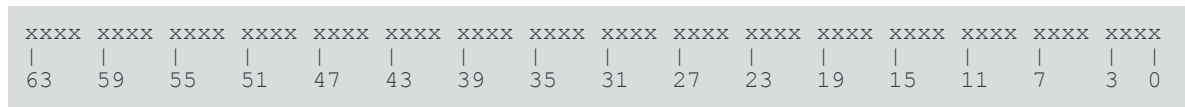
##### Functional group

Trace unit registers

##### Access type

See bit descriptions

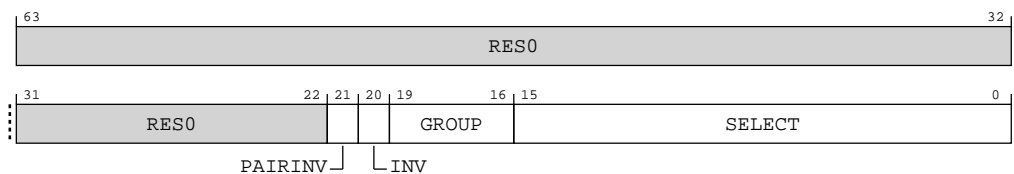
##### Reset value



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-219: AArch64\_trcrsctlr12 bit assignments



**Table A-557: TRCRSCTLR12 bit descriptions**

Bits	Name	Description	Reset
[63:22]	RES0	Reserved	RES0
[21]	PAIRINV	Controls whether the combined result from a resource selector pair is inverted.  <b>0b0</b> Do not invert the combined output of the 2 resource selectors.  <b>0b1</b> Invert the combined output of the 2 resource selectors.	x
[20]	INV	Controls whether the resource, that TRCRSCTLR<n>.GROUP and TRCRSCTLR<n>.SELECT selects, is inverted.  <b>0b0</b> Do not invert the output of this selector.  <b>0b1</b> Invert the output of this selector.	x
[19:16]	GROUP	Selects a group of resources.  <b>0b0000</b> External Input Selectors.  <b>0b0001</b> PE Comparator Inputs.  <b>0b0010</b> Counters and Sequencer.  <b>0b0011</b> Single-shot Comparator Controls.  <b>0b0100</b> Single Address Comparators.  <b>0b0101</b> Address Range Comparators.  <b>0b0110</b> Context Identifier Comparators.  <b>0b0111</b> Virtual Context Identifier Comparators.	xxxx

Bits	Name	Description	Reset
15:0	SELECT	<p><b>SELECT encoding for External Input Selectors</b></p> <p><b>15:4</b> Reserved, RES0.</p> <p><b>EXTIN[&lt;m&gt;], bit[m], for m = 3 to 0</b> Selects one or more External Inputs.</p> <p><b>0b0</b> Ignore EXTIN &lt;m&gt;.</p> <p><b>0b1</b> Select EXTIN &lt;m&gt;.</p> <p><b>SELECT encoding for PE Comparator Inputs</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>PECOMP[&lt;m&gt;], bit[m], for m = 7 to 0</b> Selects one or more PE Comparator Inputs.</p> <p><b>0b0</b> Ignore PE Comparator Input &lt;m&gt;.</p> <p><b>0b1</b> Select PE Comparator Input &lt;m&gt;.</p> <p><b>SELECT encoding for Counters and Sequencer</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>SEQUENCER[&lt;m&gt;], bit[m], for m = 3 to 0</b> Sequencer states.</p> <p><b>0b0</b> Ignore Sequencer state &lt;m&gt;.</p> <p><b>0b1</b> Select Sequencer state &lt;m&gt;.</p> <p><b>COUNTERS[&lt;m&gt;], bit[m], for m = 3 to 0</b> Counters resources at zero.</p> <p><b>0b0</b> Ignore Counter &lt;m&gt;.</p> <p><b>0b1</b> Select Counter &lt;m&gt; is zero.</p> <p><b>SELECT encoding for Single-shot Comparator Controls</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>SINGLE_SHOT[&lt;m&gt;], bit[m], for m = 7 to 0</b> Selects one or more Single-shot Comparator Controls.</p> <p><b>0b0</b> Ignore Single-shot Comparator Control &lt;m&gt;.</p> <p><b>0b1</b> Select Single-shot Comparator Control &lt;m&gt;.</p> <p><b>SELECT encoding for Single Address Comparators</b></p>	16 { x }

## Access

Must be programmed if any of the following are true:

- TRCCNTCTLR<a>.RLDEVENT.TYPE == 0 and TRCCNTCTLR<a>.RLDEVENT.SEL == n.
- TRCCNTCTLR<a>.RLDEVENT.TYPE == 1 and TRCCNTCTLR<a>.RLDEVENT.SEL == n/2.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 0 and TRCCNTCTLR<a>.CNTEVENT.SEL == n.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 1 and TRCCNTCTLR<a>.CNTEVENT.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n/2.
- TRCSEQEVR<a>.B.TYPE == 0 and TRCSEQEVR<a>.B.SEL = n.
- TRCSEQEVR<a>.B.TYPE == 1 and TRCSEQEVR<a>.B.SEL = n/2.
- TRCSEQEVR<a>.F.TYPE == 0 and TRCSEQEVR<a>.F.SEL = n.
- TRCSEQEVR<a>.F.TYPE == 1 and TRCSEQEVR<a>.F.SEL = n/2.
- AArch64-TRCSEQRSTEVR.RST.TYPE == 0 and AArch64-TRCSEQRSTEVR.RST.SEL == n.
- AArch64-TRCSEQRSTEVR.RST.TYPE == 1 and AArch64-TRCSEQRSTEVR.RST.SEL == n/2.
- AArch64-TRCTSCTLR.EVENT.TYPE == 0 and AArch64-TRCTSCTLR.EVENT.SEL == n.
- AArch64-TRCTSCTLR.EVENT.TYPE == 1 and AArch64-TRCTSCTLR.EVENT.SEL == n/2.
- AArch64-TRCVICTLR.EVENT.TYPE == 0 and AArch64-TRCVICTLR.EVENT.SEL == n.
- AArch64-TRCVICTLR.EVENT.TYPE == 1 and AArch64-TRCVICTLR.EVENT.SEL == n/2.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCRSCTLR12

op0	op1	CRn	CRm	op2
0b10	0b001	0b0001	0b1100	0b000



## MSR TRCRSCTLR12, &lt;Xt&gt;

op0	op1	CRn	CRm	op2
0b10	0b001	0b0001	0b1100	0b000

**Accessibility**

Must be programmed if any of the following are true:

- TRCCNTCTLR<a>.RLDEVENT.TYPE == 0 and TRCCNTCTLR<a>.RLDEVENT.SEL == n.
- TRCCNTCTLR<a>.RLDEVENT.TYPE == 1 and TRCCNTCTLR<a>.RLDEVENT.SEL == n/2.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 0 and TRCCNTCTLR<a>.CNTEVENT.SEL == n.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 1 and TRCCNTCTLR<a>.CNTEVENT.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n/2.
- TRCSEQEVR<a>.B.TYPE == 0 and TRCSEQEVR<a>.B.SEL = n.
- TRCSEQEVR<a>.B.TYPE == 1 and TRCSEQEVR<a>.B.SEL = n/2.
- TRCSEQEVR<a>.F.TYPE == 0 and TRCSEQEVR<a>.F.SEL = n.
- TRCSEQEVR<a>.F.TYPE == 1 and TRCSEQEVR<a>.F.SEL = n/2.
- AArch64-TRCSEQRSTEV.RST.TYPE == 0 and AArch64-TRCSEQRSTEV.RST.SEL == n.
- AArch64-TRCSEQRSTEV.RST.TYPE == 1 and AArch64-TRCSEQRSTEV.RST.SEL == n/2.
- AArch64-TRCTSCTLR.EVENT.TYPE == 0 and AArch64-TRCTSCTLR.EVENT.SEL == n.
- AArch64-TRCTSCTLR.EVENT.TYPE == 1 and AArch64-TRCTSCTLR.EVENT.SEL == n/2.
- AArch64-TRCVICTLR.EVENT.TYPE == 0 and AArch64-TRCVICTLR.EVENT.SEL == n.
- AArch64-TRCVICTLR.EVENT.TYPE == 1 and AArch64-TRCVICTLR.EVENT.SEL == n/2.

Writes are CONSTRAINED UNPREDICTABLE if the trace unit is not in the Idle state.

## MRS &lt;Xt&gt;, TRCRSCTLR12

```

if 12 >= NUM_TRACE_RESOURCE_SELECTOR_PAIRS * 2 then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        end
    else
        X[t, 64] = TRCRSCTLR[12];
    end
elsif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        end
    else
        X[t, 64] = TRCRSCTLR[12];
    end
elsif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCRSCTLR[12];
    end
end

```

## MSR TRCRSCTLR12, &lt;Xt&gt;

```

if 12 >= NUM_TRACE_RESOURCE_SELECTOR_PAIRS * 2 then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        end
    else
        TRCRSCTLR[12] = X[t, 64];
    end
elsif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        end
    else
        TRCRSCTLR[12] = X[t, 64];
    end
elsif PSTATE.EL == EL3 then
    TRCRSCTLR[12] = X[t, 64];
end

```

```

if CPTR_EL3.TTA == '1' then
    AArch64.SystemAccessTrap(EL3, 0x18);
else
    TRCRSCTLR[12] = X[t, 64];
    
```

### A.12.39 TRCRSCTLR13, Resource Selection Control Register <n>

Controls the selection of the resources in the trace unit.

#### Configurations

Resource selector 0 always returns FALSE.

Resource selector 1 always returns TRUE.

Resource selectors are implemented in pairs. Each odd numbered resource selector is part of a pair with the even numbered resource selector that is numbered as one less than it. For example, resource selectors 2 and 3 form a pair.

#### Attributes

##### Width

64

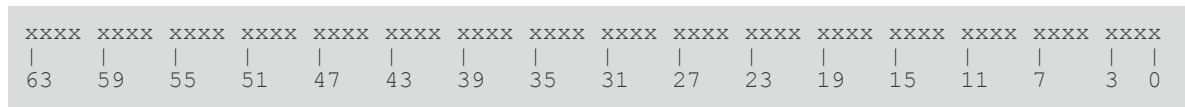
##### Functional group

Trace unit registers

##### Access type

See bit descriptions

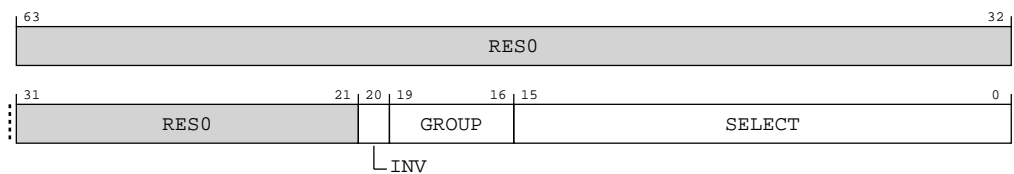
##### Reset value



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-220: AArch64\_trcrsctlr13 bit assignments



**Table A-560: TRCRSCTLR13 bit descriptions**

Bits	Name	Description	Reset
[63:21]	RES0	Reserved	RES0
[20]	INV	Controls whether the resource, that TRCRSCTLR<n>.GROUP and TRCRSCTLR<n>.SELECT selects, is inverted.  <b>0b0</b> Do not invert the output of this selector.  <b>0b1</b> Invert the output of this selector.	x
[19:16]	GROUP	Selects a group of resources.  <b>0b0000</b> External Input Selectors.  <b>0b0001</b> PE Comparator Inputs.  <b>0b0010</b> Counters and Sequencer.  <b>0b0011</b> Single-shot Comparator Controls.  <b>0b0100</b> Single Address Comparators.  <b>0b0101</b> Address Range Comparators.  <b>0b0110</b> Context Identifier Comparators.  <b>0b0111</b> Virtual Context Identifier Comparators.	xxxx

Bits	Name	Description	Reset
15:0	SELECT	<p><b>SELECT encoding for External Input Selectors</b></p> <p><b>15:4</b> Reserved, RES0.</p> <p><b>EXTIN[&lt;m&gt;], bit[m], for m = 3 to 0</b> Selects one or more External Inputs.</p> <p><b>0b0</b> Ignore EXTIN &lt;m&gt;.</p> <p><b>0b1</b> Select EXTIN &lt;m&gt;.</p> <p><b>SELECT encoding for PE Comparator Inputs</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>PECOMP[&lt;m&gt;], bit[m], for m = 7 to 0</b> Selects one or more PE Comparator Inputs.</p> <p><b>0b0</b> Ignore PE Comparator Input &lt;m&gt;.</p> <p><b>0b1</b> Select PE Comparator Input &lt;m&gt;.</p> <p><b>SELECT encoding for Counters and Sequencer</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>SEQUENCER[&lt;m&gt;], bit[m], for m = 3 to 0</b> Sequencer states.</p> <p><b>0b0</b> Ignore Sequencer state &lt;m&gt;.</p> <p><b>0b1</b> Select Sequencer state &lt;m&gt;.</p> <p><b>COUNTERS[&lt;m&gt;], bit[m], for m = 3 to 0</b> Counters resources at zero.</p> <p><b>0b0</b> Ignore Counter &lt;m&gt;.</p> <p><b>0b1</b> Select Counter &lt;m&gt; is zero.</p> <p><b>SELECT encoding for Single-shot Comparator Controls</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>SINGLE_SHOT[&lt;m&gt;], bit[m], for m = 7 to 0</b> Selects one or more Single-shot Comparator Controls.</p> <p><b>0b0</b> Ignore Single-shot Comparator Control &lt;m&gt;.</p> <p><b>0b1</b> Select Single-shot Comparator Control &lt;m&gt;.</p> <p><b>SELECT encoding for Single Address Comparators</b></p>	16 { x }

## Access

Must be programmed if any of the following are true:

- TRCCNTCTLR<a>.RLDEVENT.TYPE == 0 and TRCCNTCTLR<a>.RLDEVENT.SEL == n.
- TRCCNTCTLR<a>.RLDEVENT.TYPE == 1 and TRCCNTCTLR<a>.RLDEVENT.SEL == n/2.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 0 and TRCCNTCTLR<a>.CNTEVENT.SEL == n.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 1 and TRCCNTCTLR<a>.CNTEVENT.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n/2.
- TRCSEQEVR<a>.B.TYPE == 0 and TRCSEQEVR<a>.B.SEL = n.
- TRCSEQEVR<a>.B.TYPE == 1 and TRCSEQEVR<a>.B.SEL = n/2.
- TRCSEQEVR<a>.F.TYPE == 0 and TRCSEQEVR<a>.F.SEL = n.
- TRCSEQEVR<a>.F.TYPE == 1 and TRCSEQEVR<a>.F.SEL = n/2.
- AArch64-TRCSEQRSTEVR.RST.TYPE == 0 and AArch64-TRCSEQRSTEVR.RST.SEL == n.
- AArch64-TRCSEQRSTEVR.RST.TYPE == 1 and AArch64-TRCSEQRSTEVR.RST.SEL == n/2.
- AArch64-TRCTSCTLR.EVENT.TYPE == 0 and AArch64-TRCTSCTLR.EVENT.SEL == n.
- AArch64-TRCTSCTLR.EVENT.TYPE == 1 and AArch64-TRCTSCTLR.EVENT.SEL == n/2.
- AArch64-TRCVICTLR.EVENT.TYPE == 0 and AArch64-TRCVICTLR.EVENT.SEL == n.
- AArch64-TRCVICTLR.EVENT.TYPE == 1 and AArch64-TRCVICTLR.EVENT.SEL == n/2.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCRSCTLR13

op0	op1	CRn	CRm	op2
0b10	0b001	0b0001	0b1101	0b000

## MSR TRCRSCTLR13, &lt;Xt&gt;

op0	op1	CRn	CRm	op2
0b10	0b001	0b0001	0b1101	0b000

**Accessibility**

Must be programmed if any of the following are true:

- TRCCNTCTLR<a>.RLDEVENT.TYPE == 0 and TRCCNTCTLR<a>.RLDEVENT.SEL == n.
- TRCCNTCTLR<a>.RLDEVENT.TYPE == 1 and TRCCNTCTLR<a>.RLDEVENT.SEL == n/2.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 0 and TRCCNTCTLR<a>.CNTEVENT.SEL == n.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 1 and TRCCNTCTLR<a>.CNTEVENT.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n/2.
- TRCSEQEVR<a>.B.TYPE == 0 and TRCSEQEVR<a>.B.SEL = n.
- TRCSEQEVR<a>.B.TYPE == 1 and TRCSEQEVR<a>.B.SEL = n/2.
- TRCSEQEVR<a>.F.TYPE == 0 and TRCSEQEVR<a>.F.SEL = n.
- TRCSEQEVR<a>.F.TYPE == 1 and TRCSEQEVR<a>.F.SEL = n/2.
- AArch64-TRCSEQRSTEV.RST.TYPE == 0 and AArch64-TRCSEQRSTEV.RST.SEL == n.
- AArch64-TRCSEQRSTEV.RST.TYPE == 1 and AArch64-TRCSEQRSTEV.RST.SEL == n/2.
- AArch64-TRCTSCTLR.EVENT.TYPE == 0 and AArch64-TRCTSCTLR.EVENT.SEL == n.
- AArch64-TRCTSCTLR.EVENT.TYPE == 1 and AArch64-TRCTSCTLR.EVENT.SEL == n/2.
- AArch64-TRCVICTLR.EVENT.TYPE == 0 and AArch64-TRCVICTLR.EVENT.SEL == n.
- AArch64-TRCVICTLR.EVENT.TYPE == 1 and AArch64-TRCVICTLR.EVENT.SEL == n/2.

Writes are CONSTRAINED UNPREDICTABLE if the trace unit is not in the Idle state.

## MRS &lt;Xt&gt;, TRCRSCTLR13

```

if 13 >= NUM_TRACE_RESOURCE_SELECTOR_PAIRS * 2 then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        end
    else
        X[t, 64] = TRCRSCTLR[13];
    elsif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TTA == '1' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            end
        else
            X[t, 64] = TRCRSCTLR[13];
    elsif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCRSCTLR[13];

```

## MSR TRCRSCTLR13, &lt;Xt&gt;

```

if 13 >= NUM_TRACE_RESOURCE_SELECTOR_PAIRS * 2 then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        end
    else
        TRCRSCTLR[13] = X[t, 64];
    elsif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TTA == '1' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            end
        else
            TRCRSCTLR[13] = X[t, 64];
    elsif PSTATE.EL == EL3 then

```



```

if CPTR_EL3.TTA == '1' then
    AArch64.SystemAccessTrap(EL3, 0x18);
else
    TRCRSCTLR[13] = X[t, 64];
    
```

### A.12.40 TRCRSCTLR14, Resource Selection Control Register <n>

Controls the selection of the resources in the trace unit.

#### Configurations

Resource selector 0 always returns FALSE.

Resource selector 1 always returns TRUE.

Resource selectors are implemented in pairs. Each odd numbered resource selector is part of a pair with the even numbered resource selector that is numbered as one less than it. For example, resource selectors 2 and 3 form a pair.

#### Attributes

##### Width

64

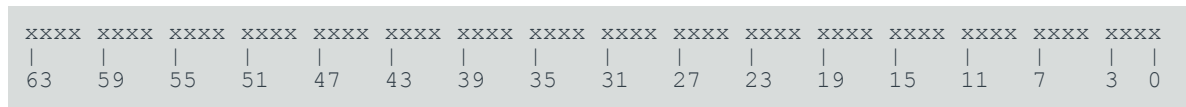
##### Functional group

Trace unit registers

##### Access type

See bit descriptions

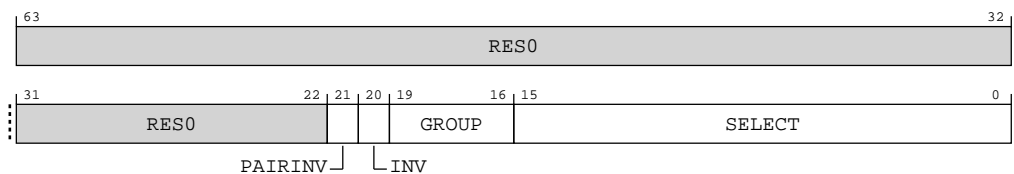
##### Reset value



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-221: AArch64\_trcrsctlr14 bit assignments



**Table A-563: TRCRSCTLR14 bit descriptions**

Bits	Name	Description	Reset
[63:22]	RES0	Reserved	RES0
[21]	PAIRINV	Controls whether the combined result from a resource selector pair is inverted.  <b>0b0</b> Do not invert the combined output of the 2 resource selectors.  <b>0b1</b> Invert the combined output of the 2 resource selectors.	x
[20]	INV	Controls whether the resource, that TRCRSCTLR<n>.GROUP and TRCRSCTLR<n>.SELECT selects, is inverted.  <b>0b0</b> Do not invert the output of this selector.  <b>0b1</b> Invert the output of this selector.	x
[19:16]	GROUP	Selects a group of resources.  <b>0b0000</b> External Input Selectors.  <b>0b0001</b> PE Comparator Inputs.  <b>0b0010</b> Counters and Sequencer.  <b>0b0011</b> Single-shot Comparator Controls.  <b>0b0100</b> Single Address Comparators.  <b>0b0101</b> Address Range Comparators.  <b>0b0110</b> Context Identifier Comparators.  <b>0b0111</b> Virtual Context Identifier Comparators.	xxxx

Bits	Name	Description	Reset
15:0	SELECT	<p><b>SELECT encoding for External Input Selectors</b></p> <p><b>15:4</b> Reserved, RES0.</p> <p><b>EXTIN[&lt;m&gt;], bit[m], for m = 3 to 0</b> Selects one or more External Inputs.</p> <p><b>0b0</b> Ignore EXTIN &lt;m&gt;.</p> <p><b>0b1</b> Select EXTIN &lt;m&gt;.</p> <p><b>SELECT encoding for PE Comparator Inputs</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>PECOMP[&lt;m&gt;], bit[m], for m = 7 to 0</b> Selects one or more PE Comparator Inputs.</p> <p><b>0b0</b> Ignore PE Comparator Input &lt;m&gt;.</p> <p><b>0b1</b> Select PE Comparator Input &lt;m&gt;.</p> <p><b>SELECT encoding for Counters and Sequencer</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>SEQUENCER[&lt;m&gt;], bit[m], for m = 3 to 0</b> Sequencer states.</p> <p><b>0b0</b> Ignore Sequencer state &lt;m&gt;.</p> <p><b>0b1</b> Select Sequencer state &lt;m&gt;.</p> <p><b>COUNTERS[&lt;m&gt;], bit[m], for m = 3 to 0</b> Counters resources at zero.</p> <p><b>0b0</b> Ignore Counter &lt;m&gt;.</p> <p><b>0b1</b> Select Counter &lt;m&gt; is zero.</p> <p><b>SELECT encoding for Single-shot Comparator Controls</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>SINGLE_SHOT[&lt;m&gt;], bit[m], for m = 7 to 0</b> Selects one or more Single-shot Comparator Controls.</p> <p><b>0b0</b> Ignore Single-shot Comparator Control &lt;m&gt;.</p> <p><b>0b1</b> Select Single-shot Comparator Control &lt;m&gt;.</p> <p><b>SELECT encoding for Single Address Comparators</b></p>	16 { x }

## Access

Must be programmed if any of the following are true:

- TRCCNTCTLR<a>.RLDEVENT.TYPE == 0 and TRCCNTCTLR<a>.RLDEVENT.SEL == n.
- TRCCNTCTLR<a>.RLDEVENT.TYPE == 1 and TRCCNTCTLR<a>.RLDEVENT.SEL == n/2.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 0 and TRCCNTCTLR<a>.CNTEVENT.SEL == n.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 1 and TRCCNTCTLR<a>.CNTEVENT.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n/2.
- TRCSEQEVR<a>.B.TYPE == 0 and TRCSEQEVR<a>.B.SEL = n.
- TRCSEQEVR<a>.B.TYPE == 1 and TRCSEQEVR<a>.B.SEL = n/2.
- TRCSEQEVR<a>.F.TYPE == 0 and TRCSEQEVR<a>.F.SEL = n.
- TRCSEQEVR<a>.F.TYPE == 1 and TRCSEQEVR<a>.F.SEL = n/2.
- AArch64-TRCSEQRSTEVR.RST.TYPE == 0 and AArch64-TRCSEQRSTEVR.RST.SEL == n.
- AArch64-TRCSEQRSTEVR.RST.TYPE == 1 and AArch64-TRCSEQRSTEVR.RST.SEL == n/2.
- AArch64-TRCTSCTLR.EVENT.TYPE == 0 and AArch64-TRCTSCTLR.EVENT.SEL == n.
- AArch64-TRCTSCTLR.EVENT.TYPE == 1 and AArch64-TRCTSCTLR.EVENT.SEL == n/2.
- AArch64-TRCVICTLR.EVENT.TYPE == 0 and AArch64-TRCVICTLR.EVENT.SEL == n.
- AArch64-TRCVICTLR.EVENT.TYPE == 1 and AArch64-TRCVICTLR.EVENT.SEL == n/2.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCRSCTLR14

op0	op1	CRn	CRm	op2
0b10	0b001	0b0001	0b1110	0b000

## MSR TRCRSCTLR14, &lt;Xt&gt;

op0	op1	CRn	CRm	op2
0b10	0b001	0b0001	0b1110	0b000

**Accessibility**

Must be programmed if any of the following are true:

- TRCCNTCTLR<a>.RLDEVENT.TYPE == 0 and TRCCNTCTLR<a>.RLDEVENT.SEL == n.
- TRCCNTCTLR<a>.RLDEVENT.TYPE == 1 and TRCCNTCTLR<a>.RLDEVENT.SEL == n/2.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 0 and TRCCNTCTLR<a>.CNTEVENT.SEL == n.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 1 and TRCCNTCTLR<a>.CNTEVENT.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n/2.
- TRCSEQEVR<a>.B.TYPE == 0 and TRCSEQEVR<a>.B.SEL = n.
- TRCSEQEVR<a>.B.TYPE == 1 and TRCSEQEVR<a>.B.SEL = n/2.
- TRCSEQEVR<a>.F.TYPE == 0 and TRCSEQEVR<a>.F.SEL = n.
- TRCSEQEVR<a>.F.TYPE == 1 and TRCSEQEVR<a>.F.SEL = n/2.
- AArch64-TRCSEQRSTEV.RST.TYPE == 0 and AArch64-TRCSEQRSTEV.RST.SEL == n.
- AArch64-TRCSEQRSTEV.RST.TYPE == 1 and AArch64-TRCSEQRSTEV.RST.SEL == n/2.
- AArch64-TRCTSCTLR.EVENT.TYPE == 0 and AArch64-TRCTSCTLR.EVENT.SEL == n.
- AArch64-TRCTSCTLR.EVENT.TYPE == 1 and AArch64-TRCTSCTLR.EVENT.SEL == n/2.
- AArch64-TRCVICTLR.EVENT.TYPE == 0 and AArch64-TRCVICTLR.EVENT.SEL == n.
- AArch64-TRCVICTLR.EVENT.TYPE == 1 and AArch64-TRCVICTLR.EVENT.SEL == n/2.

Writes are CONSTRAINED UNPREDICTABLE if the trace unit is not in the Idle state.

## MRS &lt;Xt&gt;, TRCRSCTLR14

```

if 14 >= NUM_TRACE_RESOURCE_SELECTOR_PAIRS * 2 then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        end
    else
        X[t, 64] = TRCRSCTLR[14];
    elsif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TTA == '1' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            end
        else
            X[t, 64] = TRCRSCTLR[14];
    elsif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCRSCTLR[14];

```

## MSR TRCRSCTLR14, &lt;Xt&gt;

```

if 14 >= NUM_TRACE_RESOURCE_SELECTOR_PAIRS * 2 then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        end
    else
        TRCRSCTLR[14] = X[t, 64];
    elsif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TTA == '1' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            end
        else
            TRCRSCTLR[14] = X[t, 64];
    elsif PSTATE.EL == EL3 then

```

```

if CPTR_EL3.TTA == '1' then
    AArch64.SystemAccessTrap(EL3, 0x18);
else
    TRCRSCTLR[14] = X[t, 64];
    
```

### A.12.41 TRCRSCTLR15, Resource Selection Control Register <n>

Controls the selection of the resources in the trace unit.

#### Configurations

Resource selector 0 always returns FALSE.

Resource selector 1 always returns TRUE.

Resource selectors are implemented in pairs. Each odd numbered resource selector is part of a pair with the even numbered resource selector that is numbered as one less than it. For example, resource selectors 2 and 3 form a pair.

#### Attributes

##### Width

64

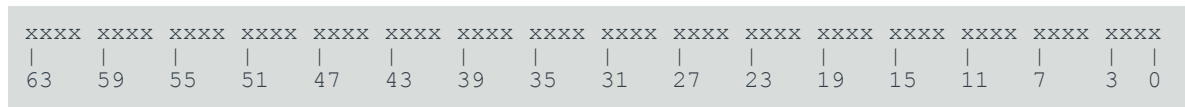
##### Functional group

Trace unit registers

##### Access type

See bit descriptions

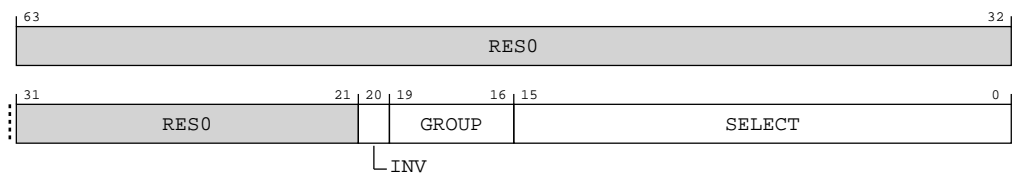
##### Reset value



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-222: AArch64\_trcrsctlr15 bit assignments



**Table A-566: TRCRSCTLR15 bit descriptions**

Bits	Name	Description	Reset
[63:21]	RES0	Reserved	RES0
[20]	INV	Controls whether the resource, that TRCRSCTLR<n>.GROUP and TRCRSCTLR<n>.SELECT selects, is inverted.  <b>0b0</b> Do not invert the output of this selector.  <b>0b1</b> Invert the output of this selector.	x
[19:16]	GROUP	Selects a group of resources.  <b>0b0000</b> External Input Selectors.  <b>0b0001</b> PE Comparator Inputs.  <b>0b0010</b> Counters and Sequencer.  <b>0b0011</b> Single-shot Comparator Controls.  <b>0b0100</b> Single Address Comparators.  <b>0b0101</b> Address Range Comparators.  <b>0b0110</b> Context Identifier Comparators.  <b>0b0111</b> Virtual Context Identifier Comparators.	xxxx



Bits	Name	Description	Reset
15:0	SELECT	<p><b>SELECT encoding for External Input Selectors</b></p> <p><b>15:4</b> Reserved, RES0.</p> <p><b>EXTIN[&lt;m&gt;], bit[m], for m = 3 to 0</b> Selects one or more External Inputs.</p> <p><b>0b0</b> Ignore EXTIN &lt;m&gt;.</p> <p><b>0b1</b> Select EXTIN &lt;m&gt;.</p> <p><b>SELECT encoding for PE Comparator Inputs</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>PECOMP[&lt;m&gt;], bit[m], for m = 7 to 0</b> Selects one or more PE Comparator Inputs.</p> <p><b>0b0</b> Ignore PE Comparator Input &lt;m&gt;.</p> <p><b>0b1</b> Select PE Comparator Input &lt;m&gt;.</p> <p><b>SELECT encoding for Counters and Sequencer</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>SEQUENCER[&lt;m&gt;], bit[m], for m = 3 to 0</b> Sequencer states.</p> <p><b>0b0</b> Ignore Sequencer state &lt;m&gt;.</p> <p><b>0b1</b> Select Sequencer state &lt;m&gt;.</p> <p><b>COUNTERS[&lt;m&gt;], bit[m], for m = 3 to 0</b> Counters resources at zero.</p> <p><b>0b0</b> Ignore Counter &lt;m&gt;.</p> <p><b>0b1</b> Select Counter &lt;m&gt; is zero.</p> <p><b>SELECT encoding for Single-shot Comparator Controls</b></p> <p><b>15:8</b> Reserved, RES0.</p> <p><b>SINGLE_SHOT[&lt;m&gt;], bit[m], for m = 7 to 0</b> Selects one or more Single-shot Comparator Controls.</p> <p><b>0b0</b> Ignore Single-shot Comparator Control &lt;m&gt;.</p> <p><b>0b1</b> Select Single-shot Comparator Control &lt;m&gt;.</p> <p><b>SELECT encoding for Single Address Comparators</b></p>	16 { x }

## Access

Must be programmed if any of the following are true:

- TRCCNTCTLR<a>.RLDEVENT.TYPE == 0 and TRCCNTCTLR<a>.RLDEVENT.SEL == n.
- TRCCNTCTLR<a>.RLDEVENT.TYPE == 1 and TRCCNTCTLR<a>.RLDEVENT.SEL == n/2.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 0 and TRCCNTCTLR<a>.CNTEVENT.SEL == n.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 1 and TRCCNTCTLR<a>.CNTEVENT.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n/2.
- TRCSEQEVR<a>.B.TYPE == 0 and TRCSEQEVR<a>.B.SEL = n.
- TRCSEQEVR<a>.B.TYPE == 1 and TRCSEQEVR<a>.B.SEL = n/2.
- TRCSEQEVR<a>.F.TYPE == 0 and TRCSEQEVR<a>.F.SEL = n.
- TRCSEQEVR<a>.F.TYPE == 1 and TRCSEQEVR<a>.F.SEL = n/2.
- AArch64-TRCSEQRSTEVR.RST.TYPE == 0 and AArch64-TRCSEQRSTEVR.RST.SEL == n.
- AArch64-TRCSEQRSTEVR.RST.TYPE == 1 and AArch64-TRCSEQRSTEVR.RST.SEL == n/2.
- AArch64-TRCTSCTLR.EVENT.TYPE == 0 and AArch64-TRCTSCTLR.EVENT.SEL == n.
- AArch64-TRCTSCTLR.EVENT.TYPE == 1 and AArch64-TRCTSCTLR.EVENT.SEL == n/2.
- AArch64-TRCVICTLR.EVENT.TYPE == 0 and AArch64-TRCVICTLR.EVENT.SEL == n.
- AArch64-TRCVICTLR.EVENT.TYPE == 1 and AArch64-TRCVICTLR.EVENT.SEL == n/2.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCRSCTLR15

op0	op1	CRn	CRm	op2
0b10	0b001	0b0001	0b1111	0b000

MSR TRCRSCTLR15, &lt;Xt&gt;

op0	op1	CRn	CRm	op2
0b10	0b001	0b0001	0b1111	0b000

### Accessibility

Must be programmed if any of the following are true:

- TRCCNTCTLR<a>.RLDEVENT.TYPE == 0 and TRCCNTCTLR<a>.RLDEVENT.SEL == n.
- TRCCNTCTLR<a>.RLDEVENT.TYPE == 1 and TRCCNTCTLR<a>.RLDEVENT.SEL == n/2.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 0 and TRCCNTCTLR<a>.CNTEVENT.SEL == n.
- TRCCNTCTLR<a>.CNTEVENT.TYPE == 1 and TRCCNTCTLR<a>.CNTEVENT.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT0.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT0.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT1.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT1.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT2.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT2.SEL == n/2.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 0 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n.
- AArch64-TRCEVENTCTLOR.EVENT3.TYPE == 1 and AArch64-TRCEVENTCTLOR.EVENT3.SEL == n/2.
- TRCSEQEVR<a>.B.TYPE == 0 and TRCSEQEVR<a>.B.SEL = n.
- TRCSEQEVR<a>.B.TYPE == 1 and TRCSEQEVR<a>.B.SEL = n/2.
- TRCSEQEVR<a>.F.TYPE == 0 and TRCSEQEVR<a>.F.SEL = n.
- TRCSEQEVR<a>.F.TYPE == 1 and TRCSEQEVR<a>.F.SEL = n/2.
- AArch64-TRCSEQRSTEV.RST.TYPE == 0 and AArch64-TRCSEQRSTEV.RST.SEL == n.
- AArch64-TRCSEQRSTEV.RST.TYPE == 1 and AArch64-TRCSEQRSTEV.RST.SEL == n/2.
- AArch64-TRCTSCTLR.EVENT.TYPE == 0 and AArch64-TRCTSCTLR.EVENT.SEL == n.
- AArch64-TRCTSCTLR.EVENT.TYPE == 1 and AArch64-TRCTSCTLR.EVENT.SEL == n/2.
- AArch64-TRCVICTLR.EVENT.TYPE == 0 and AArch64-TRCVICTLR.EVENT.SEL == n.
- AArch64-TRCVICTLR.EVENT.TYPE == 1 and AArch64-TRCVICTLR.EVENT.SEL == n/2.

Writes are CONSTRAINED UNPREDICTABLE if the trace unit is not in the Idle state.

## MRS &lt;Xt&gt;, TRCRSCTLR15

```

if 15 >= NUM_TRACE_RESOURCE_SELECTOR_PAIRS * 2 then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCRSCTLR[15];
    elsif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TTA == '1' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = TRCRSCTLR[15];
    elsif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCRSCTLR[15];

```

## MSR TRCRSCTLR15, &lt;Xt&gt;

```

if 15 >= NUM_TRACE_RESOURCE_SELECTOR_PAIRS * 2 then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCRSCTLR[15] = X[t, 64];
    elsif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TTA == '1' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                TRCRSCTLR[15] = X[t, 64];
    elsif PSTATE.EL == EL3 then

```

```
if CPTR_EL3.TTA == '1' then
    AArch64.SystemAccessTrap(EL3, 0x18);
else
    TRCRSCTLR[15] = X[t, 64];
```

## A.12.42 TRCACVR0, Address Comparator Value Register <n>

Contains the address value.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Trace unit registers

#### Access type

See bit descriptions

#### Reset value

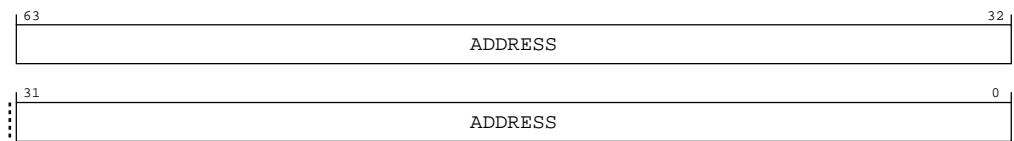
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3	0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-223: AArch64\_trcacvr0 bit assignments



**Table A-569: TRCACVR0 bit descriptions**

Bits	Name	Description	Reset
[63:0]	ADDRESS	<p>Address Value.</p> <p>The Address Comparators can support implementations that use multiple address widths. When the trace unit compares the ADDRESS field with an address that has a width less than this field, then the address must be zero-extended to the ADDRESS field width. The trace unit then compares all implemented bits. For example, in a system that supports both 32-bit and 64-bit addresses, when the PE is in AArch32 state the comparator must zero-extend the 32-bit address and compare against the full 64 bits that are stored in the TRCACVR&lt;n&gt;. This requires that the trace analyzer always programs all implemented bits of the TRCACVR&lt;n&gt;.</p> <p>The result of writing a value other than all zeros or all ones to ADDRESS at bits[63:P] is an <b>UNKNOWN</b> value, where P is defined as the maximum virtual address size supported by the PE.</p> <p>The result of writing a value of all zeros or all ones to ADDRESS at bits[63:P] is the written value, and a read of the register returns the written value.</p>	64 {x}

### Access

Must be programmed if any of the following are true:

- AArch64-TRCBBCTLR.RANGE[n/2] == 1.
- TRCRSCTLR<a>.GROUP == 0b0100 and TRCRSCTLR<a>.SAC[n] == 1.
- TRCRSCTLR<a>.GROUP == 0b0101 and TRCRSCTLR<a>.ARC[n/2] == 1.
- AArch64-TRCVIIECTLR.EXCLUDE[n/2] == 1.
- AArch64-TRCVIIECTLR.INCLUDE[n/2] == 1.
- AArch64-TRCVISSCTLR.START[n] == 1.
- AArch64-TRCVISSCTLR.STOP[n] == 1.
- TRCSSCCR<>.ARC[n/2] == 1.
- TRCSSCCR<>.SAC[n] == 1.
- AArch64-TRCQCTLR.RANGE[n/2] == 1.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCACVR0

op0	op1	CRn	CRm	op2
0b10	0b001	0b0010	0b0000	0b000

MSR TRCACVR0, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b001	0b0010	0b0000	0b000

### Accessibility

Must be programmed if any of the following are true:

- AArch64-TRCBBCTLR.RANGE[n/2] == 1.
- TRCRSCTLR<a>.GROUP == 0b0100 and TRCRSCTLR<a>.SAC[n] == 1.
- TRCRSCTLR<a>.GROUP == 0b0101 and TRCRSCTLR<a>.ARC[n/2] == 1.
- AArch64-TRCVIIECTLR.EXCLUDE[n/2] == 1.
- AArch64-TRCVIIECTLR.INCLUDE[n/2] == 1.
- AArch64-TRCVISSCTLR.START[n] == 1.
- AArch64-TRCVISSCTLR.STOP[n] == 1.
- TRCSSCCR<>.ARC[n/2] == 1.
- TRCSSCCR<>.SAC[n] == 1.
- AArch64-TRCQCTLR.RANGE[n/2] == 1.

Writes are CONSTRAINED UNPREDICTABLE if the trace unit is not in the Idle state.  
MRS <Xt>, TRCACVRO

```

if 0 >= NUM_TRACE_ADDRESS_COMPARATOR_PAIRS * 2 then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCACVR[0];
elseif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCACVR[0];
elseif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCACVR[0];

```

MSR TRCACVRO, <Xt>

```

if 0 >= NUM_TRACE_ADDRESS_COMPARATOR_PAIRS * 2 then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then

```

```

    AArch64.SystemAccessTrap(EL1, 0x18);
elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elseif CPTR_EL3.TTA == '1' then
    if Halted() && EDSCR.SDD == '1' then
        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        TRCACVR[0] = X[t, 64];
elseif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCACVR[0] = X[t, 64];
elseif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        TRCACVR[0] = X[t, 64];

```

## A.12.43 TRCACATRO, Address Comparator Access Type Register <n>

Defines the type of access for the corresponding AArch64-TRCACVR<n> Register. This register configures the context type, Exception levels, alignment, masking that is applied by the Address Comparator, and how the Address Comparator behaves when it is one half of an Address Range Comparator.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Trace unit registers

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0

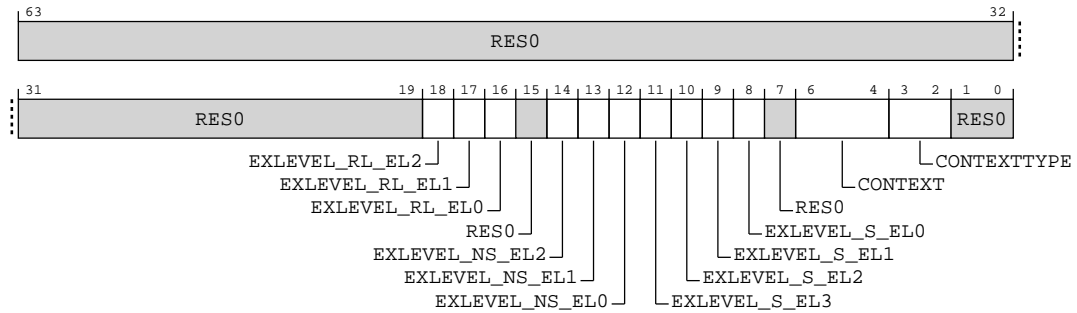




Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure A-224: AArch64\_trcacatr0 bit assignments**



**Table A-572: TRCACATR0 bit descriptions**

Bits	Name	Description	Reset
[63:19]	RES0	Reserved	RES0
[18]	EXLEVEL_RL_EL2	<p>Realm EL2 address comparison control. Controls whether a comparison can occur at EL2 in Realm state.</p> <p><b>0b0</b></p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_EL2 is 0 the Address Comparator performs comparisons in Realm EL2.</p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_EL2 is 1 the Address Comparator does not perform comparisons in Realm EL2.</p> <p><b>0b1</b></p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_EL2 is 0 the Address Comparator does not perform comparisons in Realm EL2.</p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_EL2 is 1 the Address Comparator performs comparisons in Realm EL2.</p>	x

Bits	Name	Description	Reset
[17]	EXLEVEL_RL_EL1	<p>Realm EL1 address comparison control. Controls whether a comparison can occur at EL1 in Realm state.</p> <p><b>0b0</b></p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_EL1 is 0 the Address Comparator performs comparisons in Realm EL1.</p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_EL1 is 1 the Address Comparator does not perform comparisons in Realm EL1.</p> <p><b>0b1</b></p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_EL1 is 0 the Address Comparator does not perform comparisons in Realm EL1.</p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_EL1 is 1 the Address Comparator performs comparisons in Realm EL1.</p>	x
[16]	EXLEVEL_RL_ELO	<p>Realm ELO address comparison control. Controls whether a comparison can occur at ELO in Realm state.</p> <p><b>0b0</b></p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_ELO is 0 the Address Comparator performs comparisons in Realm ELO.</p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_ELO is 1 the Address Comparator does not perform comparisons in Realm ELO.</p> <p><b>0b1</b></p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_ELO is 0 the Address Comparator does not perform comparisons in Realm ELO.</p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_ELO is 1 the Address Comparator performs comparisons in Realm ELO.</p>	x
[15]	RES0	Reserved	RES0
[14]	EXLEVEL_NS_EL2	<p>Non-secure EL2 address comparison control. Controls whether a comparison can occur at EL2 in Non-secure state.</p> <p><b>0b0</b></p> <p>The Address Comparator performs comparisons in Non-secure EL2.</p> <p><b>0b1</b></p> <p>The Address Comparator does not perform comparisons in Non-secure EL2.</p>	x
[13]	EXLEVEL_NS_EL1	<p>Non-secure EL1 address comparison control. Controls whether a comparison can occur at EL1 in Non-secure state.</p> <p><b>0b0</b></p> <p>The Address Comparator performs comparisons in Non-secure EL1.</p> <p><b>0b1</b></p> <p>The Address Comparator does not perform comparisons in Non-secure EL1.</p>	x
[12]	EXLEVEL_NS_ELO	<p>Non-secure ELO address comparison control. Controls whether a comparison can occur at ELO in Non-secure state.</p> <p><b>0b0</b></p> <p>The Address Comparator performs comparisons in Non-secure ELO.</p> <p><b>0b1</b></p> <p>The Address Comparator does not perform comparisons in Non-secure ELO.</p>	x

Bits	Name	Description	Reset
[11]	EXLEVEL_S_EL3	EL3 address comparison control. Controls whether a comparison can occur at EL3. <b>0b0</b> The Address Comparator performs comparisons in EL3. <b>0b1</b> The Address Comparator does not perform comparisons in EL3.	x
[10]	EXLEVEL_S_EL2	Secure EL2 address comparison control. Controls whether a comparison can occur at EL2 in Secure state. <b>0b0</b> The Address Comparator performs comparisons in Secure EL2. <b>0b1</b> The Address Comparator does not perform comparisons in Secure EL2.	x
[9]	EXLEVEL_S_EL1	Secure EL1 address comparison control. Controls whether a comparison can occur at EL1 in Secure state. <b>0b0</b> The Address Comparator performs comparisons in Secure EL1. <b>0b1</b> The Address Comparator does not perform comparisons in Secure EL1.	x
[8]	EXLEVEL_S_ELO	Secure EL0 address comparison control. Controls whether a comparison can occur at EL0 in Secure state. <b>0b0</b> The Address Comparator performs comparisons in Secure EL0. <b>0b1</b> The Address Comparator does not perform comparisons in Secure EL0.	x
[7]	RES0	Reserved	RES0
[6:4]	CONTEXT	Selects a Context Identifier Comparator or Virtual Context Identifier Comparator: <b>0b000</b> Comparator 0.	xxx
[3:2]	CONTEXTTYPE	Controls whether the Address Comparator is dependent on a Context Identifier Comparator, a Virtual Context Identifier Comparator, or both comparisons. <b>0b00</b> The Address Comparator is not dependent on the Context Identifier Comparators or Virtual Context Identifier Comparators. <b>0b01</b> The Address Comparator is dependent on the Context Identifier Comparator that TRCACATR<n>.CONTEXT specifies. The Address Comparator signals a match only if both the Context Identifier Comparator and the address comparison match. <b>0b10</b> The Address Comparator is dependent on the Virtual Context Identifier Comparator that TRCACATR<n>.CONTEXT specifies. The Address Comparator signals a match only if both the Virtual Context Identifier Comparator and the address comparison match. <b>0b11</b> The Address Comparator is dependent on the Context Identifier Comparator and Virtual Context Identifier Comparator that TRCACATR<n>.CONTEXT specifies. The Address Comparator signals a match only if the Context Identifier Comparator, the Virtual Context Identifier Comparator, and address comparison all match.	xx

Bits	Name	Description	Reset
[1:0]	RES0	Reserved	RES0

## Access

Must be programmed if any of the following are true:

- AArch64-TRCBBCTLR.RANGE[n/2] == 1.
- TRCRSCTLR<a>.GROUP == 0b0100 and TRCRSCTLR<a>.SAC[n] == 1.
- TRCRSCTLR<a>.GROUP == 0b0101 and TRCRSCTLR<a>.ARC[n/2] == 1.
- AArch64-TRCVIIECTLR.EXCLUDE[n/2] == 1.
- AArch64-TRCVIIECTLR.INCLUDE[n/2] == 1.
- AArch64-TRCVISSCTLR.START[n] == 1.
- AArch64-TRCVISSCTLR.STOP[n] == 1.
- TRCSSCCR<>.ARC[n/2] == 1.
- TRCSSCCR<>.SAC[n] == 1.
- AArch64-TRCQCTLR.RANGE[n/2] == 1.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCACATRO

op0	op1	CRn	CRm	op2
0b10	0b001	0b0010	0b0000	0b010

MSR TRCACATRO, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b001	0b0010	0b0000	0b010

## Accessibility

Must be programmed if any of the following are true:

- AArch64-TRCBBCTLR.RANGE[n/2] == 1.
- TRCRSCTLR<a>.GROUP == 0b0100 and TRCRSCTLR<a>.SAC[n] == 1.
- TRCRSCTLR<a>.GROUP == 0b0101 and TRCRSCTLR<a>.ARC[n/2] == 1.
- AArch64-TRCVIIECTLR.EXCLUDE[n/2] == 1.
- AArch64-TRCVIIECTLR.INCLUDE[n/2] == 1.
- AArch64-TRCVISSCTLR.START[n] == 1.
- AArch64-TRCVISSCTLR.STOP[n] == 1.
- TRCSSCCR<>.ARC[n/2] == 1.
- TRCSSCCR<>.SAC[n] == 1.

- AArch64-TRCQCTLR.RANGE[n/2] == 1.

Writes are CONSTRAINED UNPREDICTABLE if the trace unit is not in the Idle state.

MRS <Xt>, TRCACATRO

```

if 0 >= NUM_TRACE_ADDRESS_COMPARATOR_PAIRS * 2 then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCACATR[0];
    elsif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TTA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCACATR[0];
    elsif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCACATR[0];

```

MSR TRCACATRO, <Xt>

```

if 0 >= NUM_TRACE_ADDRESS_COMPARATOR_PAIRS * 2 then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCACATR[0] = X[t, 64];
    elsif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TTA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;

```

```

        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCACATR[0] = X[t, 64];
    elsif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCACATR[0] = X[t, 64];
    end
    
```

### A.12.44 TRCACVR1, Address Comparator Value Register <n>

Contains the address value.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Functional group

Trace unit registers

##### Access type

See bit descriptions

##### Reset value

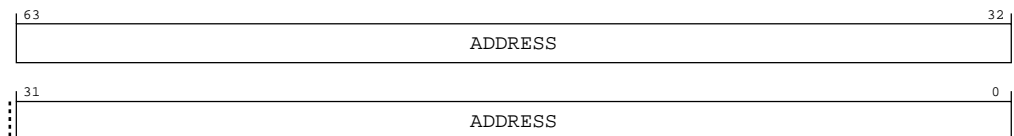
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7
														3
														0



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-225: AArch64\_trcacvr1 bit assignments



**Table A-575: TRCACVR1 bit descriptions**

Bits	Name	Description	Reset
[63:0]	ADDRESS	<p>Address Value.</p> <p>The Address Comparators can support implementations that use multiple address widths. When the trace unit compares the ADDRESS field with an address that has a width less than this field, then the address must be zero-extended to the ADDRESS field width. The trace unit then compares all implemented bits. For example, in a system that supports both 32-bit and 64-bit addresses, when the PE is in AArch32 state the comparator must zero-extend the 32-bit address and compare against the full 64 bits that are stored in the TRCACVR&lt;n&gt;. This requires that the trace analyzer always programs all implemented bits of the TRCACVR&lt;n&gt;.</p> <p>The result of writing a value other than all zeros or all ones to ADDRESS at bits[63:P] is an <b>UNKNOWN</b> value, where P is defined as the maximum virtual address size supported by the PE.</p> <p>The result of writing a value of all zeros or all ones to ADDRESS at bits[63:P] is the written value, and a read of the register returns the written value.</p>	64 {x}

### Access

Must be programmed if any of the following are true:

- AArch64-TRCBBCTLR.RANGE[n/2] == 1.
- TRCRSCTLR<a>.GROUP == 0b0100 and TRCRSCTLR<a>.SAC[n] == 1.
- TRCRSCTLR<a>.GROUP == 0b0101 and TRCRSCTLR<a>.ARC[n/2] == 1.
- AArch64-TRCVIIECTLR.EXCLUDE[n/2] == 1.
- AArch64-TRCVIIECTLR.INCLUDE[n/2] == 1.
- AArch64-TRCVISSCTLR.START[n] == 1.
- AArch64-TRCVISSCTLR.STOP[n] == 1.
- TRCSSCCR<>.ARC[n/2] == 1.
- TRCSSCCR<>.SAC[n] == 1.
- AArch64-TRCQCTLR.RANGE[n/2] == 1.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCACVR1

op0	op1	CRn	CRm	op2
0b10	0b001	0b0010	0b0010	0b000

MSR TRCACVR1, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b001	0b0010	0b0010	0b000

### Accessibility

Must be programmed if any of the following are true:

- AArch64-TRCBBCTLR.RANGE[n/2] == 1.
- TRCRSCTLR<a>.GROUP == 0b0100 and TRCRSCTLR<a>.SAC[n] == 1.
- TRCRSCTLR<a>.GROUP == 0b0101 and TRCRSCTLR<a>.ARC[n/2] == 1.
- AArch64-TRCVIIECTLR.EXCLUDE[n/2] == 1.
- AArch64-TRCVIIECTLR.INCLUDE[n/2] == 1.
- AArch64-TRCVISSCTLR.START[n] == 1.
- AArch64-TRCVISSCTLR.STOP[n] == 1.
- TRCSSCCR<>.ARC[n/2] == 1.
- TRCSSCCR<>.SAC[n] == 1.
- AArch64-TRCQCTLR.RANGE[n/2] == 1.

Writes are CONSTRAINED UNPREDICTABLE if the trace unit is not in the Idle state.  
MRS <Xt>, TRCACVR1

```

if 1 >= NUM_TRACE_ADDRESS_COMPARATOR_PAIRS * 2 then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCACVR[1];
elseif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCACVR[1];
elseif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCACVR[1];

```

MSR TRCACVR1, <Xt>

```

if 1 >= NUM_TRACE_ADDRESS_COMPARATOR_PAIRS * 2 then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then

```



```

    AArch64.SystemAccessTrap(EL1, 0x18);
elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elseif CPTR_EL3.TTA == '1' then
    if Halted() && EDSCR.SDD == '1' then
        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        TRCACVR[1] = X[t, 64];
elseif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCACVR[1] = X[t, 64];
elseif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        TRCACVR[1] = X[t, 64];

```

## A.12.45 TRCACATR1, Address Comparator Access Type Register <n>

Defines the type of access for the corresponding AArch64-TRCACVR<n> Register. This register configures the context type, Exception levels, alignment, masking that is applied by the Address Comparator, and how the Address Comparator behaves when it is one half of an Address Range Comparator.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Trace unit registers

#### Access type

See bit descriptions

#### Reset value

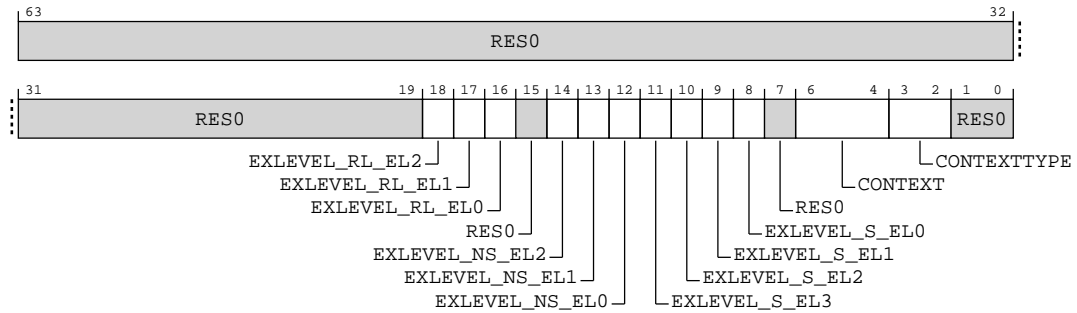
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure A-226: AArch64\_trcacatr1 bit assignments**



**Table A-578: TRCACATR1 bit descriptions**

Bits	Name	Description	Reset
[63:19]	RES0	Reserved	RES0
[18]	EXLEVEL_RL_EL2	<p>Realm EL2 address comparison control. Controls whether a comparison can occur at EL2 in Realm state.</p> <p><b>0b0</b></p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_EL2 is 0 the Address Comparator performs comparisons in Realm EL2.</p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_EL2 is 1 the Address Comparator does not perform comparisons in Realm EL2.</p> <p><b>0b1</b></p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_EL2 is 0 the Address Comparator does not perform comparisons in Realm EL2.</p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_EL2 is 1 the Address Comparator performs comparisons in Realm EL2.</p>	x

Bits	Name	Description	Reset
[17]	EXLEVEL_RL_EL1	<p>Realm EL1 address comparison control. Controls whether a comparison can occur at EL1 in Realm state.</p> <p><b>0b0</b></p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_EL1 is 0 the Address Comparator performs comparisons in Realm EL1.</p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_EL1 is 1 the Address Comparator does not perform comparisons in Realm EL1.</p> <p><b>0b1</b></p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_EL1 is 0 the Address Comparator does not perform comparisons in Realm EL1.</p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_EL1 is 1 the Address Comparator performs comparisons in Realm EL1.</p>	x
[16]	EXLEVEL_RL_ELO	<p>Realm ELO address comparison control. Controls whether a comparison can occur at ELO in Realm state.</p> <p><b>0b0</b></p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_ELO is 0 the Address Comparator performs comparisons in Realm ELO.</p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_ELO is 1 the Address Comparator does not perform comparisons in Realm ELO.</p> <p><b>0b1</b></p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_ELO is 0 the Address Comparator does not perform comparisons in Realm ELO.</p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_ELO is 1 the Address Comparator performs comparisons in Realm ELO.</p>	x
[15]	RES0	Reserved	RES0
[14]	EXLEVEL_NS_EL2	<p>Non-secure EL2 address comparison control. Controls whether a comparison can occur at EL2 in Non-secure state.</p> <p><b>0b0</b></p> <p>The Address Comparator performs comparisons in Non-secure EL2.</p> <p><b>0b1</b></p> <p>The Address Comparator does not perform comparisons in Non-secure EL2.</p>	x
[13]	EXLEVEL_NS_EL1	<p>Non-secure EL1 address comparison control. Controls whether a comparison can occur at EL1 in Non-secure state.</p> <p><b>0b0</b></p> <p>The Address Comparator performs comparisons in Non-secure EL1.</p> <p><b>0b1</b></p> <p>The Address Comparator does not perform comparisons in Non-secure EL1.</p>	x
[12]	EXLEVEL_NS_ELO	<p>Non-secure ELO address comparison control. Controls whether a comparison can occur at ELO in Non-secure state.</p> <p><b>0b0</b></p> <p>The Address Comparator performs comparisons in Non-secure ELO.</p> <p><b>0b1</b></p> <p>The Address Comparator does not perform comparisons in Non-secure ELO.</p>	x

Bits	Name	Description	Reset
[11]	EXLEVEL_S_EL3	EL3 address comparison control. Controls whether a comparison can occur at EL3.  <b>0b0</b> The Address Comparator performs comparisons in EL3.  <b>0b1</b> The Address Comparator does not perform comparisons in EL3.	x
[10]	EXLEVEL_S_EL2	Secure EL2 address comparison control. Controls whether a comparison can occur at EL2 in Secure state.  <b>0b0</b> The Address Comparator performs comparisons in Secure EL2.  <b>0b1</b> The Address Comparator does not perform comparisons in Secure EL2.	x
[9]	EXLEVEL_S_EL1	Secure EL1 address comparison control. Controls whether a comparison can occur at EL1 in Secure state.  <b>0b0</b> The Address Comparator performs comparisons in Secure EL1.  <b>0b1</b> The Address Comparator does not perform comparisons in Secure EL1.	x
[8]	EXLEVEL_S_ELO	Secure EL0 address comparison control. Controls whether a comparison can occur at EL0 in Secure state.  <b>0b0</b> The Address Comparator performs comparisons in Secure EL0.  <b>0b1</b> The Address Comparator does not perform comparisons in Secure EL0.	x
[7]	RES0	Reserved	RES0
[6:4]	CONTEXT	Selects a Context Identifier Comparator or Virtual Context Identifier Comparator:  <b>0b000</b> Comparator 0.	xxx
[3:2]	CONTEXTTYPE	Controls whether the Address Comparator is dependent on a Context Identifier Comparator, a Virtual Context Identifier Comparator, or both comparisons.  <b>0b00</b> The Address Comparator is not dependent on the Context Identifier Comparators or Virtual Context Identifier Comparators.  <b>0b01</b> The Address Comparator is dependent on the Context Identifier Comparator that TRCACATR<n>.CONTEXT specifies. The Address Comparator signals a match only if both the Context Identifier Comparator and the address comparison match.  <b>0b10</b> The Address Comparator is dependent on the Virtual Context Identifier Comparator that TRCACATR<n>.CONTEXT specifies. The Address Comparator signals a match only if both the Virtual Context Identifier Comparator and the address comparison match.  <b>0b11</b> The Address Comparator is dependent on the Context Identifier Comparator and Virtual Context Identifier Comparator that TRCACATR<n>.CONTEXT specifies. The Address Comparator signals a match only if the Context Identifier Comparator, the Virtual Context Identifier Comparator, and address comparison all match.	xx

Bits	Name	Description	Reset
[1:0]	RES0	Reserved	RES0

## Access

Must be programmed if any of the following are true:

- AArch64-TRCBBCTLR.RANGE[n/2] == 1.
- TRCRSCTLR<a>.GROUP == 0b0100 and TRCRSCTLR<a>.SAC[n] == 1.
- TRCRSCTLR<a>.GROUP == 0b0101 and TRCRSCTLR<a>.ARC[n/2] == 1.
- AArch64-TRCVIIECTLR.EXCLUDE[n/2] == 1.
- AArch64-TRCVIIECTLR.INCLUDE[n/2] == 1.
- AArch64-TRCVISSCTLR.START[n] == 1.
- AArch64-TRCVISSCTLR.STOP[n] == 1.
- TRCSSCCR<>.ARC[n/2] == 1.
- TRCSSCCR<>.SAC[n] == 1.
- AArch64-TRCQCTLR.RANGE[n/2] == 1.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCACATR1

op0	op1	CRn	CRm	op2
0b10	0b001	0b0010	0b0010	0b010

MSR TRCACATR1, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b001	0b0010	0b0010	0b010

## Accessibility

Must be programmed if any of the following are true:

- AArch64-TRCBBCTLR.RANGE[n/2] == 1.
- TRCRSCTLR<a>.GROUP == 0b0100 and TRCRSCTLR<a>.SAC[n] == 1.
- TRCRSCTLR<a>.GROUP == 0b0101 and TRCRSCTLR<a>.ARC[n/2] == 1.
- AArch64-TRCVIIECTLR.EXCLUDE[n/2] == 1.
- AArch64-TRCVIIECTLR.INCLUDE[n/2] == 1.
- AArch64-TRCVISSCTLR.START[n] == 1.
- AArch64-TRCVISSCTLR.STOP[n] == 1.
- TRCSSCCR<>.ARC[n/2] == 1.
- TRCSSCCR<>.SAC[n] == 1.

- AArch64-TRCQCTLR.RANGE[n/2] == 1.

Writes are CONSTRAINED UNPREDICTABLE if the trace unit is not in the Idle state.  
MRS <Xt>, TRCACATR1

```

if 1 >= NUM_TRACE_ADDRESS_COMPARATOR_PAIRS * 2 then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCACATR[1];
    elseif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif CPTR_EL3.TTA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCACATR[1];
    elseif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCACATR[1];

```

MSR TRCACATR1, <Xt>

```

if 1 >= NUM_TRACE_ADDRESS_COMPARATOR_PAIRS * 2 then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCACATR[1] = X[t, 64];
    elseif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif CPTR_EL3.TTA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;

```

```

    else
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        TRCACATR[1] = X[t, 64];
elseif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        TRCACATR[1] = X[t, 64];

```

## A.12.46 TRCACVR2, Address Comparator Value Register <n>

Contains the address value.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Trace unit registers

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0

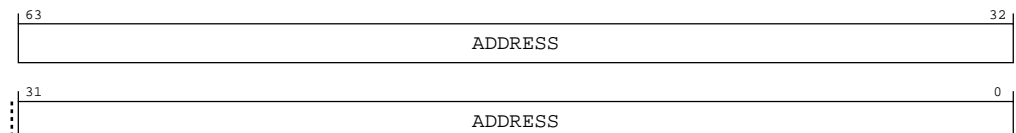


Note

Where the reset reads xxxx, see individual bits.

### Bit descriptions

#### Figure A-227: AArch64\_trcacvr2 bit assignments



**Table A-581: TRCACVR2 bit descriptions**

Bits	Name	Description	Reset
[63:0]	ADDRESS	<p>Address Value.</p> <p>The Address Comparators can support implementations that use multiple address widths. When the trace unit compares the ADDRESS field with an address that has a width less than this field, then the address must be zero-extended to the ADDRESS field width. The trace unit then compares all implemented bits. For example, in a system that supports both 32-bit and 64-bit addresses, when the PE is in AArch32 state the comparator must zero-extend the 32-bit address and compare against the full 64 bits that are stored in the TRCACVR&lt;n&gt;. This requires that the trace analyzer always programs all implemented bits of the TRCACVR&lt;n&gt;.</p> <p>The result of writing a value other than all zeros or all ones to ADDRESS at bits[63:P] is an <b>UNKNOWN</b> value, where P is defined as the maximum virtual address size supported by the PE.</p> <p>The result of writing a value of all zeros or all ones to ADDRESS at bits[63:P] is the written value, and a read of the register returns the written value.</p>	64 {x}

### Access

Must be programmed if any of the following are true:

- AArch64-TRCBBCTLR.RANGE[n/2] == 1.
- TRCRSCTLR<a>.GROUP == 0b0100 and TRCRSCTLR<a>.SAC[n] == 1.
- TRCRSCTLR<a>.GROUP == 0b0101 and TRCRSCTLR<a>.ARC[n/2] == 1.
- AArch64-TRCVIIECTLR.EXCLUDE[n/2] == 1.
- AArch64-TRCVIIECTLR.INCLUDE[n/2] == 1.
- AArch64-TRCVISSCTLR.START[n] == 1.
- AArch64-TRCVISSCTLR.STOP[n] == 1.
- TRCSSCCR<>.ARC[n/2] == 1.
- TRCSSCCR<>.SAC[n] == 1.
- AArch64-TRCQCTLR.RANGE[n/2] == 1.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCACVR2

op0	op1	CRn	CRm	op2
0b10	0b001	0b0010	0b0100	0b000

MSR TRCACVR2, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b001	0b0010	0b0100	0b000

### Accessibility

Must be programmed if any of the following are true:



- AArch64-TRCBBCTLR.RANGE[n/2] == 1.
- TRCRSCTLR<a>.GROUP == 0b0100 and TRCRSCTLR<a>.SAC[n] == 1.
- TRCRSCTLR<a>.GROUP == 0b0101 and TRCRSCTLR<a>.ARC[n/2] == 1.
- AArch64-TRCVIIECTLR.EXCLUDE[n/2] == 1.
- AArch64-TRCVIIECTLR.INCLUDE[n/2] == 1.
- AArch64-TRCVISSCTLR.START[n] == 1.
- AArch64-TRCVISSCTLR.STOP[n] == 1.
- TRCSSCCR<>.ARC[n/2] == 1.
- TRCSSCCR<>.SAC[n] == 1.
- AArch64-TRCQCTLR.RANGE[n/2] == 1.

Writes are CONSTRAINED UNPREDICTABLE if the trace unit is not in the Idle state.  
MRS <Xt>, TRCACVR2

```

if 2 >= NUM_TRACE_ADDRESS_COMPARATOR_PAIRS * 2 then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCACVR[2];
elseif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCACVR[2];
elseif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCACVR[2];

```

MSR TRCACVR2, <Xt>

```

if 2 >= NUM_TRACE_ADDRESS_COMPARATOR_PAIRS * 2 then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then

```

```

    AArch64.SystemAccessTrap(EL1, 0x18);
elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elseif CPTR_EL3.TTA == '1' then
    if Halted() && EDSCR.SDD == '1' then
        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        TRCACVR[2] = X[t, 64];
elseif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCACVR[2] = X[t, 64];
elseif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        TRCACVR[2] = X[t, 64];

```

## A.12.47 TRCACATR2, Address Comparator Access Type Register <n>

Defines the type of access for the corresponding AArch64-TRCACVR<n> Register. This register configures the context type, Exception levels, alignment, masking that is applied by the Address Comparator, and how the Address Comparator behaves when it is one half of an Address Range Comparator.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Trace unit registers

#### Access type

See bit descriptions

#### Reset value

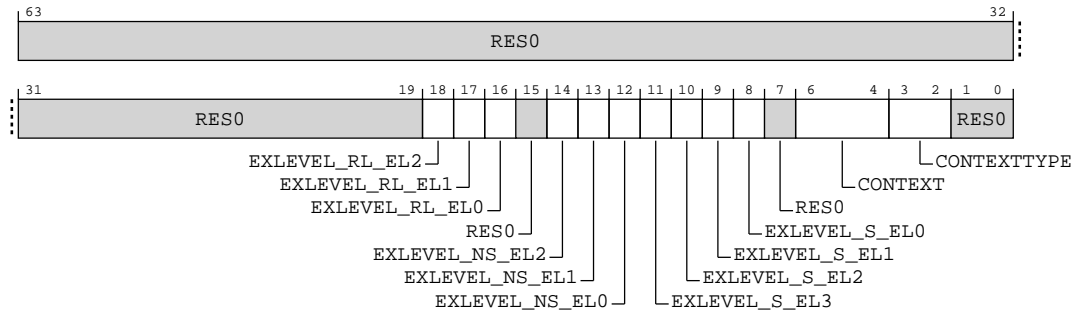
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure A-228: AArch64\_trcacatr2 bit assignments**



**Table A-584: TRCACATR2 bit descriptions**

Bits	Name	Description	Reset
[63:19]	RES0	Reserved	RES0
[18]	EXLEVEL_RL_EL2	Realm EL2 address comparison control. Controls whether a comparison can occur at EL2 in Realm state.  <b>0b0</b> When TRCACATR<n>.EXLEVEL_NS_EL2 is 0 the Address Comparator performs comparisons in Realm EL2.  When TRCACATR<n>.EXLEVEL_NS_EL2 is 1 the Address Comparator does not perform comparisons in Realm EL2.  <b>0b1</b> When TRCACATR<n>.EXLEVEL_NS_EL2 is 0 the Address Comparator does not perform comparisons in Realm EL2.  When TRCACATR<n>.EXLEVEL_NS_EL2 is 1 the Address Comparator performs comparisons in Realm EL2.	x

Bits	Name	Description	Reset
[17]	EXLEVEL_RL_EL1	<p>Realm EL1 address comparison control. Controls whether a comparison can occur at EL1 in Realm state.</p> <p><b>0b0</b></p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_EL1 is 0 the Address Comparator performs comparisons in Realm EL1.</p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_EL1 is 1 the Address Comparator does not perform comparisons in Realm EL1.</p> <p><b>0b1</b></p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_EL1 is 0 the Address Comparator does not perform comparisons in Realm EL1.</p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_EL1 is 1 the Address Comparator performs comparisons in Realm EL1.</p>	x
[16]	EXLEVEL_RL_ELO	<p>Realm ELO address comparison control. Controls whether a comparison can occur at ELO in Realm state.</p> <p><b>0b0</b></p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_ELO is 0 the Address Comparator performs comparisons in Realm ELO.</p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_ELO is 1 the Address Comparator does not perform comparisons in Realm ELO.</p> <p><b>0b1</b></p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_ELO is 0 the Address Comparator does not perform comparisons in Realm ELO.</p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_ELO is 1 the Address Comparator performs comparisons in Realm ELO.</p>	x
[15]	RES0	Reserved	RES0
[14]	EXLEVEL_NS_EL2	<p>Non-secure EL2 address comparison control. Controls whether a comparison can occur at EL2 in Non-secure state.</p> <p><b>0b0</b></p> <p>The Address Comparator performs comparisons in Non-secure EL2.</p> <p><b>0b1</b></p> <p>The Address Comparator does not perform comparisons in Non-secure EL2.</p>	x
[13]	EXLEVEL_NS_EL1	<p>Non-secure EL1 address comparison control. Controls whether a comparison can occur at EL1 in Non-secure state.</p> <p><b>0b0</b></p> <p>The Address Comparator performs comparisons in Non-secure EL1.</p> <p><b>0b1</b></p> <p>The Address Comparator does not perform comparisons in Non-secure EL1.</p>	x
[12]	EXLEVEL_NS_ELO	<p>Non-secure ELO address comparison control. Controls whether a comparison can occur at ELO in Non-secure state.</p> <p><b>0b0</b></p> <p>The Address Comparator performs comparisons in Non-secure ELO.</p> <p><b>0b1</b></p> <p>The Address Comparator does not perform comparisons in Non-secure ELO.</p>	x

Bits	Name	Description	Reset
[11]	EXLEVEL_S_EL3	EL3 address comparison control. Controls whether a comparison can occur at EL3. <b>0b0</b> The Address Comparator performs comparisons in EL3. <b>0b1</b> The Address Comparator does not perform comparisons in EL3.	x
[10]	EXLEVEL_S_EL2	Secure EL2 address comparison control. Controls whether a comparison can occur at EL2 in Secure state. <b>0b0</b> The Address Comparator performs comparisons in Secure EL2. <b>0b1</b> The Address Comparator does not perform comparisons in Secure EL2.	x
[9]	EXLEVEL_S_EL1	Secure EL1 address comparison control. Controls whether a comparison can occur at EL1 in Secure state. <b>0b0</b> The Address Comparator performs comparisons in Secure EL1. <b>0b1</b> The Address Comparator does not perform comparisons in Secure EL1.	x
[8]	EXLEVEL_S_ELO	Secure EL0 address comparison control. Controls whether a comparison can occur at EL0 in Secure state. <b>0b0</b> The Address Comparator performs comparisons in Secure EL0. <b>0b1</b> The Address Comparator does not perform comparisons in Secure EL0.	x
[7]	RES0	Reserved	RES0
[6:4]	CONTEXT	Selects a Context Identifier Comparator or Virtual Context Identifier Comparator: <b>0b000</b> Comparator 0.	xxx
[3:2]	CONTEXTTYPE	Controls whether the Address Comparator is dependent on a Context Identifier Comparator, a Virtual Context Identifier Comparator, or both comparisons. <b>0b00</b> The Address Comparator is not dependent on the Context Identifier Comparators or Virtual Context Identifier Comparators. <b>0b01</b> The Address Comparator is dependent on the Context Identifier Comparator that TRCACATR<n>.CONTEXT specifies. The Address Comparator signals a match only if both the Context Identifier Comparator and the address comparison match. <b>0b10</b> The Address Comparator is dependent on the Virtual Context Identifier Comparator that TRCACATR<n>.CONTEXT specifies. The Address Comparator signals a match only if both the Virtual Context Identifier Comparator and the address comparison match. <b>0b11</b> The Address Comparator is dependent on the Context Identifier Comparator and Virtual Context Identifier Comparator that TRCACATR<n>.CONTEXT specifies. The Address Comparator signals a match only if the Context Identifier Comparator, the Virtual Context Identifier Comparator, and address comparison all match.	xx

Bits	Name	Description	Reset
[1:0]	RES0	Reserved	RES0

## Access

Must be programmed if any of the following are true:

- AArch64-TRCBBCTLR.RANGE[n/2] == 1.
- TRCRSCTLR<a>.GROUP == 0b0100 and TRCRSCTLR<a>.SAC[n] == 1.
- TRCRSCTLR<a>.GROUP == 0b0101 and TRCRSCTLR<a>.ARC[n/2] == 1.
- AArch64-TRCVIIECTLR.EXCLUDE[n/2] == 1.
- AArch64-TRCVIIECTLR.INCLUDE[n/2] == 1.
- AArch64-TRCVISSCTLR.START[n] == 1.
- AArch64-TRCVISSCTLR.STOP[n] == 1.
- TRCSSCCR<>.ARC[n/2] == 1.
- TRCSSCCR<>.SAC[n] == 1.
- AArch64-TRCQCTLR.RANGE[n/2] == 1.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCACATR2

op0	op1	CRn	CRm	op2
0b10	0b001	0b0010	0b0100	0b010

MSR TRCACATR2, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b001	0b0010	0b0100	0b010

## Accessibility

Must be programmed if any of the following are true:

- AArch64-TRCBBCTLR.RANGE[n/2] == 1.
- TRCRSCTLR<a>.GROUP == 0b0100 and TRCRSCTLR<a>.SAC[n] == 1.
- TRCRSCTLR<a>.GROUP == 0b0101 and TRCRSCTLR<a>.ARC[n/2] == 1.
- AArch64-TRCVIIECTLR.EXCLUDE[n/2] == 1.
- AArch64-TRCVIIECTLR.INCLUDE[n/2] == 1.
- AArch64-TRCVISSCTLR.START[n] == 1.
- AArch64-TRCVISSCTLR.STOP[n] == 1.
- TRCSSCCR<>.ARC[n/2] == 1.
- TRCSSCCR<>.SAC[n] == 1.

- AArch64-TRCQCTLR.RANGE[n/2] == 1.

Writes are CONSTRAINED UNPREDICTABLE if the trace unit is not in the Idle state.  
MRS <Xt>, TRCACATR2

```

if 2 >= NUM_TRACE_ADDRESS_COMPARATOR_PAIRS * 2 then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCACATR[2];
    elsif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TTA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCACATR[2];
    elsif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCACATR[2];

```

MSR TRCACATR2, <Xt>

```

if 2 >= NUM_TRACE_ADDRESS_COMPARATOR_PAIRS * 2 then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCACATR[2] = X[t, 64];
    elsif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TTA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;

```

```

        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCACATR[2] = X[t, 64];
    elsif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCACATR[2] = X[t, 64];
    end
    
```

## A.12.48 TRCACVR3, Address Comparator Value Register <n>

Contains the address value.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Trace unit registers

#### Access type

See bit descriptions

#### Reset value

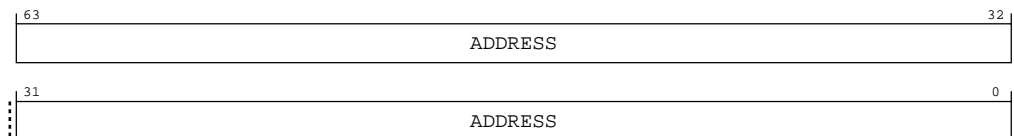
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-229: AArch64\_trcacvr3 bit assignments





**Table A-587: TRCACVR3 bit descriptions**

Bits	Name	Description	Reset
[63:0]	ADDRESS	<p>Address Value.</p> <p>The Address Comparators can support implementations that use multiple address widths. When the trace unit compares the ADDRESS field with an address that has a width less than this field, then the address must be zero-extended to the ADDRESS field width. The trace unit then compares all implemented bits. For example, in a system that supports both 32-bit and 64-bit addresses, when the PE is in AArch32 state the comparator must zero-extend the 32-bit address and compare against the full 64 bits that are stored in the TRCACVR&lt;n&gt;. This requires that the trace analyzer always programs all implemented bits of the TRCACVR&lt;n&gt;.</p> <p>The result of writing a value other than all zeros or all ones to ADDRESS at bits[63:P] is an <b>UNKNOWN</b> value, where P is defined as the maximum virtual address size supported by the PE.</p> <p>The result of writing a value of all zeros or all ones to ADDRESS at bits[63:P] is the written value, and a read of the register returns the written value.</p>	64 {x}

### Access

Must be programmed if any of the following are true:

- AArch64-TRCBBCTLR.RANGE[n/2] == 1.
- TRCRSCTLR<a>.GROUP == 0b0100 and TRCRSCTLR<a>.SAC[n] == 1.
- TRCRSCTLR<a>.GROUP == 0b0101 and TRCRSCTLR<a>.ARC[n/2] == 1.
- AArch64-TRCVIIECTLR.EXCLUDE[n/2] == 1.
- AArch64-TRCVIIECTLR.INCLUDE[n/2] == 1.
- AArch64-TRCVISSCTLR.START[n] == 1.
- AArch64-TRCVISSCTLR.STOP[n] == 1.
- TRCSSCCR<>.ARC[n/2] == 1.
- TRCSSCCR<>.SAC[n] == 1.
- AArch64-TRCQCTLR.RANGE[n/2] == 1.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCACVR3

op0	op1	CRn	CRm	op2
0b10	0b001	0b0010	0b0110	0b000

MSR TRCACVR3, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b001	0b0010	0b0110	0b000

### Accessibility

Must be programmed if any of the following are true:

- AArch64-TRCBBCTLR.RANGE[n/2] == 1.
- TRCRSCTLR<a>.GROUP == 0b0100 and TRCRSCTLR<a>.SAC[n] == 1.
- TRCRSCTLR<a>.GROUP == 0b0101 and TRCRSCTLR<a>.ARC[n/2] == 1.
- AArch64-TRCVIIECTLR.EXCLUDE[n/2] == 1.
- AArch64-TRCVIIECTLR.INCLUDE[n/2] == 1.
- AArch64-TRCVISSCTLR.START[n] == 1.
- AArch64-TRCVISSCTLR.STOP[n] == 1.
- TRCSSCCR<>.ARC[n/2] == 1.
- TRCSSCCR<>.SAC[n] == 1.
- AArch64-TRCQCTLR.RANGE[n/2] == 1.

Writes are CONSTRAINED UNPREDICTABLE if the trace unit is not in the Idle state.  
MRS <Xt>, TRCACVR3

```

if 3 >= NUM_TRACE_ADDRESS_COMPARATOR_PAIRS * 2 then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCACVR[3];
elseif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCACVR[3];
elseif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCACVR[3];

```

MSR TRCACVR3, <Xt>

```

if 3 >= NUM_TRACE_ADDRESS_COMPARATOR_PAIRS * 2 then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then

```

```

    AArch64.SystemAccessTrap(EL1, 0x18);
elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elseif CPTR_EL3.TTA == '1' then
    if Halted() && EDSCR.SDD == '1' then
        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        TRCACVR[3] = X[t, 64];
elseif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCACVR[3] = X[t, 64];
elseif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        TRCACVR[3] = X[t, 64];

```

## A.12.49 TRCACATR3, Address Comparator Access Type Register <n>

Defines the type of access for the corresponding AArch64-TRCACVR<n> Register. This register configures the context type, Exception levels, alignment, masking that is applied by the Address Comparator, and how the Address Comparator behaves when it is one half of an Address Range Comparator.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Trace unit registers

#### Access type

See bit descriptions

#### Reset value

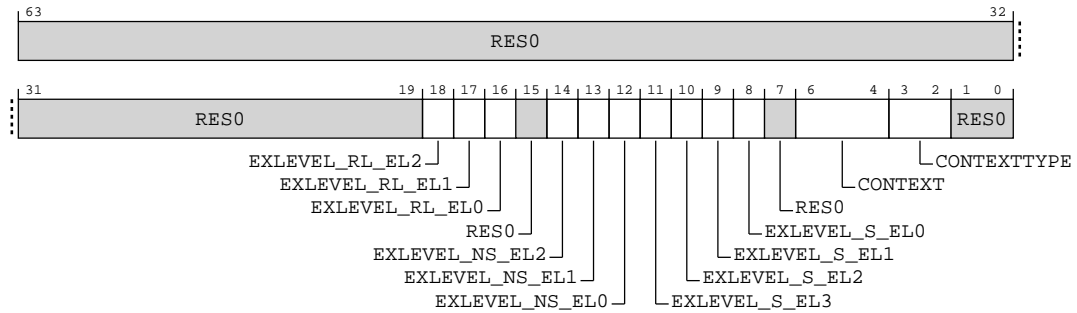
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure A-230: AArch64\_trcacatr3 bit assignments**



**Table A-590: TRCACATR3 bit descriptions**

Bits	Name	Description	Reset
[63:19]	RES0	Reserved	RES0
[18]	EXLEVEL_RL_EL2	Realm EL2 address comparison control. Controls whether a comparison can occur at EL2 in Realm state.  <b>0b0</b> When TRCACATR<n>.EXLEVEL_NS_EL2 is 0 the Address Comparator performs comparisons in Realm EL2.  When TRCACATR<n>.EXLEVEL_NS_EL2 is 1 the Address Comparator does not perform comparisons in Realm EL2.  <b>0b1</b> When TRCACATR<n>.EXLEVEL_NS_EL2 is 0 the Address Comparator does not perform comparisons in Realm EL2.  When TRCACATR<n>.EXLEVEL_NS_EL2 is 1 the Address Comparator performs comparisons in Realm EL2.	x

Bits	Name	Description	Reset
[17]	EXLEVEL_RL_EL1	<p>Realm EL1 address comparison control. Controls whether a comparison can occur at EL1 in Realm state.</p> <p><b>0b0</b></p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_EL1 is 0 the Address Comparator performs comparisons in Realm EL1.</p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_EL1 is 1 the Address Comparator does not perform comparisons in Realm EL1.</p> <p><b>0b1</b></p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_EL1 is 0 the Address Comparator does not perform comparisons in Realm EL1.</p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_EL1 is 1 the Address Comparator performs comparisons in Realm EL1.</p>	x
[16]	EXLEVEL_RL_ELO	<p>Realm ELO address comparison control. Controls whether a comparison can occur at ELO in Realm state.</p> <p><b>0b0</b></p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_ELO is 0 the Address Comparator performs comparisons in Realm ELO.</p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_ELO is 1 the Address Comparator does not perform comparisons in Realm ELO.</p> <p><b>0b1</b></p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_ELO is 0 the Address Comparator does not perform comparisons in Realm ELO.</p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_ELO is 1 the Address Comparator performs comparisons in Realm ELO.</p>	x
[15]	RES0	Reserved	RES0
[14]	EXLEVEL_NS_EL2	<p>Non-secure EL2 address comparison control. Controls whether a comparison can occur at EL2 in Non-secure state.</p> <p><b>0b0</b></p> <p>The Address Comparator performs comparisons in Non-secure EL2.</p> <p><b>0b1</b></p> <p>The Address Comparator does not perform comparisons in Non-secure EL2.</p>	x
[13]	EXLEVEL_NS_EL1	<p>Non-secure EL1 address comparison control. Controls whether a comparison can occur at EL1 in Non-secure state.</p> <p><b>0b0</b></p> <p>The Address Comparator performs comparisons in Non-secure EL1.</p> <p><b>0b1</b></p> <p>The Address Comparator does not perform comparisons in Non-secure EL1.</p>	x
[12]	EXLEVEL_NS_ELO	<p>Non-secure ELO address comparison control. Controls whether a comparison can occur at ELO in Non-secure state.</p> <p><b>0b0</b></p> <p>The Address Comparator performs comparisons in Non-secure ELO.</p> <p><b>0b1</b></p> <p>The Address Comparator does not perform comparisons in Non-secure ELO.</p>	x

Bits	Name	Description	Reset
[11]	EXLEVEL_S_EL3	EL3 address comparison control. Controls whether a comparison can occur at EL3. <b>0b0</b> The Address Comparator performs comparisons in EL3. <b>0b1</b> The Address Comparator does not perform comparisons in EL3.	x
[10]	EXLEVEL_S_EL2	Secure EL2 address comparison control. Controls whether a comparison can occur at EL2 in Secure state. <b>0b0</b> The Address Comparator performs comparisons in Secure EL2. <b>0b1</b> The Address Comparator does not perform comparisons in Secure EL2.	x
[9]	EXLEVEL_S_EL1	Secure EL1 address comparison control. Controls whether a comparison can occur at EL1 in Secure state. <b>0b0</b> The Address Comparator performs comparisons in Secure EL1. <b>0b1</b> The Address Comparator does not perform comparisons in Secure EL1.	x
[8]	EXLEVEL_S_ELO	Secure EL0 address comparison control. Controls whether a comparison can occur at EL0 in Secure state. <b>0b0</b> The Address Comparator performs comparisons in Secure EL0. <b>0b1</b> The Address Comparator does not perform comparisons in Secure EL0.	x
[7]	RES0	Reserved	RES0
[6:4]	CONTEXT	Selects a Context Identifier Comparator or Virtual Context Identifier Comparator: <b>0b000</b> Comparator 0.	xxx
[3:2]	CONTEXTTYPE	Controls whether the Address Comparator is dependent on a Context Identifier Comparator, a Virtual Context Identifier Comparator, or both comparisons. <b>0b00</b> The Address Comparator is not dependent on the Context Identifier Comparators or Virtual Context Identifier Comparators. <b>0b01</b> The Address Comparator is dependent on the Context Identifier Comparator that TRCACATR<n>.CONTEXT specifies. The Address Comparator signals a match only if both the Context Identifier Comparator and the address comparison match. <b>0b10</b> The Address Comparator is dependent on the Virtual Context Identifier Comparator that TRCACATR<n>.CONTEXT specifies. The Address Comparator signals a match only if both the Virtual Context Identifier Comparator and the address comparison match. <b>0b11</b> The Address Comparator is dependent on the Context Identifier Comparator and Virtual Context Identifier Comparator that TRCACATR<n>.CONTEXT specifies. The Address Comparator signals a match only if the Context Identifier Comparator, the Virtual Context Identifier Comparator, and address comparison all match.	xx

Bits	Name	Description	Reset
[1:0]	RES0	Reserved	RES0

## Access

Must be programmed if any of the following are true:

- AArch64-TRCBBCTLR.RANGE[n/2] == 1.
- TRCRSCTLR<a>.GROUP == 0b0100 and TRCRSCTLR<a>.SAC[n] == 1.
- TRCRSCTLR<a>.GROUP == 0b0101 and TRCRSCTLR<a>.ARC[n/2] == 1.
- AArch64-TRCVIIECTLR.EXCLUDE[n/2] == 1.
- AArch64-TRCVIIECTLR.INCLUDE[n/2] == 1.
- AArch64-TRCVISSCTLR.START[n] == 1.
- AArch64-TRCVISSCTLR.STOP[n] == 1.
- TRCSSCCR<>.ARC[n/2] == 1.
- TRCSSCCR<>.SAC[n] == 1.
- AArch64-TRCQCTLR.RANGE[n/2] == 1.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCACATR3

op0	op1	CRn	CRm	op2
0b10	0b001	0b0010	0b0110	0b010

MSR TRCACATR3, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b001	0b0010	0b0110	0b010

## Accessibility

Must be programmed if any of the following are true:

- AArch64-TRCBBCTLR.RANGE[n/2] == 1.
- TRCRSCTLR<a>.GROUP == 0b0100 and TRCRSCTLR<a>.SAC[n] == 1.
- TRCRSCTLR<a>.GROUP == 0b0101 and TRCRSCTLR<a>.ARC[n/2] == 1.
- AArch64-TRCVIIECTLR.EXCLUDE[n/2] == 1.
- AArch64-TRCVIIECTLR.INCLUDE[n/2] == 1.
- AArch64-TRCVISSCTLR.START[n] == 1.
- AArch64-TRCVISSCTLR.STOP[n] == 1.
- TRCSSCCR<>.ARC[n/2] == 1.
- TRCSSCCR<>.SAC[n] == 1.

- AArch64-TRCQCTLR.RANGE[n/2] == 1.

Writes are CONSTRAINED UNPREDICTABLE if the trace unit is not in the Idle state.  
MRS <Xt>, TRCACATR3

```

if 3 >= NUM_TRACE_ADDRESS_COMPARATOR_PAIRS * 2 then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCACATR[3];
    elsif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TTA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCACATR[3];
    elsif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCACATR[3];

```

MSR TRCACATR3, <Xt>

```

if 3 >= NUM_TRACE_ADDRESS_COMPARATOR_PAIRS * 2 then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCACATR[3] = X[t, 64];
    elsif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TTA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;

```



```

        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCACATR[3] = X[t, 64];
    elseif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCACATR[3] = X[t, 64];
    
```

### A.12.50 TRCACVR4, Address Comparator Value Register <n>

Contains the address value.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

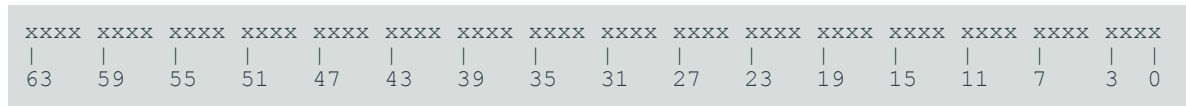
##### Functional group

Trace unit registers

##### Access type

See bit descriptions

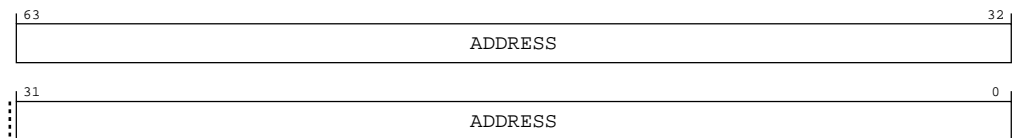
##### Reset value



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-231: AArch64\_trcacvr4 bit assignments



**Table A-593: TRCACVR4 bit descriptions**

Bits	Name	Description	Reset
[63:0]	ADDRESS	<p>Address Value.</p> <p>The Address Comparators can support implementations that use multiple address widths. When the trace unit compares the ADDRESS field with an address that has a width less than this field, then the address must be zero-extended to the ADDRESS field width. The trace unit then compares all implemented bits. For example, in a system that supports both 32-bit and 64-bit addresses, when the PE is in AArch32 state the comparator must zero-extend the 32-bit address and compare against the full 64 bits that are stored in the TRCACVR&lt;n&gt;. This requires that the trace analyzer always programs all implemented bits of the TRCACVR&lt;n&gt;.</p> <p>The result of writing a value other than all zeros or all ones to ADDRESS at bits[63:P] is an <b>UNKNOWN</b> value, where P is defined as the maximum virtual address size supported by the PE.</p> <p>The result of writing a value of all zeros or all ones to ADDRESS at bits[63:P] is the written value, and a read of the register returns the written value.</p>	64 {x}

### Access

Must be programmed if any of the following are true:

- AArch64-TRCBBCTLR.RANGE[n/2] == 1.
- TRCRSCTLR<a>.GROUP == 0b0100 and TRCRSCTLR<a>.SAC[n] == 1.
- TRCRSCTLR<a>.GROUP == 0b0101 and TRCRSCTLR<a>.ARC[n/2] == 1.
- AArch64-TRCVIIECTLR.EXCLUDE[n/2] == 1.
- AArch64-TRCVIIECTLR.INCLUDE[n/2] == 1.
- AArch64-TRCVISSCTLR.START[n] == 1.
- AArch64-TRCVISSCTLR.STOP[n] == 1.
- TRCSSCCR<>.ARC[n/2] == 1.
- TRCSSCCR<>.SAC[n] == 1.
- AArch64-TRCQCTLR.RANGE[n/2] == 1.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCACVR4

op0	op1	CRn	CRm	op2
0b10	0b001	0b0010	0b1000	0b000

MSR TRCACVR4, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b001	0b0010	0b1000	0b000

### Accessibility

Must be programmed if any of the following are true:

- AArch64-TRCBBCTLR.RANGE[n/2] == 1.
- TRCRSCTLR<a>.GROUP == 0b0100 and TRCRSCTLR<a>.SAC[n] == 1.
- TRCRSCTLR<a>.GROUP == 0b0101 and TRCRSCTLR<a>.ARC[n/2] == 1.
- AArch64-TRCVIIECTLR.EXCLUDE[n/2] == 1.
- AArch64-TRCVIIECTLR.INCLUDE[n/2] == 1.
- AArch64-TRCVISSCTLR.START[n] == 1.
- AArch64-TRCVISSCTLR.STOP[n] == 1.
- TRCSSCCR<>.ARC[n/2] == 1.
- TRCSSCCR<>.SAC[n] == 1.
- AArch64-TRCQCTLR.RANGE[n/2] == 1.

Writes are CONSTRAINED UNPREDICTABLE if the trace unit is not in the Idle state.  
MRS <Xt>, TRCACVR4

```

if 4 >= NUM_TRACE_ADDRESS_COMPARATOR_PAIRS * 2 then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCACVR[4];
elseif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCACVR[4];
elseif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCACVR[4];

```

MSR TRCACVR4, <Xt>

```

if 4 >= NUM_TRACE_ADDRESS_COMPARATOR_PAIRS * 2 then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then

```

```

    AArch64.SystemAccessTrap(EL1, 0x18);
elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elseif CPTR_EL3.TTA == '1' then
    if Halted() && EDSCR.SDD == '1' then
        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        TRCACVR[4] = X[t, 64];
elseif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCACVR[4] = X[t, 64];
elseif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        TRCACVR[4] = X[t, 64];

```

## A.12.51 TRCACATR4, Address Comparator Access Type Register <n>

Defines the type of access for the corresponding AArch64-TRCACVR<n> Register. This register configures the context type, Exception levels, alignment, masking that is applied by the Address Comparator, and how the Address Comparator behaves when it is one half of an Address Range Comparator.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Trace unit registers

#### Access type

See bit descriptions

#### Reset value

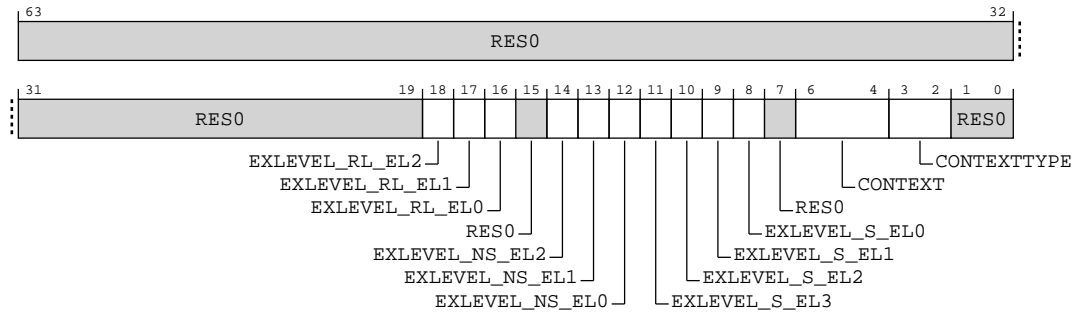
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure A-232: AArch64\_trcacatr4 bit assignments**



**Table A-596: TRCACATR4 bit descriptions**

Bits	Name	Description	Reset
[63:19]	RES0	Reserved	RES0
[18]	EXLEVEL_RL_EL2	Realm EL2 address comparison control. Controls whether a comparison can occur at EL2 in Realm state.  <b>0b0</b> When TRCACATR<n>.EXLEVEL_NS_EL2 is 0 the Address Comparator performs comparisons in Realm EL2.  When TRCACATR<n>.EXLEVEL_NS_EL2 is 1 the Address Comparator does not perform comparisons in Realm EL2.  <b>0b1</b> When TRCACATR<n>.EXLEVEL_NS_EL2 is 0 the Address Comparator does not perform comparisons in Realm EL2.  When TRCACATR<n>.EXLEVEL_NS_EL2 is 1 the Address Comparator performs comparisons in Realm EL2.	x

Bits	Name	Description	Reset
[17]	EXLEVEL_RL_EL1	<p>Realm EL1 address comparison control. Controls whether a comparison can occur at EL1 in Realm state.</p> <p><b>0b0</b></p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_EL1 is 0 the Address Comparator performs comparisons in Realm EL1.</p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_EL1 is 1 the Address Comparator does not perform comparisons in Realm EL1.</p> <p><b>0b1</b></p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_EL1 is 0 the Address Comparator does not perform comparisons in Realm EL1.</p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_EL1 is 1 the Address Comparator performs comparisons in Realm EL1.</p>	x
[16]	EXLEVEL_RL_ELO	<p>Realm ELO address comparison control. Controls whether a comparison can occur at ELO in Realm state.</p> <p><b>0b0</b></p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_ELO is 0 the Address Comparator performs comparisons in Realm ELO.</p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_ELO is 1 the Address Comparator does not perform comparisons in Realm ELO.</p> <p><b>0b1</b></p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_ELO is 0 the Address Comparator does not perform comparisons in Realm ELO.</p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_ELO is 1 the Address Comparator performs comparisons in Realm ELO.</p>	x
[15]	RES0	Reserved	RES0
[14]	EXLEVEL_NS_EL2	<p>Non-secure EL2 address comparison control. Controls whether a comparison can occur at EL2 in Non-secure state.</p> <p><b>0b0</b></p> <p>The Address Comparator performs comparisons in Non-secure EL2.</p> <p><b>0b1</b></p> <p>The Address Comparator does not perform comparisons in Non-secure EL2.</p>	x
[13]	EXLEVEL_NS_EL1	<p>Non-secure EL1 address comparison control. Controls whether a comparison can occur at EL1 in Non-secure state.</p> <p><b>0b0</b></p> <p>The Address Comparator performs comparisons in Non-secure EL1.</p> <p><b>0b1</b></p> <p>The Address Comparator does not perform comparisons in Non-secure EL1.</p>	x
[12]	EXLEVEL_NS_ELO	<p>Non-secure ELO address comparison control. Controls whether a comparison can occur at ELO in Non-secure state.</p> <p><b>0b0</b></p> <p>The Address Comparator performs comparisons in Non-secure ELO.</p> <p><b>0b1</b></p> <p>The Address Comparator does not perform comparisons in Non-secure ELO.</p>	x

Bits	Name	Description	Reset
[11]	EXLEVEL_S_EL3	EL3 address comparison control. Controls whether a comparison can occur at EL3.  <b>0b0</b> The Address Comparator performs comparisons in EL3.  <b>0b1</b> The Address Comparator does not perform comparisons in EL3.	x
[10]	EXLEVEL_S_EL2	Secure EL2 address comparison control. Controls whether a comparison can occur at EL2 in Secure state.  <b>0b0</b> The Address Comparator performs comparisons in Secure EL2.  <b>0b1</b> The Address Comparator does not perform comparisons in Secure EL2.	x
[9]	EXLEVEL_S_EL1	Secure EL1 address comparison control. Controls whether a comparison can occur at EL1 in Secure state.  <b>0b0</b> The Address Comparator performs comparisons in Secure EL1.  <b>0b1</b> The Address Comparator does not perform comparisons in Secure EL1.	x
[8]	EXLEVEL_S_ELO	Secure EL0 address comparison control. Controls whether a comparison can occur at EL0 in Secure state.  <b>0b0</b> The Address Comparator performs comparisons in Secure EL0.  <b>0b1</b> The Address Comparator does not perform comparisons in Secure EL0.	x
[7]	RES0	Reserved	RES0
[6:4]	CONTEXT	Selects a Context Identifier Comparator or Virtual Context Identifier Comparator:  <b>0b000</b> Comparator 0.	xxx
[3:2]	CONTEXTTYPE	Controls whether the Address Comparator is dependent on a Context Identifier Comparator, a Virtual Context Identifier Comparator, or both comparisons.  <b>0b00</b> The Address Comparator is not dependent on the Context Identifier Comparators or Virtual Context Identifier Comparators.  <b>0b01</b> The Address Comparator is dependent on the Context Identifier Comparator that TRCACATR<n>.CONTEXT specifies. The Address Comparator signals a match only if both the Context Identifier Comparator and the address comparison match.  <b>0b10</b> The Address Comparator is dependent on the Virtual Context Identifier Comparator that TRCACATR<n>.CONTEXT specifies. The Address Comparator signals a match only if both the Virtual Context Identifier Comparator and the address comparison match.  <b>0b11</b> The Address Comparator is dependent on the Context Identifier Comparator and Virtual Context Identifier Comparator that TRCACATR<n>.CONTEXT specifies. The Address Comparator signals a match only if the Context Identifier Comparator, the Virtual Context Identifier Comparator, and address comparison all match.	xx

Bits	Name	Description	Reset
[1:0]	RES0	Reserved	RES0

## Access

Must be programmed if any of the following are true:

- AArch64-TRCBBCTLR.RANGE[n/2] == 1.
- TRCRSCTLR<a>.GROUP == 0b0100 and TRCRSCTLR<a>.SAC[n] == 1.
- TRCRSCTLR<a>.GROUP == 0b0101 and TRCRSCTLR<a>.ARC[n/2] == 1.
- AArch64-TRCVIIECTLR.EXCLUDE[n/2] == 1.
- AArch64-TRCVIIECTLR.INCLUDE[n/2] == 1.
- AArch64-TRCVISSCTLR.START[n] == 1.
- AArch64-TRCVISSCTLR.STOP[n] == 1.
- TRCSSCCR<>.ARC[n/2] == 1.
- TRCSSCCR<>.SAC[n] == 1.
- AArch64-TRCQCTLR.RANGE[n/2] == 1.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCACATR4

op0	op1	CRn	CRm	op2
0b10	0b001	0b0010	0b1000	0b010

MSR TRCACATR4, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b001	0b0010	0b1000	0b010

## Accessibility

Must be programmed if any of the following are true:

- AArch64-TRCBBCTLR.RANGE[n/2] == 1.
- TRCRSCTLR<a>.GROUP == 0b0100 and TRCRSCTLR<a>.SAC[n] == 1.
- TRCRSCTLR<a>.GROUP == 0b0101 and TRCRSCTLR<a>.ARC[n/2] == 1.
- AArch64-TRCVIIECTLR.EXCLUDE[n/2] == 1.
- AArch64-TRCVIIECTLR.INCLUDE[n/2] == 1.
- AArch64-TRCVISSCTLR.START[n] == 1.
- AArch64-TRCVISSCTLR.STOP[n] == 1.
- TRCSSCCR<>.ARC[n/2] == 1.
- TRCSSCCR<>.SAC[n] == 1.



- AArch64-TRCQCTLR.RANGE[n/2] == 1.

Writes are CONSTRAINED UNPREDICTABLE if the trace unit is not in the Idle state.

MRS <Xt>, TRCACATR4

```

if 4 >= NUM_TRACE_ADDRESS_COMPARATOR_PAIRS * 2 then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCACATR[4];
    elseif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif CPTR_EL3.TTA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCACATR[4];
    elseif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCACATR[4];

```

MSR TRCACATR4, <Xt>

```

if 4 >= NUM_TRACE_ADDRESS_COMPARATOR_PAIRS * 2 then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCACATR[4] = X[t, 64];
    elseif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif CPTR_EL3.TTA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;

```

```

else
    AArch64.SystemAccessTrap(EL3, 0x18);
else
    TRCACATR[4] = X[t, 64];
elseif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        TRCACATR[4] = X[t, 64];

```

## A.12.52 TRCACVR5, Address Comparator Value Register <n>

Contains the address value.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Trace unit registers

#### Access type

See bit descriptions

#### Reset value

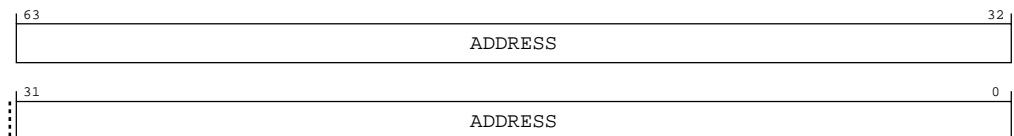
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7
														3
														0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure A-233: AArch64\_trcacvr5 bit assignments**



**Table A-599: TRCACVR5 bit descriptions**

Bits	Name	Description	Reset
[63:0]	ADDRESS	<p>Address Value.</p> <p>The Address Comparators can support implementations that use multiple address widths. When the trace unit compares the ADDRESS field with an address that has a width less than this field, then the address must be zero-extended to the ADDRESS field width. The trace unit then compares all implemented bits. For example, in a system that supports both 32-bit and 64-bit addresses, when the PE is in AArch32 state the comparator must zero-extend the 32-bit address and compare against the full 64 bits that are stored in the TRCACVR&lt;n&gt;. This requires that the trace analyzer always programs all implemented bits of the TRCACVR&lt;n&gt;.</p> <p>The result of writing a value other than all zeros or all ones to ADDRESS at bits[63:P] is an <b>UNKNOWN</b> value, where P is defined as the maximum virtual address size supported by the PE.</p> <p>The result of writing a value of all zeros or all ones to ADDRESS at bits[63:P] is the written value, and a read of the register returns the written value.</p>	64 {x}

### Access

Must be programmed if any of the following are true:

- AArch64-TRCBBCTLR.RANGE[n/2] == 1.
- TRCRSCTLR<a>.GROUP == 0b0100 and TRCRSCTLR<a>.SAC[n] == 1.
- TRCRSCTLR<a>.GROUP == 0b0101 and TRCRSCTLR<a>.ARC[n/2] == 1.
- AArch64-TRCVIIECTLR.EXCLUDE[n/2] == 1.
- AArch64-TRCVIIECTLR.INCLUDE[n/2] == 1.
- AArch64-TRCVISSCTLR.START[n] == 1.
- AArch64-TRCVISSCTLR.STOP[n] == 1.
- TRCSSCCR<>.ARC[n/2] == 1.
- TRCSSCCR<>.SAC[n] == 1.
- AArch64-TRCQCTLR.RANGE[n/2] == 1.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCACVR5

op0	op1	CRn	CRm	op2
0b10	0b001	0b0010	0b1010	0b000

MSR TRCACVR5, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b001	0b0010	0b1010	0b000

### Accessibility

Must be programmed if any of the following are true:

- AArch64-TRCBBCTLR.RANGE[n/2] == 1.
- TRCRSCTLR<a>.GROUP == 0b0100 and TRCRSCTLR<a>.SAC[n] == 1.
- TRCRSCTLR<a>.GROUP == 0b0101 and TRCRSCTLR<a>.ARC[n/2] == 1.
- AArch64-TRCVIIECTLR.EXCLUDE[n/2] == 1.
- AArch64-TRCVIIECTLR.INCLUDE[n/2] == 1.
- AArch64-TRCVISSCTLR.START[n] == 1.
- AArch64-TRCVISSCTLR.STOP[n] == 1.
- TRCSSCCR<>.ARC[n/2] == 1.
- TRCSSCCR<>.SAC[n] == 1.
- AArch64-TRCQCTLR.RANGE[n/2] == 1.

Writes are CONSTRAINED UNPREDICTABLE if the trace unit is not in the Idle state.  
MRS <Xt>, TRCACVR5

```

if 5 >= NUM_TRACE_ADDRESS_COMPARATOR_PAIRS * 2 then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCACVR[5];
elseif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCACVR[5];
elseif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCACVR[5];

```

MSR TRCACVR5, <Xt>

```

if 5 >= NUM_TRACE_ADDRESS_COMPARATOR_PAIRS * 2 then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then

```

```

    AArch64.SystemAccessTrap(EL1, 0x18);
elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elseif CPTR_EL3.TTA == '1' then
    if Halted() && EDSCR.SDD == '1' then
        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        TRCACVR[5] = X[t, 64];
elseif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCACVR[5] = X[t, 64];
elseif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        TRCACVR[5] = X[t, 64];

```

### A.12.53 TRCACATR5, Address Comparator Access Type Register <n>

Defines the type of access for the corresponding AArch64-TRCACVR<n> Register. This register configures the context type, Exception levels, alignment, masking that is applied by the Address Comparator, and how the Address Comparator behaves when it is one half of an Address Range Comparator.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Functional group

Trace unit registers

##### Access type

See bit descriptions

##### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-234: AArch64\_trcacatr5 bit assignments

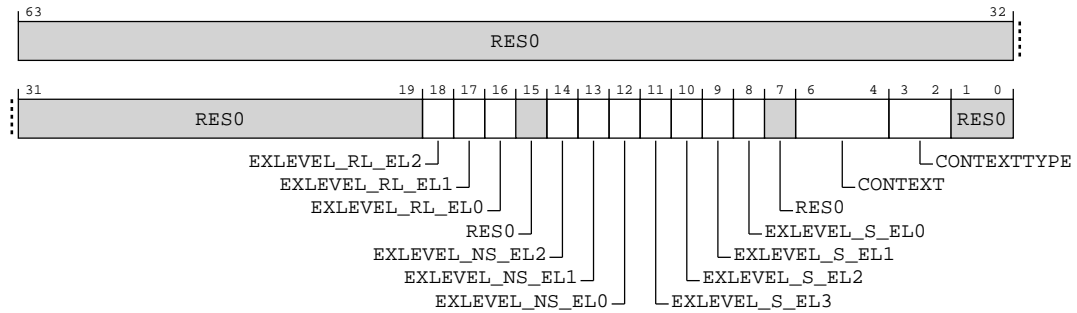


Table A-602: TRCACATR5 bit descriptions

Bits	Name	Description	Reset
[63:19]	RES0	Reserved	RES0
[18]	EXLEVEL_RL_EL2	Realm EL2 address comparison control. Controls whether a comparison can occur at EL2 in Realm state. <b>0b0</b> When TRCACATR<n>.EXLEVEL_NS_EL2 is 0 the Address Comparator performs comparisons in Realm EL2.  When TRCACATR<n>.EXLEVEL_NS_EL2 is 1 the Address Comparator does not perform comparisons in Realm EL2. <b>0b1</b> When TRCACATR<n>.EXLEVEL_NS_EL2 is 0 the Address Comparator does not perform comparisons in Realm EL2.  When TRCACATR<n>.EXLEVEL_NS_EL2 is 1 the Address Comparator performs comparisons in Realm EL2.	x

Bits	Name	Description	Reset
[17]	EXLEVEL_RL_EL1	<p>Realm EL1 address comparison control. Controls whether a comparison can occur at EL1 in Realm state.</p> <p><b>0b0</b></p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_EL1 is 0 the Address Comparator performs comparisons in Realm EL1.</p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_EL1 is 1 the Address Comparator does not perform comparisons in Realm EL1.</p> <p><b>0b1</b></p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_EL1 is 0 the Address Comparator does not perform comparisons in Realm EL1.</p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_EL1 is 1 the Address Comparator performs comparisons in Realm EL1.</p>	x
[16]	EXLEVEL_RL_ELO	<p>Realm ELO address comparison control. Controls whether a comparison can occur at ELO in Realm state.</p> <p><b>0b0</b></p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_ELO is 0 the Address Comparator performs comparisons in Realm ELO.</p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_ELO is 1 the Address Comparator does not perform comparisons in Realm ELO.</p> <p><b>0b1</b></p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_ELO is 0 the Address Comparator does not perform comparisons in Realm ELO.</p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_ELO is 1 the Address Comparator performs comparisons in Realm ELO.</p>	x
[15]	RES0	Reserved	RES0
[14]	EXLEVEL_NS_EL2	<p>Non-secure EL2 address comparison control. Controls whether a comparison can occur at EL2 in Non-secure state.</p> <p><b>0b0</b></p> <p>The Address Comparator performs comparisons in Non-secure EL2.</p> <p><b>0b1</b></p> <p>The Address Comparator does not perform comparisons in Non-secure EL2.</p>	x
[13]	EXLEVEL_NS_EL1	<p>Non-secure EL1 address comparison control. Controls whether a comparison can occur at EL1 in Non-secure state.</p> <p><b>0b0</b></p> <p>The Address Comparator performs comparisons in Non-secure EL1.</p> <p><b>0b1</b></p> <p>The Address Comparator does not perform comparisons in Non-secure EL1.</p>	x
[12]	EXLEVEL_NS_ELO	<p>Non-secure ELO address comparison control. Controls whether a comparison can occur at ELO in Non-secure state.</p> <p><b>0b0</b></p> <p>The Address Comparator performs comparisons in Non-secure ELO.</p> <p><b>0b1</b></p> <p>The Address Comparator does not perform comparisons in Non-secure ELO.</p>	x

Bits	Name	Description	Reset
[11]	EXLEVEL_S_EL3	EL3 address comparison control. Controls whether a comparison can occur at EL3.  <b>0b0</b> The Address Comparator performs comparisons in EL3.  <b>0b1</b> The Address Comparator does not perform comparisons in EL3.	x
[10]	EXLEVEL_S_EL2	Secure EL2 address comparison control. Controls whether a comparison can occur at EL2 in Secure state.  <b>0b0</b> The Address Comparator performs comparisons in Secure EL2.  <b>0b1</b> The Address Comparator does not perform comparisons in Secure EL2.	x
[9]	EXLEVEL_S_EL1	Secure EL1 address comparison control. Controls whether a comparison can occur at EL1 in Secure state.  <b>0b0</b> The Address Comparator performs comparisons in Secure EL1.  <b>0b1</b> The Address Comparator does not perform comparisons in Secure EL1.	x
[8]	EXLEVEL_S_ELO	Secure EL0 address comparison control. Controls whether a comparison can occur at EL0 in Secure state.  <b>0b0</b> The Address Comparator performs comparisons in Secure EL0.  <b>0b1</b> The Address Comparator does not perform comparisons in Secure EL0.	x
[7]	RES0	Reserved	RES0
[6:4]	CONTEXT	Selects a Context Identifier Comparator or Virtual Context Identifier Comparator:  <b>0b000</b> Comparator 0.	xxx
[3:2]	CONTEXTTYPE	Controls whether the Address Comparator is dependent on a Context Identifier Comparator, a Virtual Context Identifier Comparator, or both comparisons.  <b>0b00</b> The Address Comparator is not dependent on the Context Identifier Comparators or Virtual Context Identifier Comparators.  <b>0b01</b> The Address Comparator is dependent on the Context Identifier Comparator that TRCACATR<n>.CONTEXT specifies. The Address Comparator signals a match only if both the Context Identifier Comparator and the address comparison match.  <b>0b10</b> The Address Comparator is dependent on the Virtual Context Identifier Comparator that TRCACATR<n>.CONTEXT specifies. The Address Comparator signals a match only if both the Virtual Context Identifier Comparator and the address comparison match.  <b>0b11</b> The Address Comparator is dependent on the Context Identifier Comparator and Virtual Context Identifier Comparator that TRCACATR<n>.CONTEXT specifies. The Address Comparator signals a match only if the Context Identifier Comparator, the Virtual Context Identifier Comparator, and address comparison all match.	xx



Bits	Name	Description	Reset
[1:0]	RES0	Reserved	RES0

## Access

Must be programmed if any of the following are true:

- AArch64-TRCBBCTLR.RANGE[n/2] == 1.
- TRCRSCTLR<a>.GROUP == 0b0100 and TRCRSCTLR<a>.SAC[n] == 1.
- TRCRSCTLR<a>.GROUP == 0b0101 and TRCRSCTLR<a>.ARC[n/2] == 1.
- AArch64-TRCVIIECTLR.EXCLUDE[n/2] == 1.
- AArch64-TRCVIIECTLR.INCLUDE[n/2] == 1.
- AArch64-TRCVISSCTLR.START[n] == 1.
- AArch64-TRCVISSCTLR.STOP[n] == 1.
- TRCSSCCR<>.ARC[n/2] == 1.
- TRCSSCCR<>.SAC[n] == 1.
- AArch64-TRCQCTLR.RANGE[n/2] == 1.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCACATR5

op0	op1	CRn	CRm	op2
0b10	0b001	0b0010	0b1010	0b010

MSR TRCACATR5, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b001	0b0010	0b1010	0b010

## Accessibility

Must be programmed if any of the following are true:

- AArch64-TRCBBCTLR.RANGE[n/2] == 1.
- TRCRSCTLR<a>.GROUP == 0b0100 and TRCRSCTLR<a>.SAC[n] == 1.
- TRCRSCTLR<a>.GROUP == 0b0101 and TRCRSCTLR<a>.ARC[n/2] == 1.
- AArch64-TRCVIIECTLR.EXCLUDE[n/2] == 1.
- AArch64-TRCVIIECTLR.INCLUDE[n/2] == 1.
- AArch64-TRCVISSCTLR.START[n] == 1.
- AArch64-TRCVISSCTLR.STOP[n] == 1.
- TRCSSCCR<>.ARC[n/2] == 1.
- TRCSSCCR<>.SAC[n] == 1.

- AArch64-TRCQCTLR.RANGE[n/2] == 1.

Writes are CONSTRAINED UNPREDICTABLE if the trace unit is not in the Idle state.  
MRS <Xt>, TRCACATR5

```

if 5 >= NUM_TRACE_ADDRESS_COMPARATOR_PAIRS * 2 then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCACATR[5];
    elseif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif CPTR_EL3.TTA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCACATR[5];
    elseif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCACATR[5];

```

MSR TRCACATR5, <Xt>

```

if 5 >= NUM_TRACE_ADDRESS_COMPARATOR_PAIRS * 2 then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCACATR[5] = X[t, 64];
    elseif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif CPTR_EL3.TTA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;

```

```

        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCACATR[5] = X[t, 64];
    elsif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCACATR[5] = X[t, 64];
    end
    
```

### A.12.54 TRCACVR6, Address Comparator Value Register <n>

Contains the address value.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Functional group

Trace unit registers

##### Access type

See bit descriptions

##### Reset value

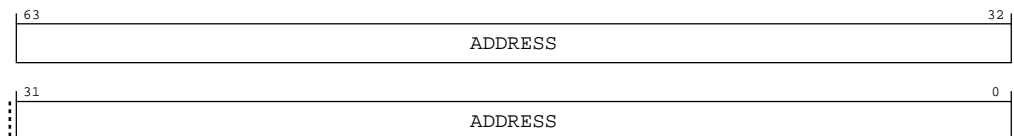
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7
														3
														0



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-235: AArch64\_trcacvr6 bit assignments



**Table A-605: TRCACVR6 bit descriptions**

Bits	Name	Description	Reset
[63:0]	ADDRESS	<p>Address Value.</p> <p>The Address Comparators can support implementations that use multiple address widths. When the trace unit compares the ADDRESS field with an address that has a width less than this field, then the address must be zero-extended to the ADDRESS field width. The trace unit then compares all implemented bits. For example, in a system that supports both 32-bit and 64-bit addresses, when the PE is in AArch32 state the comparator must zero-extend the 32-bit address and compare against the full 64 bits that are stored in the TRCACVR&lt;n&gt;. This requires that the trace analyzer always programs all implemented bits of the TRCACVR&lt;n&gt;.</p> <p>The result of writing a value other than all zeros or all ones to ADDRESS at bits[63:P] is an <b>UNKNOWN</b> value, where P is defined as the maximum virtual address size supported by the PE.</p> <p>The result of writing a value of all zeros or all ones to ADDRESS at bits[63:P] is the written value, and a read of the register returns the written value.</p>	64 {x}

### Access

Must be programmed if any of the following are true:

- AArch64-TRCBBCTLR.RANGE[n/2] == 1.
- TRCRSCTLR<a>.GROUP == 0b0100 and TRCRSCTLR<a>.SAC[n] == 1.
- TRCRSCTLR<a>.GROUP == 0b0101 and TRCRSCTLR<a>.ARC[n/2] == 1.
- AArch64-TRCVIIECTLR.EXCLUDE[n/2] == 1.
- AArch64-TRCVIIECTLR.INCLUDE[n/2] == 1.
- AArch64-TRCVISSCTLR.START[n] == 1.
- AArch64-TRCVISSCTLR.STOP[n] == 1.
- TRCSSCCR<>.ARC[n/2] == 1.
- TRCSSCCR<>.SAC[n] == 1.
- AArch64-TRCQCTLR.RANGE[n/2] == 1.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCACVR6

op0	op1	CRn	CRm	op2
0b10	0b001	0b0010	0b1100	0b000

MSR TRCACVR6, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b001	0b0010	0b1100	0b000

### Accessibility

Must be programmed if any of the following are true:

- AArch64-TRCBBCTLR.RANGE[n/2] == 1.
- TRCRSCTLR<a>.GROUP == 0b0100 and TRCRSCTLR<a>.SAC[n] == 1.
- TRCRSCTLR<a>.GROUP == 0b0101 and TRCRSCTLR<a>.ARC[n/2] == 1.
- AArch64-TRCVIIECTLR.EXCLUDE[n/2] == 1.
- AArch64-TRCVIIECTLR.INCLUDE[n/2] == 1.
- AArch64-TRCVISSCTLR.START[n] == 1.
- AArch64-TRCVISSCTLR.STOP[n] == 1.
- TRCSSCCR<>.ARC[n/2] == 1.
- TRCSSCCR<>.SAC[n] == 1.
- AArch64-TRCQCTLR.RANGE[n/2] == 1.

Writes are CONSTRAINED UNPREDICTABLE if the trace unit is not in the Idle state.  
MRS <Xt>, TRCACVR6

```

if 6 >= NUM_TRACE_ADDRESS_COMPARATOR_PAIRS * 2 then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCACVR[6];
elseif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCACVR[6];
elseif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCACVR[6];

```

MSR TRCACVR6, <Xt>

```

if 6 >= NUM_TRACE_ADDRESS_COMPARATOR_PAIRS * 2 then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then

```

```

    AArch64.SystemAccessTrap(EL1, 0x18);
elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elseif CPTR_EL3.TTA == '1' then
    if Halted() && EDSCR.SDD == '1' then
        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        TRCACVR[6] = X[t, 64];
elseif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCACVR[6] = X[t, 64];
elseif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        TRCACVR[6] = X[t, 64];

```

## A.12.55 TRCACATR6, Address Comparator Access Type Register <n>

Defines the type of access for the corresponding AArch64-TRCACVR<n> Register. This register configures the context type, Exception levels, alignment, masking that is applied by the Address Comparator, and how the Address Comparator behaves when it is one half of an Address Range Comparator.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Trace unit registers

#### Access type

See bit descriptions

#### Reset value

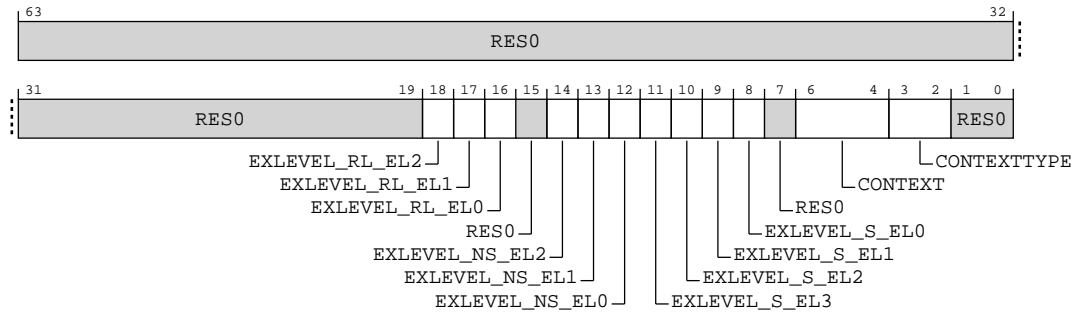
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure A-236: AArch64\_trcacatr6 bit assignments**



**Table A-608: TRCACATR6 bit descriptions**

Bits	Name	Description	Reset
[63:19]	RES0	Reserved	RES0
[18]	EXLEVEL_RL_EL2	Realm EL2 address comparison control. Controls whether a comparison can occur at EL2 in Realm state.  <b>0b0</b> When TRCACATR<n>.EXLEVEL_NS_EL2 is 0 the Address Comparator performs comparisons in Realm EL2.  When TRCACATR<n>.EXLEVEL_NS_EL2 is 1 the Address Comparator does not perform comparisons in Realm EL2.  <b>0b1</b> When TRCACATR<n>.EXLEVEL_NS_EL2 is 0 the Address Comparator does not perform comparisons in Realm EL2.  When TRCACATR<n>.EXLEVEL_NS_EL2 is 1 the Address Comparator performs comparisons in Realm EL2.	x

Bits	Name	Description	Reset
[17]	EXLEVEL_RL_EL1	<p>Realm EL1 address comparison control. Controls whether a comparison can occur at EL1 in Realm state.</p> <p><b>0b0</b></p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_EL1 is 0 the Address Comparator performs comparisons in Realm EL1.</p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_EL1 is 1 the Address Comparator does not perform comparisons in Realm EL1.</p> <p><b>0b1</b></p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_EL1 is 0 the Address Comparator does not perform comparisons in Realm EL1.</p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_EL1 is 1 the Address Comparator performs comparisons in Realm EL1.</p>	x
[16]	EXLEVEL_RL_ELO	<p>Realm ELO address comparison control. Controls whether a comparison can occur at ELO in Realm state.</p> <p><b>0b0</b></p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_ELO is 0 the Address Comparator performs comparisons in Realm ELO.</p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_ELO is 1 the Address Comparator does not perform comparisons in Realm ELO.</p> <p><b>0b1</b></p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_ELO is 0 the Address Comparator does not perform comparisons in Realm ELO.</p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_ELO is 1 the Address Comparator performs comparisons in Realm ELO.</p>	x
[15]	RES0	Reserved	RES0
[14]	EXLEVEL_NS_EL2	<p>Non-secure EL2 address comparison control. Controls whether a comparison can occur at EL2 in Non-secure state.</p> <p><b>0b0</b></p> <p>The Address Comparator performs comparisons in Non-secure EL2.</p> <p><b>0b1</b></p> <p>The Address Comparator does not perform comparisons in Non-secure EL2.</p>	x
[13]	EXLEVEL_NS_EL1	<p>Non-secure EL1 address comparison control. Controls whether a comparison can occur at EL1 in Non-secure state.</p> <p><b>0b0</b></p> <p>The Address Comparator performs comparisons in Non-secure EL1.</p> <p><b>0b1</b></p> <p>The Address Comparator does not perform comparisons in Non-secure EL1.</p>	x
[12]	EXLEVEL_NS_ELO	<p>Non-secure ELO address comparison control. Controls whether a comparison can occur at ELO in Non-secure state.</p> <p><b>0b0</b></p> <p>The Address Comparator performs comparisons in Non-secure ELO.</p> <p><b>0b1</b></p> <p>The Address Comparator does not perform comparisons in Non-secure ELO.</p>	x



Bits	Name	Description	Reset
[11]	EXLEVEL_S_EL3	EL3 address comparison control. Controls whether a comparison can occur at EL3. <b>0b0</b> The Address Comparator performs comparisons in EL3. <b>0b1</b> The Address Comparator does not perform comparisons in EL3.	x
[10]	EXLEVEL_S_EL2	Secure EL2 address comparison control. Controls whether a comparison can occur at EL2 in Secure state. <b>0b0</b> The Address Comparator performs comparisons in Secure EL2. <b>0b1</b> The Address Comparator does not perform comparisons in Secure EL2.	x
[9]	EXLEVEL_S_EL1	Secure EL1 address comparison control. Controls whether a comparison can occur at EL1 in Secure state. <b>0b0</b> The Address Comparator performs comparisons in Secure EL1. <b>0b1</b> The Address Comparator does not perform comparisons in Secure EL1.	x
[8]	EXLEVEL_S_ELO	Secure EL0 address comparison control. Controls whether a comparison can occur at EL0 in Secure state. <b>0b0</b> The Address Comparator performs comparisons in Secure EL0. <b>0b1</b> The Address Comparator does not perform comparisons in Secure EL0.	x
[7]	RES0	Reserved	RES0
[6:4]	CONTEXT	Selects a Context Identifier Comparator or Virtual Context Identifier Comparator: <b>0b000</b> Comparator 0.	xxx
[3:2]	CONTEXTTYPE	Controls whether the Address Comparator is dependent on a Context Identifier Comparator, a Virtual Context Identifier Comparator, or both comparisons. <b>0b00</b> The Address Comparator is not dependent on the Context Identifier Comparators or Virtual Context Identifier Comparators. <b>0b01</b> The Address Comparator is dependent on the Context Identifier Comparator that TRCACATR<n>.CONTEXT specifies. The Address Comparator signals a match only if both the Context Identifier Comparator and the address comparison match. <b>0b10</b> The Address Comparator is dependent on the Virtual Context Identifier Comparator that TRCACATR<n>.CONTEXT specifies. The Address Comparator signals a match only if both the Virtual Context Identifier Comparator and the address comparison match. <b>0b11</b> The Address Comparator is dependent on the Context Identifier Comparator and Virtual Context Identifier Comparator that TRCACATR<n>.CONTEXT specifies. The Address Comparator signals a match only if the Context Identifier Comparator, the Virtual Context Identifier Comparator, and address comparison all match.	xx

Bits	Name	Description	Reset
[1:0]	RES0	Reserved	RES0

## Access

Must be programmed if any of the following are true:

- AArch64-TRCBBCTLR.RANGE[n/2] == 1.
- TRCRSCTLR<a>.GROUP == 0b0100 and TRCRSCTLR<a>.SAC[n] == 1.
- TRCRSCTLR<a>.GROUP == 0b0101 and TRCRSCTLR<a>.ARC[n/2] == 1.
- AArch64-TRCVIIECTLR.EXCLUDE[n/2] == 1.
- AArch64-TRCVIIECTLR.INCLUDE[n/2] == 1.
- AArch64-TRCVISSCTLR.START[n] == 1.
- AArch64-TRCVISSCTLR.STOP[n] == 1.
- TRCSSCCR<>.ARC[n/2] == 1.
- TRCSSCCR<>.SAC[n] == 1.
- AArch64-TRCQCTLR.RANGE[n/2] == 1.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCACATR6

op0	op1	CRn	CRm	op2
0b10	0b001	0b0010	0b1100	0b010

MSR TRCACATR6, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b001	0b0010	0b1100	0b010

## Accessibility

Must be programmed if any of the following are true:

- AArch64-TRCBBCTLR.RANGE[n/2] == 1.
- TRCRSCTLR<a>.GROUP == 0b0100 and TRCRSCTLR<a>.SAC[n] == 1.
- TRCRSCTLR<a>.GROUP == 0b0101 and TRCRSCTLR<a>.ARC[n/2] == 1.
- AArch64-TRCVIIECTLR.EXCLUDE[n/2] == 1.
- AArch64-TRCVIIECTLR.INCLUDE[n/2] == 1.
- AArch64-TRCVISSCTLR.START[n] == 1.
- AArch64-TRCVISSCTLR.STOP[n] == 1.
- TRCSSCCR<>.ARC[n/2] == 1.
- TRCSSCCR<>.SAC[n] == 1.

- AArch64-TRCQCTLR.RANGE[n/2] == 1.

Writes are CONSTRAINED UNPREDICTABLE if the trace unit is not in the Idle state.  
MRS <Xt>, TRCACATR6

```

if 6 >= NUM_TRACE_ADDRESS_COMPARATOR_PAIRS * 2 then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCACATR[6];
    elseif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif CPTR_EL3.TTA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCACATR[6];
    elseif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCACATR[6];

```

MSR TRCACATR6, <Xt>

```

if 6 >= NUM_TRACE_ADDRESS_COMPARATOR_PAIRS * 2 then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCACATR[6] = X[t, 64];
    elseif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif CPTR_EL3.TTA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;

```

```

        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCACATR[6] = X[t, 64];
    elseif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCACATR[6] = X[t, 64];
    
```

### A.12.56 TRCACVR7, Address Comparator Value Register <n>

Contains the address value.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Functional group

Trace unit registers

##### Access type

See bit descriptions

##### Reset value

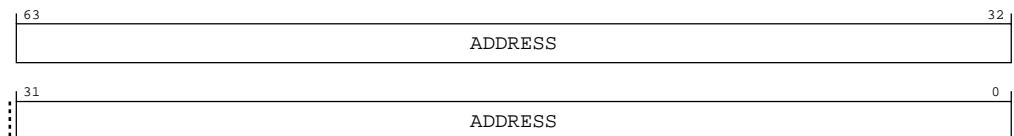
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

**Figure A-237: AArch64\_trcacvr7 bit assignments**



**Table A-611: TRCACVR7 bit descriptions**

Bits	Name	Description	Reset
[63:0]	ADDRESS	<p>Address Value.</p> <p>The Address Comparators can support implementations that use multiple address widths. When the trace unit compares the ADDRESS field with an address that has a width less than this field, then the address must be zero-extended to the ADDRESS field width. The trace unit then compares all implemented bits. For example, in a system that supports both 32-bit and 64-bit addresses, when the PE is in AArch32 state the comparator must zero-extend the 32-bit address and compare against the full 64 bits that are stored in the TRCACVR&lt;n&gt;. This requires that the trace analyzer always programs all implemented bits of the TRCACVR&lt;n&gt;.</p> <p>The result of writing a value other than all zeros or all ones to ADDRESS at bits[63:P] is an <b>UNKNOWN</b> value, where P is defined as the maximum virtual address size supported by the PE.</p> <p>The result of writing a value of all zeros or all ones to ADDRESS at bits[63:P] is the written value, and a read of the register returns the written value.</p>	64 {x}

### Access

Must be programmed if any of the following are true:

- AArch64-TRCBBCTLR.RANGE[n/2] == 1.
- TRCRSCTLR<a>.GROUP == 0b0100 and TRCRSCTLR<a>.SAC[n] == 1.
- TRCRSCTLR<a>.GROUP == 0b0101 and TRCRSCTLR<a>.ARC[n/2] == 1.
- AArch64-TRCVIIECTLR.EXCLUDE[n/2] == 1.
- AArch64-TRCVIIECTLR.INCLUDE[n/2] == 1.
- AArch64-TRCVISSCTLR.START[n] == 1.
- AArch64-TRCVISSCTLR.STOP[n] == 1.
- TRCSSCCR<>.ARC[n/2] == 1.
- TRCSSCCR<>.SAC[n] == 1.
- AArch64-TRCQCTLR.RANGE[n/2] == 1.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCACVR7

op0	op1	CRn	CRm	op2
0b10	0b001	0b0010	0b1110	0b000

MSR TRCACVR7, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b001	0b0010	0b1110	0b000

### Accessibility

Must be programmed if any of the following are true:

- AArch64-TRCBBCTLR.RANGE[n/2] == 1.
- TRCRSCTLR<a>.GROUP == 0b0100 and TRCRSCTLR<a>.SAC[n] == 1.
- TRCRSCTLR<a>.GROUP == 0b0101 and TRCRSCTLR<a>.ARC[n/2] == 1.
- AArch64-TRCVIIECTLR.EXCLUDE[n/2] == 1.
- AArch64-TRCVIIECTLR.INCLUDE[n/2] == 1.
- AArch64-TRCVISSCTLR.START[n] == 1.
- AArch64-TRCVISSCTLR.STOP[n] == 1.
- TRCSSCCR<>.ARC[n/2] == 1.
- TRCSSCCR<>.SAC[n] == 1.
- AArch64-TRCQCTLR.RANGE[n/2] == 1.

Writes are CONSTRAINED UNPREDICTABLE if the trace unit is not in the Idle state.  
MRS <Xt>, TRCACVR7

```

if 7 >= NUM_TRACE_ADDRESS_COMPARATOR_PAIRS * 2 then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCACVR[7];
elseif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCACVR[7];
elseif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = TRCACVR[7];

```

MSR TRCACVR7, <Xt>

```

if 7 >= NUM_TRACE_ADDRESS_COMPARATOR_PAIRS * 2 then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then

```

```

    AArch64.SystemAccessTrap(EL1, 0x18);
elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
elseif CPTR_EL3.TTA == '1' then
    if Halted() && EDSCR.SDD == '1' then
        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        TRCACVR[7] = X[t, 64];
elseif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCACVR[7] = X[t, 64];
elseif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        TRCACVR[7] = X[t, 64];

```

## A.12.57 TRCACATR7, Address Comparator Access Type Register <n>

Defines the type of access for the corresponding AArch64-TRCACVR<n> Register. This register configures the context type, Exception levels, alignment, masking that is applied by the Address Comparator, and how the Address Comparator behaves when it is one half of an Address Range Comparator.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Trace unit registers

#### Access type

See bit descriptions

#### Reset value

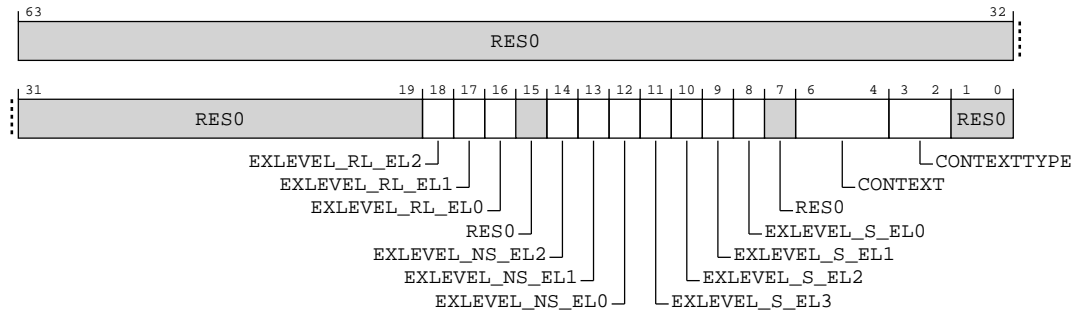
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure A-238: AArch64\_trcacatr7 bit assignments**



**Table A-614: TRCACATR7 bit descriptions**

Bits	Name	Description	Reset
[63:19]	RES0	Reserved	RES0
[18]	EXLEVEL_RL_EL2	Realm EL2 address comparison control. Controls whether a comparison can occur at EL2 in Realm state.  <b>0b0</b> When TRCACATR<n>.EXLEVEL_NS_EL2 is 0 the Address Comparator performs comparisons in Realm EL2.  When TRCACATR<n>.EXLEVEL_NS_EL2 is 1 the Address Comparator does not perform comparisons in Realm EL2.  <b>0b1</b> When TRCACATR<n>.EXLEVEL_NS_EL2 is 0 the Address Comparator does not perform comparisons in Realm EL2.  When TRCACATR<n>.EXLEVEL_NS_EL2 is 1 the Address Comparator performs comparisons in Realm EL2.	x



Bits	Name	Description	Reset
[17]	EXLEVEL_RL_EL1	<p>Realm EL1 address comparison control. Controls whether a comparison can occur at EL1 in Realm state.</p> <p><b>0b0</b></p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_EL1 is 0 the Address Comparator performs comparisons in Realm EL1.</p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_EL1 is 1 the Address Comparator does not perform comparisons in Realm EL1.</p> <p><b>0b1</b></p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_EL1 is 0 the Address Comparator does not perform comparisons in Realm EL1.</p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_EL1 is 1 the Address Comparator performs comparisons in Realm EL1.</p>	x
[16]	EXLEVEL_RL_ELO	<p>Realm ELO address comparison control. Controls whether a comparison can occur at ELO in Realm state.</p> <p><b>0b0</b></p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_ELO is 0 the Address Comparator performs comparisons in Realm ELO.</p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_ELO is 1 the Address Comparator does not perform comparisons in Realm ELO.</p> <p><b>0b1</b></p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_ELO is 0 the Address Comparator does not perform comparisons in Realm ELO.</p> <p>When TRCACATR&lt;n&gt;.EXLEVEL_NS_ELO is 1 the Address Comparator performs comparisons in Realm ELO.</p>	x
[15]	RES0	Reserved	RES0
[14]	EXLEVEL_NS_EL2	<p>Non-secure EL2 address comparison control. Controls whether a comparison can occur at EL2 in Non-secure state.</p> <p><b>0b0</b></p> <p>The Address Comparator performs comparisons in Non-secure EL2.</p> <p><b>0b1</b></p> <p>The Address Comparator does not perform comparisons in Non-secure EL2.</p>	x
[13]	EXLEVEL_NS_EL1	<p>Non-secure EL1 address comparison control. Controls whether a comparison can occur at EL1 in Non-secure state.</p> <p><b>0b0</b></p> <p>The Address Comparator performs comparisons in Non-secure EL1.</p> <p><b>0b1</b></p> <p>The Address Comparator does not perform comparisons in Non-secure EL1.</p>	x
[12]	EXLEVEL_NS_ELO	<p>Non-secure ELO address comparison control. Controls whether a comparison can occur at ELO in Non-secure state.</p> <p><b>0b0</b></p> <p>The Address Comparator performs comparisons in Non-secure ELO.</p> <p><b>0b1</b></p> <p>The Address Comparator does not perform comparisons in Non-secure ELO.</p>	x

Bits	Name	Description	Reset
[11]	EXLEVEL_S_EL3	EL3 address comparison control. Controls whether a comparison can occur at EL3. <b>0b0</b> The Address Comparator performs comparisons in EL3. <b>0b1</b> The Address Comparator does not perform comparisons in EL3.	x
[10]	EXLEVEL_S_EL2	Secure EL2 address comparison control. Controls whether a comparison can occur at EL2 in Secure state. <b>0b0</b> The Address Comparator performs comparisons in Secure EL2. <b>0b1</b> The Address Comparator does not perform comparisons in Secure EL2.	x
[9]	EXLEVEL_S_EL1	Secure EL1 address comparison control. Controls whether a comparison can occur at EL1 in Secure state. <b>0b0</b> The Address Comparator performs comparisons in Secure EL1. <b>0b1</b> The Address Comparator does not perform comparisons in Secure EL1.	x
[8]	EXLEVEL_S_ELO	Secure EL0 address comparison control. Controls whether a comparison can occur at EL0 in Secure state. <b>0b0</b> The Address Comparator performs comparisons in Secure EL0. <b>0b1</b> The Address Comparator does not perform comparisons in Secure EL0.	x
[7]	RES0	Reserved	RES0
[6:4]	CONTEXT	Selects a Context Identifier Comparator or Virtual Context Identifier Comparator: <b>0b000</b> Comparator 0.	xxx
[3:2]	CONTEXTTYPE	Controls whether the Address Comparator is dependent on a Context Identifier Comparator, a Virtual Context Identifier Comparator, or both comparisons. <b>0b00</b> The Address Comparator is not dependent on the Context Identifier Comparators or Virtual Context Identifier Comparators. <b>0b01</b> The Address Comparator is dependent on the Context Identifier Comparator that TRCACATR<n>.CONTEXT specifies. The Address Comparator signals a match only if both the Context Identifier Comparator and the address comparison match. <b>0b10</b> The Address Comparator is dependent on the Virtual Context Identifier Comparator that TRCACATR<n>.CONTEXT specifies. The Address Comparator signals a match only if both the Virtual Context Identifier Comparator and the address comparison match. <b>0b11</b> The Address Comparator is dependent on the Context Identifier Comparator and Virtual Context Identifier Comparator that TRCACATR<n>.CONTEXT specifies. The Address Comparator signals a match only if the Context Identifier Comparator, the Virtual Context Identifier Comparator, and address comparison all match.	xx

Bits	Name	Description	Reset
[1:0]	RES0	Reserved	RES0

## Access

Must be programmed if any of the following are true:

- AArch64-TRCBBCTLR.RANGE[n/2] == 1.
- TRCRSCTLR<a>.GROUP == 0b0100 and TRCRSCTLR<a>.SAC[n] == 1.
- TRCRSCTLR<a>.GROUP == 0b0101 and TRCRSCTLR<a>.ARC[n/2] == 1.
- AArch64-TRCVIIECTLR.EXCLUDE[n/2] == 1.
- AArch64-TRCVIIECTLR.INCLUDE[n/2] == 1.
- AArch64-TRCVISSCTLR.START[n] == 1.
- AArch64-TRCVISSCTLR.STOP[n] == 1.
- TRCSSCCR<>.ARC[n/2] == 1.
- TRCSSCCR<>.SAC[n] == 1.
- AArch64-TRCQCTLR.RANGE[n/2] == 1.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCACATR7

op0	op1	CRn	CRm	op2
0b10	0b001	0b0010	0b1110	0b010

MSR TRCACATR7, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b001	0b0010	0b1110	0b010

## Accessibility

Must be programmed if any of the following are true:

- AArch64-TRCBBCTLR.RANGE[n/2] == 1.
- TRCRSCTLR<a>.GROUP == 0b0100 and TRCRSCTLR<a>.SAC[n] == 1.
- TRCRSCTLR<a>.GROUP == 0b0101 and TRCRSCTLR<a>.ARC[n/2] == 1.
- AArch64-TRCVIIECTLR.EXCLUDE[n/2] == 1.
- AArch64-TRCVIIECTLR.INCLUDE[n/2] == 1.
- AArch64-TRCVISSCTLR.START[n] == 1.
- AArch64-TRCVISSCTLR.STOP[n] == 1.
- TRCSSCCR<>.ARC[n/2] == 1.
- TRCSSCCR<>.SAC[n] == 1.

- AArch64-TRCQCTLR.RANGE[n/2] == 1.

Writes are CONSTRAINED UNPREDICTABLE if the trace unit is not in the Idle state.  
MRS <Xt>, TRCACATR7

```

if 7 >= NUM_TRACE_ADDRESS_COMPARATOR_PAIRS * 2 then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCACATR[7];
    elseif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif CPTR_EL3.TTA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCACATR[7];
    elseif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCACATR[7];

```

MSR TRCACATR7, <Xt>

```

if 7 >= NUM_TRACE_ADDRESS_COMPARATOR_PAIRS * 2 then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCACATR[7] = X[t, 64];
    elseif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif CPTR_EL3.TTA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;

```

```

        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCACATR[7] = X[t, 64];
    elsif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCACATR[7] = X[t, 64];
    end
    
```

## A.12.58 TRCCIDCVR0, Context Identifier Comparator Value Registers <n>

Contains a Context identifier value.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Trace unit registers

#### Access type

See bit descriptions

#### Reset value

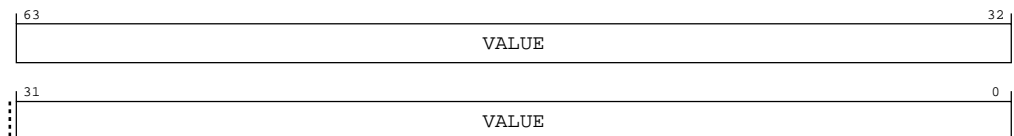
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7
														3
														0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-239: AArch64\_trccidcvr0 bit assignments



**Table A-617: TRCCIDCVRO bit descriptions**

Bits	Name	Description	Reset
[63:0]	VALUE	Context identifier value. The width of this field is indicated by AArch64-TRCIDR2.CIDSIZE. Unimplemented bits are <b>RES0</b> . After a PE Reset, the trace unit assumes that the Context identifier is zero until the PE updates the Context identifier.	64 {x}

### Access

Must be programmed if any of the following are true:

- TRCRSCTLR<a>.GROUP == 0b0110 and TRCRSCTLR<a>.CID[n] == 1.
- TRCACATR<a>.CONTEXTTYPE == 0b01 or 0b11 and TRCACATR<a>.CONTEXT == n.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCCIDCVRO

op0	op1	CRn	CRm	op2
0b10	0b001	0b0011	0b0000	0b000

MSR TRCCIDCVRO, <Xt>

op0	op1	CRn	CRm	op2
0b10	0b001	0b0011	0b0000	0b000

### Accessibility

Must be programmed if any of the following are true:

- TRCRSCTLR<a>.GROUP == 0b0110 and TRCRSCTLR<a>.CID[n] == 1.
- TRCACATR<a>.CONTEXTTYPE == 0b01 or 0b11 and TRCACATR<a>.CONTEXT == n.

Writes are **CONSTRAINED UNPREDICTABLE** if the trace unit is not in the Idle state.

MRS <Xt>, TRCCIDCVRO

```

if 0 >= NUM_TRACE_CONTEXT_IDENTIFIER_COMPARATORS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCCIDCVR[0];
    elseif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);

```

```

    elsif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCCIDCVR[0];
    elsif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCCIDCVR[0];

```

### MSR TRCCIDCVR0, <Xt>

```

if 0 >= NUM_TRACE_CONTEXT_IDENTIFIER_COMPARATORS then
    UNDEFINED;
elsif PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elsif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCCIDCVR[0] = X[t, 64];
    elsif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elsif CPTR_EL3.TTA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                TRCCIDCVR[0] = X[t, 64];
    elsif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCCIDCVR[0] = X[t, 64];

```

## A.12.59 TRCVMIDCVR0, Virtual Context Identifier Comparator Value Register <n>

Contains the Virtual Context Identifier Comparator value.

### Configurations

This register is available in all configurations.

**Attributes**

**Width**

64

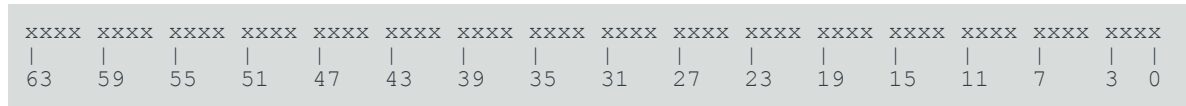
**Functional group**

Trace unit registers

**Access type**

See bit descriptions

**Reset value**

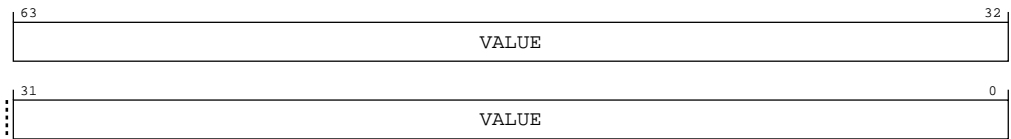


Note

Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure A-240: AArch64\_trcvmidcvr0 bit assignments**



**Table A-620: TRCVMIDCVR0 bit descriptions**

Bits	Name	Description	Reset
[63:0]	VALUE	Virtual context identifier value. The width of this field is indicated by AArch64-TRCIDR2.VMIDSIZE. Unimplemented bits are <b>RES0</b> . After a PE Reset, the trace unit assumes that the Virtual context identifier is zero until the PE updates the Virtual context identifier .	64 {x}

**Access**

Must be programmed if any of the following are true:

- TRCRSCTLR<a>.GROUP == 0b0111 and TRCRSCTLR<a>.VMID[n] == 1.
- TRCACATR<a>.CONTEXTTYPE == 0b10 or 0b11 and TRCACATR<a>.CONTEXT == n.

MRS <Xt>, TRCVMIDCVR0

op0	op1	CRn	CRm	op2
0b10	0b001	0b0011	0b0000	0b001

MSR TRCVMIDCVR0, <Xt>



op0	op1	CRn	CRm	op2
0b10	0b001	0b0011	0b0000	0b001

## Accessibility

Must be programmed if any of the following are true:

- TRCRSCTLR<a>.GROUP == 0b0111 and TRCRSCTLR<a>.VMID[n] == 1.
- TRCACATR<a>.CONTEXTTYPE == 0b10 or 0b11 and TRCACATR<a>.CONTEXT == n.

MRS <Xt>, TRCVMIDCVR0

```

if 0 >= NUM_TRACE_VIRTUAL_CONTEXT_IDENTIFIER_COMPARATORS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCVMIDCVR[0];
    elseif PSTATE.EL == EL2 then
        if CPTR_EL2.TTA == '1' then
            AArch64.SystemAccessTrap(EL2, 0x18);
        elseif CPTR_EL3.TTA == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = TRCVMIDCVR[0];
    elseif PSTATE.EL == EL3 then
        if CPTR_EL3.TTA == '1' then
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = TRCVMIDCVR[0];

```

MSR TRCVMIDCVR0, <Xt>

```

if 0 >= NUM_TRACE_VIRTUAL_CONTEXT_IDENTIFIER_COMPARATORS then
    UNDEFINED;
elseif PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if CPACR_EL1.TTA == '1' then
        AArch64.SystemAccessTrap(EL1, 0x18);
    elseif EL2Enabled() && CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.TRC == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);

```

```

else
    TRCVMIDCVR[0] = X[t, 64];
elseif PSTATE.EL == EL2 then
    if CPTR_EL2.TTA == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif CPTR_EL3.TTA == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            TRCVMIDCVR[0] = X[t, 64];
elseif PSTATE.EL == EL3 then
    if CPTR_EL3.TTA == '1' then
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        TRCVMIDCVR[0] = X[t, 64];

```

## A.13 AArch64 Memory Partitioning and Monitoring registers summary

The following summary table provides an overview of all Memory Partitioning and Monitoring registers in the core.

For more information on registers listed in the table, click on the link associated with the register name.

If a register does not have a link in the summary table, you can find more information about this Architecturally defined register in the [Arm® Architecture Reference Manual for A-profile architecture](#).

For registers without a listed reset value, refer to the individual field resets documented on the register description pages or to the [Arm® Architecture Reference Manual for A-profile architecture](#).

**Table A-623: Memory Partitioning and Monitoring registers summary**

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
MPAM1_EL1	3	0	C10	C5	0	See individual bit resets.	64-bit	MPAM1 Register (EL1)
MPAM0_EL1	3	0	C10	C5	1	See individual bit resets.	64-bit	MPAM0 Register (EL1)
MPAMHCR_EL2	3	4	C10	C4	0	See individual bit resets.	64-bit	MPAM Hypervisor Control Register (EL2)
<a href="#">MPAMVPMV_EL2</a>	3	4	C10	C4	1	See individual bit resets.	64-bit	MPAM Virtual Partition Mapping Valid Register
MPAM2_EL2	3	4	C10	C5	0	See individual bit resets.	64-bit	MPAM2 Register (EL2)
<a href="#">MPAMVPM0_EL2</a>	3	4	C10	C6	0	See individual bit resets.	64-bit	MPAM Virtual PARTID Mapping Register 0
<a href="#">MPAMVPM1_EL2</a>	3	4	C10	C6	1	See individual bit resets.	64-bit	MPAM Virtual PARTID Mapping Register 1
MPAM3_EL3	3	6	C10	C5	0	See individual bit resets.	64-bit	MPAM3 Register (EL3)

### A.13.1 MPAMVPMV\_EL2, MPAM Virtual Partition Mapping Valid Register

Valid bits for virtual PARTID mapping entries. Each bit *m* corresponds to virtual PARTID mapping entry *m* in the MPAMVPM<*n*>\_EL2 registers where *n* = *m* >> 2.

#### Configurations

This register has no effect if EL2 is not enabled in the current Security state.

#### Attributes

##### Width

64

##### Functional group

Memory Partitioning and Monitoring registers

##### Access type

See bit descriptions

##### Reset value

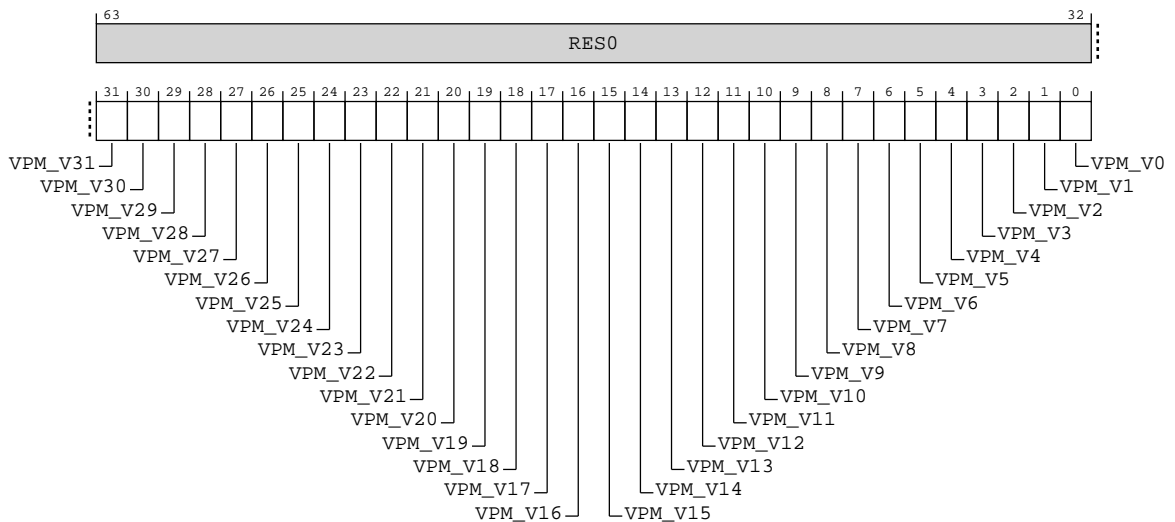
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-241: AArch64\_mpamvpmv\_el2 bit assignments



**Table A-624: MPAMVPMV\_EL2 bit descriptions**

Bits	Name	Description	Reset
[63:32]	<b>RES0</b>	Reserved	<b>RES0</b>
[31:0]	VPM_V<m>, bit[m], where m = 31 to 0	Contains valid bit for virtual PARTID mapping entry corresponding to virtual PARTID<m>.	32 {x}

### Access

MRS &lt;Xt&gt;, MPAMVPMV\_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1010	0b0100	0b001

MSR MPAMVPMV\_EL2, &lt;Xt&gt;

op0	op1	CRn	CRm	op2
0b11	0b100	0b1010	0b0100	0b001

### Accessibility

MRS &lt;Xt&gt;, MPAMVPMV\_EL2

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    if MPAM3_EL3.TRAPLOWER == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = MPAMVPMV_EL2;
elseif PSTATE.EL == EL3 then
    X[t, 64] = MPAMVPMV_EL2;

```

MSR MPAMVPMV\_EL2, &lt;Xt&gt;

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    if MPAM3_EL3.TRAPLOWER == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        MPAMVPMV_EL2 = X[t, 64];
elseif PSTATE.EL == EL3 then
    MPAMVPMV_EL2 = X[t, 64];

```

### A.13.2 MPAMVPMO\_EL2, MPAM Virtual PARTID Mapping Register 0

MPAMVPMO\_EL2 provides mappings from virtual PARTIDs 0 - 3 to physical PARTIDs.

AArch64-MPAMIDR\_EL1.VPMR\_MAX field gives the index of the highest implemented MPAMVPM<n>\_EL2 register. VPMR\_MAX can be as large as 7 (8 registers) or 32 virtual PARTIDs. If AArch64-MPAMIDR\_EL1.VPMR\_MAX == 0, there is only a single MPAMVPM<n>\_EL2 register, AArch64-MPAMVPMO\_EL2.

Virtual PARTID mapping is enabled by AArch64-MPAMHCR\_EL2.EL1\_VPMEN for PARTIDs in AArch64-MPAM1\_EL1 and by AArch64-MPAMHCR\_EL2.ELO\_VPMEN for PARTIDs in AArch64-MPAMO\_EL1.

A virtual-to-physical PARTID mapping entry, PhyPARTID<n>, is valid only when the AArch64-MPAMVPMV\_EL2.VPM\_V bit in bit position n is set to 1.

#### Configurations

This register has no effect if EL2 is not enabled in the current Security state.

#### Attributes

##### Width

64

##### Functional group

Memory Partitioning and Monitoring registers

##### Access type

See bit descriptions

##### Reset value

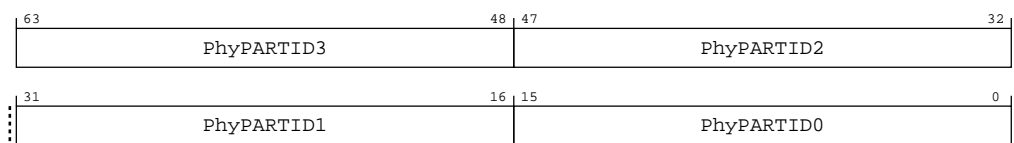
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-242: AArch64\_mpamvpm0\_el2 bit assignments



**Table A-627: MPAMVPMO\_EL2 bit descriptions**

Bits	Name	Description	Reset
[63:48]	PhyPARTID3	Virtual PARTID Mapping Entry for virtual PARTID 3. PhyPARTID3 gives the mapping of virtual PARTID 3 to a physical PARTID.	16{x}
[47:32]	PhyPARTID2	Virtual PARTID Mapping Entry for virtual PARTID 2. PhyPARTID2 gives the mapping of virtual PARTID 2 to a physical PARTID.	16{x}
[31:16]	PhyPARTID1	Virtual PARTID Mapping Entry for virtual PARTID 1. PhyPARTID1 gives the mapping of virtual PARTID 1 to a physical PARTID.	16{x}
[15:0]	PhyPARTID0	Virtual PARTID Mapping Entry for virtual PARTID 0. PhyPARTID0 gives the mapping of virtual PARTID 0 to a physical PARTID.	16{x}

### Access

MRS &lt;Xt&gt;, MPAMVPMO\_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1010	0b0110	0b000

MSR MPAMVPMO\_EL2, &lt;Xt&gt;

op0	op1	CRn	CRm	op2
0b11	0b100	0b1010	0b0110	0b000

### Accessibility

MRS &lt;Xt&gt;, MPAMVPMO\_EL2

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    if MPAM3_EL3.TRAPLOWER == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = MPAMVPMO_EL2;
elsif PSTATE.EL == EL3 then
    X[t, 64] = MPAMVPMO_EL2;

```

MSR MPAMVPMO\_EL2, &lt;Xt&gt;

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    UNDEFINED;
elsif PSTATE.EL == EL2 then
    if MPAM3_EL3.TRAPLOWER == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        MPAMVPMO_EL2 = X[t, 64];

```

```
elseif PSTATE.EL == EL3 then
    MPAMVPM0_EL2 = X[t, 64];
```

### A.13.3 MPAMVPM1\_EL2, MPAM Virtual PARTID Mapping Register 1

MPAMVPM1\_EL2 provides mappings from virtual PARTIDs 4 - 7 to physical PARTIDs.

AArch64-MPAMIDR\_EL1.VPMR\_MAX field gives the index of the highest implemented AArch64-MPAMVPM0\_EL2 to AArch64-MPAMVPM7\_EL2 registers. VPMR\_MAX can be as large as 7 (8 registers) or 32 virtual PARTIDs. If AArch64-MPAMIDR\_EL1.VPMR\_MAX == 0, there is only a single MPAMVPM<n>\_EL2 register, AArch64-MPAMVPM0\_EL2.

Virtual PARTID mapping is enabled by AArch64-MPAMHCR\_EL2.EL1\_VPMEN for PARTIDs in AArch64-MPAM1\_EL1 and by MPAMHCR\_EL2.ELO\_VPMEN for PARTIDs in AArch64-MPAMO\_EL1.

A virtual-to-physical PARTID mapping entry, PhyPARTID<n>, is valid only when the AArch64-MPAMVPMV\_EL2.VPM\_V bit in bit position n is set to 1.

#### Configurations

This register has no effect if EL2 is not enabled in the current Security state.

#### Attributes

##### Width

64

##### Functional group

Memory Partitioning and Monitoring registers

##### Access type

See bit descriptions

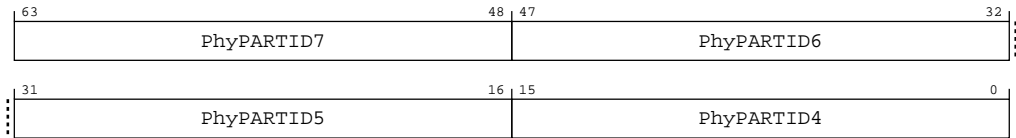
##### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0



Where the reset reads xxxx, see individual bits.

## Bit descriptions

**Figure A-243: AArch64\_mpamvpm1\_el2 bit assignments****Table A-630: MPAMVPM1\_EL2 bit descriptions**

Bits	Name	Description	Reset
[63:48]	PhyPARTID7	Virtual PARTID Mapping Entry for virtual PARTID 7. PhyPARTID7 gives the mapping of virtual PARTID 7 to a physical PARTID.	16{x}
[47:32]	PhyPARTID6	Virtual PARTID Mapping Entry for virtual PARTID 6. PhyPARTID6 gives the mapping of virtual PARTID 6 to a physical PARTID.	16{x}
[31:16]	PhyPARTID5	Virtual PARTID Mapping Entry for virtual PARTID 5. PhyPARTID5 gives the mapping of virtual PARTID 5 to a physical PARTID.	16{x}
[15:0]	PhyPARTID4	Virtual PARTID Mapping Entry for virtual PARTID 4. PhyPARTID4 gives the mapping of virtual PARTID 4 to a physical PARTID.	16{x}

### Access

MRS &lt;Xt&gt;, MPAMVPM1\_EL2

op0	op1	CRn	CRm	op2
0b11	0b100	0b1010	0b0110	0b001

MSR MPAMVPM1\_EL2, &lt;Xt&gt;

op0	op1	CRn	CRm	op2
0b11	0b100	0b1010	0b0110	0b001

### Accessibility

MRS &lt;Xt&gt;, MPAMVPM1\_EL2

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    if MPAM3_EL3.TRAPLOWER == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = MPAMVPM1_EL2;
elseif PSTATE.EL == EL3 then
    X[t, 64] = MPAMVPM1_EL2;

```



## MSR MPAMVPM1\_EL2, &lt;Xt&gt;

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    UNDEFINED;
elseif PSTATE.EL == EL2 then
    if MPAM3_EL3.TRAPLOWER == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        MPAMVPM1_EL2 = X[t, 64];
elseif PSTATE.EL == EL3 then
    MPAMVPM1_EL2 = X[t, 64];

```

## A.14 AArch64 RAS registers summary

The following summary table provides an overview of all RAS registers in the core.

For more information on registers listed in the table, click on the link associated with the register name.

If a register does not have a link in the summary table, you can find more information about this Architecturally defined register in the [Arm® Architecture Reference Manual for A-profile architecture](#).

For registers without a listed reset value, refer to the individual field resets documented on the register description pages or to the [Arm® Architecture Reference Manual for A-profile architecture](#).

**Table A-633: RAS registers summary**

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
<a href="#">ERRIDR_EL1</a>	3	0	C5	C3	0	See individual bit resets.	64-bit	Error Record ID Register
<a href="#">ERRSELR_EL1</a>	3	0	C5	C3	1	See individual bit resets.	64-bit	Error Record Select Register
<a href="#">ERXFR_EL1</a>	3	0	C5	C4	0	See individual bit resets.	64-bit	Selected Error Record Feature Register
<a href="#">ERXCTLR_EL1</a>	3	0	C5	C4	1	See individual bit resets.	64-bit	Selected Error Record Control Register
<a href="#">ERXSTATUS_EL1</a>	3	0	C5	C4	2	See individual bit resets.	64-bit	Selected Error Record Primary Status Register
<a href="#">ERXADDR_EL1</a>	3	0	C5	C4	3	See individual bit resets.	64-bit	Selected Error Record Address Register
<a href="#">ERXPFGF_EL1</a>	3	0	C5	C4	4	See individual bit resets.	64-bit	Selected Pseudo-fault Generation Feature register
<a href="#">ERXPFGCTL_EL1</a>	3	0	C5	C4	5	See individual bit resets.	64-bit	Selected Pseudo-fault Generation Control register
<a href="#">ERXPFGCDN_EL1</a>	3	0	C5	C4	6	See individual bit resets.	64-bit	Selected Pseudo-fault Generation Countdown register
<a href="#">ERXMISCO_EL1</a>	3	0	C5	C5	0	See individual bit resets.	64-bit	Selected Error Record Miscellaneous Register 0
<a href="#">ERXMISC1_EL1</a>	3	0	C5	C5	1	See individual bit resets.	64-bit	Selected Error Record Miscellaneous Register 1
<a href="#">ERXMISC2_EL1</a>	3	0	C5	C5	2	See individual bit resets.	64-bit	Selected Error Record Miscellaneous Register 2
<a href="#">ERXMISC3_EL1</a>	3	0	C5	C5	3	See individual bit resets.	64-bit	Selected Error Record Miscellaneous Register 3
<a href="#">DISR_EL1</a>	3	0	C12	C1	1	See individual bit resets.	64-bit	Deferred Interrupt Status Register
<a href="#">VSESR_EL2</a>	3	4	C5	C2	3	See individual bit resets.	64-bit	Virtual SError Exception Syndrome Register

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
VDISR_EL2	3	4	C12	C1	1	See individual bit resets.	64-bit	Virtual Deferred Interrupt Status Register

### A.14.1 ERRIDR\_EL1, Error Record ID Register

Defines the highest numbered index of the error records that can be accessed through the Error Record System registers.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Functional group

RAS registers

##### Access type

See bit descriptions

##### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	0000	0000	0000	0010
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-244: AArch64\_erridr\_el1 bit assignments

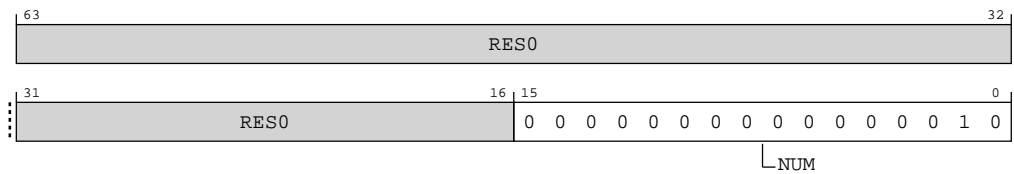


Table A-634: ERRIDR\_EL1 bit descriptions

Bits	Name	Description	Reset
[63:16]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[15:0]	NUM	<p>Highest numbered index of the records that can be accessed through the Error Record System registers plus one. Zero indicates no records can be accessed through the Error Record System registers.</p> <p>Each implemented record is owned by a node. A node might own multiple records.</p> <p><b>0b0000000000000010</b></p> <p>Two Records Present.</p>	0x0002

### Access

MRS <Xt>, ERRIDR\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0011	0b000

### Accessibility

MRS <Xt>, ERRIDR\_EL1

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TERR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HFGTR_EL2.ERRIDR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = ERRIDR_EL1;
    elseif PSTATE.EL == EL2 then
        if SCR_EL3.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = ERRIDR_EL1;
    elseif PSTATE.EL == EL3 then
        X[t, 64] = ERRIDR_EL1;

```

## A.14.2 ERRSELR\_EL1, Error Record Select Register

Selects an error record to be accessed through the Error Record System registers.

### Configurations

If AArch64-ERRIDR\_EL1 indicates that zero error records are implemented, then it is IMPLEMENTATION\_DEFINED whether ERRSELR\_EL1 is UNDEFINED or RES0.

**Attributes**

**Width**

64

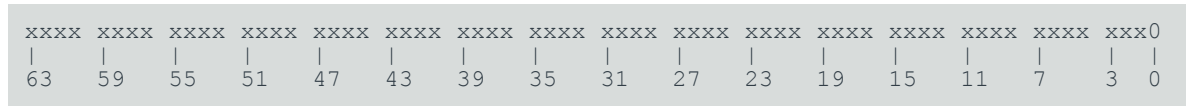
**Functional group**

RAS registers

**Access type**

See bit descriptions

**Reset value**

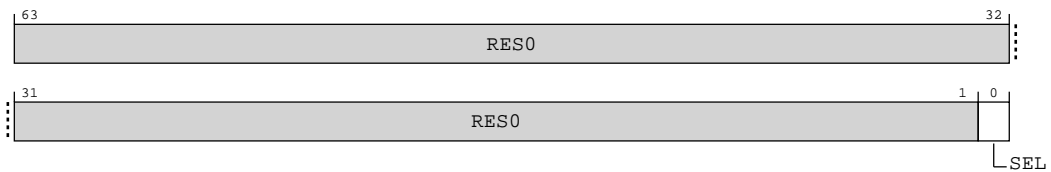


Note

Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure A-245: AArch64\_errselr\_el1 bit assignments**



**Table A-636: ERRSELR\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:1]	RES0	Reserved	RES0
[0]	SEL	<p><b>0b0</b> Selects record 0, containing errors from DSU RAMs</p> <p><b>0b1</b> Selects record 1, containing errors from Core RAMs</p>	0b0

**Access**

MRS <Xt>, ERRSELR\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0011	0b001

MSR ERRSELR\_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0011	0b001

## Accessibility

MRS <Xt>, ERRSELR\_EL1

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TERR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HFGTR_EL2.ERRSELR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = ERRSELR_EL1;
    elseif PSTATE.EL == EL2 then
        if SCR_EL3.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = ERRSELR_EL1;
    elseif PSTATE.EL == EL3 then
        X[t, 64] = ERRSELR_EL1;

```

MSR ERRSELR\_EL1, <Xt>

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TERR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HFGWTR_EL2.ERRSELR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ERRSELR_EL1 = X[t, 64];
    elseif PSTATE.EL == EL2 then
        if SCR_EL3.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                ERRSELR_EL1 = X[t, 64];
    elseif PSTATE.EL == EL3 then
        ERRSELR_EL1 = X[t, 64];

```

### A.14.3 ERXFR\_EL1, Selected Error Record Feature Register

Accesses ext-ERR<n>FR for the error record <n> selected by AArch64-ERRSELR\_EL1.SEL.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Functional group

RAS registers

##### Access type

See bit descriptions

##### Reset value

xxxx	xxxx	x101	0001	xxxx	xxxx	xxxx	xxxx	1xxx	xx00	0001	0000	1010	1001	1010	xx10
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-246: AArch64\_erxfr\_el1 bit assignments

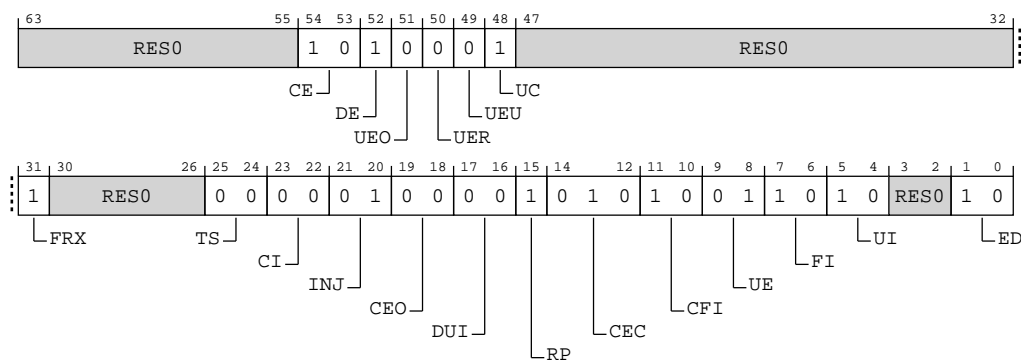


Table A-639: ERXFR\_EL1 bit descriptions

Bits	Name	Description	Reset
[63:55]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[54:53]	CE	Corrected Error recording. Describes the types of Corrected errors the node can record, if any. <b>0b10</b> Records only non-specific Corrected errors. That is, Corrected errors recorded by setting ERXSTATUS_EL1.CE to 0b10.	0b10
[52]	DE	Deferred Error recording. Describes whether the node supports recording Deferred errors. <b>0b1</b> Records Deferred errors.	0b1
[51]	UEO	Latent or Restartable Error recording. Describes whether the node supports recording Latent or Restartable errors. <b>0b0</b> Does not record Latent or Restartable errors.	0b0
[50]	UER	Signaled or Recoverable Error recording. Describes whether the node supports recording Signaled or Recoverable errors. <b>0b0</b> Does not record Signaled or Recoverable errors.	0b0
[49]	UEU	Uncontainable Error recording. Describes whether the node supports recording Uncontainable errors. <b>0b0</b> Uncontainable Error recording. Describes whether the node supports recording Uncontainable errors.	0b0
[48]	UC	Uncontainable Error recording. Describes whether the node supports recording Uncontainable errors. <b>0b1</b> Uncontainable Error recording. Describes whether the node supports recording Uncontainable errors.	0b1
[47:32]	RES0	Reserved	RES0
[31]	FRX	Feature Register extension. Defines whether ERXFR_EL1[63:48] are architecturally defined. <b>0b1</b> ERXFR_EL1[63:48] are defined by the architecture.	0b1
[30:26]	RES0	Reserved	RES0
[25:24]	TS	Timestamp Extension. Indicates whether, for each error record <m> owned by this node, ERXMISC3_EL1 is used as the timestamp register, and, if it is, the timebase used by the timestamp. <b>0b00</b> The node does not support a timestamp register.	0b00
[23:22]	CI	Critical error interrupt. Indicates whether the critical error interrupt and associated controls are implemented. <b>0b00</b> Does not support the critical error interrupt. ERXCTLR_EL1.CI is <b>RES0</b> .	0b00
[21:20]	INJ	Fault Injection Extension. Indicates whether the RAS Common Fault Injection Model Extension is implemented. <b>0b01</b> The node implements the RAS Common Fault Injection Model Extension. See ERXPFGF_EL1 for more information.	0b01
[19:18]	CEO	Corrected Error overwrite. Indicates the behavior when a second Corrected error is detected after a first Corrected error has been recorded by an error record <m> owned by the node. <b>0b00</b> Counts Corrected errors if a counter is implemented. Keeps the previous error syndrome. If the counter overflows, or no counter is implemented, then ERXSTATUS_EL1.OF is set to 0b1.	0b00

Bits	Name	Description	Reset
[17:16]	DUI	Error recovery interrupt for deferred errors control. Indicates whether the control for enabling error recovery interrupts on deferred errors are implemented.  <b>0b00</b> Does not support the control for enabling error recovery interrupts on deferred errors. ERXCTLR_EL1.DUI is <b>RES0</b> .	0b00
[15]	RP	Repeat counter. Indicates whether the node implements the repeat Corrected error counter in ERXMISCO_EL1 for each error record <m> owned by the node that implements the standard Corrected error counter.  <b>0b1</b> A first (repeat) counter and a second (other) counter are implemented. The repeat counter is the same size as the primary error counter.	0b1
[14:12]	CEC	Corrected Error Counter. Indicates whether the node implements the standard Corrected error counter (CE counter) mechanisms in ERXMISCO_EL1 for each error record <m> owned by the node that can record countable errors.  <b>0b010</b> Implements an 8-bit Corrected error counter in ERXMISCO_EL1[39:32].	0b010
[11:10]	CFI	Fault handling interrupt for corrected errors. Indicates whether the control for enabling fault handling interrupts on corrected errors are implemented.  <b>0b10</b> Control for enabling fault handling interrupts on corrected errors is supported and controllable using ERXCTLR_EL1.CFI.	0b10
[9:8]	UE	In-band uncorrected error reporting. Indicates whether the in-band uncorrected error reporting (External Aborts) and associated controls are implemented.  <b>0b01</b> In-band uncorrected error reporting (External Aborts) is supported and always enabled. ERXCTLR_EL1.UE is <b>RES0</b> .	0b01
[7:6]	FI	Fault handling interrupt. Indicates whether the fault handling interrupt and associated controls are implemented.  <b>0b10</b> Fault handling interrupt is supported and controllable using ERXCTLR_EL1.FI.	0b10
[5:4]	UI	Error recovery interrupt for uncorrected errors. Indicates whether the error handling interrupt and associated controls are implemented.  <b>0b10</b> Error handling interrupt is supported and controllable using ERXCTLR_EL1.UI.	0b10
[3:2]	<b>RES0</b>	Reserved	<b>RES0</b>
[1:0]	ED	Error reporting and logging. Indicates whether error record <n> is the first record owned the node, and, if so, whether it implements the controls for enabling and disabling error reporting and logging.  <b>0b10</b> Error reporting and logging is controllable using ERXCTLR_EL1.ED.	0b10

## Access

If AArch64-ERRIDR\_EL1.NUM is 0x0000 or AArch64-ERRSELR\_EL1.SEL is greater than or equal to AArch64-ERRIDR\_EL1.NUM, then one of the following occurs:

- An **UNKNOWN** error record is selected.
- ERXFR\_EL1 is RAZ.
- Direct reads of ERXFR\_EL1 are NOPs.



- Direct reads of ERXFR\_EL1 are UNDEFINED.

MRS <Xt>, ERXFR\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0100	0b000

### Accessibility

If AArch64-ERRIDR\_EL1.NUM is 0x0000 or AArch64-ERRSELR\_EL1.SEL is greater than or equal to AArch64-ERRIDR\_EL1.NUM, then one of the following occurs:

- An UNKNOWN error record is selected.
- ERXFR\_EL1 is RAZ.
- Direct reads of ERXFR\_EL1 are NOPs.
- Direct reads of ERXFR\_EL1 are UNDEFINED.

MRS <Xt>, ERXFR\_EL1

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TERR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HFGTR_EL2.ERXFR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = ERXFR_EL1;
    elseif PSTATE.EL == EL2 then
        if SCR_EL3.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = ERXFR_EL1;
    elseif PSTATE.EL == EL3 then
        X[t, 64] = ERXFR_EL1;

```

## A.14.4 ERXCTLR\_EL1, Selected Error Record Control Register

Accesses ext-ERR<n>CTLR for the error record <n> selected by AArch64-ERRSELR\_EL1.SEL.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

**Functional group**

RAS registers

**Access type**

See bit descriptions

**Reset value**

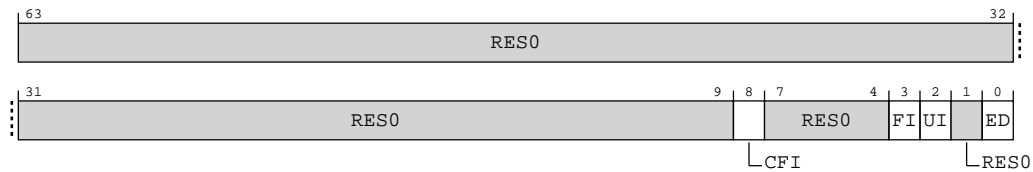
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxx0	xxxx	00x0	
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3	0



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure A-247: AArch64\_erxctlr\_el1 bit assignments**



**Table A-641: ERXCTLR\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:9]	RES0	Reserved	RES0
[8]	CFI	<p>Fault handling interrupt for Corrected errors enable.</p> <p>This control applies to errors arising from both reads and writes.</p> <p>The fault handling interrupt is generated when one of the standard CE counters on ERXMISCO_EL1 overflows and the overflow bit is set. The possible values are:</p> <p><b>0b0</b>                      Fault handling interrupt not generated for Corrected errors.</p> <p><b>0b1</b>                      Fault handling interrupt generated for Corrected errors.</p> <p>The interrupt is generated even if the error syndrome is discarded because the error record already records a higher priority error.</p> <p>Cold reset only. Unaffected by Warm reset</p>	0b0
[7:4]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[3]	FI	<p>Fault handling interrupt enable.</p> <p>This control applies to errors arising from both reads and writes.</p> <p>The fault handling interrupt is generated for all detected Deferred errors and Uncorrected errors. The possible values are:</p> <p><b>0b0</b> Fault handling interrupt disabled.</p> <p><b>0b1</b> Fault handling interrupt enabled.</p> <p>The interrupt is generated even if the error syndrome is discarded because the error record already records a higher priority error.</p> <p>Cold reset only. Unaffected by Warm reset</p>	0b0
[2]	UI	<p>Uncorrected error recovery interrupt enable.</p> <p>This control applies to errors arising from both reads and writes.</p> <p>When enabled, the error recovery interrupt is generated for all detected Uncorrected errors that are not deferred.</p> <p><b>0b0</b> Error recovery interrupt disabled.</p> <p><b>0b1</b> Error recovery interrupt enabled.</p> <p>The interrupt is generated even if the error syndrome is discarded because the error record already records a higher priority error.</p> <p>Cold reset only. Unaffected by Warm reset</p>	0b0
[1]	RES0	Reserved	RES0
[0]	ED	<p>Error Detection and correction enable. The possible values are:</p> <p><b>0b0</b> Error detection and correction disabled.</p> <p><b>0b1</b> Error detection and correction enabled.</p> <p>Cold reset only. Unaffected by Warm reset</p>	0b0

## Access

If AArch64-ERRIDR\_EL1.NUM is 0x0000 or AArch64-ERRSELR\_EL1.SEL is greater than or equal to AArch64-ERRIDR\_EL1.NUM, then one of the following occurs:

- An **UNKNOWN** error record is selected.
- ERXCTLR\_EL1 is RAZ/WI.
- Direct reads and writes of ERXCTLR\_EL1 are NOPs.
- Direct reads and writes of ERXCTLR\_EL1 are UNDEFINED.

If AArch64-ERRSELR\_EL1.SEL is not the index of the first error record owned by a node, then ext-ERR<n>CTLR is not present, meaning reads and writes of ERXCTLR\_EL1 are **RES0**.

MRS <Xt>, ERXCTLR\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0100	0b001

MSR ERXCTLR\_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0100	0b001

### Accessibility

If AArch64-ERRIDR\_EL1.NUM is 0x0000 or AArch64-ERRSELR\_EL1.SEL is greater than or equal to AArch64-ERRIDR\_EL1.NUM, then one of the following occurs:

- An UNKNOWN error record is selected.
- ERXCTLR\_EL1 is RAZ/WI.
- Direct reads and writes of ERXCTLR\_EL1 are NOPs.
- Direct reads and writes of ERXCTLR\_EL1 are UNDEFINED.

If AArch64-ERRSELR\_EL1.SEL is not the index of the first error record owned by a node, then ext-ERR<n>CTLR is not present, meaning reads and writes of ERXCTLR\_EL1 are RES0.

MRS <Xt>, ERXCTLR\_EL1

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TERR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HFGTR_EL2.ERXCTLR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = ERXCTLR_EL1;
    elseif PSTATE.EL == EL2 then
        if SCR_EL3.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = ERXCTLR_EL1;
    elseif PSTATE.EL == EL3 then
        X[t, 64] = ERXCTLR_EL1;

```

MSR ERXCTLR\_EL1, <Xt>

```

if PSTATE.EL == EL0 then

```

```

UNDEFINED;
elseif PSTATE.EL == EL1 then
  if EL2Enabled() && HCR_EL2.TERR == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
  elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HFGWTR_EL2.ERXCTLR_EL1 == '1' then
    AArch64.SystemAccessTrap(EL2, 0x18);
  elseif SCR_EL3.TERR == '1' then
    if Halted() && EDSCR.SDD == '1' then
      UNDEFINED;
    else
      AArch64.SystemAccessTrap(EL3, 0x18);
    else
      ERXCTLR_EL1 = X[t, 64];
elseif PSTATE.EL == EL2 then
  if SCR_EL3.TERR == '1' then
    if Halted() && EDSCR.SDD == '1' then
      UNDEFINED;
    else
      AArch64.SystemAccessTrap(EL3, 0x18);
    else
      ERXCTLR_EL1 = X[t, 64];
elseif PSTATE.EL == EL3 then
  ERXCTLR_EL1 = X[t, 64];

```

## A.14.5 ERXSTATUS\_EL1, Selected Error Record Primary Status Register

Accesses ext-ERR<n>STATUS for the error record <n> selected by AArch64-ERRSELR\_EL1.SEL.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

RAS registers

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	0000	0000	0000	xxxx	xxxx	xxxx	xxx0	0000
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Note

Where the reset reads xxxx, see individual bits.

## Bit descriptions

Figure A-248: AArch64\_erxstatus\_el1 bit assignments

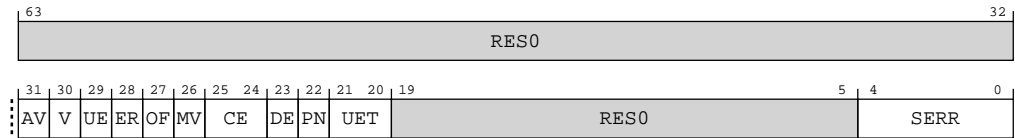


Table A-644: ERXSTATUS\_EL1 bit descriptions

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31]	AV	Address Valid. The possible values are: <b>0b0</b> ERXADDR_EL1 not valid. <b>0b1</b> ERXADDR_EL1 contains an address associated with the highest priority error recorded by this record. This bit is read/write-one-to-clear. Cold reset only. Unaffected by Warm reset	0b0
[30]	V	Status Register Valid. The possible values are: <b>0b0</b> ERXSTATUS_EL1 not valid. <b>0b1</b> ERXSTATUS_EL1 valid. At least one error has been recorded. This bit is read/write-one-to-clear. Cold reset only. Unaffected by Warm reset	0b0
[29]	UE	Uncorrected Error. The possible values are: <b>0b0</b> No errors have been detected, or all detected errors have been either corrected or deferred. <b>0b1</b> At least one detected error was not corrected and not deferred. When clearing ERXSTATUS_EL1.V to 0b0, if this bit is nonzero, then Arm recommends that software write 0b1 to this bit to clear this bit to zero. This bit is not valid and reads <b>UNKNOWN</b> if ERXSTATUS_EL1.V == 0b0. This bit is read/write-one-to-clear. Cold reset only. Unaffected by Warm reset	0b0

Bits	Name	Description	Reset
[28]	ER	<p>Error Reported. The possible values are:</p> <p><b>0b0</b> No in-band error (External Abort) reported.</p> <p><b>0b1</b> An External Abort was signaled by the node to the master making the access or other transaction.</p> <p>This bit is read/write-one-to-clear.</p> <p>Cold reset only. Unaffected by Warm reset</p> <p><b>Note:</b> An External Abort signaled by the node might be masked and not generate any exception.</p>	0b0
[27]	OF	<p>Overflow. The possible values are:</p> <p><b>0b0</b> If UE == 1, then no error status for an Uncorrected error has been discarded.</p> <p>If UE == 0 and DE == 1, then no error status for a Deferred error has been discarded.</p> <p>If UE == 0, DE == 0, and CE != 0b00, then the corrected error counter has not overflowed.</p> <p><b>0b1</b> More than one error has occurred and so details of the other error have been discarded.</p> <p>When clearing ERXSTATUS_EL1.V to 0b0, if this bit is nonzero, then Arm recommends that software write 0b1 to this bit to clear this bit to zero.</p> <p>This bit is not valid and reads <b>UNKNOWN</b> if ERXSTATUS_EL1.V == 0b0.</p> <p>Cold reset only. Unaffected by Warm reset</p> <p>This bit is read/write-one-to-clear.</p>	0b0
[26]	MV	<p>Miscellaneous Registers Valid. The possible values are:</p> <p><b>0b0</b> ERXMISC&lt;m&gt;_EL1 not valid.</p> <p><b>0b1</b> This bit indicates that the ERXMISC&lt;m&gt;_EL1 registers contain additional information for an error recorded by this record.</p> <p>This bit is read/write-one-to-clear.</p> <p>Cold reset only. Unaffected by Warm reset</p> <p><b>Note:</b> If the ERXMISC&lt;m&gt;_EL1 registers can contain additional information for a previously recorded error, then the contents must be self-describing to software or a user. For example, certain fields might relate only to Corrected errors, and other fields only to the most recent error that was not discarded.</p>	0b0

Bits	Name	Description	Reset
[25:24]	CE	<p>Corrected Error. The possible values are:</p> <p><b>0b00</b> No errors were corrected.</p> <p><b>0b01</b> At least one transient error was corrected.</p> <p><b>0b10</b> At least one error was corrected.</p> <p><b>0b11</b> At least one persistent error was corrected.</p> <p>When clearing ERXSTATUS_EL1.V to 0b0, if this field is nonzero, then Arm recommends that software write ones to this field to clear this field to zero.</p> <p>This field is not valid and reads <b>UNKNOWN</b> if ERXSTATUS_EL1.V == 0b0.</p> <p>This field is read/write-ones-to-clear. Writing a value other than all-zeros or all-ones sets this field to an <b>UNKNOWN</b> value.</p> <p>Cold reset only. Unaffected by Warm reset</p>	0b00
[23]	DE	<p>Deferred Error. The possible values are:</p> <p><b>0b0</b> No errors were deferred.</p> <p><b>0b1</b> At least one error was not corrected and deferred.</p> <p>When clearing ERXSTATUS_EL1.V to 0b0, if this bit is nonzero, then Arm recommends that software write 0b1 to this bit to clear this bit to zero.</p> <p>This bit is not valid and reads <b>UNKNOWN</b> if ERXSTATUS_EL1.V == 0b0.</p> <p>This bit is read/write-one-to-clear.</p> <p>Cold reset only. Unaffected by Warm reset</p>	0b0
[22]	PN	<p>Poison. The value is:</p> <p><b>0b0</b> This core cannot distinguish a poisoned value from a corrupted value.</p> <p>When clearing ERXSTATUS_EL1.V to 0b0, if this bit is nonzero, then Arm recommends that software write 0b1 to this bit to clear this bit to zero.</p> <p>This bit is not valid and reads <b>UNKNOWN</b> if any of the following are true:</p> <ul style="list-style-type: none"> <li>ERXSTATUS_EL1.V == 0b0.</li> <li>ERXSTATUS_EL1.{DE,UE} == {0,0}.</li> </ul> <p>This bit is read/write-one-to-clear.</p> <p>Cold reset only. Unaffected by Warm reset</p>	0b0



Bits	Name	Description	Reset
[21:20]	UET	Uncorrected Error Type. The value is:  <b>0b00</b> Uncorrected error, Uncontainable error (UC).  Cold reset only. Unaffected by Warm reset	0b00
[19:5]	RES0	Reserved	RES0
[4:0]	SERR	Primary error code.  The primary error code might be used by a fault handling agent to triage an error without requiring device-specific code. For example, to count and threshold corrected errors in software, or generate a short log entry.  The possible values are:  <b>0b00000</b> No error  <b>0b00010</b> ECC error from internal data buffer.  <b>0b00110</b> ECC error on cache data RAM.  <b>0b00111</b> ECC error on cache tag or dirty RAM.  <b>0b01000</b> Parity error on TLB data RAM.  <b>0b10010</b> Error response for a cache copyback.  <b>0b10101</b> Deferred error from slave not supported at the consumer. For example, poisoned data received from a slave by a master that cannot defer the error further.  Cold reset only. Unaffected by Warm reset	0b00000

## Access

If AArch64-ERRIDR\_EL1.NUM is 0x0000 or AArch64-ERRSELR\_EL1.SEL is greater than or equal to AArch64-ERRIDR\_EL1.NUM, then one of the following occurs:

- An **UNKNOWN** error record is selected.
- ERXSTATUS\_EL1 is RAZ/WI.
- Direct reads and writes of ERXSTATUS\_EL1 are NOPs.
- Direct reads and writes of ERXSTATUS\_EL1 are UNDEFINED.

ext-ERR<n>STATUS describes additional constraints that also apply when ext-ERR<n>STATUS is accessed through ERXSTATUS\_EL1.

MRS <Xt>, ERXSTATUS\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0100	0b010

MSR ERXSTATUS\_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0100	0b010

## Accessibility

If AArch64-ERRIDR\_EL1.NUM is 0x0000 or AArch64-ERRSELR\_EL1.SEL is greater than or equal to AArch64-ERRIDR\_EL1.NUM, then one of the following occurs:

- An UNKNOWN error record is selected.
- ERXSTATUS\_EL1 is RAZ/WI.
- Direct reads and writes of ERXSTATUS\_EL1 are NOPs.
- Direct reads and writes of ERXSTATUS\_EL1 are UNDEFINED.

ext-ERR<n>STATUS describes additional constraints that also apply when ext-ERR<n>STATUS is accessed through ERXSTATUS\_EL1.

MRS <Xt>, ERXSTATUS\_EL1

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TERR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HFGTR_EL2.ERXSTATUS_EL1 == '1'
    then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = ERXSTATUS_EL1;
    elseif PSTATE.EL == EL2 then
        if SCR_EL3.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = ERXSTATUS_EL1;
    elseif PSTATE.EL == EL3 then
        X[t, 64] = ERXSTATUS_EL1;

```

MSR ERXSTATUS\_EL1, <Xt>

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TERR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HFGWTR_EL2.ERXSTATUS_EL1 == '1'
    then

```

```

    AArch64.SystemAccessTrap(EL2, 0x18);
elseif SCR_EL3.TERR == '1' then
    if Halted() && EDSCR.SDD == '1' then
        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ERXSTATUS_EL1 = X[t, 64];
elseif PSTATE.EL == EL2 then
    if SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ERXSTATUS_EL1 = X[t, 64];
elseif PSTATE.EL == EL3 then
    ERXSTATUS_EL1 = X[t, 64];

```

## A.14.6 ERXADDR\_EL1, Selected Error Record Address Register

Accesses ext-ERR<n>ADDR for the error record <n> selected by AArch64-ERRSELR\_EL1.SEL.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

RAS registers

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Note

Where the reset reads xxxx, see individual bits.

## Bit descriptions

Figure A-249: AArch64\_erxaddr\_el1 bit assignments

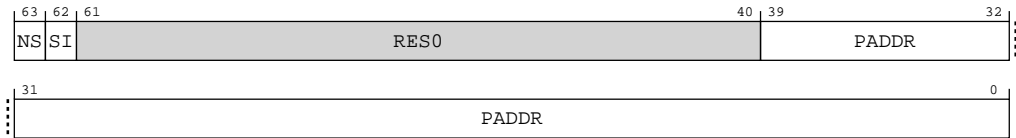


Table A-647: ERXADDR\_EL1 bit descriptions

Bits	Name	Description	Reset
[63]	NS	Non-secure attribute. <b>0b0</b> ERR<n>ADDR.PADDR is a Secure address. <b>0b1</b> ERR<n>ADDR.PADDR is a Non-secure address.	x
[62]	SI	Secure Incorrect. Indicates whether ERR<n>ADDR.NS is valid. <b>0b0</b> ERR<n>ADDR.NS is correct. That is, it matches the programmers' view of the Non-secure attribute for the recorded location. <b>0b1</b> ERR<n>ADDR.NS might not be correct, and might not match the programmers' view of the Non-secure attribute for the recorded location.	x
[61:40]	RES0	Reserved	RES0
[39:0]	PADDR	Physical Address [39:0]. Address of the recorded location	40 { x }

## Access

If AArch64-ERRIDR\_EL1.NUM is 0x0000 or AArch64-ERRSELR\_EL1.SEL is greater than or equal to AArch64-ERRIDR\_EL1.NUM, then one of the following occurs:

- An **UNKNOWN** error record is selected.
- ERXADDR\_EL1 is RAZ/WI.
- Direct reads and writes of ERXADDR\_EL1 are NOPs.
- Direct reads and writes of ERXADDR\_EL1 are UNDEFINED.

ext-ERR<n>ADDR describes additional constraints that also apply when ext-ERR<n>ADDR is accessed through ERXADDR\_EL1.

MRS <Xt>, ERXADDR\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0100	0b011

MSR ERXADDR\_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0100	0b011

## Accessibility

If AArch64-ERRIDR\_EL1.NUM is 0x0000 or AArch64-ERRSELR\_EL1.SEL is greater than or equal to AArch64-ERRIDR\_EL1.NUM, then one of the following occurs:

- An UNKNOWN error record is selected.
- ERXADDR\_EL1 is RAZ/WI.
- Direct reads and writes of ERXADDR\_EL1 are NOPs.
- Direct reads and writes of ERXADDR\_EL1 are UNDEFINED.

ext-ERR<n>ADDR describes additional constraints that also apply when ext-ERR<n>ADDR is accessed through ERXADDR\_EL1.

MRS <Xt>, ERXADDR\_EL1

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TERR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HFGTR_EL2.ERXADDR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = ERXADDR_EL1;
    elseif PSTATE.EL == EL2 then
        if SCR_EL3.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = ERXADDR_EL1;
    elseif PSTATE.EL == EL3 then
        X[t, 64] = ERXADDR_EL1;

```

MSR ERXADDR\_EL1, <Xt>

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TERR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HFGWTR_EL2.ERXADDR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ERXADDR_EL1 = X[t, 64];
    elseif PSTATE.EL == EL2 then

```

```

if SCR_EL3.TERR == '1' then
    if Halted() && EDSCR.SDD == '1' then
        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ERXADDR_EL1 = X[t, 64];
elseif PSTATE.EL == EL3 then
    ERXADDR_EL1 = X[t, 64];
    
```

### A.14.7 ERXPFGF\_EL1, Selected Pseudo-fault Generation Feature register

Accesses ext-ERR<n>PFGF for the error record <n> selected by AArch64-ERRSELR\_EL1.SEL.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Functional group

RAS registers

##### Access type

See bit descriptions

##### Reset value

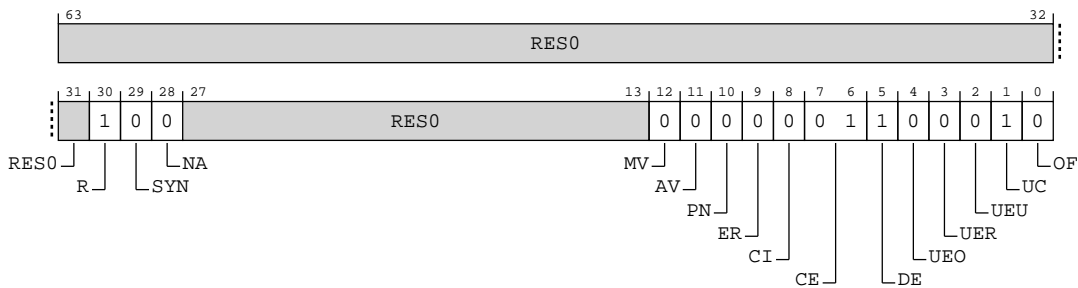
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	x100	xxxx	xxxx	xxxx	xxx0	0000	0110	0010
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-250: AArch64\_erxpfgf\_el1 bit assignments



**Table A-650: ERXPFGF\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:31]	RES0	Reserved	RES0
[30]	R	Restartable bit. When it reaches zero, the Error Generation Counter restarts from the ERXPFGCDN_EL1 value or stops. The value is:  <b>0b1</b>  Error Generation Counter restart mode is implemented and is controlled by ERXPFGCTL_EL1.R. ERXPFGCTL_EL1.R is a read/write field	0b1
[29]	SYN	Syndrome. Fault syndrome injection. The value is:  <b>0b0</b>  When an injected error is recorded, the node sets ext-ERR<n>STATUS.{IERR, SERR} to IMPLEMENTATION DEFINED values. ext-ERR<n>STATUS.{IERR, SERR} are <b>UNKNOWN</b> when ext-ERR<n>STATUS.V is 0.	0b0
[28]	NA	No access required. Defines whether this component fakes detection of the error on an access to the component or spontaneously in the fault injection state.  <b>0b0</b>  The component fakes detection of the error on an access to the component.	0b0
[27:13]	RES0	Reserved	RES0
[12]	MV	Miscellaneous syndrome.  Defines whether software can control all or part of the syndrome recorded in the ERR<n>MISC<m> registers when an injected error is recorded.  <b>0b0</b>  When an injected error is recorded, the node might update the ERR<n>MISC<m> registers: <ul style="list-style-type: none"> <li>• If any syndrome is recorded by the node in the ERR&lt;n&gt;MISC&lt;m&gt; registers, then ext-ERR&lt;n&gt;STATUS.MV is set to 1.</li> <li>• Otherwise, ext-ERR&lt;n&gt;STATUS.MV is unchanged.</li> </ul> <b>Note:</b> If ERXPFGF_EL1.MV == 0b1, software can write specific values into the ERXMISC<m>_EL1 registers when setting up a fault injection event. The values that can be written to these registers are <b>IMPLEMENTATION DEFINED</b> .	0b0
[11]	AV	Address syndrome. Address syndrome injection. The value is:  <b>0b0</b>  When an injected error is recorded, the node might record an address in ext-ERR<n>ADDR. If an address is recorded in ext-ERR<n>ADDR, then ext-ERR<n>STATUS.AV is set to 1. Otherwise, ext-ERR<n>ADDR and ext-ERR<n>STATUS.AV are unchanged.	0b0
[10]	PN	Poison flag. Describes how the fault generation feature of the node sets the ERXSTATUS_EL1.PN status flag. The value is:  <b>0b0</b>  When an injected error is recorded, the node sets ERXSTATUS_EL1.PN to 0.	0b0
[9]	ER	Error Reported flag. Describes how the fault generation feature of the node sets the ERXSTATUS_EL1.ER status flag. The value is:  <b>0b0</b>  When an injected error is recorded, the node sets ext-ERR<n>STATUS.ER according to the architecture-defined rules for setting the ER field.	0b0

Bits	Name	Description	Reset
[8]	CI	Critical Error flag. Describes how the fault generation feature of the node sets the ERXSTATUS_EL1.CI status flag. The value is:  <b>0b0</b>  The node does not support this type of flag  This behavior replaces the architecture-defined rules for setting the CI bit.	0b0
[7:6]	CE	Corrected Error generation. The value is:  <b>0b01</b>  The fault generation feature of the node allows generation of a non-specific Corrected Error, that is, a Corrected Error that is recorded as ERXSTATUS_EL1.CE == 0b10.  All other values are reserved.	0b01
[5]	DE	Deferred Error generation. The value is:  <b>0b1</b>  The fault generation feature of the node allows generation of this type of error.	0b1
[4]	UEO	Latent or Restartable Error generation. The value is:  <b>0b0</b>  The fault generation feature of the node cannot generate this type of error.	0b0
[3]	UER	Signaled or Recoverable Error generation. The value is:  <b>0b0</b>  The fault generation feature of the node cannot generate this type of error.	0b0
[2]	UEU	Unrecoverable Error generation. The value is:  <b>0b0</b>  The fault generation feature of the node cannot generate this type of error.	0b0
[1]	UC	Uncontainable Error generation. The value is:  <b>0b1</b>  The fault generation feature of the node allows generation of this type of error.	0b1
[0]	OF	Overflow flag. Describes how the fault generation feature of the node sets the ERXSTATUS_EL1.OF status flag. The value is:  <b>0b0</b>  When an injected error is recorded, the node sets ext-ERR<n>STATUS.OF according to the architecture-defined rules for setting the OF field. ext-ERR<n>PFGCTL.OF is <b>RES0</b> .	0b0

## Access

If AArch64-ERRIDR\_EL1.NUM is 0x0000 or AArch64-ERRSELR\_EL1.SEL is greater than or equal to AArch64-ERRIDR\_EL1.NUM, then one of the following occurs:

- An **UNKNOWN** error record is selected.
- ERXPFGF\_EL1 is RAZ.
- Direct reads of ERXPFGF\_EL1 are NOPs.
- Direct reads of ERXPFGF\_EL1 are UNDEFINED.

If AArch64-ERRSELR\_EL1.SEL selects an error record owned by a node that does not implement the Common Fault Injection Model Extension, then one of the following occurs:



- ERXPFGF\_EL1 is RAZ.
- Direct reads of ERXPFGF\_EL1 are NOPs.
- Direct reads of ERXPFGF\_EL1 are **UNDEFINED**.



A node does not implement the Common Fault Injection Model Extension if ERR<q>FR.INJ reads as 0b00. <q> is the index of the first error record owned by the same node as error record <n>, where <n> is the value in AArch64-ERRSELR\_EL1.SEL. If the node owns a single record then q = n.

If AArch64-ERRSELR\_EL1.SEL is not the index of the first error record owned by a node, then ext-ERR<n>PFGF is not present, meaning reads of ERXPFGF\_EL1 are **RESO**.

ext-ERR<n>PFGF describes additional constraints that also apply when ext-ERR<n>PFGF is accessed through ERXPFGF\_EL1.

MRS <Xt>, ERXPFGF\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0100	0b100

### Accessibility

If AArch64-ERRIDR\_EL1.NUM is 0x0000 or AArch64-ERRSELR\_EL1.SEL is greater than or equal to AArch64-ERRIDR\_EL1.NUM, then one of the following occurs:

- An UNKNOWN error record is selected.
- ERXPFGF\_EL1 is RAZ.
- Direct reads of ERXPFGF\_EL1 are NOPs.
- Direct reads of ERXPFGF\_EL1 are UNDEFINED.

If AArch64-ERRSELR\_EL1.SEL selects an error record owned by a node that does not implement the Common Fault Injection Model Extension, then one of the following occurs:

- ERXPFGF\_EL1 is RAZ.
- Direct reads of ERXPFGF\_EL1 are NOPs.
- Direct reads of ERXPFGF\_EL1 are UNDEFINED.



A node does not implement the Common Fault Injection Model Extension if ERR<q>FR.INJ reads as 0b00. <q> is the index of the first error record owned by the same node as error record <n>, where <n> is the value in AArch64-ERRSELR\_EL1.SEL. If the node owns a single record then q = n.

If AArch64-ERRSELR\_EL1.SEL is not the index of the first error record owned by a node, then ext-ERR<n>PFGF is not present, meaning reads of ERXPFGF\_EL1 are RESO.

ext-ERR<n>PFGF describes additional constraints that also apply when ext-ERR<n>PFGF is accessed through ERXPFGF\_EL1.

MRS <Xt>, ERXPFGF\_EL1

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.FIEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HFGTR_EL2.ERXPFGF_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif SCR_EL3.FIEN == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = ERXPFGF_EL1;
elseif PSTATE.EL == EL2 then
    if SCR_EL3.FIEN == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = ERXPFGF_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = ERXPFGF_EL1;

```

## A.14.8 ERXPFGCTL\_EL1, Selected Pseudo-fault Generation Control register

Accesses ext-ERR<n>PFGCTL for the error record <n> selected by AArch64-ERRSELR\_EL1.SEL.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

RAS registers

#### Access type

See bit descriptions

#### Reset value

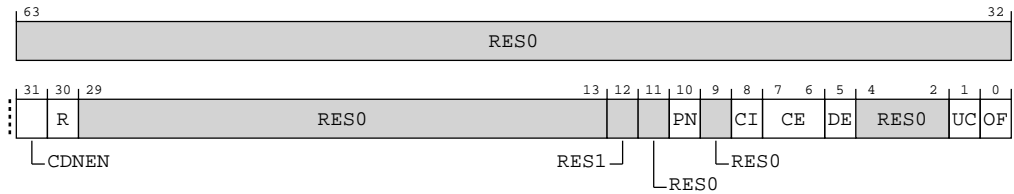
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	00xx	xxxx	xxxx	xxxx	xxxx	x0x0	000x	xx00
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure A-251: AArch64\_erxpfctl\_el1 bit assignments**



**Table A-652: ERXPFCTL\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31]	CDNEN	Countdown Enable. Controls transfers from the value that is held in the ERXPFPCDN_EL1 into the Error Generation Counter and enables this counter.  <b>0b0</b> The Error Generation Counter is disabled.  <b>0b1</b> The Error Generation Counter is enabled. On a write of 0b1 to this bit, the Error Generation Counter is set to ERXPFPCDN_EL1.CDN.  Cold reset only. Unaffected by Warm reset	0b0
[30]	R	Restart. Controls whether, upon reaching zero, the Error Generation Counter restarts from the ERXPFPCDN_EL1 value or stops.  <b>0b0</b> On reaching 0, the Error Generation Counter will stop.  <b>0b1</b> On reaching 0, the Error Generation Counter is set to ERXPFPCDN_EL1.CDN.  Cold reset only. Unaffected by Warm reset	0b0
[29:13]	RES0	Reserved	RES0
[12]	RES1	Reserved	RES1
[11]	RES0	Reserved	RES0
[10]	PN	Poison flag. The value that is written to AArch64-ERXSTATUS.PN when an injected error is recorded.  <b>0b00</b> AArch64-ERXSTATUS.PN is set to 0 when an injected error is recorded.  <b>0b01</b> AArch64-ERXSTATUS.PN is set to 1 when an injected error is recorded.	0b0
[9]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[8]	CI	Critical Error flag. The value that is written to AArch64-ERXSTATUS.CI when an injected error is recorded.  <b>0b0</b> AArch64-ERXSTATUS.CI is set to 0 when an injected error is recorded.  <b>0b1</b> AArch64-ERXSTATUS.CI is set to 1 when an injected error is recorded.	0b0
[7:6]	CE	Corrected Error generation enable. Controls the type of Corrected Error condition that might be generated. The possible values are:  <b>0b00</b> No error of this type will be generated.  <b>0b01</b> A non-specific Corrected Error, that is, a Corrected Error that is recorded as ERXSTATUS_EL1.CE == 0b10, might be generated when the Error Generation Counter decrements to zero.  Cold reset only. Unaffected by Warm reset	0b00
[5]	DE	Deferred Error generation enable. The possible values are:  <b>0b0</b> No error of this type will be generated.  <b>0b1</b> An error of this type might be generated when the Error Generation Counter decrements to zero.  Cold reset only. Unaffected by Warm reset	0b0
[4:2]	RES0	Reserved	RES0
[1]	UC	Uncontainable Error generation enable. The possible values are:  <b>0b0</b> No error of this type will be generated.  <b>0b1</b> An error of this type might be generated when the Error Generation Counter decrements to zero.  Cold reset only. Unaffected by Warm reset	0b0
[0]	OF	Uncontainable Error generation enable. The possible values are:  <b>0b0</b> No error of this type will be generated.  <b>0b1</b> An error of this type might be generated when the Error Generation Counter decrements to zero.  Cold reset only. Unaffected by Warm reset	0b0

## Access

If AArch64-ERRIDR\_EL1.NUM is 0x0000 or AArch64-ERRSELR\_EL1.SEL is greater than or equal to AArch64-ERRIDR\_EL1.NUM, then one of the following occurs:

- An **UNKNOWN** error record is selected.
- ERXPGCTL\_EL1 is RAZ/WI.
- Direct reads and writes of ERXPGCTL\_EL1 are NOPs.

- Direct reads and writes of ERXPFPGCTL\_EL1 are UNDEFINED.

If AArch64-ERRSELR\_EL1.SEL selects an error record owned by a node that does not implement the Common Fault Injection Model Extension, then one of the following occurs:

- ERXPFPGCTL\_EL1 is RAZ/WI.
- Direct reads and writes of ERXPFPGCTL\_EL1 are NOPs.
- Direct reads and writes of ERXPFPGCTL\_EL1 are **UNDEFINED**.



A node does not implement the Common Fault Injection Model Extension if ERR<q>FR.INJ reads as 0b00. <q> is the index of the first error record owned by the same node as error record <n>, where <n> is the value in AArch64-ERRSELR\_EL1.SEL. If the node owns a single record then q = n.

If AArch64-ERRSELR\_EL1.SEL is not the index of the first error record owned by a node, then ext-ERR<n>PFGCTL is not present, meaning reads and writes of ERXPFPGCTL\_EL1 are **RES0**.

ext-ERR<n>PFGCTL describes additional constraints that also apply when ext-ERR<n>PFGCTL is accessed through ERXPFPGCTL\_EL1.

MRS <Xt>, ERXPFPGCTL\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0100	0b101

MSR ERXPFPGCTL\_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0100	0b101

## Accessibility

If AArch64-ERRIDR\_EL1.NUM is 0x0000 or AArch64-ERRSELR\_EL1.SEL is greater than or equal to AArch64-ERRIDR\_EL1.NUM, then one of the following occurs:

- An UNKNOWN error record is selected.
- ERXPFPGCTL\_EL1 is RAZ/WI.
- Direct reads and writes of ERXPFPGCTL\_EL1 are NOPs.
- Direct reads and writes of ERXPFPGCTL\_EL1 are UNDEFINED.

If AArch64-ERRSELR\_EL1.SEL selects an error record owned by a node that does not implement the Common Fault Injection Model Extension, then one of the following occurs:

- ERXPFPGCTL\_EL1 is RAZ/WI.
- Direct reads and writes of ERXPFPGCTL\_EL1 are NOPs.
- Direct reads and writes of ERXPFPGCTL\_EL1 are UNDEFINED.



A node does not implement the Common Fault Injection Model Extension if ERR<q>FR.INJ reads as 0b00. <q> is the index of the first error record owned by the same node as error record <n>, where <n> is the value in AArch64-ERRSELR\_EL1.SEL. If the node owns a single record then q = n.

If AArch64-ERRSELR\_EL1.SEL is not the index of the first error record owned by a node, then ext-ERR<n>PFGCTL is not present, meaning reads and writes of ERXPFPGCTL\_EL1 are RESO.

ext-ERR<n>PFGCTL describes additional constraints that also apply when ext-ERR<n>PFGCTL is accessed through ERXPFPGCTL\_EL1.

MRS <Xt>, ERXPFPGCTL\_EL1

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.FIEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEN == '1' && HFGTR_EL2.ERXPFPGCTL_EL1 == '1'
    then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif SCR_EL3.FIEN == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = ERXPFPGCTL_EL1;
    elseif PSTATE.EL == EL2 then
        if SCR_EL3.FIEN == '0' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = ERXPFPGCTL_EL1;
    elseif PSTATE.EL == EL3 then
        X[t, 64] = ERXPFPGCTL_EL1;

```

MSR ERXPFPGCTL\_EL1, <Xt>

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.FIEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEN == '1' && HFGWTR_EL2.ERXPFPGCTL_EL1 == '1'
    then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif SCR_EL3.FIEN == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ERXPFPGCTL_EL1 = X[t, 64];
    elseif PSTATE.EL == EL2 then
        if SCR_EL3.FIEN == '0' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else

```

```

        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ERXPFPGCTL_EL1 = X[t, 64];
    elsif PSTATE.EL == EL3 then
        ERXPFPGCTL_EL1 = X[t, 64];
    
```

### A.14.9 ERXPFPGCDN\_EL1, Selected Pseudo-fault Generation Countdown register

Accesses ext-ERR<n>PFGCDN for the error record <n> selected by AArch64-ERRSELR\_EL1.SEL.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

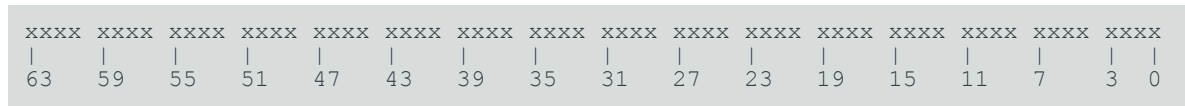
##### Functional group

RAS registers

##### Access type

See bit descriptions

##### Reset value



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-252: AArch64\_erxpfgcdn\_el1 bit assignments

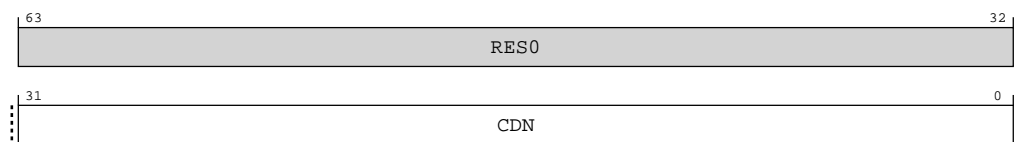


Table A-655: ERXPFPGCDN\_EL1 bit descriptions

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[31:0]	CDN	<p>Countdown value.</p> <p>This field is copied to Error Generation Counter when either:</p> <ul style="list-style-type: none"> <li>Software writes ERXPFPGCTL_EL1.CDNEN with 1.</li> <li>The Error Generation Counter decrements to zero and ERXPFPGCTL_EL1.R == 0b1.</li> </ul> <p>Unaffected by Cold or Warm reset.</p> <p><b>Note:</b> The current Error Generation Counter value is not visible to software.</p>	32 {x}

### Access

If AArch64-ERRIDR\_EL1.NUM is 0x0000 or AArch64-ERRSELR\_EL1.SEL is greater than or equal to AArch64-ERRIDR\_EL1.NUM, then one of the following occurs:

- An **UNKNOWN** error record is selected.
- ERXPFPGCDN\_EL1 is RAZ/WI.
- Direct reads and writes of ERXPFPGCDN\_EL1 are NOPs.
- Direct reads and writes of ERXPFPGCDN\_EL1 are UNDEFINED.

If AArch64-ERRSELR\_EL1.SEL selects an error record owned by a node that does not implement the Common Fault Injection Model Extension, then one of the following occurs:

- ERXPFPGCDN\_EL1 is RAZ/WI.
- Direct reads and writes of ERXPFPGCDN\_EL1 are NOPs.
- Direct reads and writes of ERXPFPGCDN\_EL1 are **UNDEFINED**.



A node does not implement the Common Fault Injection Model Extension if  $ERR\langle q \rangle FR.INJ$  reads as 0b00.  $\langle q \rangle$  is the index of the first error record owned by the same node as error record  $\langle n \rangle$ , where  $\langle n \rangle$  is the value in AArch64-ERRSELR\_EL1.SEL. If the node owns a single record then  $q = n$ .

If AArch64-ERRSELR\_EL1.SEL is not the index of the first error record owned by a node, then ext-ERR $\langle n \rangle$ PFGCDN is not present, meaning reads and writes of ERXPFPGCDN\_EL1 are **RESO**.

ext-ERR $\langle n \rangle$ PFGCDN describes additional constraints that also apply when ext-ERR $\langle n \rangle$ PFGCDN is accessed through ERXPFPGCDN\_EL1.

MRS  $\langle Xt \rangle$ , ERXPFPGCDN\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0100	0b110

MSR ERXPFPGCDN\_EL1,  $\langle Xt \rangle$



op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0100	0b110

## Accessibility

If AArch64-ERRIDR\_EL1.NUM is 0x0000 or AArch64-ERRSELR\_EL1.SEL is greater than or equal to AArch64-ERRIDR\_EL1.NUM, then one of the following occurs:

- An UNKNOWN error record is selected.
- ERXPFPGCDN\_EL1 is RAZ/WI.
- Direct reads and writes of ERXPFPGCDN\_EL1 are NOPs.
- Direct reads and writes of ERXPFPGCDN\_EL1 are UNDEFINED.

If AArch64-ERRSELR\_EL1.SEL selects an error record owned by a node that does not implement the Common Fault Injection Model Extension, then one of the following occurs:

- ERXPFPGCDN\_EL1 is RAZ/WI.
- Direct reads and writes of ERXPFPGCDN\_EL1 are NOPs.
- Direct reads and writes of ERXPFPGCDN\_EL1 are UNDEFINED.



A node does not implement the Common Fault Injection Model Extension if `ERR<q>FR.INJ` reads as `0b00`. `<q>` is the index of the first error record owned by the same node as error record `<n>`, where `<n>` is the value in `AArch64-ERRSELR_EL1.SEL`. If the node owns a single record then `q = n`.

If `AArch64-ERRSELR_EL1.SEL` is not the index of the first error record owned by a node, then `ext-ERR<n>PFGCDN` is not present, meaning reads and writes of `ERXPFPGCDN_EL1` are `RES0`.

`ext-ERR<n>PFGCDN` describes additional constraints that also apply when `ext-ERR<n>PFGCDN` is accessed through `ERXPFPGCDN_EL1`.

MRS `<Xt>`, `ERXPFPGCDN_EL1`

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.FIEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEN == '1' && HFGTR_EL2.ERXPFPGCDN_EL1 == '1'
    then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif SCR_EL3.FIEN == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = ERXPFPGCDN_EL1;
elseif PSTATE.EL == EL2 then
    if SCR_EL3.FIEN == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);

```

```

else
    X[t, 64] = ERXPFPGCDN_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = ERXPFPGCDN_EL1;

```

MSR ERXPFPGCDN\_EL1, <Xt>

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.FIEN == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HFGWTR_EL2.ERXPFPGCDN_EL1 == '1'
    then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif SCR_EL3.FIEN == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ERXPFPGCDN_EL1 = X[t, 64];
elseif PSTATE.EL == EL2 then
    if SCR_EL3.FIEN == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        ERXPFPGCDN_EL1 = X[t, 64];
elseif PSTATE.EL == EL3 then
    ERXPFPGCDN_EL1 = X[t, 64];

```

## A.14.10 ERXMISCO\_EL1, Selected Error Record Miscellaneous Register 0

Accesses ext-ERR<n>MISCO for the error record <n> selected by AArch64-ERRSELR\_EL1.SEL.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

RAS registers

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-253: AArch64\_erxmisc0\_el1 bit assignments

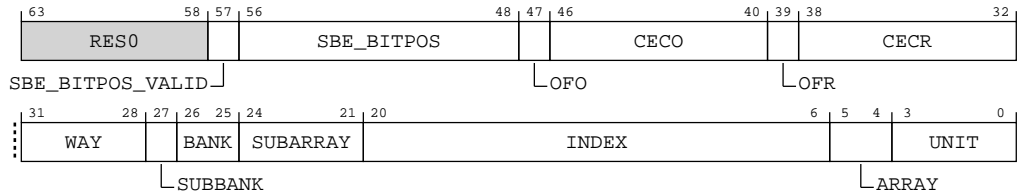


Table A-658: ERXMISC0\_EL1 bit descriptions

Bits	Name	Description	Reset
[63:58]	RES0	Reserved	RES0
[57]	SBE_BITPOS_VALID	Single Bit Error (SBE) bit position field ERXMISC0_EL1.SBE_BITPOS contains valid data  <b>0b0</b> ERXMISC0_EL1.SBE_BITPOS does not contain valid data.  <b>0b1</b> ERXMISC0_EL1.SBE_BITPOS contains valid data.	x
[56:48]	SBE_BITPOS	Single Bit Error (SBE) bit position. For a correctable error in a RAM with ECC (L1 data cache, L2 cache), indicates the bit position of the corrected error. Valid when ERXMISC0_EL1.SBE_BITPOS_VALID is 1'b1	9 {x}
[47]	OFO	Sticky overflow bit, other. Set to 1 when ERXMISC0_EL1.CECO is incremented and wraps through zero.  <b>0b0</b> Other counter has not overflowed.  <b>0b1</b> Other counter has overflowed.  A direct write that modifies this bit might indirectly set ERXSTATUS_EL1.OF to an <b>UNKNOWN</b> value and a direct write to ERXSTATUS_EL1.OF that clears it to zero might indirectly set this bit to an <b>UNKNOWN</b> value.  Unaffected by Cold or Warm reset.	x
[46:40]	CECO	Corrected error count, other. Incremented for each countable error that is not accounted for by incrementing ERXMISC0_EL1.CECR.  Unaffected by Cold or Warm reset.	7 {x}

Bits	Name	Description	Reset
[39]	OFR	<p>Sticky overflow bit, repeat. Set to 1 when ERXMISCO_EL1.CECR is incremented and wraps through zero.</p> <p><b>0b0</b> Repeat counter has not overflowed.</p> <p><b>0b1</b> Repeat counter has overflowed.</p> <p>A direct write that modifies this bit might indirectly set ERXSTATUS_EL1.OF to an <b>UNKNOWN</b> value and a direct write to ERXSTATUS_EL1.OF that clears it to zero might indirectly set this bit to an <b>UNKNOWN</b> value.</p> <p>Unaffected by Cold or Warm reset.</p>	x
[38:32]	CECR	<p>Corrected error count, repeat. Incremented for the first countable error, which also records other syndrome for the error, and subsequently for each countable error that matches the recorded other syndrome.</p> <p>This field resets to an IMPLEMENTATION DEFINED which might be <b>UNKNOWN</b> on a Cold reset. If the reset value is <b>UNKNOWN</b>, then the value of this field remains <b>UNKNOWN</b> until software initializes it.</p> <p>Unaffected by Cold or Warm reset.</p>	7 {x}
[31:28]	WAY	<p>The encoding is dependent on the unit from which the error being recorded was detected. The possible values are:</p> <p>[L1 Data Cache]</p> <ul style="list-style-type: none"> <li>Indicates which Tag RAM way or data RAM way detected the error. Upper 2 bits are unused.</li> </ul> <p>[L2 TLB]</p> <ul style="list-style-type: none"> <li>Indicates which RAM detected an error. The possible values are 0 (RAM 1) to 9 (RAM 10).</li> </ul> <p>[L1 Instruction Cache]</p> <ul style="list-style-type: none"> <li>Indicates which way detected the error. Upper 2 bits are unused.</li> </ul> <p>[L2 Cache]</p> <ul style="list-style-type: none"> <li>Indicates which way detected the error.</li> </ul> <p>Unaffected by Cold or Warm reset.</p>	xxxx
[27]	SUBBANK	<p>The encoding is dependent on the unit from which the error being recorded was detected. The possible values are:</p> <p>[L1 Instruction Cache]</p> <ul style="list-style-type: none"> <li>Indicates which subbank detected the error, valid for Instruction Data Cache. For Tag errors this field is zero.</li> </ul> <p>Unaffected by Cold or Warm reset.</p>	x

Bits	Name	Description	Reset
[26:25]	BANK	<p>The encoding is dependent on the unit from which the error being recorded was detected. The possible values are:</p> <p>[L2 Cache]</p> <ul style="list-style-type: none"> <li>Indicates which L2 bank detected the error. Upper 1 bit is unused.</li> </ul> <p>[L1 Instruction Cache]</p> <ul style="list-style-type: none"> <li>Indicates which bank detected the error, valid for Instruction Data Cache. For Tag errors this field is zero.</li> </ul> <p>Unaffected by Cold or Warm reset.</p>	xx
[24:21]	SUBARRAY	<p>The encoding is dependent on the unit from which the error being recorded was detected. The possible values are:</p> <p>[L2 Cache]</p> <ul style="list-style-type: none"> <li>Indicates which L2 data doubleword detected the error. Upper 1 bit is unused.</li> </ul> <p>[L1 Data Cache]</p> <ul style="list-style-type: none"> <li>Indicates for L1 Data RAM which word had the error detected. For L1 Tag RAMs which bank had the error (0b0000: bank0 , 0b0001: bank1)</li> </ul> <p>Unaffected by Cold or Warm reset.</p>	xxxx
[20:6]	INDEX	<p>The encoding is dependent on the unit from which the error being recorded was detected. The possible values are:</p> <p>[L2 Cache]</p> <ul style="list-style-type: none"> <li>Indicates which index detected the error. Upper bits of the index are unused depending on the cache size.</li> </ul> <p>[L1 Data Cache]</p> <ul style="list-style-type: none"> <li>Indicates which index detected the error. Upper bits of the index are unused depending on the cache size</li> </ul> <p>[L2 TLB]</p> <ul style="list-style-type: none"> <li>Index of TLB RAM. Upper 4 bits are unused.</li> </ul> <p>[L1 Instruction Cache]</p> <ul style="list-style-type: none"> <li>Indicates which index detected the error. Upper bits of the index are unused depending on the cache size.</li> </ul> <p>Unaffected by Cold or Warm reset.</p>	15 {x}

Bits	Name	Description	Reset
[5:4]	ARRAY	<p>The encoding is dependent on the unit from which the error being recorded was detected. The possible values are:</p> <p>[L2 Cache]</p> <p>Indicates which array detected the error. The possible values are:</p> <ul style="list-style-type: none"> <li>0b00 L2 Tag RAM.</li> <li>0b01 L2 Data RAM.</li> <li>0b10 L2 TQ Data RAM.</li> <li>0b11 CHI Error.</li> </ul> <p>[L1 Data Cache]</p> <p>Indicates which array detected the error. The possible values are:</p> <ul style="list-style-type: none"> <li>00 LS Tag RAM 0.</li> <li>01 LS Tag RAM 1.</li> <li>10 LS Data RAM.</li> <li>11 LS Tag RAM 2.</li> </ul> <p>[L2 TLB]</p> <p>Indicates which array detected the error. The possible values are:</p> <ul style="list-style-type: none"> <li>00 Translation cache.</li> <li>01 GPT cache (when LEGACY_TZ_EN is 0).</li> <li>10 Reserved.</li> <li>11 Reserved.</li> </ul> <p>[L1 Instruction Cache]</p> <p>Indicates which array that detected the error, Data Array has higher priority. The possible values are:</p> <ul style="list-style-type: none"> <li>0b00 Tag.</li> <li>0b01 Data.</li> </ul> <p>Unaffected by Cold or Warm reset.</p>	xx
[3:0]	UNIT	<p>Indicates the unit which detected the error. The possible values are:</p> <p><b>0b0001</b> L1 Instruction Cache.</p> <p><b>0b0010</b> L2 TLB.</p> <p><b>0b0100</b> L1 Data Cache.</p> <p><b>0b1000</b> L2 Cache.</p>	xxxx

## Access

If AArch64-ERRIDR\_EL1.NUM is 0x0000 or AArch64-ERRSELR\_EL1.SEL is greater than or equal to AArch64-ERRIDR\_EL1.NUM, then one of the following occurs:

- An **UNKNOWN** error record is selected.
- ERXMISCO\_EL1 is RAZ/WI.
- Direct reads and writes of ERXMISCO\_EL1 are NOPs.
- Direct reads and writes of ERXMISCO\_EL1 are UNDEFINED.

ext-ERR<n>MISCO describes additional constraints that also apply when ext-ERR<n>MISCO is accessed through ERXMISCO\_EL1.

MRS <Xt>, ERXMISCO\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0101	0b000

MSR ERXMISCO\_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0101	0b000

## Accessibility

If AArch64-ERRIDR\_EL1.NUM is 0x0000 or AArch64-ERRSELR\_EL1.SEL is greater than or equal to AArch64-ERRIDR\_EL1.NUM, then one of the following occurs:

- An UNKNOWN error record is selected.
- ERXMISCO\_EL1 is RAZ/WI.
- Direct reads and writes of ERXMISCO\_EL1 are NOPs.
- Direct reads and writes of ERXMISCO\_EL1 are UNDEFINED.

ext-ERR<n>MISCO describes additional constraints that also apply when ext-ERR<n>MISCO is accessed through ERXMISCO\_EL1.

MRS <Xt>, ERXMISCO\_EL1

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TERR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HFGTR_EL2.ERXMIScN_EL1 == '1'
    then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = ERXMISCO_EL1;
elseif PSTATE.EL == EL2 then

```

```

if SCR_EL3.TERR == '1' then
    if Halted() && EDSCR.SDD == '1' then
        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = ERXMISCO_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = ERXMISCO_EL1;

```

MSR ERXMISCO\_EL1, <Xt>

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TERR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HFGWTR_EL2.ERXMISCN_EL1 == '1'
    then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ERXMISCO_EL1 = X[t, 64];
elseif PSTATE.EL == EL2 then
    if SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ERXMISCO_EL1 = X[t, 64];
elseif PSTATE.EL == EL3 then
    ERXMISCO_EL1 = X[t, 64];

```

## A.14.11 ERXMISCO\_EL1, Selected Error Record Miscellaneous Register 1

Accesses ext-ERR<n>MISCO1 for the error record <n> selected by AArch64-ERRSELR\_EL1.SEL.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

RAS registers

#### Access type

See bit descriptions

#### Reset value

```

xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx

```

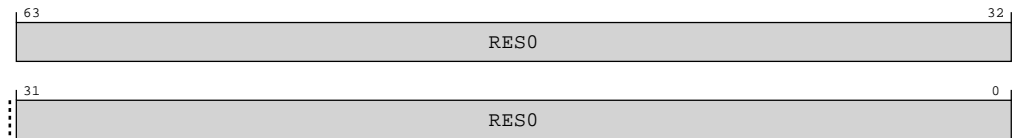




Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure A-254: AArch64\_ermisc1\_el1 bit assignments**



**Table A-661: ERXMISC1\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:0]	RES0	Reserved	RES0

### Access

If AArch64-ERRIDR\_EL1.NUM is 0x0000 or AArch64-ERRSELR\_EL1.SEL is greater than or equal to AArch64-ERRIDR\_EL1.NUM, then one of the following occurs:

- An **UNKNOWN** error record is selected.
- ERXMISC1\_EL1 is RAZ/WI.
- Direct reads and writes of ERXMISC1\_EL1 are NOPs.
- Direct reads and writes of ERXMISC1\_EL1 are UNDEFINED.

ext-ERR<n>MISC1 describes additional constraints that also apply when ext-ERR<n>MISC1 is accessed through ERXMISC1\_EL1.

MRS <Xt>, ERXMISC1\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0101	0b001

MSR ERXMISC1\_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0101	0b001

## Accessibility

If AArch64-ERRIDR\_EL1.NUM is 0x0000 or AArch64-ERRSELR\_EL1.SEL is greater than or equal to AArch64-ERRIDR\_EL1.NUM, then one of the following occurs:

- An UNKNOWN error record is selected.
- ERXMISC1\_EL1 is RAZ/WI.
- Direct reads and writes of ERXMISC1\_EL1 are NOPs.
- Direct reads and writes of ERXMISC1\_EL1 are UNDEFINED.

ext-ERR<n>MISC1 describes additional constraints that also apply when ext-ERR<n>MISC1 is accessed through ERXMISC1\_EL1.

MRS <Xt>, ERXMISC1\_EL1

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TERR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEN == '1' && HFGTR_EL2.ERXMISCN_EL1 == '1'
    then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = ERXMISC1_EL1;
    elseif PSTATE.EL == EL2 then
        if SCR_EL3.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = ERXMISC1_EL1;
    elseif PSTATE.EL == EL3 then
        X[t, 64] = ERXMISC1_EL1;

```

MSR ERXMISC1\_EL1, <Xt>

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TERR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEN == '1' && HFGWTR_EL2.ERXMISCN_EL1 == '1'
    then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ERXMISC1_EL1 = X[t, 64];
    elseif PSTATE.EL == EL2 then
        if SCR_EL3.TERR == '1' then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;

```

```

else
    AArch64.SystemAccessTrap(EL3, 0x18);
else
    ERXMISC1_EL1 = X[t, 64];
elseif PSTATE.EL == EL3 then
    ERXMISC1_EL1 = X[t, 64];
    
```

### A.14.12 ERXMISC2\_EL1, Selected Error Record Miscellaneous Register 2

Accesses ext-ERR<n>MISC2 for the error record <n> selected by AArch64-ERRSELR\_EL1.SEL.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

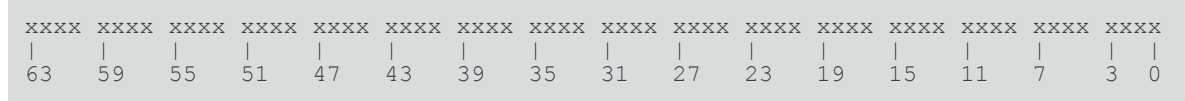
##### Functional group

RAS registers

##### Access type

See bit descriptions

##### Reset value



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-255: AArch64\_ermisc2\_el1 bit assignments

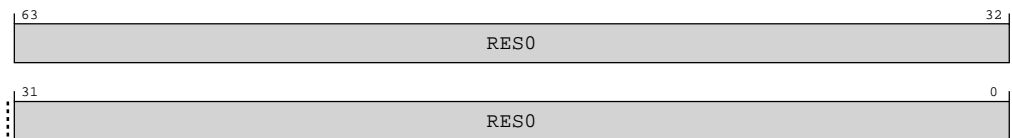


Table A-664: ERXMISC2\_EL1 bit descriptions

Bits	Name	Description	Reset
[63:0]	RES0	Reserved	RES0

## Access

If AArch64-ERRIDR\_EL1.NUM is 0x0000 or AArch64-ERRSELR\_EL1.SEL is greater than or equal to AArch64-ERRIDR\_EL1.NUM, then one of the following occurs:

- An **UNKNOWN** error record is selected.
- ERXMISC2\_EL1 is RAZ/WI.
- Direct reads and writes of ERXMISC2\_EL1 are NOPs.
- Direct reads and writes of ERXMISC2\_EL1 are UNDEFINED.

ext-ERR<n>MISC2 describes additional constraints that also apply when ext-ERR<n>MISC2 is accessed through ERXMISC2\_EL1.

MRS <Xt>, ERXMISC2\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0101	0b010

MSR ERXMISC2\_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0101	0b010

## Accessibility

If AArch64-ERRIDR\_EL1.NUM is 0x0000 or AArch64-ERRSELR\_EL1.SEL is greater than or equal to AArch64-ERRIDR\_EL1.NUM, then one of the following occurs:

- An UNKNOWN error record is selected.
- ERXMISC2\_EL1 is RAZ/WI.
- Direct reads and writes of ERXMISC2\_EL1 are NOPs.
- Direct reads and writes of ERXMISC2\_EL1 are UNDEFINED.

ext-ERR<n>MISC2 describes additional constraints that also apply when ext-ERR<n>MISC2 is accessed through ERXMISC2\_EL1.

MRS <Xt>, ERXMISC2\_EL1

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TERR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && SCR_EL3.FGTEn == '1' && HFGTR_EL2.ERXMIScN_EL1 == '1'
    then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = ERXMISC2_EL1;
    elsif PSTATE.EL == EL2 then

```

```

if SCR_EL3.TERR == '1' then
    if Halted() && EDSCR.SDD == '1' then
        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = ERXMISC2_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = ERXMISC2_EL1;

```

MSR ERXMISC2\_EL1, <Xt>

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TERR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEn == '1' && HFGWTR_EL2.ERXMIScN_EL1 == '1'
    then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ERXMISC2_EL1 = X[t, 64];
elseif PSTATE.EL == EL2 then
    if SCR_EL3.TERR == '1' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ERXMISC2_EL1 = X[t, 64];
elseif PSTATE.EL == EL3 then
    ERXMISC2_EL1 = X[t, 64];

```

### A.14.13 ERXMISC3\_EL1, Selected Error Record Miscellaneous Register 3

Accesses ext-ERR<n>MISC3 for the error record <n> selected by AArch64-ERRSELR\_EL1.SEL.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Functional group

RAS registers

##### Access type

See bit descriptions

##### Reset value

```

xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx

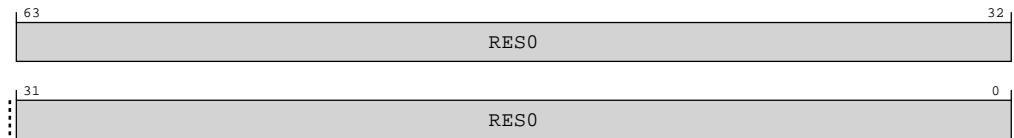
```



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure A-256: AArch64\_erxmisc3\_el1 bit assignments**



**Table A-667: ERXMISC3\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:0]	RES0	Reserved	RES0

### Access

If AArch64-ERRIDR\_EL1.NUM is 0x0000 or AArch64-ERRSELR\_EL1.SEL is greater than or equal to AArch64-ERRIDR\_EL1.NUM, then one of the following occurs:

- An **UNKNOWN** error record is selected.
- ERXMISC3\_EL1 is RAZ/WI.
- Direct reads and writes of ERXMISC3\_EL1 are NOPs.
- Direct reads and writes of ERXMISC3\_EL1 are UNDEFINED.

ext-ERR<n>MISC3 describes additional constraints that also apply when ext-ERR<n>MISC3 is accessed through ERXMISC3\_EL1.

MRS <Xt>, ERXMISC3\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0101	0b011

MSR ERXMISC3\_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b0101	0b0101	0b011

## Accessibility

If AArch64-ERRIDR\_EL1.NUM is 0x0000 or AArch64-ERRSELR\_EL1.SEL is greater than or equal to AArch64-ERRIDR\_EL1.NUM, then one of the following occurs:

- An UNKNOWN error record is selected.
- ERXMISC3\_EL1 is RAZ/WI.
- Direct reads and writes of ERXMISC3\_EL1 are NOPs.
- Direct reads and writes of ERXMISC3\_EL1 are UNDEFINED.

ext-ERR<n>MISC3 describes additional constraints that also apply when ext-ERR<n>MISC3 is accessed through ERXMISC3\_EL1.

MRS <Xt>, ERXMISC3\_EL1

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TERR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEN == '1' && HFGTR_EL2.ERXMISCN_EL1 == '1'
    then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif SCR_EL3.TERR == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = ERXMISC3_EL1;
    elseif PSTATE.EL == EL2 then
        if SCR_EL3.TERR == '1' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = ERXMISC3_EL1;
    elseif PSTATE.EL == EL3 then
        X[t, 64] = ERXMISC3_EL1;

```

MSR ERXMISC3\_EL1, <Xt>

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && HCR_EL2.TERR == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && SCR_EL3.FGTEN == '1' && HFGWTR_EL2.ERXMISCN_EL1 == '1'
    then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif SCR_EL3.TERR == '1' then
        if HalTED() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            ERXMISC3_EL1 = X[t, 64];
    elseif PSTATE.EL == EL2 then
        if SCR_EL3.TERR == '1' then
            if HalTED() && EDSCR.SDD == '1' then
                UNDEFINED;

```

```

else
    AArch64.SystemAccessTrap(EL3, 0x18);
else
    ERXMISC3_EL1 = X[t, 64];
elseif PSTATE.EL == EL3 then
    ERXMISC3_EL1 = X[t, 64];

```

## A.15 AArch64 Statistical Profiling Extension registers summary

The following summary table provides an overview of all Statistical Profiling Extension registers in the core.

For more information on registers listed in the table, click on the link associated with the register name.

If a register does not have a link in the summary table, you can find more information about this Architecturally defined register in the [Arm® Architecture Reference Manual for A-profile architecture](#).

For registers without a listed reset value, refer to the individual field resets documented on the register description pages or to the [Arm® Architecture Reference Manual for A-profile architecture](#).

**Table A-670: Statistical Profiling Extension registers summary**

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
PMSCR_EL1	3	0	C9	C9	0	See individual bit resets.	64-bit	Statistical Profiling Control Register (EL1)
<a href="#">PMSNEVFR_EL1</a>	3	0	C9	C9	1	See individual bit resets.	64-bit	Sampling Inverted Event Filter Register
PMSICR_EL1	3	0	C9	C9	2	See individual bit resets.	64-bit	Sampling Interval Counter Register
PMSIRR_EL1	3	0	C9	C9	3	See individual bit resets.	64-bit	Sampling Interval Reload Register
PMSFCR_EL1	3	0	C9	C9	4	See individual bit resets.	64-bit	Sampling Filter Control Register
<a href="#">PMSEVFR_EL1</a>	3	0	C9	C9	5	See individual bit resets.	64-bit	Sampling Event Filter Register
PMSLATFR_EL1	3	0	C9	C9	6	See individual bit resets.	64-bit	Sampling Latency Filter Register
<a href="#">PMSIDR_EL1</a>	3	0	C9	C9	7	See individual bit resets.	64-bit	Sampling Profiling ID Register
PMBLIMITR_EL1	3	0	C9	C10	0	See individual bit resets.	64-bit	Profiling Buffer Limit Address Register
PMBPTR_EL1	3	0	C9	C10	1	See individual bit resets.	64-bit	Profiling Buffer Write Pointer Register
PMBSR_EL1	3	0	C9	C10	3	See individual bit resets.	64-bit	Profiling Buffer Status/syndrome Register
<a href="#">PMBIDR_EL1</a>	3	0	C9	C10	7	See individual bit resets.	64-bit	Profiling Buffer ID Register
PMSCR_EL2	3	4	C9	C9	0	See individual bit resets.	64-bit	Statistical Profiling Control Register (EL2)



## A.15.1 PMSNEVFR\_EL1, Sampling Inverted Event Filter Register

Controls sample filtering by events. The overall inverted filter is the logical OR of these filters. For example, if PMSNEVFR\_EL1.E[3] and PMSNEVFR\_EL1.E[5] are both set to 1, samples that have either event 3 (Level 1 unified or data cache refill) or event 5 (TLB walk) set to 1 are not recorded.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Statistical Profiling Extension registers

#### Access type

See bit descriptions

#### Reset value

0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0xx0	0000	xxxx	xxxx	xxx0
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3	0



Note

Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-257: AArch64\_pmsnevfr\_el1 bit assignments

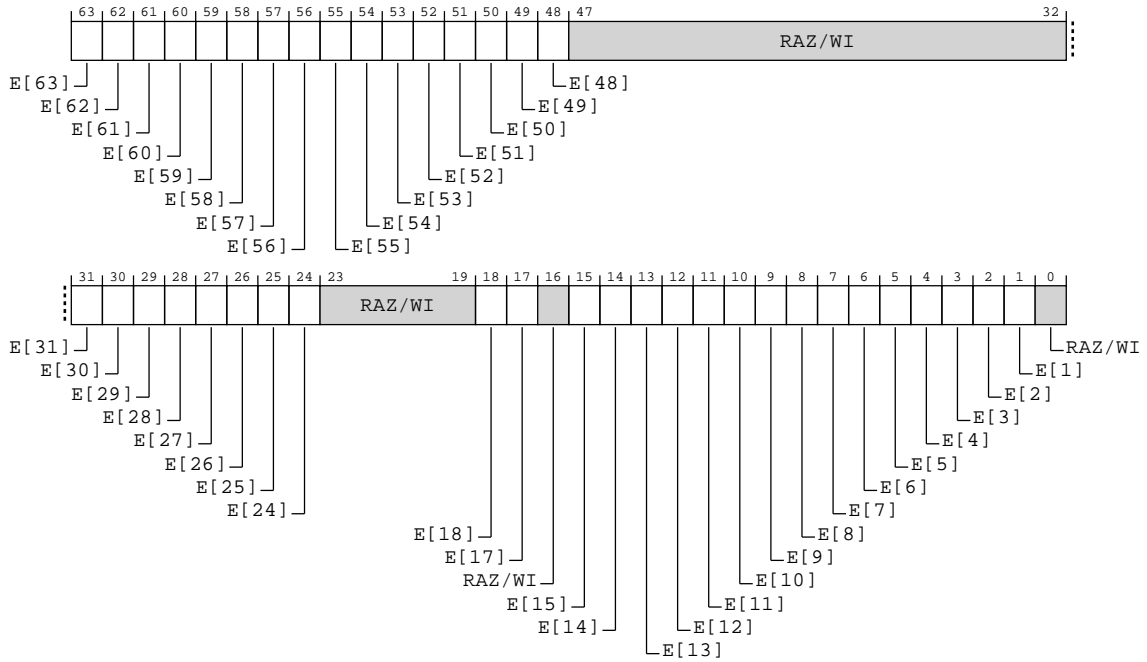


Table A-671: PMSNEVFR\_EL1 bit descriptions

Bits	Name	Description	Reset
[63]	E[63]	E[63] is the event filter for <b>IMPLEMENTATION DEFINED</b> event 63.  <b>0b0</b> Event 63 is ignored.  <b>0b1</b> Do not record samples that have event 63 == 1.  Access to this field is: <b>RAZ/WI</b>	0b0
[62]	E[62]	E[62] is the event filter for <b>IMPLEMENTATION DEFINED</b> event 62.  <b>0b0</b> Event 62 is ignored.  <b>0b1</b> Do not record samples that have event 62 == 1.  Access to this field is: <b>RAZ/WI</b>	0b0

Bits	Name	Description	Reset
[61]	E[61]	<p>E[61] is the event filter for <b>IMPLEMENTATION DEFINED</b> event 61.</p> <p><b>0b0</b> Event 61 is ignored.</p> <p><b>0b1</b> Do not record samples that have event 61 == 1.</p> <p>Access to this field is: <b>RAZ/WI</b></p>	0b0
[60]	E[60]	<p>E[60] is the event filter for <b>IMPLEMENTATION DEFINED</b> event 60.</p> <p><b>0b0</b> Event 60 is ignored.</p> <p><b>0b1</b> Do not record samples that have event 60 == 1.</p> <p>Access to this field is: <b>RAZ/WI</b></p>	0b0
[59]	E[59]	<p>E[59] is the event filter for <b>IMPLEMENTATION DEFINED</b> event 59.</p> <p><b>0b0</b> Event 59 is ignored.</p> <p><b>0b1</b> Do not record samples that have event 59 == 1.</p> <p>Access to this field is: <b>RAZ/WI</b></p>	0b0
[58]	E[58]	<p>E[58] is the event filter for <b>IMPLEMENTATION DEFINED</b> event 58.</p> <p><b>0b0</b> Event 58 is ignored.</p> <p><b>0b1</b> Do not record samples that have event 58 == 1.</p> <p>Access to this field is: <b>RAZ/WI</b></p>	0b0
[57]	E[57]	<p>E[57] is the event filter for <b>IMPLEMENTATION DEFINED</b> event 57.</p> <p><b>0b0</b> Event 57 is ignored.</p> <p><b>0b1</b> Do not record samples that have event 57 == 1.</p> <p>Access to this field is: <b>RAZ/WI</b></p>	0b0
[56]	E[56]	<p>E[56] is the event filter for <b>IMPLEMENTATION DEFINED</b> event 56.</p> <p><b>0b0</b> Event 56 is ignored.</p> <p><b>0b1</b> Do not record samples that have event 56 == 1.</p> <p>Access to this field is: <b>RAZ/WI</b></p>	0b0

Bits	Name	Description	Reset
[55]	E[55]	<p>E[55] is the event filter for <b>IMPLEMENTATION DEFINED</b> event 55.</p> <p><b>0b0</b> Event 55 is ignored.</p> <p><b>0b1</b> Do not record samples that have event 55 == 1.</p> <p>Access to this field is: <b>RAZ/WI</b></p>	0b0
[54]	E[54]	<p>E[54] is the event filter for <b>IMPLEMENTATION DEFINED</b> event 54.</p> <p><b>0b0</b> Event 54 is ignored.</p> <p><b>0b1</b> Do not record samples that have event 54 == 1.</p> <p>Access to this field is: <b>RAZ/WI</b></p>	0b0
[53]	E[53]	<p>E[53] is the event filter for <b>IMPLEMENTATION DEFINED</b> event 53.</p> <p><b>0b0</b> Event 53 is ignored.</p> <p><b>0b1</b> Do not record samples that have event 53 == 1.</p> <p>Access to this field is: <b>RAZ/WI</b></p>	0b0
[52]	E[52]	<p>E[52] is the event filter for <b>IMPLEMENTATION DEFINED</b> event 52.</p> <p><b>0b0</b> Event 52 is ignored.</p> <p><b>0b1</b> Do not record samples that have event 52 == 1.</p> <p>Access to this field is: <b>RAZ/WI</b></p>	0b0
[51]	E[51]	<p>E[51] is the event filter for <b>IMPLEMENTATION DEFINED</b> event 51.</p> <p><b>0b0</b> Event 51 is ignored.</p> <p><b>0b1</b> Do not record samples that have event 51 == 1.</p> <p>Access to this field is: <b>RAZ/WI</b></p>	0b0
[50]	E[50]	<p>E[50] is the event filter for <b>IMPLEMENTATION DEFINED</b> event 50.</p> <p><b>0b0</b> Event 50 is ignored.</p> <p><b>0b1</b> Do not record samples that have event 50 == 1.</p> <p>Access to this field is: <b>RAZ/WI</b></p>	0b0

Bits	Name	Description	Reset
[49]	E[49]	E[49] is the event filter for <b>IMPLEMENTATION DEFINED</b> event 49.  <b>0b0</b> Event 49 is ignored.  <b>0b1</b> Do not record samples that have event 49 == 1.  Access to this field is: <b>RAZ/WI</b>	0b0
[48]	E[48]	E[48] is the event filter for <b>IMPLEMENTATION DEFINED</b> event 48.  <b>0b0</b> Event 48 is ignored.  <b>0b1</b> Do not record samples that have event 48 == 1.  Access to this field is: <b>RAZ/WI</b>	0b0
[47:32]	<b>RAZ/WI</b>	Reserved	<b>RAZ/WI</b>
[31]	E[31]	E[31] is the event filter for <b>IMPLEMENTATION DEFINED</b> event 31.  <b>0b0</b> Event 31 is ignored.  <b>0b1</b> Do not record samples that have event 31 == 1.  Access to this field is: <b>RAZ/WI</b>	0b0
[30]	E[30]	E[30] is the event filter for <b>IMPLEMENTATION DEFINED</b> event 30.  <b>0b0</b> Event 30 is ignored.  <b>0b1</b> Do not record samples that have event 30 == 1.  Access to this field is: <b>RAZ/WI</b>	0b0
[29]	E[29]	E[29] is the event filter for <b>IMPLEMENTATION DEFINED</b> event 29.  <b>0b0</b> Event 29 is ignored.  <b>0b1</b> Do not record samples that have event 29 == 1.  Access to this field is: <b>RAZ/WI</b>	0b0
[28]	E[28]	E[28] is the event filter for <b>IMPLEMENTATION DEFINED</b> event 28.  <b>0b0</b> Event 28 is ignored.  <b>0b1</b> Do not record samples that have event 28 == 1.  Access to this field is: <b>RAZ/WI</b>	0b0

Bits	Name	Description	Reset
[27]	E[27]	E[27] is the event filter for <b>IMPLEMENTATION DEFINED</b> event 27.  <b>0b0</b> Event 27 is ignored.  <b>0b1</b> Do not record samples that have event 27 == 1.  Access to this field is: <b>RAZ/WI</b>	0b0
[26]	E[26]	E[26] is the event filter for <b>IMPLEMENTATION DEFINED</b> event 26.  <b>0b0</b> Event 26 is ignored.  <b>0b1</b> Do not record samples that have event 26 == 1.  Access to this field is: <b>RAZ/WI</b>	0b0
[25]	E[25]	E[25] is the event filter for <b>IMPLEMENTATION DEFINED</b> event 25.  <b>0b0</b> Event 25 is ignored.  <b>0b1</b> Do not record samples that have event 25 == 1.  Access to this field is: <b>RAZ/WI</b>	0b0
[24]	E[24]	E[24] is the event filter for <b>IMPLEMENTATION DEFINED</b> event 24.  <b>0b0</b> Event 24 is ignored.  <b>0b1</b> Do not record samples that have event 24 == 1.  Access to this field is: <b>RAZ/WI</b>	0b0
[23:19]	<b>RAZ/WI</b>	Reserved	<b>RAZ/WI</b>
[18]	E[18]	Not empty predicate.  <b>0b0</b> Empty predicate event is ignored.  <b>0b1</b> Do not record samples that have the Empty predicate event == 1.	x
[17]	E[17]	Not partial predicate.  <b>0b0</b> Partial predicate event is ignored.  <b>0b1</b> Do not record samples that have the Partial predicate event == 1.	x
[16]	<b>RAZ/WI</b>	Reserved	<b>RAZ/WI</b>

Bits	Name	Description	Reset
[15]	E[15]	E[15] is the event filter for <b>IMPLEMENTATION DEFINED</b> event 15.  <b>0b0</b> Event 15 is ignored.  <b>0b1</b> Do not record samples that have event 15 == 1.  Access to this field is: <b>RAZ/WI</b>	0b0
[14]	E[14]	E[14] is the event filter for <b>IMPLEMENTATION DEFINED</b> event 14.  <b>0b0</b> Event 14 is ignored.  <b>0b1</b> Do not record samples that have event 14 == 1.  Access to this field is: <b>RAZ/WI</b>	0b0
[13]	E[13]	E[13] is the event filter for <b>IMPLEMENTATION DEFINED</b> event 13.  <b>0b0</b> Event 13 is ignored.  <b>0b1</b> Do not record samples that have event 13 == 1.  Access to this field is: <b>RAZ/WI</b>	0b0
[12]	E[12]	E[12] is the event filter for <b>IMPLEMENTATION DEFINED</b> event 12.  <b>0b0</b> Event 12 is ignored.  <b>0b1</b> Do not record samples that have event 12 == 1.  Access to this field is: <b>RAZ/WI</b>	0b0
[11]	E[11]	Aligned.  <b>0b0</b> Misalignment event is ignored.  <b>0b1</b> Do not record samples that have the Misalignment event == 1.	x
[10]	E[10]	<b>When filtering on event 10 is optionally supported &amp;&amp; event 10 is implemented</b> No remote access.  <b>0b0</b> Remote access event is ignored.  <b>0b1</b> Do not record samples that have the Remote access event == 1.  <b>Otherwise</b> RAZ/WI	xxxx

Bits	Name	Description	Reset
[9]	E[9]	<p><b>When filtering on event 9 is optionally supported &amp;&amp; event 9 is implemented</b></p> <p>Last Level cache hit.</p> <p><b>0b0</b></p> <p>Last Level cache miss event is ignored.</p> <p><b>0b1</b></p> <p>Do not record samples that have the Last Level cache miss event == 1.</p> <p><b>Otherwise</b></p> <p>RAZ/WI</p>	xxxx
[8]	E[8]	<p><b>When filtering on event 8 is optionally supported &amp;&amp; event 8 is implemented</b></p> <p>No Last Level cache access.</p> <p><b>0b0</b></p> <p>Last Level cache access event is ignored.</p> <p><b>0b1</b></p> <p>Do not record samples that have the Last Level cache access event == 1.</p> <p><b>Otherwise</b></p> <p>RAZ/WI</p>	xxxx
[7]	E[7]	<p>Correctly predicted.</p> <p><b>0b0</b></p> <p>Mispredicted event is ignored.</p> <p><b>0b1</b></p> <p>Do not record samples that have the Mispredicted event == 1.</p>	x
[6]	E[6]	<p>Taken.</p> <p><b>0b0</b></p> <p>Not taken event is ignored.</p> <p><b>0b1</b></p> <p>Do not record samples that have the Not taken event == 1.</p>	x
[5]	E[5]	<p>TLB hit.</p> <p><b>0b0</b></p> <p>TLB walk event is ignored.</p> <p><b>0b1</b></p> <p>Do not record samples that have the TLB walk event == 1.</p>	x
[4]	E[4]	<p><b>When filtering on event 4 is optionally supported</b></p> <p>No TLB access.</p> <p><b>0b0</b></p> <p>TLB access event is ignored.</p> <p><b>0b1</b></p> <p>Do not record samples that have the TLB access event == 1.</p> <p><b>Otherwise</b></p> <p>RAZ/WI</p>	xxxx



Bits	Name	Description	Reset
[3]	E[3]	Level 1 data or unified cache hit.  <b>0b0</b> Level 1 data or unified cache refill event is ignored.  <b>0b1</b> Do not record samples that have the Level 1 data or unified cache refill event == 1.	x
[2]	E[2]	<b>When filtering on event 2 is optionally supported</b> No Level 1 data cache access.  <b>0b0</b> Level 1 data cache access event is ignored.  <b>0b1</b> Do not record samples that have the Level 1 data cache access event == 1.  <b>Otherwise</b> RAZ/WI	xxxx
[1]	E[1]	Speculative.  <b>0b0</b> Architecturally executed event is ignored.  <b>0b1</b> Do not record samples that have the Architecturally executed event == 1.	x
[0]	RAZ/WI	Reserved	RAZ/WI

## Access

MRS <Xt>, PMSNEVFR\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1001	0b1001	0b001

MSR PMSNEVFR\_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1001	0b1001	0b001

## Accessibility

MRS <Xt>, PMSNEVFR\_EL1

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.nPMSNEVFR_EL1 == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.TPMS == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif MDCR_EL3.NSPB[0] == '0' || MDCR_EL3.NSPB[1] != SCR_EL3.NS then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        elsif MDCR_EL3.EnPMSN == '0' then

```

```

    if Halted() && EDSCR.SDD == '1' then
        UNDEFINED;
    else
        AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = PMSNEVFR_EL1;
elseif PSTATE.EL == EL2 then
    if MDCR_EL3.NSPB[0] == '0' || MDCR_EL3.NSPB[1] != SCR_EL3.NS then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif MDCR_EL3.EnPMSN == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = PMSNEVFR_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = PMSNEVFR_EL1;

```

## MSR PMSNEVFR\_EL1, &lt;Xt&gt;

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.nPMSNEVFR_EL1 == '0' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.TPMS == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif MDCR_EL3.NSPB[0] == '0' || MDCR_EL3.NSPB[1] != SCR_EL3.NS then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif MDCR_EL3.EnPMSN == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        PMSNEVFR_EL1 = X[t, 64];
elseif PSTATE.EL == EL2 then
    if MDCR_EL3.NSPB[0] == '0' || MDCR_EL3.NSPB[1] != SCR_EL3.NS then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    elseif MDCR_EL3.EnPMSN == '0' then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        PMSNEVFR_EL1 = X[t, 64];
elseif PSTATE.EL == EL3 then
    PMSNEVFR_EL1 = X[t, 64];

```

## A.15.2 PMSEVFR\_EL1, Sampling Event Filter Register

Controls sample filtering by events. The overall filter is the logical AND of these filters. For example, if PMSEVFR\_EL1.E[3] and PMSEVFR\_EL1.E[5] are both set to 1, only samples that have both event 3 (Level 1 unified or data cache refill) and event 5 (TLB walk) set to 1 are recorded.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Functional group

Statistical Profiling Extension registers

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	0000	0000	0000	0000	xxxx	xxxx	0000	0xx0	xxxx	xxxx	xxxx	xxx0
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0



Note

Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure A-258: AArch64\_pmsevfr\_el1 bit assignments

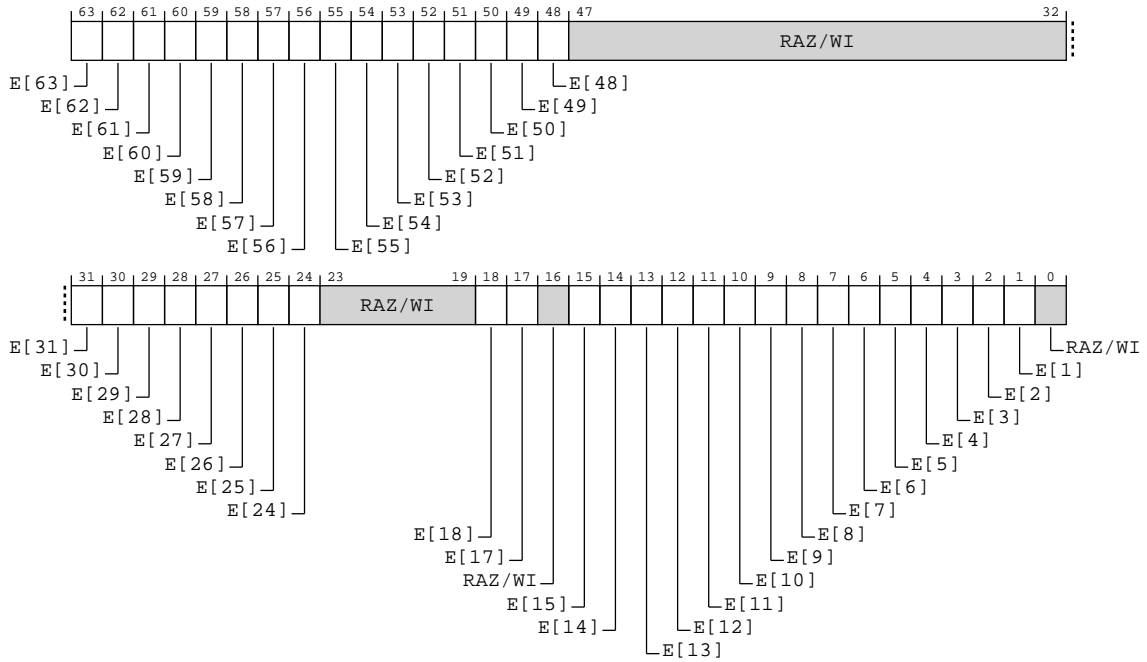


Table A-674: PMSEVFR\_EL1 bit descriptions

Bits	Name	Description	Reset
[63]	E[63]	E[63] is the event filter for event 63. If event 63 is not implemented, or filtering on event 63 is not supported, the corresponding bit is <b>RAZ/WI</b> .  <b>0b0</b> Event 63 is ignored.  <b>0b1</b> Do not record samples that have event 63 == 0.	x
[62]	E[62]	E[62] is the event filter for event 62. If event 62 is not implemented, or filtering on event 62 is not supported, the corresponding bit is <b>RAZ/WI</b> .  <b>0b0</b> Event 62 is ignored.  <b>0b1</b> Do not record samples that have event 62 == 0.	x
[61]	E[61]	E[61] is the event filter for event 61. If event 61 is not implemented, or filtering on event 61 is not supported, the corresponding bit is <b>RAZ/WI</b> .  <b>0b0</b> Event 61 is ignored.  <b>0b1</b> Do not record samples that have event 61 == 0.	x

Bits	Name	Description	Reset
[60]	E[60]	E[60] is the event filter for event 60. If event 60 is not implemented, or filtering on event 60 is not supported, the corresponding bit is <b>RAZ/WI</b> .  <b>0b0</b> Event 60 is ignored.  <b>0b1</b> Do not record samples that have event 60 == 0.	x
[59]	E[59]	E[59] is the event filter for event 59. If event 59 is not implemented, or filtering on event 59 is not supported, the corresponding bit is <b>RAZ/WI</b> .  <b>0b0</b> Event 59 is ignored.  <b>0b1</b> Do not record samples that have event 59 == 0.	x
[58]	E[58]	E[58] is the event filter for event 58. If event 58 is not implemented, or filtering on event 58 is not supported, the corresponding bit is <b>RAZ/WI</b> .  <b>0b0</b> Event 58 is ignored.  <b>0b1</b> Do not record samples that have event 58 == 0.	x
[57]	E[57]	E[57] is the event filter for event 57. If event 57 is not implemented, or filtering on event 57 is not supported, the corresponding bit is <b>RAZ/WI</b> .  <b>0b0</b> Event 57 is ignored.  <b>0b1</b> Do not record samples that have event 57 == 0.	x
[56]	E[56]	E[56] is the event filter for event 56. If event 56 is not implemented, or filtering on event 56 is not supported, the corresponding bit is <b>RAZ/WI</b> .  <b>0b0</b> Event 56 is ignored.  <b>0b1</b> Do not record samples that have event 56 == 0.	x
[55]	E[55]	E[55] is the event filter for event 55. If event 55 is not implemented, or filtering on event 55 is not supported, the corresponding bit is <b>RAZ/WI</b> .  <b>0b0</b> Event 55 is ignored.  <b>0b1</b> Do not record samples that have event 55 == 0.	x
[54]	E[54]	E[54] is the event filter for event 54. If event 54 is not implemented, or filtering on event 54 is not supported, the corresponding bit is <b>RAZ/WI</b> .  <b>0b0</b> Event 54 is ignored.  <b>0b1</b> Do not record samples that have event 54 == 0.	x

Bits	Name	Description	Reset
[53]	E[53]	E[53] is the event filter for event 53. If event 53 is not implemented, or filtering on event 53 is not supported, the corresponding bit is <b>RAZ/WI</b> .  <b>0b0</b> Event 53 is ignored.  <b>0b1</b> Do not record samples that have event 53 == 0.	x
[52]	E[52]	E[52] is the event filter for event 52. If event 52 is not implemented, or filtering on event 52 is not supported, the corresponding bit is <b>RAZ/WI</b> .  <b>0b0</b> Event 52 is ignored.  <b>0b1</b> Do not record samples that have event 52 == 0.	x
[51]	E[51]	E[51] is the event filter for event 51. If event 51 is not implemented, or filtering on event 51 is not supported, the corresponding bit is <b>RAZ/WI</b> .  <b>0b0</b> Event 51 is ignored.  <b>0b1</b> Do not record samples that have event 51 == 0.	x
[50]	E[50]	E[50] is the event filter for event 50. If event 50 is not implemented, or filtering on event 50 is not supported, the corresponding bit is <b>RAZ/WI</b> .  <b>0b0</b> Event 50 is ignored.  <b>0b1</b> Do not record samples that have event 50 == 0.	x
[49]	E[49]	E[49] is the event filter for event 49. If event 49 is not implemented, or filtering on event 49 is not supported, the corresponding bit is <b>RAZ/WI</b> .  <b>0b0</b> Event 49 is ignored.  <b>0b1</b> Do not record samples that have event 49 == 0.	x
[48]	E[48]	E[48] is the event filter for event 48. If event 48 is not implemented, or filtering on event 48 is not supported, the corresponding bit is <b>RAZ/WI</b> .  <b>0b0</b> Event 48 is ignored.  <b>0b1</b> Do not record samples that have event 48 == 0.	x
[47:32]	<b>RAZ/WI</b>	Reserved	<b>RAZ/WI</b>
[31]	E[31]	E[31] is the event filter for event 31. If event 31 is not implemented, or filtering on event 31 is not supported, the corresponding bit is <b>RAZ/WI</b> .  <b>0b0</b> Event 31 is ignored.  <b>0b1</b> Do not record samples that have event 31 == 0.	x

Bits	Name	Description	Reset
[30]	E[30]	E[30] is the event filter for event 30. If event 30 is not implemented, or filtering on event 30 is not supported, the corresponding bit is <b>RAZ/WI</b> .  <b>0b0</b> Event 30 is ignored.  <b>0b1</b> Do not record samples that have event 30 == 0.	x
[29]	E[29]	E[29] is the event filter for event 29. If event 29 is not implemented, or filtering on event 29 is not supported, the corresponding bit is <b>RAZ/WI</b> .  <b>0b0</b> Event 29 is ignored.  <b>0b1</b> Do not record samples that have event 29 == 0.	x
[28]	E[28]	E[28] is the event filter for event 28. If event 28 is not implemented, or filtering on event 28 is not supported, the corresponding bit is <b>RAZ/WI</b> .  <b>0b0</b> Event 28 is ignored.  <b>0b1</b> Do not record samples that have event 28 == 0.	x
[27]	E[27]	E[27] is the event filter for event 27. If event 27 is not implemented, or filtering on event 27 is not supported, the corresponding bit is <b>RAZ/WI</b> .  <b>0b0</b> Event 27 is ignored.  <b>0b1</b> Do not record samples that have event 27 == 0.	x
[26]	E[26]	E[26] is the event filter for event 26. If event 26 is not implemented, or filtering on event 26 is not supported, the corresponding bit is <b>RAZ/WI</b> .  <b>0b0</b> Event 26 is ignored.  <b>0b1</b> Do not record samples that have event 26 == 0.	x
[25]	E[25]	E[25] is the event filter for event 25. If event 25 is not implemented, or filtering on event 25 is not supported, the corresponding bit is <b>RAZ/WI</b> .  <b>0b0</b> Event 25 is ignored.  <b>0b1</b> Do not record samples that have event 25 == 0.	x
[24]	E[24]	E[24] is the event filter for event 24. If event 24 is not implemented, or filtering on event 24 is not supported, the corresponding bit is <b>RAZ/WI</b> .  <b>0b0</b> Event 24 is ignored.  <b>0b1</b> Do not record samples that have event 24 == 0.	x
[23:19]	<b>RAZ/WI</b>	Reserved	<b>RAZ/WI</b>

Bits	Name	Description	Reset
[18]	E[18]	Empty predicate. <b>0b0</b> Empty predicate event is ignored. <b>0b1</b> Do not record samples that have the Empty predicate event == 0.	x
[17]	E[17]	Partial predicate. <b>0b0</b> Partial predicate event is ignored. <b>0b1</b> Do not record samples that have the Partial predicate event == 0.	x
[16]	RAZ/ WI	Reserved	RAZ/ WI
[15]	E[15]	E[15] is the event filter for event 15. If event 15 is not implemented, or filtering on event 15 is not supported, the corresponding bit is <b>RAZ/WI</b> . <b>0b0</b> Event 15 is ignored. <b>0b1</b> Do not record samples that have event 15 == 0.	x
[14]	E[14]	E[14] is the event filter for event 14. If event 14 is not implemented, or filtering on event 14 is not supported, the corresponding bit is <b>RAZ/WI</b> . <b>0b0</b> Event 14 is ignored. <b>0b1</b> Do not record samples that have event 14 == 0.	x
[13]	E[13]	E[13] is the event filter for event 13. If event 13 is not implemented, or filtering on event 13 is not supported, the corresponding bit is <b>RAZ/WI</b> . <b>0b0</b> Event 13 is ignored. <b>0b1</b> Do not record samples that have event 13 == 0.	x
[12]	E[12]	E[12] is the event filter for event 12. If event 12 is not implemented, or filtering on event 12 is not supported, the corresponding bit is <b>RAZ/WI</b> . <b>0b0</b> Event 12 is ignored. <b>0b1</b> Do not record samples that have event 12 == 0.	x
[11]	E[11]	Alignment. <b>0b0</b> Alignment event is ignored. <b>0b1</b> Do not record samples that have the Alignment event == 0.	x



Bits	Name	Description	Reset
[10]	E[10]	<p><b>When filtering on event 10 is optionally supported &amp;&amp; event 10 is implemented</b></p> <p>Remote access.</p> <p><b>0b0</b></p> <p>Remote access event is ignored.</p> <p><b>0b1</b></p> <p>Do not record samples that have the Remote access event == 0.</p> <p><b>Otherwise</b></p> <p>RAZ/WI</p>	xxxx
[9]	E[9]	<p><b>When filtering on event 9 is optionally supported &amp;&amp; event 9 is implemented</b></p> <p>Last Level cache miss.</p> <p><b>0b0</b></p> <p>Last Level cache miss event is ignored.</p> <p><b>0b1</b></p> <p>Do not record samples that have the Last Level cache miss event == 0.</p> <p><b>Otherwise</b></p> <p>RAZ/WI</p>	xxxx
[8]	E[8]	<p><b>When filtering on event 8 is optionally supported &amp;&amp; event 8 is implemented</b></p> <p>Last Level cache access.</p> <p><b>0b0</b></p> <p>Last Level cache access event is ignored.</p> <p><b>0b1</b></p> <p>Do not record samples that have the Last Level cache access event == 0.</p> <p><b>Otherwise</b></p> <p>RAZ/WI</p>	xxxx
[7]	E[7]	<p>Mispredicted.</p> <p><b>0b0</b></p> <p>Mispredicted event is ignored.</p> <p><b>0b1</b></p> <p>Do not record samples that have the Mispredicted event == 0.</p>	x
[6]	E[6]	<p>Not taken.</p> <p><b>0b0</b></p> <p>Not taken event is ignored.</p> <p><b>0b1</b></p> <p>Do not record samples that have the Not taken event == 0.</p>	x
[5]	E[5]	<p>TLB walk.</p> <p><b>0b0</b></p> <p>TLB walk event is ignored.</p> <p><b>0b1</b></p> <p>Do not record samples that have the TLB walk event == 0.</p>	x

Bits	Name	Description	Reset
[4]	E[4]	<p><b>When filtering on event 4 is optionally supported</b></p> <p>TLB access.</p> <p><b>0b0</b> TLB access event is ignored.</p> <p><b>0b1</b> Do not record samples that have the TLB access event == 0.</p> <p><b>Otherwise</b> RAZ/WI</p>	xxxx
[3]	E[3]	<p>Level 1 data or unified cache refill.</p> <p><b>0b0</b> Level 1 data or unified cache refill event is ignored.</p> <p><b>0b1</b> Do not record samples that have the Level 1 data or unified cache refill event == 0.</p>	x
[2]	E[2]	<p><b>When filtering on event 2 is optionally supported</b></p> <p>Level 1 data cache access.</p> <p><b>0b0</b> Level 1 data cache access event is ignored.</p> <p><b>0b1</b> Do not record samples that have the Level 1 data cache access event == 0.</p> <p><b>Otherwise</b> RAZ/WI</p>	xxxx
[1]	E[1]	<p>Architecturally executed.</p> <p>When the PE supports sampling of speculative instructions:</p> <p><b>0b0</b> Architecturally executed event is ignored.</p> <p><b>0b1</b> Do not record samples that have the Architecturally executed event == 0.</p>	x
[0]	RAZ/ WI	Reserved	RAZ/ WI

## Access

MRS <Xt>, PMSEVFR\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1001	0b1001	0b101

MSR PMSEVFR\_EL1, <Xt>

op0	op1	CRn	CRm	op2
0b11	0b000	0b1001	0b1001	0b101

## Accessibility

### MRS <Xt>, PMSEVFR\_EL1

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.PMSEVFR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.TPMS == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif MDCR_EL3.NSPB[0] == '0' || MDCR_EL3.NSPB[1] != SCR_EL3.NS then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            X[t, 64] = PMSEVFR_EL1;
    elsif PSTATE.EL == EL2 then
        if MDCR_EL3.NSPB[0] == '0' || MDCR_EL3.NSPB[1] != SCR_EL3.NS then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                X[t, 64] = PMSEVFR_EL1;
    elsif PSTATE.EL == EL3 then
        X[t, 64] = PMSEVFR_EL1;

```

### MSR PMSEVFR\_EL1, <Xt>

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elsif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGWTR_EL2.PMSEVFR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif EL2Enabled() && MDCR_EL2.TPMS == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elsif MDCR_EL3.NSPB[0] == '0' || MDCR_EL3.NSPB[1] != SCR_EL3.NS then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
        else
            PMSEVFR_EL1 = X[t, 64];
    elsif PSTATE.EL == EL2 then
        if MDCR_EL3.NSPB[0] == '0' || MDCR_EL3.NSPB[1] != SCR_EL3.NS then
            if Halted() && EDSCR.SDD == '1' then
                UNDEFINED;
            else
                AArch64.SystemAccessTrap(EL3, 0x18);
            else
                PMSEVFR_EL1 = X[t, 64];
    elsif PSTATE.EL == EL3 then
        PMSEVFR_EL1 = X[t, 64];

```

### A.15.3 PMSIDR\_EL1, Sampling Profiling ID Register

Describes the Statistical Profiling implementation to software

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Functional group

Statistical Profiling Extension registers

##### Access type

See bit descriptions

##### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	0000	0010	0110	0100	xx01	0xxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-259: AArch64\_pmsidr\_el1 bit assignments

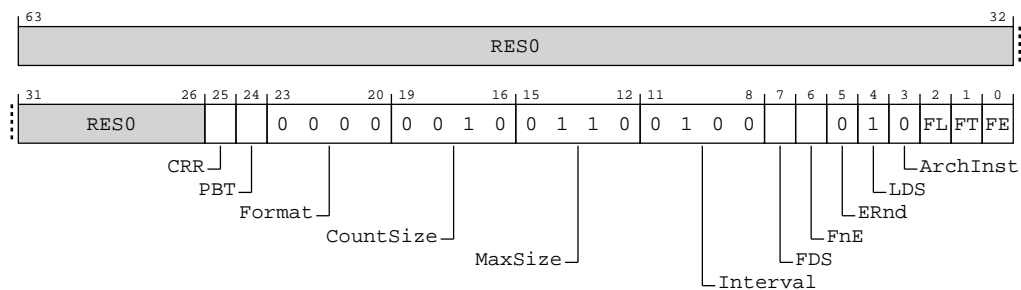


Table A-677: PMSIDR\_EL1 bit descriptions

Bits	Name	Description	Reset
[63:26]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[25]	CRR	Call Return branch records. Defined values are: <b>0b0</b> Operation Type packets for branches do not contain Call Return information. <b>0b1</b> Operation Type packets for branches contain Call Return information.	The reset values can be the following: 0b0, 0b1, respective to the value.
[24]	PBT	Previous branch target Address packet. Defined values are: <b>0b0</b> Previous branch target Address packet not supported. <b>0b1</b> Previous branch target Address packet support implemented.	The reset values can be the following: 0b0, 0b1, respective to the value.
[23:20]	Format	Defines the format of the sample records. Defined values are: <b>0b0000</b> Format 0.	0b0000
[19:16]	CountSize	Defines the size of the counters. <b>0b0010</b> 12-bit saturating counters.	0b0010
[15:12]	MaxSize	Defines the largest size for a single record, rounded up to a power-of-two. If this is the same as the minimum alignment (AArch64-PMBIDR_EL1.Align), then each record is exactly this size. Defined values are: <b>0b0110</b> 64 bytes.	0b0110
[11:8]	Interval	Recommended minimum sampling interval. This provides guidance from the implementer to the smallest minimum sampling interval, N. Defined values are: <b>0b0100</b> 1,024.	0b0100
[7]	FDS	Filter by data source. Defined values are: <b>0b0</b> AArch64-PMSDSFR_EL1 is not implemented and AArch64-PMSFCR_EL1.FDS is <b>RES0</b> . <b>0b1</b> AArch64-PMSDSFR_EL1 and AArch64-PMSFCR_EL1.FDS are implemented.	The reset values can be the following: 0b0, 0b1, respective to the value.
[6]	FnE	Filtering by events, inverted. Defined values are: <b>0b0</b> AArch64-PMSNEVFR_EL1 is not implemented and AArch64-PMSFCR_EL1.FnE is <b>RES0</b> . <b>0b1</b> AArch64-PMSNEVFR_EL1 and AArch64-PMSFCR_EL1.FnE are implemented.	The reset values can be the following: 0b0, 0b1, respective to the value.
[5]	ERnd	Defines how the random number generator is used in determining the interval between samples, when enabled by AArch64-PMSIRR_EL1.RND. Defined values are: <b>0b0</b> The random number is added at the start of the interval, and the sample is taken and a new interval started when the combined interval expires.	0b0

Bits	Name	Description	Reset
[4]	LDS	Data source indicator for sampled load instructions. Defined values are: <b>0b1</b> Loaded data source implemented.	0b1
[3]	ArchInst	Architectural instruction profiling. Defined values are: <b>0b0</b> Micro-op sampling implemented.	0b0
[2]	FL	Filtering by latency. This bit reads as one.	x
[1]	FT	Filtering by operation type. This bit reads as one.	x
[0]	FE	Filtering by events. This bit reads as one.	x

## Access

MRS <Xt>, PMSIDR\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1001	0b1001	0b111

## Accessibility

MRS <Xt>, PMSIDR\_EL1

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.PMSIDR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif EL2Enabled() && MDCR_EL2.TPMS == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    elseif MDCR_EL3.NSPB[0] == '0' || MDCR_EL3.NSPB[1] != SCR_EL3.NS then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = PMSIDR_EL1;
elseif PSTATE.EL == EL2 then
    if MDCR_EL3.NSPB[0] == '0' || MDCR_EL3.NSPB[1] != SCR_EL3.NS then
        if Halted() && EDSCR.SDD == '1' then
            UNDEFINED;
        else
            AArch64.SystemAccessTrap(EL3, 0x18);
    else
        X[t, 64] = PMSIDR_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = PMSIDR_EL1;

```

### A.15.4 PMBIDR\_EL1, Profiling Buffer ID Register

Provides information to software as to whether the buffer can be programmed at the current Exception level.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Functional group

Statistical Profiling Extension registers

##### Access type

See bit descriptions

##### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xx10	0110
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure A-260: AArch64\_pmbidr\_el1 bit assignments

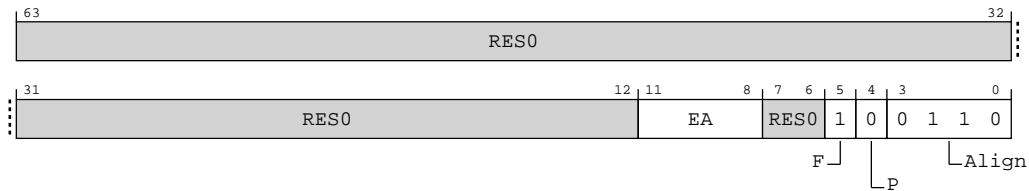


Table A-679: PMBIDR\_EL1 bit descriptions

Bits	Name	Description	Reset
[63:12]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[11:8]	EA	External Abort handling. Describes how the PE manages External aborts on writes made by the Statistical Profiling Unit to the Profiling Buffer.  <b>0b0000</b> Not described.  <b>0b0001</b> The PE ignores External aborts on writes made by the Statistical Profiling Unit.  <b>0b0010</b> The External abort generates an SError interrupt at the PE.	The reset values can be the following: 0b0000, 0b0001, 0b0010, respective to the value.
[7:6]	RES0	Reserved	RES0
[5]	F	Flag updates. Describes how address translations performed by the Statistical Profiling Unit manage the Access flag and dirty state.  <b>0b1</b> Hardware management of the Access flag and dirty state for accesses made by the Statistical Profiling Unit is controlled in the same way as explicit memory accesses in the Profiling Buffer owning translation regime.	0b1
[4]	P	Programming not allowed. When read at EL3, this field reads as zero. Otherwise, indicates that the Profiling Buffer is owned by a higher Exception level or another Security state. Defined values are:  <b>0b0</b> Programming is allowed.	0b0
[3:0]	Align	Defines the minimum alignment constraint for writes to AArch64-PMBPTR_EL1. Defined values are:  <b>0b0110</b> 64 bytes.	0b0110

## Access

MRS <Xt>, PMBIDR\_EL1

op0	op1	CRn	CRm	op2
0b11	0b000	0b1001	0b1010	0b111

## Accessibility

MRS <Xt>, PMBIDR\_EL1

```

if PSTATE.EL == EL0 then
    UNDEFINED;
elseif PSTATE.EL == EL1 then
    if EL2Enabled() && SCR_EL3.FGTEn == '1' && HDFGRTR_EL2.PMBIDR_EL1 == '1' then
        AArch64.SystemAccessTrap(EL2, 0x18);
    else
        X[t, 64] = PMBIDR_EL1;
elseif PSTATE.EL == EL2 then
    X[t, 64] = PMBIDR_EL1;
elseif PSTATE.EL == EL3 then
    X[t, 64] = PMBIDR_EL1;

```



## A.16 AArch64 Trace Buffer Extension registers summary

The following summary table provides an overview of all Trace Buffer Extension registers in the core.

For more information on registers listed in the table, click on the link associated with the register name.

If a register does not have a link in the summary table, you can find more information about this Architecturally defined register in the [Arm® Architecture Reference Manual for A-profile architecture](#).

For registers without a listed reset value, refer to the individual field resets documented on the register description pages or to the [Arm® Architecture Reference Manual for A-profile architecture](#).

**Table A-681: Trace Buffer Extension registers summary**

Name	Op0	Op1	CRn	CRm	Op2	Reset	Width	Description
TRBLIMITR_EL1	3	0	C9	C11	0	See individual bit resets.	64-bit	Trace Buffer Limit Address Register
TRBPTR_EL1	3	0	C9	C11	1	See individual bit resets.	64-bit	Trace Buffer Write Pointer Register
TRBBASER_EL1	3	0	C9	C11	2	See individual bit resets.	64-bit	Trace Buffer Base Address Register
TRBSR_EL1	3	0	C9	C11	3	See individual bit resets.	64-bit	Trace Buffer Status/syndrome Register
TRBMAR_EL1	3	0	C9	C11	4	See individual bit resets.	64-bit	Trace Buffer Memory Attribute Register
TRBTRG_EL1	3	0	C9	C11	6	See individual bit resets.	64-bit	Trace Buffer Trigger Counter Register
TRBIDR_EL1	3	0	C9	C11	7	See individual bit resets.	64-bit	Trace Buffer ID Register

# Appendix B ext registers

This appendix contains the descriptions for the Cortex-X4 ext registers.

This manual does not provide a complete list of registers. Read this manual together with the [Arm® Architecture Reference Manual for A-profile architecture](#).

## B.1 External CoreROM registers summary

The following summary table provides an overview of all memory-mapped CoreROM registers in the core.

For more information on registers listed in the table, click on the link associated with the register name.

For registers without a listed reset value, refer to the individual field resets documented on the register description pages or to the [Arm® Architecture Reference Manual for A-profile architecture](#).

**Table B-1: CoreROM registers summary**

Offset	Name	Reset	Width	Description
0x000	<a href="#">COREROM_ROMENTRY0</a>	See individual bit resets.	32-bit	Core ROM table Entry 0
0x004	<a href="#">COREROM_ROMENTRY1</a>	See individual bit resets.	32-bit	Core ROM table Entry 1
0x008	<a href="#">COREROM_ROMENTRY2</a>	See individual bit resets.	32-bit	Core ROM table Entry 2
0x00C	<a href="#">COREROM_ROMENTRY3</a>	See individual bit resets.	32-bit	Core ROM table Entry 3
0xFB8	<a href="#">COREROM_AUTHSTATUS</a>	See individual bit resets.	32-bit	Core ROM table Authentication Status Register
0xFBC	<a href="#">COREROM_DEVARCH</a>	See individual bit resets.	32-bit	Core ROM table Device Architecture Register
0xFCC	<a href="#">COREROM_DEVTYPE</a>	See individual bit resets.	32-bit	Core ROM table Device Type Register
0xFD0	<a href="#">COREROM_PIDR4</a>	See individual bit resets.	32-bit	Core ROM table Peripheral Identification Register 4
0xFE0	<a href="#">COREROM_PIDR0</a>	See individual bit resets.	32-bit	Core ROM table Peripheral Identification Register 0
0xFE4	<a href="#">COREROM_PIDR1</a>	See individual bit resets.	32-bit	Core ROM table Peripheral Identification Register 1
0xFE8	<a href="#">COREROM_PIDR2</a>	See individual bit resets.	32-bit	Core ROM table Peripheral Identification Register 2
0xFEC	<a href="#">COREROM_PIDR3</a>	See individual bit resets.	32-bit	Core ROM table Peripheral Identification Register 3
0xFF0	<a href="#">COREROM_CIDR0</a>	See individual bit resets.	32-bit	Core ROM table Component Identification Register 0
0xFF4	<a href="#">COREROM_CIDR1</a>	See individual bit resets.	32-bit	Core ROM table Component Identification Register 1
0xFF8	<a href="#">COREROM_CIDR2</a>	See individual bit resets.	32-bit	Core ROM table Component Identification Register 2
0xFFC	<a href="#">COREROM_CIDR3</a>	See individual bit resets.	32-bit	Core ROM table Component Identification Register 3

## B.1.1 COREROM\_ROMENTRY0, Core ROM table Entry 0

Provides the address offset for one CoreSight component.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

CoreROM

#### Register offset

0x000

#### Access type

RO

#### Reset value

0000	0000	0000	0001	0000	xxxx	xxxx	x011
31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure B-1: ext\_corerom\_romentry0 bit assignments

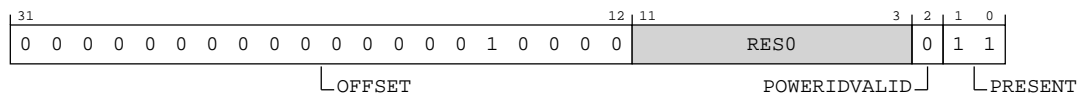


Table B-2: COREROM\_ROMENTRY0 bit descriptions

Bits	Name	Description	Reset
[31:12]	OFFSET	The component address, relative to the base address of this ROM Table. The component address is calculated using the following equation:  Component Address = ROM Table Base Address + (OFFSET << 12).  <b>0b00000000000000010000</b> Core DBG component at address 0x1_0000.	0x00010
[11:3]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[2]	POWERIDVALID	Indicates if the Power domain ID field contains a Power domain ID.  <b>0b0</b> A power domain ID is not provided.	0b0
[1:0]	PRESENT	Indicates whether an entry is present at this location in the ROM Table.  <b>0b11</b> The ROM Entry is present.	0b11

### Accessibility

Component	Offset	Range
CoreROM	0x000	None

This interface is accessible as follows:

RO

## B.1.2 COREROM\_ROMENTRY1, Core ROM table Entry 1

Provides the address offset for one CoreSight component.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

CoreROM

#### Register offset

0x004

#### Access type

RO

#### Reset value

0000	0000	0000	0010	0000	xxxx	xxxx	x011
31	27	23	19	15	11	7	3 0

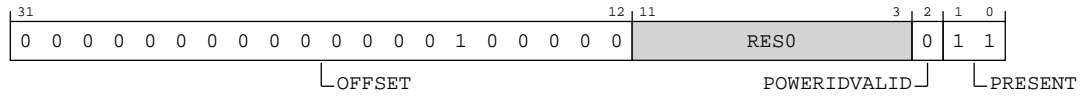


Note

Where the reset reads xxxx, see individual bits.

## Bit descriptions

**Figure B-2: ext\_corerom\_romentry1 bit assignments**



**Table B-4: COREROM\_ROMENTRY1 bit descriptions**

Bits	Name	Description	Reset
[31:12]	OFFSET	The component address, relative to the base address of this ROM Table. The component address is calculated using the following equation:  Component Address = ROM Table Base Address + (OFFSET << 12).  <b>0b000000000000000100000</b> CORE PMU component at address 0x2_0000.	0x00020
[11:3]	RES0	Reserved	RES0
[2]	POWERIDVALID	Indicates if the Power domain ID field contains a Power domain ID.  <b>0b0</b> A power domain ID is not provided.	0b0
[1:0]	PRESENT	Indicates whether an entry is present at this location in the ROM Table.  <b>0b11</b> The ROM Entry is present.	0b11

## Accessibility

Component	Offset	Range
CoreROM	0x004	None

This interface is accessible as follows:

RO

## B.1.3 COREROM\_ROMENTRY2, Core ROM table Entry 2

Provides the address offset for one CoreSight component.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

CoreROM

**Register offset**

0x008

**Access type**

RO

**Reset value**

```

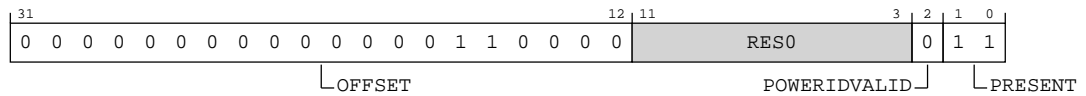
0000 0000 0000 0011 0000 xxxx xxxx x011
|    |    |    |    |    |    |    |    |
31   27   23   19   15   11   7     3     0
    
```



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-3: ext\_corerom\_romentry2 bit assignments**



**Table B-6: COREROM\_ROMENTRY2 bit descriptions**

Bits	Name	Description	Reset
[31:12]	OFFSET	The component address, relative to the base address of this ROM Table. The component address is calculated using the following equation:  Component Address = ROM Table Base Address + (OFFSET << 12).  <b>0b0000000000000000110000</b> Core ETM component at address 0x3_0000.	0x00030
[11:3]	RES0	Reserved	RES0
[2]	POWERIDVALID	Indicates if the Power domain ID field contains a Power domain ID.  <b>0b0</b> A power domain ID is not provided.	0b0
[1:0]	PRESENT	Indicates whether an entry is present at this location in the ROM Table.  <b>0b11</b> The ROM Entry is present.	0b11

**Accessibility**

Component	Offset	Range
CoreROM	0x008	None

This interface is accessible as follows:



**Table B-8: COREROM\_ROMENTRY3 bit descriptions**

Bits	Name	Description	Reset
[31:12]	OFFSET	The component address, relative to the base address of this ROM Table. The component address is calculated using the following equation:  Component Address = ROM Table Base Address + (OFFSET << 12).  <b>0b00000000000001000000</b>  Core ELA component at address 0x4_0000. When the core is configured without ELA, this field is set to 0x000.	0x00040
[11:3]	RES0	Reserved	RES0
[2]	POWERIDVALID	Indicates if the Power domain ID field contains a Power domain ID.  <b>0b0</b>  A power domain ID is not provided.	0b0
[1:0]	PRESENT	Indicates whether an entry is present at this location in the ROM Table.  <b>0b11</b>  The ROM Entry is present. When the core is configured without ELA, this field is set to 0x0.	0b11

### Accessibility

Component	Offset	Range
CoreROM	0x00C	None

This interface is accessible as follows:

RO

## B.1.5 COREROM\_AUTHSTATUS, Core ROM table Authentication Status Register

Provides information about the state of the authentication interface for debug.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

CoreROM

#### Register offset

0xFB8

#### Access type

RO



### Reset value



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure B-5: ext\_corerom\_authstatus bit assignments

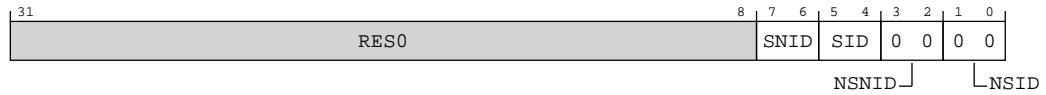


Table B-10: COREROM\_AUTHSTATUS bit descriptions

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:6]	SNID	Secure Non-invasive Debug.	xx
[5:4]	SID	Secure Invasive Debug.	xx
[3:2]	NSNID	Non-secure Non-invasive Debug. <b>0b00</b> Debug level is not supported.	0b00
[1:0]	NSID	Non-secure Invasive Debug. <b>0b00</b> Debug level is not supported.	0b00

### Accessibility

Component	Offset	Range
CoreROM	0xFB8	None

This interface is accessible as follows:

RO

## B.1.6 COREROM\_DEVARCH, Core ROM table Device Architecture Register

Identifies the architect and architecture of a CoreSight component.

### Configurations

This register is available in all configurations.

**Attributes**

**Width**

32

**Component**

CoreROM

**Register offset**

0xFBC

**Access type**

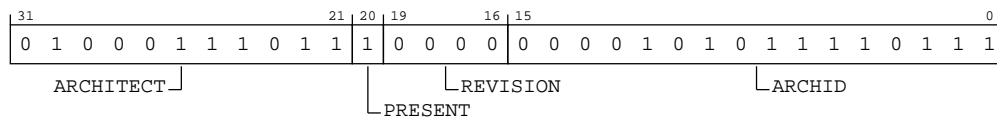
RO

**Reset value**

0100 0111 0111 0000 0000 1010 1111 0111

**Bit descriptions**

**Figure B-6: ext\_corerom\_devarch bit assignments**



**Table B-12: COREROM\_DEVARCH bit descriptions**

Bits	Name	Description	Reset
[31:21]	ARCHITECT	Architect. <b>0b01000111011</b> JEP106 continuation code 0x4, ID code 0x3B. Arm Limited.	0b01000111011
[20]	PRESENT	Present. <b>0b1</b> DEVARCH information present.	0b1
[19:16]	REVISION	Revision. <b>0b0000</b> Revision 0.	0b0000
[15:0]	ARCHID	Architecture ID. <b>0b0000101011110111</b> ROM Table v0. The debug tool must inspect ext-COREROM_DEVTYPE and ext-COREROM_DEVID to determine further information about the ROM Table.	0x0AF7

**Accessibility**

Component	Offset	Range
CoreROM	0xFBC	None

This interface is accessible as follows:

RO

### B.1.7 COREROM\_DEVTYPE, Core ROM table Device Type Register

A debugger can use DEVTYPE to obtain information about a component that has an unrecognized part number.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

32

##### Component

CoreROM

##### Register offset

0xFCC

##### Access type

RO

##### Reset value



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure B-7: ext\_corerom\_devtype bit assignments

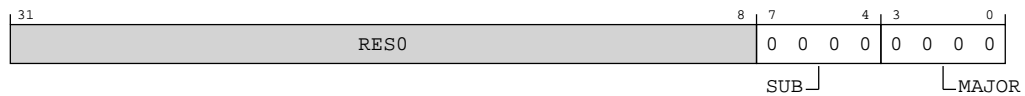


Table B-14: COREROM\_DEVTYPE bit descriptions

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[7:4]	SUB	Sub number <b>0b0000</b> Other, undefined.	0b0000
[3:0]	MAJOR	Major number <b>0b0000</b> Miscellaneous.	0b0000

### Accessibility

Component	Offset	Range
CoreROM	0xFCC	None

This interface is accessible as follows:

RO

## B.1.8 COREROM\_PIDR4, Core ROM table Peripheral Identification Register 4

Provides CoreSight discovery information.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

CoreROM

#### Register offset

0xFD0

#### Access type

RO

#### Reset value

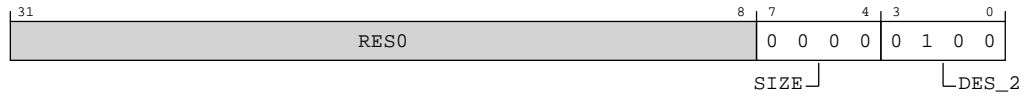
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	0000	0100
31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

## Bit descriptions

**Figure B-8: ext\_corerom\_pidr4 bit assignments**



**Table B-16: COREROM\_PIDR4 bit descriptions**

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:4]	SIZE	4KB count. <b>0b0000</b> The component uses a single 4KB block.	0b0000
[3:0]	DES_2	JEP106 continuation code. <b>0b0100</b> Arm Limited. Number of 0x7F bytes in full JEP106 code 0x7F 0x7F 0x7F 0x7F 0x3B.	0b0100

### Accessibility

Component	Offset	Range
CoreROM	0xFD0	None

This interface is accessible as follows:

RO

## B.1.9 COREROM\_PIDR0, Core ROM table Peripheral Identification Register 0

Provides CoreSight discovery information.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

CoreROM

#### Register offset

0xFE0

**Access type**

RO

**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-9: ext\_corerom\_pidr0 bit assignments**



**Table B-18: COREROM\_PIDR0 bit descriptions**

Bits	Name	Description	Reset
[31:8]	RESO	Reserved	RESO
[7:0]	PART_0	Part number bits [7:0]. <b>0b10000010</b> Cortex-X4 Core ROM table. Bits [7:0] of part number 0xD82.	0x82

**Accessibility**

Component	Offset	Range
CoreROM	0xFE0	None

This interface is accessible as follows:

RO

**B.1.10 COREROM\_PIDR1, Core ROM table Peripheral Identification Register 1**

Provides CoreSight discovery information.

**Configurations**

This register is available in all configurations.

**Attributes**

**Width**

32

**Component**

CoreROM

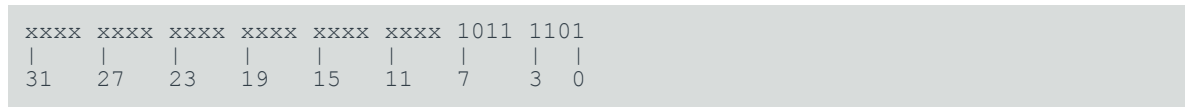
**Register offset**

0xFE4

**Access type**

RO

**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-10: ext\_corerom\_pidr1 bit assignments**



**Table B-20: COREROM\_PIDR1 bit descriptions**

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:4]	DES_0	JEP106 identification code bits [3:0]. <b>0b1011</b> Arm Limited. Bits [3:0] of JEP106 identification code 0x3B.	0b1011
[3:0]	PART_1	Part number bits [11:8]. <b>0b1101</b> Cortex-X4 Core ROM table. Bits [11:8] of part number 0xD82.	0b1101

**Accessibility**

Component	Offset	Range
CoreROM	0xFE4	None

This interface is accessible as follows:

RO

### B.1.11 COREROM\_PIDR2, Core ROM table Peripheral Identification Register 2

Provides CoreSight discovery information.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

32

##### Component

CoreROM

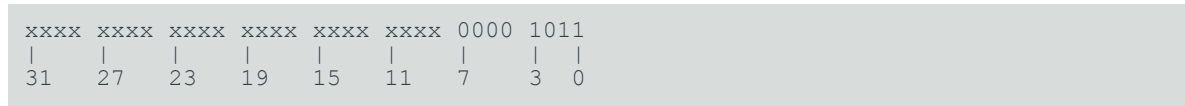
##### Register offset

0xFE8

##### Access type

RO

##### Reset value



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure B-11: ext\_corerom\_pidr2 bit assignments

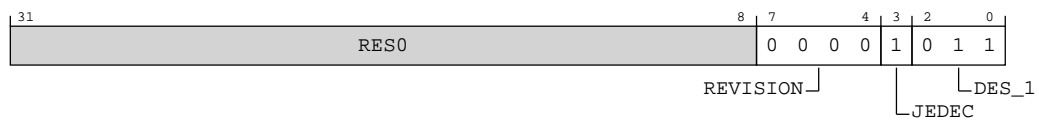


Table B-22: COREROM\_PIDR2 bit descriptions

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0



Bits	Name	Description	Reset
[7:4]	REVISION	Component revision. <b>0b0000</b> rOp1	0b0000
[3]	JEDEC	JEDEC assignee. <b>0b1</b> JEDEC-assignee values is used.	0b1
[2:0]	DES_1	JEP106 identification code bits [6:4]. <b>0b011</b> Arm Limited. Bits [6:4] of JEP106 identification code 0x3B.	0b011

### Accessibility

Component	Offset	Range
CoreROM	0xFE8	None

This interface is accessible as follows:

RO

## B.1.12 COREROM\_PIDR3, Core ROM table Peripheral Identification Register 3

Provides CoreSight discovery information.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

CoreROM

#### Register offset

0xFEC

#### Access type

RO

#### Reset value

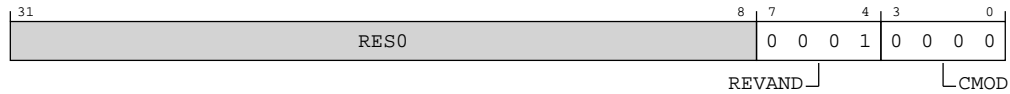
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	0001	0000
31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure B-12: ext\_corerom\_pidr3 bit assignments**



**Table B-24: COREROM\_PIDR3 bit descriptions**

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:4]	REVAND	Minor errata fixes. <b>0b0001</b>	0b0001
[3:0]	CMOD	Customer Modified. <b>0b0000</b> The component is not modified from the original design.	0b0000

### Accessibility

Component	Offset	Range
CoreROM	0xFEC	None

This interface is accessible as follows:

RO

## B.1.13 COREROM\_CIDR0, Core ROM table Component Identification Register 0

Provides CoreSight discovery information.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

CoreROM

**Register offset**

0xFF0

**Access type**

RO

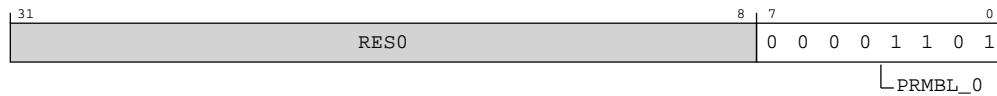
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-13: ext\_corerom\_cidr0 bit assignments**



**Table B-26: COREROM\_CIDR0 bit descriptions**

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:0]	PRMBL_0	CoreSight component identification preamble. <b>0b00001101</b> CoreSight component identification preamble.	0x0D

**Accessibility**

Component	Offset	Range
CoreROM	0xFF0	None

This interface is accessible as follows:

RO

## B.1.14 COREROM\_CIDR1, Core ROM table Component Identification Register 1

Provides CoreSight discovery information.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

CoreROM

#### Register offset

0xFF4

#### Access type

RO

#### Reset value

```

xxxx  xxxx  xxxx  xxxx  xxxx  xxxx  1001  0000
|      |      |      |      |      |      |      |
31     27     23     19     15     11     7       3       0
    
```



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure B-14: ext\_corerom\_cidr1 bit assignments



Table B-28: COREROM\_CIDR1 bit descriptions

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:4]	CLASS	CoreSight component class. <b>0b1001</b> CoreSight component.	0b1001

Bits	Name	Description	Reset
[3:0]	PRMBL_1	CoreSight component identification preamble. <b>0b0000</b> CoreSight component identification preamble.	0b0000

### Accessibility

Component	Offset	Range
CoreROM	0xFF4	None

This interface is accessible as follows:

RO

## B.1.15 COREROM\_CIDR2, Core ROM table Component Identification Register 2

Provides CoreSight discovery information.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

CoreROM

#### Register offset

0xFF8

#### Access type

RO

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	0000	0101
31	27	23	19	15	11	7	3 0

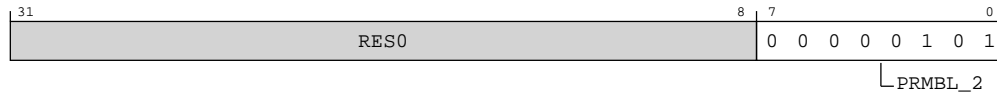


Note

Where the reset reads xxxx, see individual bits.

## Bit descriptions

**Figure B-15: ext\_corerom\_cidr2 bit assignments**



**Table B-30: COREROM\_CIDR2 bit descriptions**

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:0]	PRMBL_2	CoreSight component identification preamble. <b>0b00000101</b> CoreSight component identification preamble.	0x05

### Accessibility

Component	Offset	Range
CoreROM	0xFF8	None

This interface is accessible as follows:

RO

## B.1.16 COREROM\_CIDR3, Core ROM table Component Identification Register 3

Provides CoreSight discovery information.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

CoreROM

#### Register offset

0xFFC

#### Access type

RO

#### Reset value

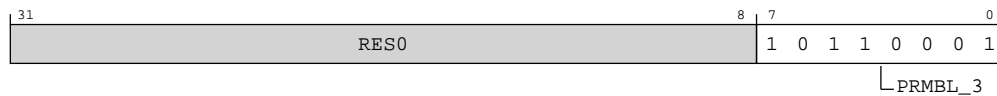
xxxx xxxx xxxx xxxx xxxx xxxx 1011 0001



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure B-16: ext\_corerom\_cidr3 bit assignments**



**Table B-32: COREROM\_CIDR3 bit descriptions**

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:0]	PRMBL_3	CoreSight component identification preamble. <b>0b10110001</b> CoreSight component identification preamble.	0xB1

### Accessibility

Component	Offset	Range
CoreROM	0xFFC	None

This interface is accessible as follows:

RO

## B.2 External PPM registers summary

The following summary table provides an overview of all memory-mapped PPM registers in the core.

For more information on registers listed in the table, click on the link associated with the register name.

For registers without a listed reset value, refer to the individual field resets documented on the register description pages or to the [Arm® Architecture Reference Manual for A-profile architecture](#).

**Table B-34: PPM registers summary**

Offset	Name	Reset	Width	Description
0x000	CPUPPMCR	See individual bit resets.	64-bit	Global Performance and Power Management Configuration Register
0x010	CPUMPMCR	See individual bit resets.	64-bit	Global MPMM Control Register
0x020	CPUPPMPCPCR	See individual bit resets.	64-bit	Performance and Power Management PDP Control Register
0x080	CPUPPMCR4	See individual bit resets.	64-bit	Power Performance Management Register
0x088	CPUPPMCR5	See individual bit resets.	64-bit	Power Performance Management Register
0x090	CPUPPMCR6	See individual bit resets.	64-bit	Power Performance Management Register

## B.2.1 CPUPPMCR, Global Performance and Power Management Configuration Register

Provides **IMPLEMENTATION DEFINED** control and discovery of the Performance and Power Management (PPM) features.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Component

PPM

#### Register offset

0x000

#### Access type

RO

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	x111	xxxx	x011	xxxx	xx00
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



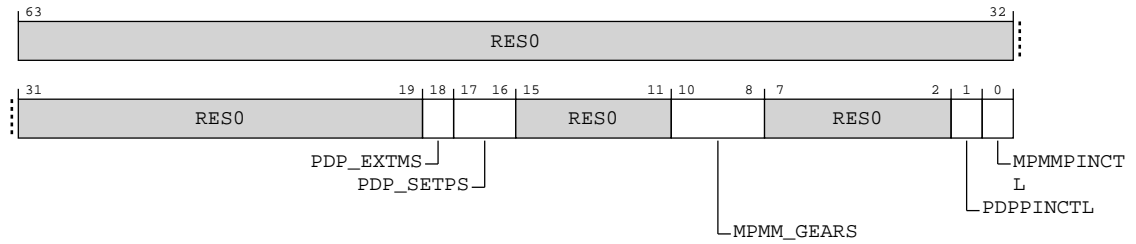
Note

Where the reset reads xxxx, see individual bits.



### Bit descriptions

**Figure B-17: ext\_cpuppmcr bit assignments**



**Table B-35: CPUPPMCR bit descriptions**

Bits	Name	Description	Reset
[63:19]	RESO	Reserved	RESO
[18]	PDP_EXTMS	External memory system PDP control  <b>0b1</b> Independent external memory system PDP control is implemented	0b1
[17:16]	PDP_SETPS	Number of PDP Setpoints Implemented  <b>0b11</b> 3 PDP setpoints are implemented	0b11
[15:11]	RESO	Reserved	RESO
[10:8]	MPMM_GEARs	Number of MPMM Gears Implemented  <b>0b011</b> 3 MPMM gears are implemented	0b011
[7:2]	RESO	Reserved	RESO
[1]	PDPPINCTL	PDP Pin Control Enabled  <b>0b0</b> PDP control through SPR and utility bus  <b>0b1</b> PDP control through pin only	0b0
[0]	MPMPINCTL	MPMM Pin Control Enabled  <b>0b0</b> MPMM control through SPR and utility bus  <b>0b1</b> MPMM control through pin only	0b0

### Accessibility

Component	Offset	Range
PPM	0x000	None

This interface is accessible as follows:

RO

## B.2.2 CPUMPMCR, Global MPMM Control Register

Provides **IMPLEMENTATION DEFINED** control of the Maximum Power Mitigation Mechanism (MPMM) feature.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Component

PPM

#### Register offset

0x010

#### Access type

RO

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	x000
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Note

Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure B-18: ext\_cpumpmmcr bit assignments

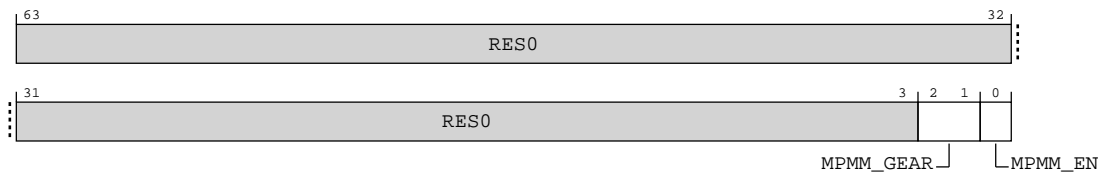


Table B-37: CPUMPMCR bit descriptions

Bits	Name	Description	Reset
[63:3]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[2:1]	MPMM_GEAR	MPMM Gear Select  <b>0b00</b> Select MPMM Gear 0  <b>0b01</b> Select MPMM Gear 1  <b>0b10</b> Select MPMM Gear 2  <b>0b11</b> Select MPMM Gear 3	0b00
[0]	MPMM_EN	MPMM Master Enable  <b>0b0</b> MPMM is disabled  <b>0b1</b> MPMM is enabled	0b0

### Accessibility

Component	Offset	Range
PPM	0x010	None

This interface is accessible as follows:

RO

## B.2.3 CPUPPMPDPCR, Performance and Power Management PDP Control Register

Provides **IMPLEMENTATION DEFINED** control of the Performance Defined Power (PDP) feature.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Component

PPM

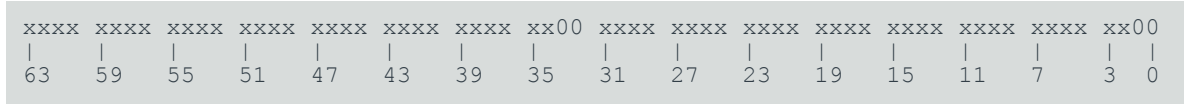
#### Register offset

0x020

#### Access type

RO

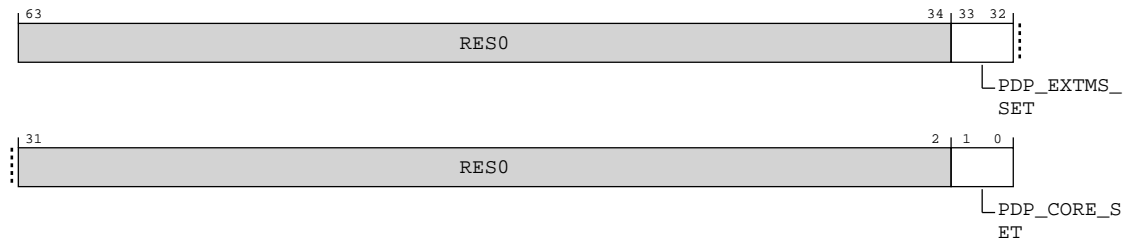
### Reset value



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure B-19: ext\_cpupmpdpcr bit assignments**



**Table B-39: CPUPMPDPCR bit descriptions**

Bits	Name	Description	Reset
[63:34]	RES0	Reserved	RES0
[33:32]	PDP_EXTMS_SET	External memory system PDP Aggressiveness  <b>0b00</b> Disable PDP  <b>0b01</b> Enable PDP at low aggressiveness  <b>0b10</b> Enable PDP at medium aggressiveness  <b>0b11</b> Enable PDP at high aggressiveness	0b00
[31:2]	RES0	Reserved	RES0
[1:0]	PDP_CORE_SET	Core PDP Aggressiveness  <b>0b00</b> Disable PDP  <b>0b01</b> Enable PDP at low aggressiveness  <b>0b10</b> Enable PDP at medium aggressiveness  <b>0b11</b> Enable PDP at high aggressiveness	0b00

### Accessibility

Component	Offset	Range
PPM	0x020	None

This interface is accessible as follows:

RO

## B.2.4 CPUPPMCR4, Power Performance Management Register

This register contains control bits that affect the CPU behavior

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Component

PPM

#### Register offset

0x080

#### Access type

RO

#### Reset value

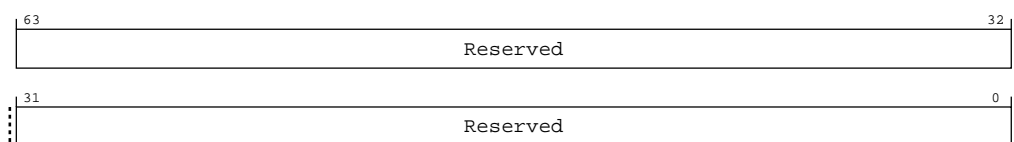
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure B-20: ext\_cpuppmcr4 bit assignments



**Table B-41: CPUPPMCR4 bit descriptions**

Bits	Name	Description	Reset
[63:0]	Reserved	Reserved for Arm internal use.	64 {x}

**Accessibility**

Component	Offset	Range
PPM	0x080	None

This interface is accessible as follows:

RO

## B.2.5 CPUPPMCR5, Power Performance Management Register

This register contains control bits that affect the CPU behavior

### Configurations

This register is available in all configurations.

### Attributes

**Width**

64

**Component**

PPM

**Register offset**

0x088

**Access type**

RO

**Reset value**

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



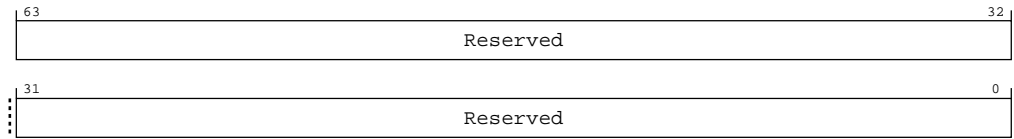
Note

Where the reset reads xxxx, see individual bits.

### Bit descriptions

Reserved

**Figure B-21: ext\_cpuppmcr5 bit assignments**



**Table B-43: CPUPPMCR5 bit descriptions**

Bits	Name	Description	Reset
[63:0]	Reserved	Reserved for Arm internal use.	64 {x}

**Accessibility**

Component	Offset	Range
PPM	0x088	None

This interface is accessible as follows:

RO

## B.2.6 CPUPPMCR6, Power Performance Management Register

This register contains control bits that affect the CPU behavior

### Configurations

This register is available in all configurations.

### Attributes

**Width**

64

**Component**

PPM

**Register offset**

0x090

**Access type**

RO

**Reset value**

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0

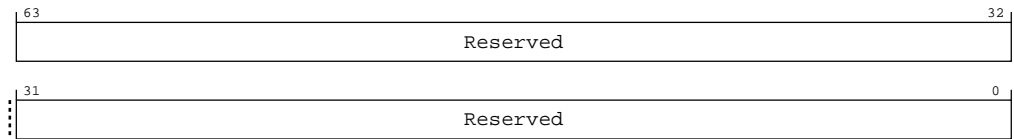


Where the reset reads xxxx, see individual bits.

### Bit descriptions

Reserved

**Figure B-22: ext\_cpuppmcr6 bit assignments**



**Table B-45: CPUPPMCR6 bit descriptions**

Bits	Name	Description	Reset
[63:0]	Reserved	Reserved for Arm internal use.	64 {x}

### Accessibility

Component	Offset	Range
PPM	0x090	None

This interface is accessible as follows:

RO

## B.3 External PMU registers summary

The following summary table provides an overview of all memory-mapped PMU registers in the core.

For more information on registers listed in the table, click on the link associated with the register name.

If a register does not have a link in the summary table, you can find more information about this Architecturally defined register in the [Arm® Architecture Reference Manual for A-profile architecture](#).

For registers without a listed reset value, refer to the individual field resets documented on the register description pages or to the [Arm® Architecture Reference Manual for A-profile architecture](#).



**Table B-47: PMU registers summary**

Offset	Name	Reset	Width	Description
0x0	PMEVCNTR0_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0x8	PMEVCNTR1_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0x10	PMEVCNTR2_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0x18	PMEVCNTR3_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0x20	PMEVCNTR4_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0x28	PMEVCNTR5_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0x30	PMEVCNTR6_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0x38	PMEVCNTR7_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0x40	PMEVCNTR8_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0x48	PMEVCNTR9_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0x50	PMEVCNTR10_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0x58	PMEVCNTR11_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0x60	PMEVCNTR12_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0x68	PMEVCNTR13_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0x70	PMEVCNTR14_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0x78	PMEVCNTR15_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0x80	PMEVCNTR16_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0x88	PMEVCNTR17_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0x90	PMEVCNTR18_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0x98	PMEVCNTR19_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0xA0	PMEVCNTR20_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0xA8	PMEVCNTR21_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0xB0	PMEVCNTR22_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0xB8	PMEVCNTR23_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0xC0	PMEVCNTR24_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0xC8	PMEVCNTR25_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0xD0	PMEVCNTR26_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0xD8	PMEVCNTR27_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0xE0	PMEVCNTR28_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0xE8	PMEVCNTR29_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0xF0	PMEVCNTR30_ELO	See individual bit resets.	64-bit	Performance Monitors Event Count Registers
0x0F8	PMCCNTR_ELO [31:0]	See individual bit resets.	32-bit	Performance Monitors Cycle Counter
0x0FC	PMCCNTR_ELO [63:32]	See individual bit resets.	32-bit	Performance Monitors Cycle Counter
0x200	PMPCSR [31:0]	See individual bit resets.	32-bit	Program Counter Sample Register
0x204	PMPCSR [63:32]	See individual bit resets.	32-bit	Program Counter Sample Register
0x220	PMPCSR [31:0]	See individual bit resets.	32-bit	Program Counter Sample Register
0x224	PMPCSR [63:32]	See individual bit resets.	32-bit	Program Counter Sample Register
0x208	PMCID1SR	See individual bit resets.	32-bit	CONTEXTIDR_EL1 Sample Register
0x228	PMCID1SR	See individual bit resets.	32-bit	CONTEXTIDR_EL1 Sample Register

Offset	Name	Reset	Width	Description
0x20C	PMVIDSR	See individual bit resets.	32-bit	VMID Sample Register
0x22C	PMCID2SR	See individual bit resets.	32-bit	CONTEXTIDR_EL2 Sample Register
0x400	PMEVTYPER0_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x404	PMEVTYPER1_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x408	PMEVTYPER2_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x40C	PMEVTYPER3_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x410	PMEVTYPER4_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x414	PMEVTYPER5_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x418	PMEVTYPER6_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x41C	PMEVTYPER7_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x420	PMEVTYPER8_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x424	PMEVTYPER9_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x428	PMEVTYPER10_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x42C	PMEVTYPER11_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x430	PMEVTYPER12_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x434	PMEVTYPER13_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x438	PMEVTYPER14_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x43C	PMEVTYPER15_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x440	PMEVTYPER16_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x444	PMEVTYPER17_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x448	PMEVTYPER18_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x44C	PMEVTYPER19_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x450	PMEVTYPER20_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x454	PMEVTYPER21_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x458	PMEVTYPER22_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x45C	PMEVTYPER23_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x460	PMEVTYPER24_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x464	PMEVTYPER25_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x468	PMEVTYPER26_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x46C	PMEVTYPER27_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x470	PMEVTYPER28_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x474	PMEVTYPER29_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x478	PMEVTYPER30_ELO	See individual bit resets.	64-bit	Performance Monitors Event Type Registers
0x47C	PMCCFILTR_ELO [31:0]	See individual bit resets.	32-bit	Performance Monitors Cycle Counter Filter Register
0x600	PMPCSSR	See individual bit resets.	64-bit	Snapshot Program Counter Sample Register
0x608	PMCIDSSR	See individual bit resets.	32-bit	Snapshot CONTEXTIDR_EL1 Sample Register
0x60C	PMCID2SSR	See individual bit resets.	32-bit	Snapshot CONTEXTIDR_EL2 Sample Register
0x610	PMSSSR	See individual bit resets.	32-bit	PMU Snapshot Status Register
0x618	PMCCNTSR	See individual bit resets.	64-bit	PMU Cycle Counter Snapshot Register
0x620	PMEVCNTSRO	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register

Offset	Name	Reset	Width	Description
0x628	PMEVCNTR1	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x630	PMEVCNTR2	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x638	PMEVCNTR3	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x640	PMEVCNTR4	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x648	PMEVCNTR5	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x650	PMEVCNTR6	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x658	PMEVCNTR7	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x660	PMEVCNTR8	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x668	PMEVCNTR9	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x670	PMEVCNTR10	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x678	PMEVCNTR11	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x680	PMEVCNTR12	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x688	PMEVCNTR13	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x690	PMEVCNTR14	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x698	PMEVCNTR15	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x6A0	PMEVCNTR16	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x6A8	PMEVCNTR17	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x6B0	PMEVCNTR18	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x6B8	PMEVCNTR19	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x6C0	PMEVCNTR20	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x6C8	PMEVCNTR21	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x6D0	PMEVCNTR22	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x6D8	PMEVCNTR23	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x6E0	PMEVCNTR24	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x6E8	PMEVCNTR25	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x6F0	PMEVCNTR26	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x6F8	PMEVCNTR27	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x700	PMEVCNTR28	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x708	PMEVCNTR29	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0x710	PMEVCNTR30	See individual bit resets.	64-bit	PMU Event Counter Snapshot Register
0xC00	PMCNTENSET_ELO [31:0]	See individual bit resets.	32-bit	Performance Monitors Count Enable Set register
0xC20	PMCNTENCLR_ELO [31:0]	See individual bit resets.	32-bit	Performance Monitors Count Enable Clear register
0xC40	PMINTENSET_EL1 [31:0]	See individual bit resets.	32-bit	Performance Monitors Interrupt Enable Set register
0xC60	PMINTENCLR_EL1 [31:0]	See individual bit resets.	32-bit	Performance Monitors Interrupt Enable Clear register
0xC80	PMOVSLR_ELO [31:0]	See individual bit resets.	32-bit	Performance Monitors Overflow Flag Status Clear register
0xCA0	PMSWINC_ELO	See individual bit resets.	32-bit	Performance Monitors Software Increment register
0xCC0	PMOVSET_ELO [31:0]	See individual bit resets.	32-bit	Performance Monitors Overflow Flag Status Set register
0xE00	PMCFGR [31:0]	See individual bit resets.	32-bit	Performance Monitors Configuration Register
0xE04	PMCR_ELO	See individual bit resets.	32-bit	Performance Monitors Control Register
0xE20	PMCEIDO	See individual bit resets.	32-bit	Performance Monitors Common Event Identification register 0

Offset	Name	Reset	Width	Description
0xE24	PMCEID1	See individual bit resets.	32-bit	Performance Monitors Common Event Identification register 1
0xE28	PMCEID2	See individual bit resets.	32-bit	Performance Monitors Common Event Identification register 2
0xE2C	PMCEID3	See individual bit resets.	32-bit	Performance Monitors Common Event Identification register 3
0xE30	PMSSCR	See individual bit resets.	32-bit	PMU Snapshot Capture Register
0xE40	PM MIR [31:0]	See individual bit resets.	32-bit	Performance Monitors Machine Identification Register
0xFA8	PMDEVAFF0	See individual bit resets.	32-bit	Performance Monitors Device Affinity register 0
0xFAC	PMDEVAFF1	See individual bit resets.	32-bit	Performance Monitors Device Affinity register 1
0xFB0	PMLAR	See individual bit resets.	32-bit	Performance Monitors Lock Access Register
0xFB4	PMLSR	See individual bit resets.	32-bit	Performance Monitors Lock Status Register
0xFB8	PMAUTHSTATUS	See individual bit resets.	32-bit	Performance Monitors Authentication Status register
0xFBC	PMDEVARCH	See individual bit resets.	32-bit	Performance Monitors Device Architecture register
0xFC8	PMDEVID	See individual bit resets.	32-bit	Performance Monitors Device ID register
0xFCC	PMDEVTYPE	See individual bit resets.	32-bit	Performance Monitors Device Type register
0xFD0	PM PIDR4	See individual bit resets.	32-bit	Performance Monitors Peripheral Identification Register 4
0xFE0	PM PIDR0	See individual bit resets.	32-bit	Performance Monitors Peripheral Identification Register 0
0xFE4	PM PIDR1	See individual bit resets.	32-bit	Performance Monitors Peripheral Identification Register 1
0xFE8	PM PIDR2	See individual bit resets.	32-bit	Performance Monitors Peripheral Identification Register 2
0xFEC	PM PIDR3	See individual bit resets.	32-bit	Performance Monitors Peripheral Identification Register 3
0xFF0	PM CIDR0	See individual bit resets.	32-bit	Performance Monitors Component Identification Register 0
0xFF4	PM CIDR1	See individual bit resets.	32-bit	Performance Monitors Component Identification Register 1
0xFF8	PM CIDR2	See individual bit resets.	32-bit	Performance Monitors Component Identification Register 2
0xFFC	PM CIDR3	See individual bit resets.	32-bit	Performance Monitors Component Identification Register 3

### B.3.1 PMPCSSR, Snapshot Program Counter Sample Register

Captured copy of the Program Counter.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Component

PMU

##### Register offset

0x600

**Access type**

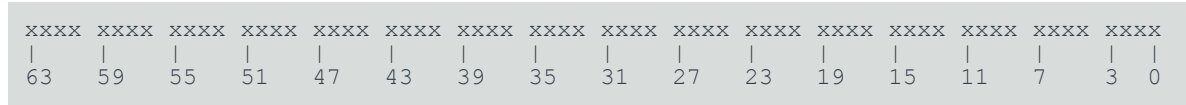
**Read**

R

**Write**

RESERVED

**Reset value**

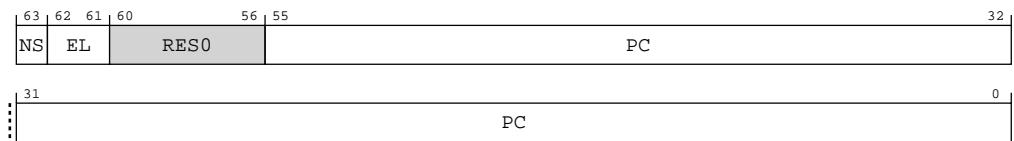


Note

Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-23: ext\_pmpcssr bit assignments**



**Table B-48: PMPCSSR bit descriptions**

Bits	Name	Description	Reset
[63]	NS	Non-secure sample.  <b>0b0</b> The captured instruction was executed in Secure state.  <b>0b1</b> The captured instruction was executed in Non-secure state.	x
[62:61]	EL	Exception level sample. The Exception level the captured instruction was executed at.	xx
[60:56]	RES0	Reserved	RES0
[55:0]	PC	Sampled PC.  The instruction address for the sampled instruction. The sampled instruction must be an instruction recently executed by the PE.  The architecture does not require that all instructions are eligible for sampling. However, it must be possible to reference instructions at branch targets. The branch target for a conditional branch instruction that fails its Condition code check is the instruction following the conditional branch target.  The sampled instruction must be architecturally executed. However, in exceptional circumstances, such as a change in security state or other boundary condition, it is permissible to sample an instruction that was speculatively executed and not architecturally executed.	56 { x }

## Accessibility

PMPCSSR is set to an UNKNOWN value by a read of the EDPCSRlo or PMPCSR[31:0] register.

Component	Offset	Range
PMU	0x600	None

This interface is accessible as follows:

RO

## B.3.2 PMCIDSSR, Snapshot CONTEXTIDR\_EL1 Sample Register

Captured copy of the CONTEXTIDR\_EL1 register.

The value captured must relate to the instruction captured in PMPCSSR.

## Configurations

This register is available in all configurations.

## Attributes

### Width

32

### Component

PMU

### Register offset

0x608

### Access type

#### Read

R

#### Write

RESERVED

## Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
31	27	23	19	15	11	7	3 0

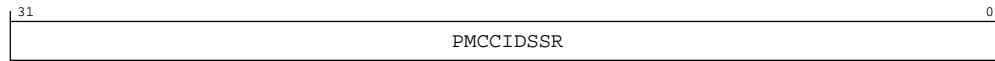


Note

Where the reset reads xxxx, see individual bits.

## Bit descriptions

**Figure B-24: ext\_pmcidssr bit assignments**



**Table B-50: PMCIDSSR bit descriptions**

Bits	Name	Description	Reset
[31:0]	PMCCIDSSR	PMCIDSR sample. Sampled CONTEXTIDR_EL1 snapshot.	32 {x}

### Accessibility

PMCIDSSR is set to an UNKNOWN value by a read of the EDPCSRlo or PMPCSR[31:0] register.

Component	Offset	Range
PMU	0x608	None

This interface is accessible as follows:

RO

### B.3.3 PMCID2SSR, Snapshot CONTEXTIDR\_EL2 Sample Register

Captured copy of the CONTEXTIDR\_EL2 register.

The value captured must relate to the instruction captured in PMPCSSR.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

PMU

#### Register offset

0x60C

#### Access type

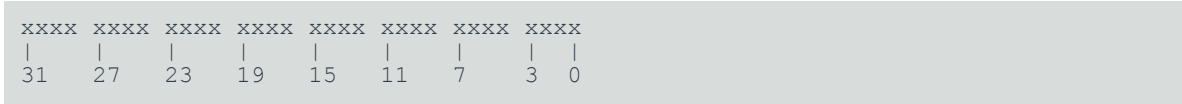
##### Read

R

##### Write

RESERVED

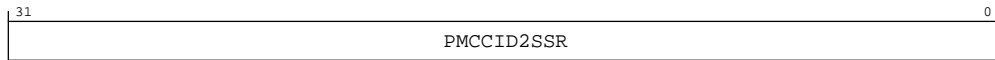
### Reset value



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure B-25: ext\_pmcid2ssr bit assignments**



**Table B-52: PMCID2SSR bit descriptions**

Bits	Name	Description	Reset
[31:0]	PMCCID2SSR	PMCID2SSR sample. Sampled CONTEXTIDR_EL2 snapshot.	32 {x}

#### Access

If ARMv8.2 is not implemented, this location is used for PMVIDSSR.

PMCID2SSR is set to an **UNKNOWN** value by a read of the EDPCSRlo or PMPCSR[31:0] register.

#### Accessibility

If ARMv8.2 is not implemented, this location is used for PMVIDSSR.

PMCID2SSR is set to an UNKNOWN value by a read of the EDPCSRlo or PMPCSR[31:0] register.

Component	Offset	Range
PMU	0x60C	None

This interface is accessible as follows:

RO

### B.3.4 PMSSSR, PMU Snapshot Status Register

Holds status information about the captured counters.

#### Configurations

This register is available in all configurations.



**Attributes**

**Width**

32

**Component**

PMU

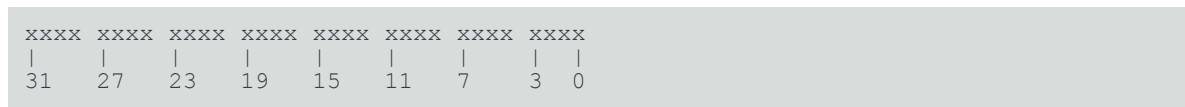
**Register offset**

0x610

**Access type**

RO

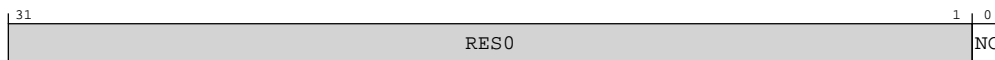
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-26: ext\_pmsssr bit assignments**



**Table B-54: PMSSSR bit descriptions**

Bits	Name	Description	Reset
[31:1]	RES0	Reserved	RES0
[0]	NC	No capture. Indicates whether the PMU counters have been captured.  <b>0b0</b> PMU counters captured.  <b>0b1</b> PMU counters not captured.	x

**Accessibility**

Component	Offset	Range
PMU	0x610	None

This interface is accessible as follows:

RO

### B.3.5 PMCCNTSR, PMU Cycle Counter Snapshot Register

Captured copy of PMCCNTR\_ELO. Once captured, the value in PMCCNTSR is unaffected by writes to PMCCNTR\_ELO and PMCR\_ELO.C.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Component

PMU

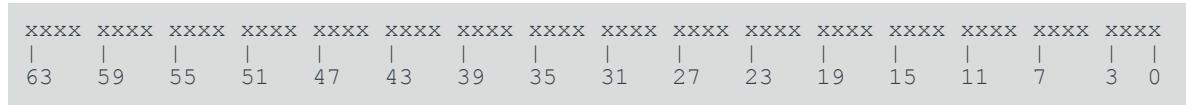
##### Register offset

0x618

##### Access type

RO

##### Reset value



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure B-27: ext\_pmcntrs bit assignments

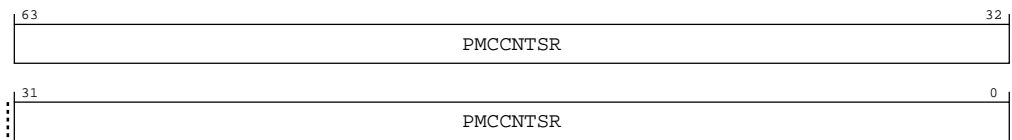


Table B-56: PMCCNTSR bit descriptions

Bits	Name	Description	Reset
[63:0]	PMCCNTSR	PMCCNTR_ELO sample. Sampled cycle count.	64 {x}

## Accessibility

Component	Offset	Range
PMU	0x618	None

This interface is accessible as follows:

RO

### B.3.6 PMEVCNTR0, PMU Event Counter Snapshot Register

Captured copy of PMEVCNTR<n>\_ELO. Once captured, the value in PMSSEVCNTR<n> is unaffected by writes to PMSSEVCNTR<n>\_ELO and PMCR\_ELO.P.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Component

PMU

##### Register offset

0x620

##### Access type

RO

##### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0

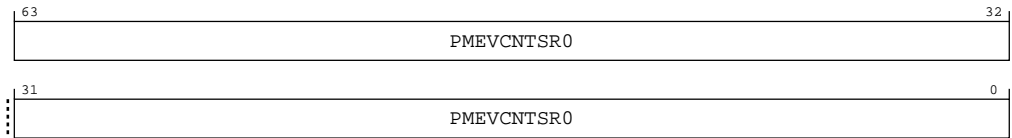


Note

Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure B-28: ext\_pmevcntsr0 bit assignments**



**Table B-58: PMEVCNTR0 bit descriptions**

Bits	Name	Description	Reset
[63:0]	PMEVCNTR0	PMEVCNTR<n>_ELO sample. Sampled event count.	64 {x}

### Accessibility

Component	Offset	Instance	Range
PMU	0x620	PMEVCNTR0	None

This interface is accessible as follows:

RO

## B.3.7 PMEVCNTR1, PMU Event Counter Snapshot Register

Captured copy of PMEVCNTR<n>\_ELO. Once captured, the value in PMSSEVCNTR<n> is unaffected by writes to PMSSEVCNTR<n>\_ELO and PMCR\_ELO.P.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Component

PMU

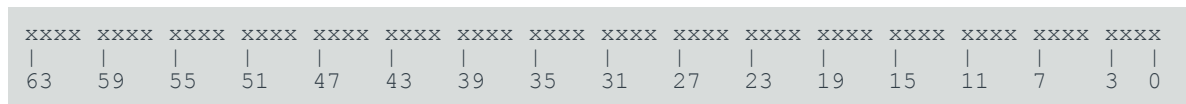
#### Register offset

0x628

#### Access type

RO

#### Reset value

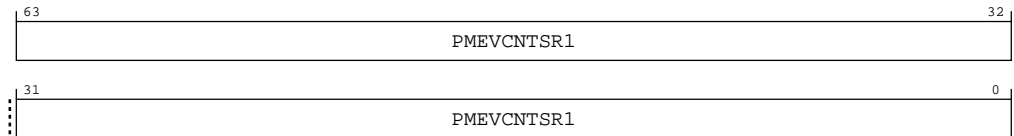




Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure B-29: ext\_pmevcntr1 bit assignments**



**Table B-60: PMEVCNTR1 bit descriptions**

Bits	Name	Description	Reset
[63:0]	PMEVCNTR1	PMEVCNTR<n>_ELO sample. Sampled event count.	64 {x}

### Accessibility

Component	Offset	Instance	Range
PMU	0x628	PMEVCNTR1	None

This interface is accessible as follows:

RO

## B.3.8 PMEVCNTR2, PMU Event Counter Snapshot Register

Captured copy of PMEVCNTR<n>\_ELO. Once captured, the value in PMSSEVCNTR<n> is unaffected by writes to PMSSEVCNTR<n>\_ELO and PMCR\_ELO.P.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Component

PMU

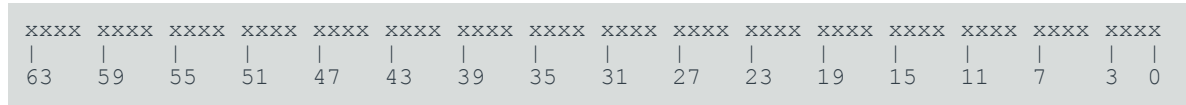
#### Register offset

0x630

**Access type**

RO

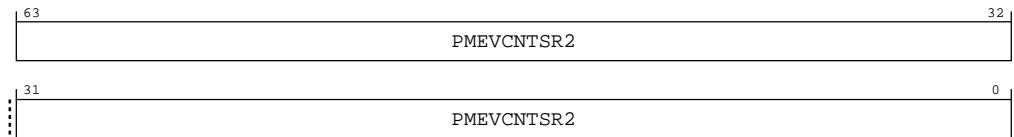
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-30: ext\_pmevcntr2 bit assignments**



**Table B-62: PMEVCNTR2 bit descriptions**

Bits	Name	Description	Reset
[63:0]	PMEVCNTR2	PMEVCNTR<n>_ELO sample. Sampled event count.	64 {x}

**Accessibility**

Component	Offset	Instance	Range
PMU	0x630	PMEVCNTR2	None

This interface is accessible as follows:

RO

**B.3.9 PMEVCNTR3, PMU Event Counter Snapshot Register**

Captured copy of PMEVCNTR<n>\_ELO. Once captured, the value in PMSSEVCNTR<n> is unaffected by writes to PMSSEVCNTR<n>\_ELO and PMCR\_ELO.P.

**Configurations**

This register is available in all configurations.

**Attributes**

**Width**

64

**Component**

PMU

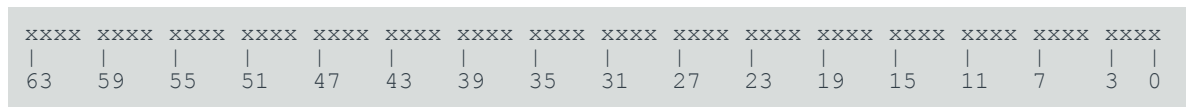
**Register offset**

0x638

**Access type**

RO

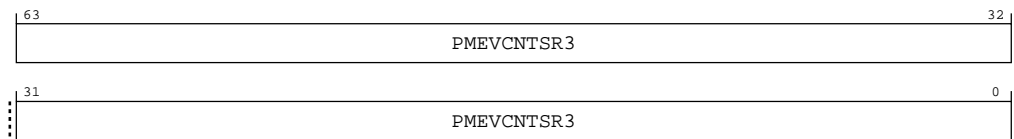
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-31: ext\_pmevcntr3 bit assignments**



**Table B-64: PMEVCNTR3 bit descriptions**

Bits	Name	Description	Reset
[63:0]	PMEVCNTR3	PMEVCNTR<n>_ELO sample. Sampled event count.	64 {x}

**Accessibility**

Component	Offset	Instance	Range
PMU	0x638	PMEVCNTR3	None

This interface is accessible as follows:

RO

### B.3.10 PMEVCNTR4, PMU Event Counter Snapshot Register

Captured copy of PMEVCNTR<n>\_ELO. Once captured, the value in PMSSEVCNTR<n> is unaffected by writes to PMSSEVCNTR<n>\_ELO and PMCR\_ELO.P.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Component

PMU

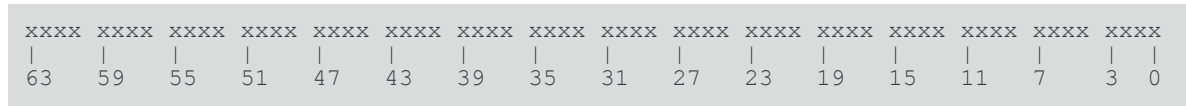
##### Register offset

0x640

##### Access type

RO

##### Reset value



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure B-32: ext\_pmevcntr4 bit assignments

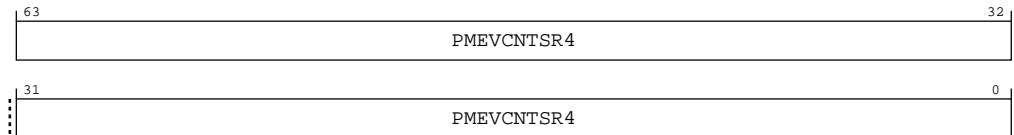


Table B-66: PMEVCNTR4 bit descriptions

Bits	Name	Description	Reset
[63:0]	PMEVCNTR4	PMEVCNTR<n>_ELO sample. Sampled event count.	64 {x}



### Accessibility

Component	Offset	Instance	Range
PMU	0x640	PMEVCNTR4	None

This interface is accessible as follows:

RO

### B.3.11 PMEVCNTR5, PMU Event Counter Snapshot Register

Captured copy of PMEVCNTR<n>\_ELO. Once captured, the value in PMSSEVCNTR<n> is unaffected by writes to PMSSEVCNTR<n>\_ELO and PMCR\_ELO.P.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Component

PMU

##### Register offset

0x648

##### Access type

RO

##### Reset value

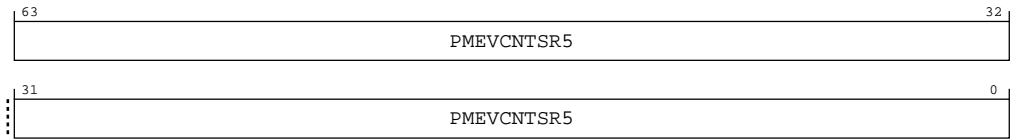
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure B-33: ext\_pmevcntrs5 bit assignments**



**Table B-68: PMEVCNTRS5 bit descriptions**

Bits	Name	Description	Reset
[63:0]	PMEVCNTRS5	PMEVCNTR<n>_ELO sample. Sampled event count.	64 {x}

### Accessibility

Component	Offset	Instance	Range
PMU	0x648	PMEVCNTRS5	None

This interface is accessible as follows:

RO

## B.3.12 PMEVCNTRS6, PMU Event Counter Snapshot Register

Captured copy of PMEVCNTR<n>\_ELO. Once captured, the value in PMSSEVCNTR<n> is unaffected by writes to PMSSEVCNTR<n>\_ELO and PMCR\_ELO.P.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Component

PMU

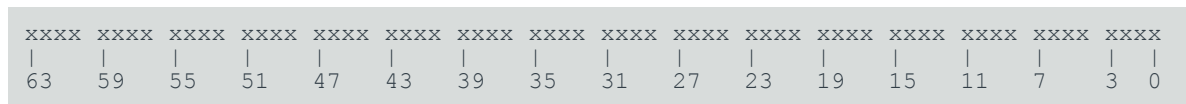
#### Register offset

0x650

#### Access type

RO

#### Reset value

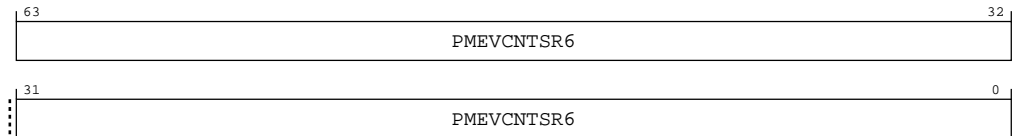




Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure B-34: ext\_pmevcntr6 bit assignments**



**Table B-70: PMEVCNTR6 bit descriptions**

Bits	Name	Description	Reset
[63:0]	PMEVCNTR6	PMEVCNTR<n>_ELO sample. Sampled event count.	64 {x}

### Accessibility

Component	Offset	Instance	Range
PMU	0x650	PMEVCNTR6	None

This interface is accessible as follows:

RO

### B.3.13 PMEVCNTR7, PMU Event Counter Snapshot Register

Captured copy of PMEVCNTR<n>\_ELO. Once captured, the value in PMSSEVCNTR<n> is unaffected by writes to PMSSEVCNTR<n>\_ELO and PMCR\_ELO.P.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Component

PMU

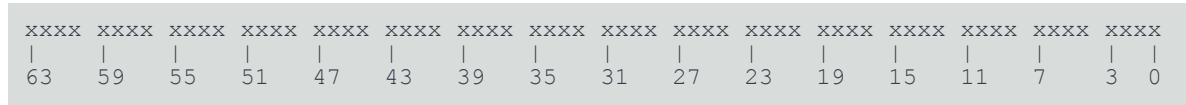
#### Register offset

0x658

**Access type**

RO

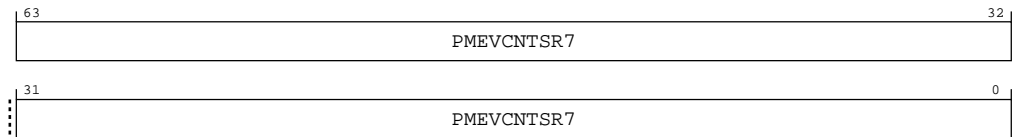
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-35: ext\_pmevcntr7 bit assignments**



**Table B-72: PMEVCNTR7 bit descriptions**

Bits	Name	Description	Reset
[63:0]	PMEVCNTR7	PMEVCNTR<n>_ELO sample. Sampled event count.	64 {x}

**Accessibility**

Component	Offset	Instance	Range
PMU	0x658	PMEVCNTR7	None

This interface is accessible as follows:

RO

**B.3.14 PMEVCNTR8, PMU Event Counter Snapshot Register**

Captured copy of PMEVCNTR<n>\_ELO. Once captured, the value in PMSSEVCNTR<n> is unaffected by writes to PMSSEVCNTR<n>\_ELO and PMCR\_ELO.P.

**Configurations**

This register is available in all configurations.

**Attributes**

**Width**

64

**Component**

PMU

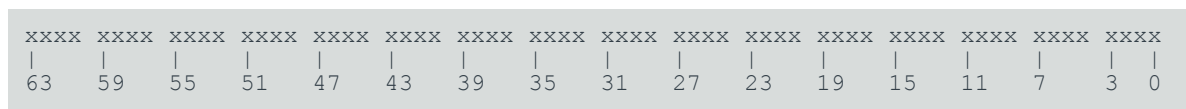
**Register offset**

0x660

**Access type**

RO

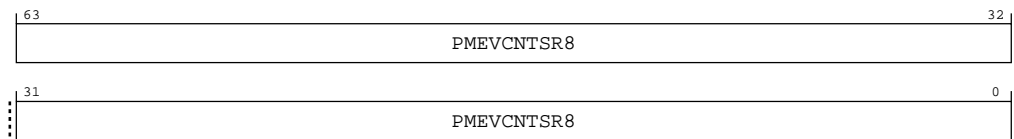
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-36: ext\_pmevcntr8 bit assignments**



**Table B-74: PMEVCNTR8 bit descriptions**

Bits	Name	Description	Reset
[63:0]	PMEVCNTR8	PMEVCNTR<n>_ELO sample. Sampled event count.	64 {x}

**Accessibility**

Component	Offset	Instance	Range
PMU	0x660	PMEVCNTR8	None

This interface is accessible as follows:

RO

### B.3.15 PMEVCNTR9, PMU Event Counter Snapshot Register

Captured copy of PMEVCNTR<n>\_ELO. Once captured, the value in PMSSEVCNTR<n> is unaffected by writes to PMSSEVCNTR<n>\_ELO and PMCR\_ELO.P.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Component

PMU

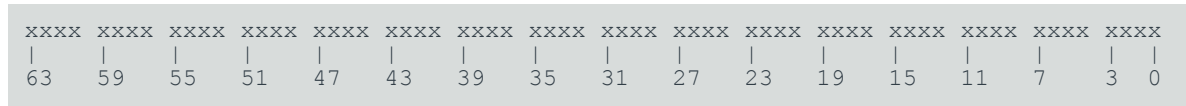
##### Register offset

0x668

##### Access type

RO

##### Reset value



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure B-37: ext\_pmevcntr9 bit assignments

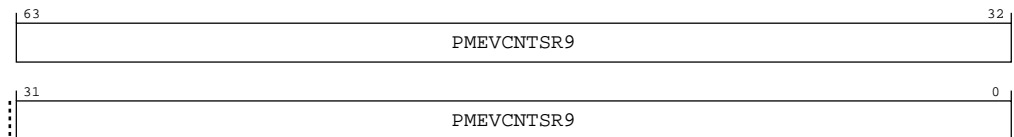


Table B-76: PMEVCNTR9 bit descriptions

Bits	Name	Description	Reset
[63:0]	PMEVCNTR9	PMEVCNTR<n>_ELO sample. Sampled event count.	64 {x}

### Accessibility

Component	Offset	Instance	Range
PMU	0x668	PMEVCNTR9	None

This interface is accessible as follows:

RO

### B.3.16 PMEVCNTR10, PMU Event Counter Snapshot Register

Captured copy of PMEVCNTR<n>\_ELO. Once captured, the value in PMSSEVCNTR<n> is unaffected by writes to PMSSEVCNTR<n>\_ELO and PMCR\_ELO.P.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Component

PMU

##### Register offset

0x670

##### Access type

RO

##### Reset value

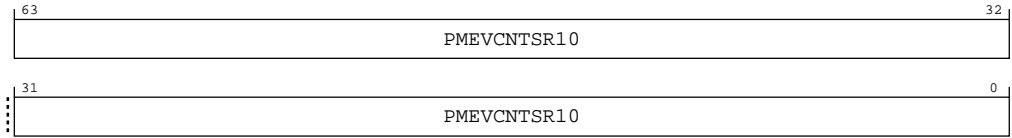
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure B-38: ext\_pmevcntr10 bit assignments**



**Table B-78: PMEVCNTR10 bit descriptions**

Bits	Name	Description	Reset
[63:0]	PMEVCNTR10	PMEVCNTR<n>_ELO sample. Sampled event count.	64 {x}

### Accessibility

Component	Offset	Instance	Range
PMU	0x670	PMEVCNTR10	None

This interface is accessible as follows:

RO

## B.3.17 PMEVCNTR11, PMU Event Counter Snapshot Register

Captured copy of PMEVCNTR<n>\_ELO. Once captured, the value in PMSSEVCNTR<n> is unaffected by writes to PMSSEVCNTR<n>\_ELO and PMCR\_ELO.P.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Component

PMU

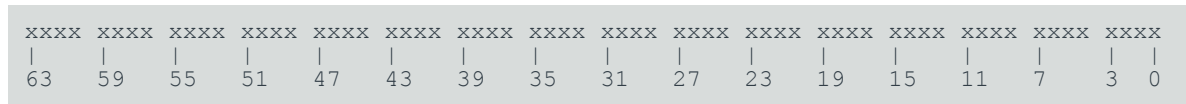
#### Register offset

0x678

#### Access type

RO

#### Reset value



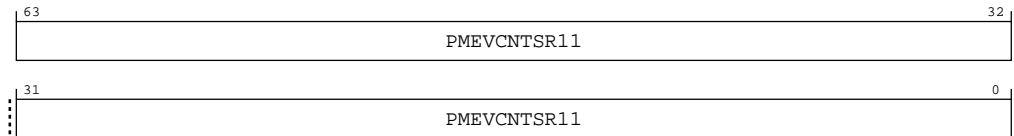




Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure B-39: ext\_pmevcntr11 bit assignments**



**Table B-80: PMEVCNTR11 bit descriptions**

Bits	Name	Description	Reset
[63:0]	PMEVCNTR11	PMEVCNTR<n>_ELO sample. Sampled event count.	64 {x}

### Accessibility

Component	Offset	Instance	Range
PMU	0x678	PMEVCNTR11	None

This interface is accessible as follows:

RO

## B.3.18 PMEVCNTR12, PMU Event Counter Snapshot Register

Captured copy of PMEVCNTR<n>\_ELO. Once captured, the value in PMSSEVCNTR<n> is unaffected by writes to PMSSEVCNTR<n>\_ELO and PMCR\_ELO.P.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Component

PMU

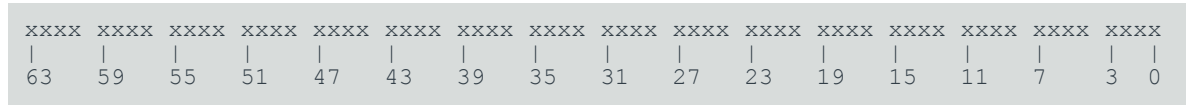
#### Register offset

0x680

**Access type**

RO

**Reset value**

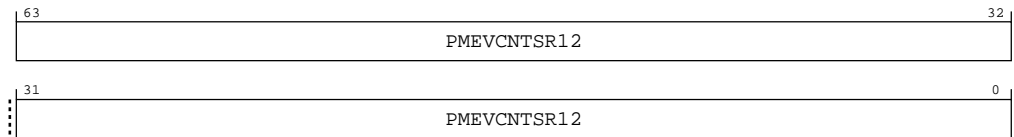


Note

Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-40: ext\_pmevcntr12 bit assignments**



**Table B-82: PMEVCNTR12 bit descriptions**

Bits	Name	Description	Reset
[63:0]	PMEVCNTR12	PMEVCNTR<n>_ELO sample. Sampled event count.	64 {x}

**Accessibility**

Component	Offset	Instance	Range
PMU	0x680	PMEVCNTR12	None

This interface is accessible as follows:

RO

**B.3.19 PMEVCNTR13, PMU Event Counter Snapshot Register**

Captured copy of PMEVCNTR<n>\_ELO. Once captured, the value in PMSSEVCNTR<n> is unaffected by writes to PMSSEVCNTR<n>\_ELO and PMCR\_ELO.P.

**Configurations**

This register is available in all configurations.

**Attributes**

**Width**

64

**Component**

PMU

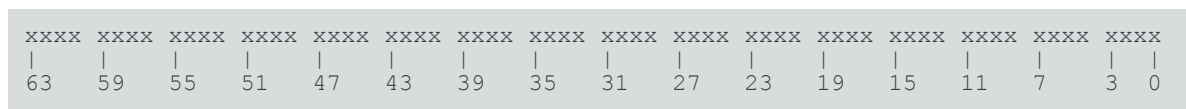
**Register offset**

0x688

**Access type**

RO

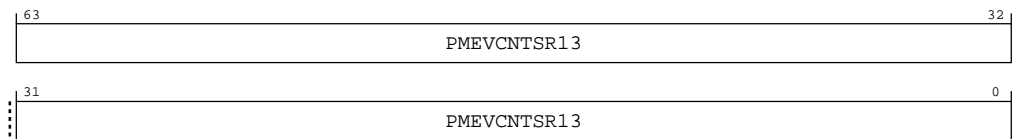
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-41: ext\_pmevcntr13 bit assignments**



**Table B-84: PMEVCNTR13 bit descriptions**

Bits	Name	Description	Reset
[63:0]	PMEVCNTR13	PMEVCNTR<n>_ELO sample. Sampled event count.	64 {x}

**Accessibility**

Component	Offset	Instance	Range
PMU	0x688	PMEVCNTR13	None

This interface is accessible as follows:

RO

### B.3.20 PMEVCNTR14, PMU Event Counter Snapshot Register

Captured copy of PMEVCNTR<n>\_ELO. Once captured, the value in PMSSEVCNTR<n> is unaffected by writes to PMSSEVCNTR<n>\_ELO and PMCR\_ELO.P.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Component

PMU

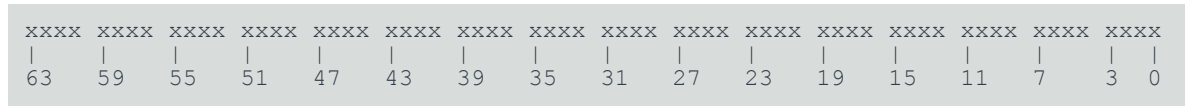
##### Register offset

0x690

##### Access type

RO

##### Reset value



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure B-42: ext\_pmevcntr14 bit assignments

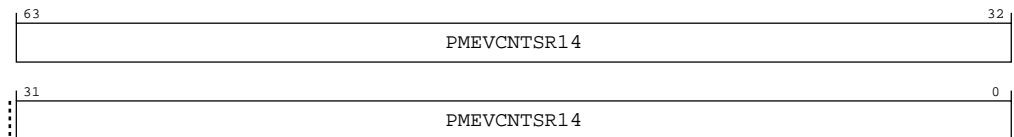


Table B-86: PMEVCNTR14 bit descriptions

Bits	Name	Description	Reset
[63:0]	PMEVCNTR14	PMEVCNTR<n>_ELO sample. Sampled event count.	64 {x}

### Accessibility

Component	Offset	Instance	Range
PMU	0x690	PMEVCNTR14	None

This interface is accessible as follows:

RO

### B.3.21 PMEVCNTR15, PMU Event Counter Snapshot Register

Captured copy of PMEVCNTR<n>\_ELO. Once captured, the value in PMSSEVCNTR<n> is unaffected by writes to PMSSEVCNTR<n>\_ELO and PMCR\_ELO.P.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Component

PMU

##### Register offset

0x698

##### Access type

RO

##### Reset value

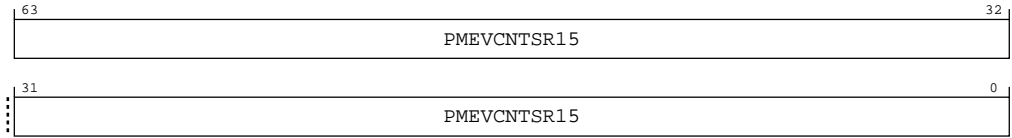
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure B-43: ext\_pmevcntr15 bit assignments**



**Table B-88: PMEVCNTR15 bit descriptions**

Bits	Name	Description	Reset
[63:0]	PMEVCNTR15	PMEVCNTR<n>_ELO sample. Sampled event count.	64 {x}

### Accessibility

Component	Offset	Instance	Range
PMU	0x698	PMEVCNTR15	None

This interface is accessible as follows:

RO

## B.3.22 PMEVCNTR16, PMU Event Counter Snapshot Register

Captured copy of PMEVCNTR<n>\_ELO. Once captured, the value in PMSSEVCNTR<n> is unaffected by writes to PMSSEVCNTR<n>\_ELO and PMCR\_ELO.P.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Component

PMU

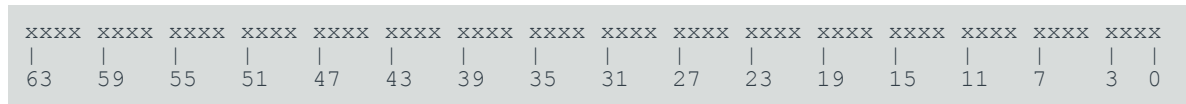
#### Register offset

0x6A0

#### Access type

RO

#### Reset value

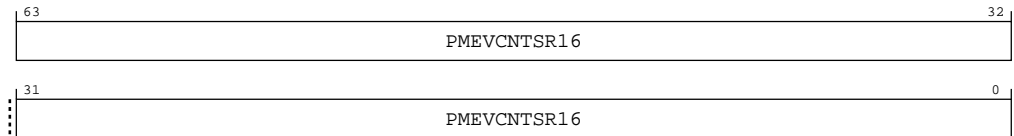




Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure B-44: ext\_pmevcntr16 bit assignments**



**Table B-90: PMEVCNTR16 bit descriptions**

Bits	Name	Description	Reset
[63:0]	PMEVCNTR16	PMEVCNTR<n>_ELO sample. Sampled event count.	64 {x}

### Accessibility

Component	Offset	Instance	Range
PMU	0x6A0	PMEVCNTR16	None

This interface is accessible as follows:

RO

### B.3.23 PMEVCNTR17, PMU Event Counter Snapshot Register

Captured copy of PMEVCNTR<n>\_ELO. Once captured, the value in PMSSEVCNTR<n> is unaffected by writes to PMSSEVCNTR<n>\_ELO and PMCR\_ELO.P.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Component

PMU

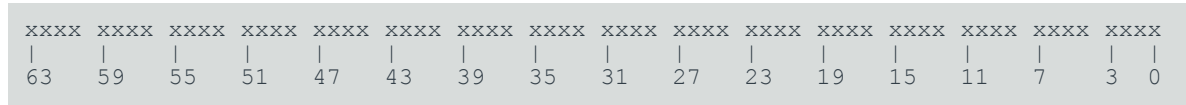
#### Register offset

0x6A8

**Access type**

RO

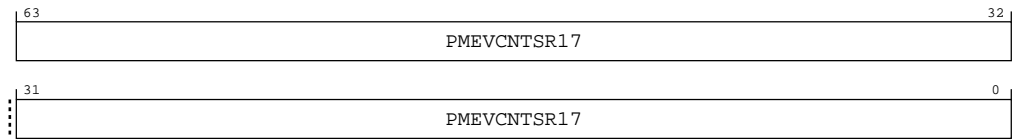
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-45: ext\_pmevcntr17 bit assignments**



**Table B-92: PMEVCNTR17 bit descriptions**

Bits	Name	Description	Reset
[63:0]	PMEVCNTR17	PMEVCNTR<n>_ELO sample. Sampled event count.	64 {x}

**Accessibility**

Component	Offset	Instance	Range
PMU	0x6A8	PMEVCNTR17	None

This interface is accessible as follows:

RO

**B.3.24 PMEVCNTR18, PMU Event Counter Snapshot Register**

Captured copy of PMEVCNTR<n>\_ELO. Once captured, the value in PMSSEVCNTR<n> is unaffected by writes to PMSSEVCNTR<n>\_ELO and PMCR\_ELO.P.

**Configurations**

This register is available in all configurations.



**Attributes**

**Width**

64

**Component**

PMU

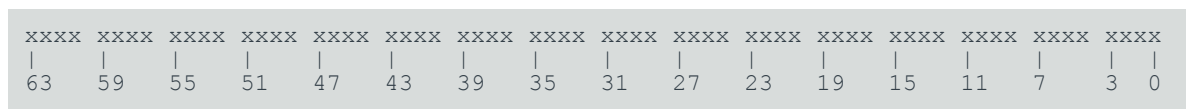
**Register offset**

0x6B0

**Access type**

RO

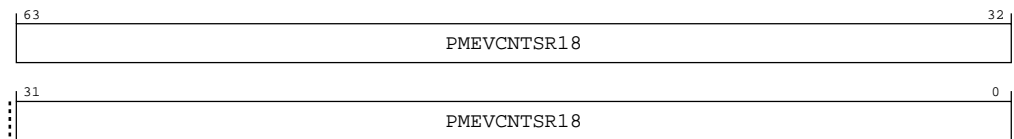
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-46: ext\_pmevcntr18 bit assignments**



**Table B-94: PMEVCNTR18 bit descriptions**

Bits	Name	Description	Reset
[63:0]	PMEVCNTR18	PMEVCNTR<n>_ELO sample. Sampled event count.	64 {x}

**Accessibility**

Component	Offset	Instance	Range
PMU	0x6B0	PMEVCNTR18	None

This interface is accessible as follows:

RO

### B.3.25 PMEVCNTR19, PMU Event Counter Snapshot Register

Captured copy of PMEVCNTR<n>\_ELO. Once captured, the value in PMSSEVCNTR<n> is unaffected by writes to PMSSEVCNTR<n>\_ELO and PMCR\_ELO.P.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Component

PMU

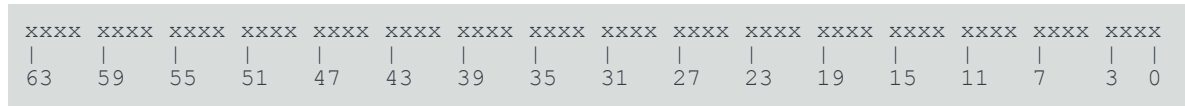
##### Register offset

0x6B8

##### Access type

RO

##### Reset value



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure B-47: ext\_pmevcntr19 bit assignments

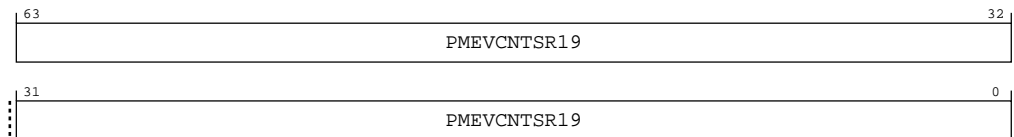


Table B-96: PMEVCNTR19 bit descriptions

Bits	Name	Description	Reset
[63:0]	PMEVCNTR19	PMEVCNTR<n>_ELO sample. Sampled event count.	64 {x}

## Accessibility

Component	Offset	Instance	Range
PMU	0x6B8	PMEVCNTR19	None

This interface is accessible as follows:

RO

### B.3.26 PMEVCNTR20, PMU Event Counter Snapshot Register

Captured copy of PMEVCNTR<n>\_ELO. Once captured, the value in PMSSEVCNTR<n> is unaffected by writes to PMSSEVCNTR<n>\_ELO and PMCR\_ELO.P.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Component

PMU

##### Register offset

0x6C0

##### Access type

RO

##### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0

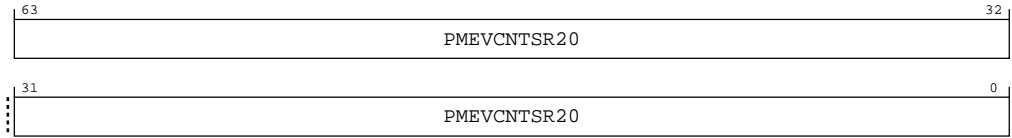


Note

Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure B-48: ext\_pmevcntr20 bit assignments**



**Table B-98: PMEVCNTR20 bit descriptions**

Bits	Name	Description	Reset
[63:0]	PMEVCNTR20	PMEVCNTR<n>_ELO sample. Sampled event count.	64 {x}

### Accessibility

Component	Offset	Instance	Range
PMU	0x6C0	PMEVCNTR20	None

This interface is accessible as follows:

RO

## B.3.27 PMEVCNTR21, PMU Event Counter Snapshot Register

Captured copy of PMEVCNTR<n>\_ELO. Once captured, the value in PMSSEVCNTR<n> is unaffected by writes to PMSSEVCNTR<n>\_ELO and PMCR\_ELO.P.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Component

PMU

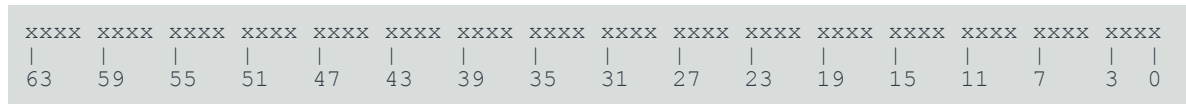
#### Register offset

0x6C8

#### Access type

RO

#### Reset value

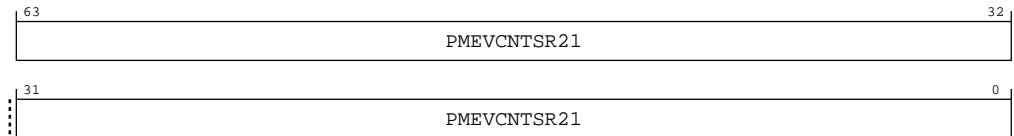




Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure B-49: ext\_pmevcntr21 bit assignments**



**Table B-100: PMEVCNTR21 bit descriptions**

Bits	Name	Description	Reset
[63:0]	PMEVCNTR21	PMEVCNTR<n>_ELO sample. Sampled event count.	64 {x}

### Accessibility

Component	Offset	Instance	Range
PMU	0x6C8	PMEVCNTR21	None

This interface is accessible as follows:

RO

## B.3.28 PMEVCNTR22, PMU Event Counter Snapshot Register

Captured copy of PMEVCNTR<n>\_ELO. Once captured, the value in PMSSEVCNTR<n> is unaffected by writes to PMSSEVCNTR<n>\_ELO and PMCR\_ELO.P.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Component

PMU

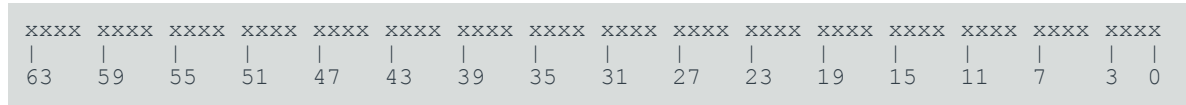
#### Register offset

0x6D0

**Access type**

RO

**Reset value**

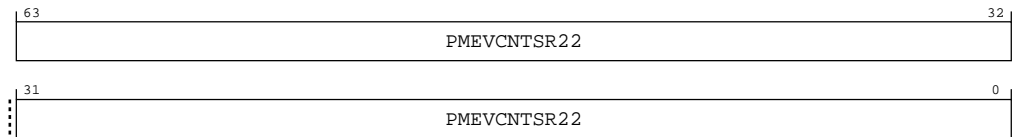


Note

Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-50: ext\_pmevcntr22 bit assignments**



**Table B-102: PMEVCNTR22 bit descriptions**

Bits	Name	Description	Reset
[63:0]	PMEVCNTR22	PMEVCNTR<n>_ELO sample. Sampled event count.	64 {x}

**Accessibility**

Component	Offset	Instance	Range
PMU	0x6D0	PMEVCNTR22	None

This interface is accessible as follows:

RO

**B.3.29 PMEVCNTR23, PMU Event Counter Snapshot Register**

Captured copy of PMEVCNTR<n>\_ELO. Once captured, the value in PMSSEVCNTR<n> is unaffected by writes to PMSSEVCNTR<n>\_ELO and PMCR\_ELO.P.

**Configurations**

This register is available in all configurations.

**Attributes**

**Width**

64

**Component**

PMU

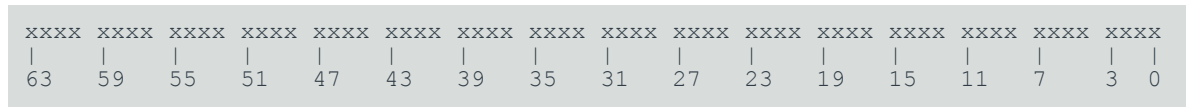
**Register offset**

0x6D8

**Access type**

RO

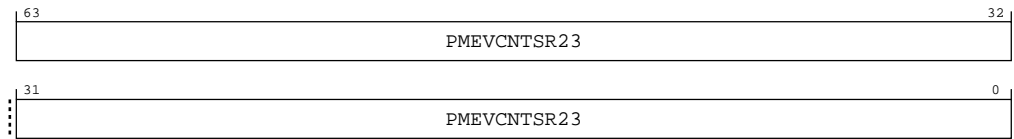
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-51: ext\_pmevcntr23 bit assignments**



**Table B-104: PMEVCNTR23 bit descriptions**

Bits	Name	Description	Reset
[63:0]	PMEVCNTR23	PMEVCNTR<n>_ELO sample. Sampled event count.	64 {x}

**Accessibility**

Component	Offset	Instance	Range
PMU	0x6D8	PMEVCNTR23	None

This interface is accessible as follows:

RO

### B.3.30 PMEVCNTR24, PMU Event Counter Snapshot Register

Captured copy of PMEVCNTR<n>\_ELO. Once captured, the value in PMSSEVCNTR<n> is unaffected by writes to PMSSEVCNTR<n>\_ELO and PMCR\_ELO.P.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Component

PMU

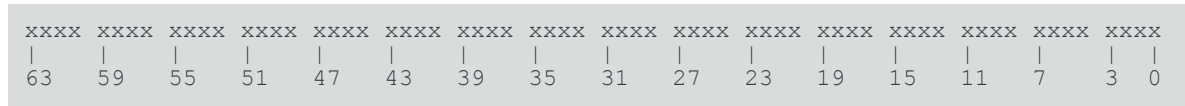
##### Register offset

0x6E0

##### Access type

RO

##### Reset value



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure B-52: ext\_pmevcntr24 bit assignments

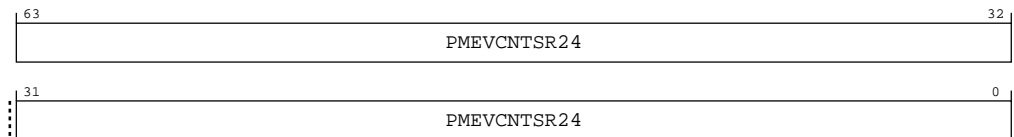


Table B-106: PMEVCNTR24 bit descriptions

Bits	Name	Description	Reset
[63:0]	PMEVCNTR24	PMEVCNTR<n>_ELO sample. Sampled event count.	64 {x}



## Accessibility

Component	Offset	Instance	Range
PMU	0x6E0	PMEVCNTR24	None

This interface is accessible as follows:

RO

### B.3.31 PMEVCNTR25, PMU Event Counter Snapshot Register

Captured copy of PMEVCNTR<n>\_ELO. Once captured, the value in PMSSEVCNTR<n> is unaffected by writes to PMSSEVCNTR<n>\_ELO and PMCR\_ELO.P.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Component

PMU

##### Register offset

0x6E8

##### Access type

RO

##### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0

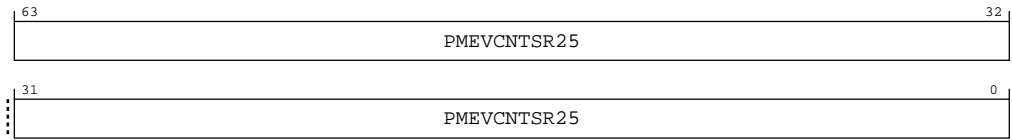


Note

Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure B-53: ext\_pmevcntr25 bit assignments**



**Table B-108: PMEVCNTR25 bit descriptions**

Bits	Name	Description	Reset
[63:0]	PMEVCNTR25	PMEVCNTR<n>_ELO sample. Sampled event count.	64 {x}

### Accessibility

Component	Offset	Instance	Range
PMU	0x6E8	PMEVCNTR25	None

This interface is accessible as follows:

RO

## B.3.32 PMEVCNTR26, PMU Event Counter Snapshot Register

Captured copy of PMEVCNTR<n>\_ELO. Once captured, the value in PMSSEVCNTR<n> is unaffected by writes to PMSSEVCNTR<n>\_ELO and PMCR\_ELO.P.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Component

PMU

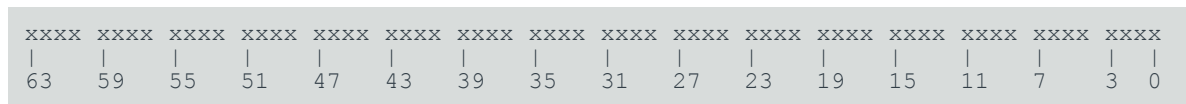
#### Register offset

0x6F0

#### Access type

RO

#### Reset value

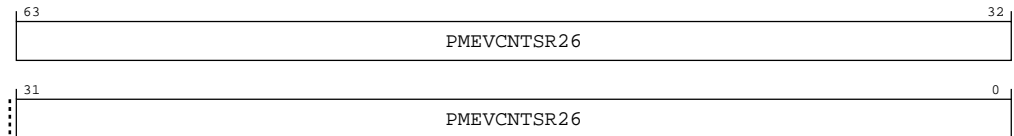




Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure B-54: ext\_pmevcntr26 bit assignments**



**Table B-110: PMEVCNTR26 bit descriptions**

Bits	Name	Description	Reset
[63:0]	PMEVCNTR26	PMEVCNTR<n>_ELO sample. Sampled event count.	64 {x}

### Accessibility

Component	Offset	Instance	Range
PMU	0x6F0	PMEVCNTR26	None

This interface is accessible as follows:

RO

### B.3.33 PMEVCNTR27, PMU Event Counter Snapshot Register

Captured copy of PMEVCNTR<n>\_ELO. Once captured, the value in PMSSEVCNTR<n> is unaffected by writes to PMSSEVCNTR<n>\_ELO and PMCR\_ELO.P.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Component

PMU

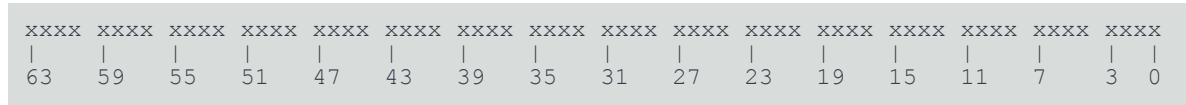
##### Register offset

0x6F8

**Access type**

RO

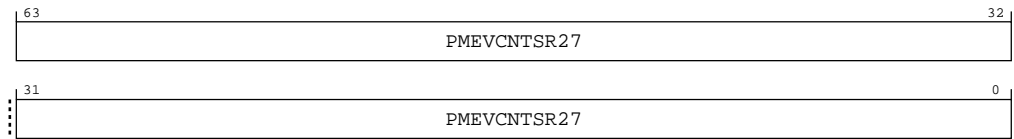
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-55: ext\_pmevcntr27 bit assignments**



**Table B-112: PMEVCNTR27 bit descriptions**

Bits	Name	Description	Reset
[63:0]	PMEVCNTR27	PMEVCNTR<n>_ELO sample. Sampled event count.	64 {x}

**Accessibility**

Component	Offset	Instance	Range
PMU	0x6F8	PMEVCNTR27	None

This interface is accessible as follows:

RO

**B.3.34 PMEVCNTR28, PMU Event Counter Snapshot Register**

Captured copy of PMEVCNTR<n>\_ELO. Once captured, the value in PMSSEVCNTR<n> is unaffected by writes to PMSSEVCNTR<n>\_ELO and PMCR\_ELO.P.

**Configurations**

This register is available in all configurations.

**Attributes**

**Width**

64

**Component**

PMU

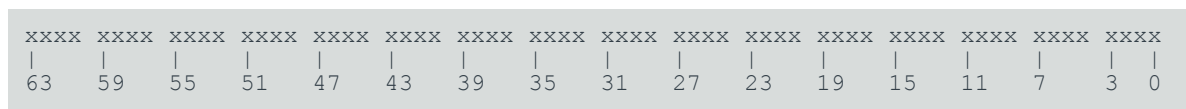
**Register offset**

0x700

**Access type**

RO

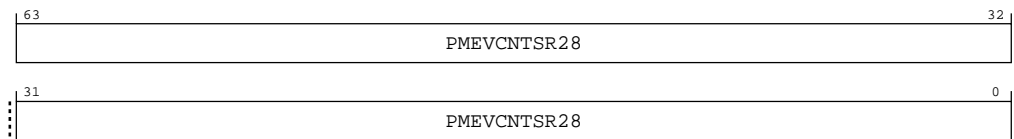
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-56: ext\_pmevcntr28 bit assignments**



**Table B-114: PMEVCNTR28 bit descriptions**

Bits	Name	Description	Reset
[63:0]	PMEVCNTR28	PMEVCNTR<n>_ELO sample. Sampled event count.	64 {x}

**Accessibility**

Component	Offset	Instance	Range
PMU	0x700	PMEVCNTR28	None

This interface is accessible as follows:

RO

### B.3.35 PMEVCNTR29, PMU Event Counter Snapshot Register

Captured copy of PMEVCNTR<n>\_ELO. Once captured, the value in PMSSEVCNTR<n> is unaffected by writes to PMSSEVCNTR<n>\_ELO and PMCR\_ELO.P.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Component

PMU

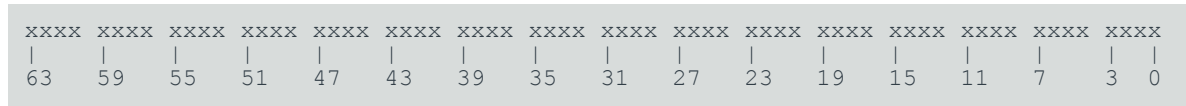
##### Register offset

0x708

##### Access type

RO

##### Reset value



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure B-57: ext\_pmevcntr29 bit assignments

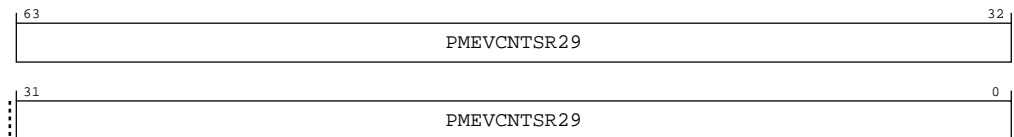


Table B-116: PMEVCNTR29 bit descriptions

Bits	Name	Description	Reset
[63:0]	PMEVCNTR29	PMEVCNTR<n>_ELO sample. Sampled event count.	64 {x}

## Accessibility

Component	Offset	Instance	Range
PMU	0x708	PMEVCNTR29	None

This interface is accessible as follows:

RO

### B.3.36 PMEVCNTR30, PMU Event Counter Snapshot Register

Captured copy of PMEVCNTR<n>\_ELO. Once captured, the value in PMSSEVCNTR<n> is unaffected by writes to PMSSEVCNTR<n>\_ELO and PMCR\_ELO.P.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Component

PMU

##### Register offset

0x710

##### Access type

RO

##### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0

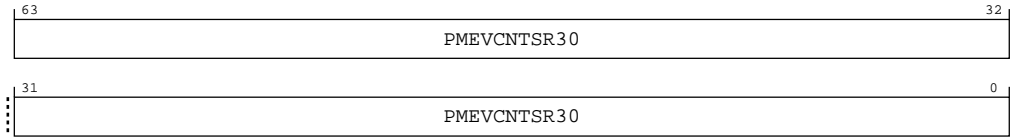


Note

Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure B-58: ext\_pmevcntr30 bit assignments**



**Table B-118: PMEVCNTR30 bit descriptions**

Bits	Name	Description	Reset
[63:0]	PMEVCNTR30	PMEVCNTR<n>_ELO sample. Sampled event count.	64 {x}

### Accessibility

Component	Offset	Instance	Range
PMU	0x710	PMEVCNTR30	None

This interface is accessible as follows:

RO

## B.3.37 PMCFGR, Performance Monitors Configuration Register

Contains PMU-specific configuration data.

### Configurations

PMCFGR is in the Core power domain.

### Attributes

#### Width

32

#### Component

PMU

#### Register offset

0xE00

#### Access type

See bit descriptions

#### Reset value

0000	xxxx	xx1x	0000	0111	1111	xxxx	xxxx
31	27	23	19	15	11	7	3 0

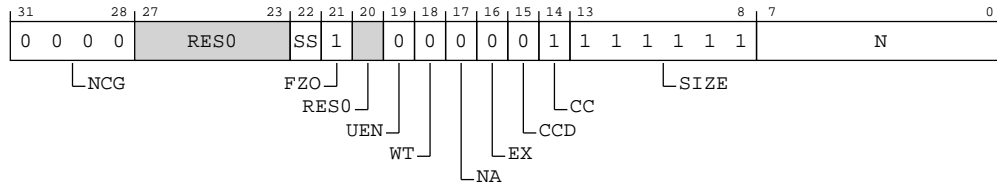




Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure B-59: pmu\_pmcfgr bit assignments**



**Table B-120: PMCFGR bit descriptions**

Bits	Name	Description	Reset
[31:28]	NCG	Defines the number of counter groups implemented, minus one.  This field reads-as-zero. <b>0b0000</b>	0b0000
[27:23]	RESO	Reserved	RESO
[22]	SS	Snapshot supported. <b>0b0</b>  Snapshot mechanism not supported. The locations 0x600-0x7FC and 0xE30-0xE3C are <b>IMPLEMENTATION DEFINED</b> . <b>0b1</b>  Snapshot mechanism supported.  Locations 0x600-0x7FC and 0xE30-0xE3C contain <b>IMPLEMENTATION DEFINED</b> snapshot registers.	The reset values can be the following: 0b0, 0b1, respective to the value.
[21]	FZO	Freeze-on-overflow supported. Defined values are: <b>0b1</b>  Freeze-on-overflow mechanism is supported. PMU.PMCR_ELO.FZO is RW.	0b1
[20]	RESO	Reserved	RESO
[19]	UEN	User-mode Enable Register supported. AArch64-PMUSERENR_ELO is not visible in the external debug interface, so this bit is <b>RAZ</b> . <b>0b0</b>	0b0
[18]	WT	This feature is not supported, so this bit is <b>RAZ</b> . <b>0b0</b>	0b0
[17]	NA	This feature is not supported, so this bit is <b>RAZ</b> . <b>0b0</b>	0b0

Bits	Name	Description	Reset
[16]	EX	Export supported. <b>0b0</b> PMU.PMCR_ELO.X is <b>RES0</b> .	0b0
[15]	CCD	Cycle counter has prescale. <b>0b0</b> PMU.PMCR_ELO.D is <b>RES0</b> .	0b0
[14]	CC	Dedicated cycle counter (counter 31) supported. <b>0b1</b>	0b1
[13:8]	SIZE	Size of counters, minus one. This field defines the size of the largest counter implemented by the Performance Monitors Unit.  From Armv8, the largest counter is 64-bits, so the value of this field is 0b111111.  This field is used by software to determine the spacing of the counters in the memory-map. From Armv8, the counters are a doubleword-aligned addresses. <b>0b111111</b>	0b111111
[7:0]	N	Number of counters implemented in addition to the cycle counter, ext-PMCCNTR_ELO. <b>0b00000110</b> 6 PMU counters <b>0b00011111</b> 31 PMU counters  Must be configured to either 0x06 or 0x1f	The reset values can be the following: 0b00000110, 0b00011111, respective to the value.

### Access

AllowExternalPMUAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

### Accessibility

AllowExternalPMUAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

Component	Offset	Instance	Range
PMU	0xE00	PMCFGR	31:0

This interface is accessible as follows:

**When DoubleLockStatus() || !IsCorePowered() || OSLockStatus() || !AllowExternalPMUAccess()**

ERROR

**Otherwise**

RO

### B.3.38 PMCR\_ELO, Performance Monitors Control Register

Provides details of the Performance Monitors implementation, including the number of counters implemented, and configures and controls the counters.

#### Configurations

PMCR\_ELO is in the Core power domain.

#### Attributes

##### Width

32

##### Component

PMU

##### Register offset

0xE04

##### Access type

See bit descriptions

##### Reset value

0000	0000	0000	0000	0000	0xxx	xxx0	x000
31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure B-60: pmu\_pmcr\_el0 bit assignments

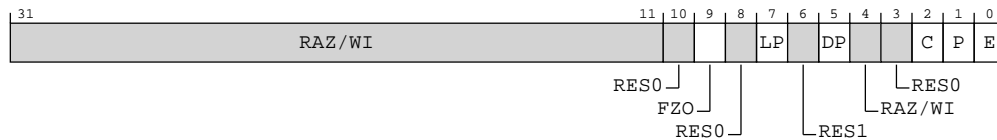


Table B-122: PMCR\_ELO bit descriptions

Bits	Name	Description	Reset
[31:11]	RAZ/WI	Reserved	RAZ/WI
[10]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[9]	FZO	Freeze-on-overflow. Stop event counters on overflow.  In the description of this field: <ul style="list-style-type: none"> <li>If EL2 is implemented and is using AArch64, PMN is AArch64-MDCR_EL2.HPMN.</li> <li>If EL2 is not implemented, PMN is PMCR_ELO.N.</li> </ul> <b>0b0</b> Do not freeze on overflow. <b>0b1</b> Event counter PMU.PMEVCNTR<n>_ELO does not count when AArch64-PMOVSLR_ELO[(PMN-1):0] is nonzero and n is in the range of affected event counters.	x
[8]	RES0	Reserved	RES0
[7]	LP	Long event counter enable. Determines when unsigned overflow is recorded by a counter overflow bit. <b>0b1</b> Event counter overflow on increment that causes unsigned overflow of PMU.PMEVCNTR<n>_ELO[63:0].	x
[6]	RES1	Reserved	RES1
[5]	DP	Disable cycle counter when event counting is prohibited. The possible values of this bit are: <b>0b0</b> Cycle counting by PMU.PMCCNTR_ELO is not affected by this mechanism. <b>0b1</b> Cycle counting by PMU.PMCCNTR_ELO is disabled in prohibited regions and when event counting is frozen: <ul style="list-style-type: none"> <li>If FEAT_PMUv3p1 is implemented, EL2 is implemented, and AArch64-MDCR_EL2.HPMD is 1, then cycle counting by PMU.PMCCNTR_ELO is disabled at EL2.</li> <li>If FEAT_PMUv3p7 is implemented, EL3 is implemented and using AArch64, and AArch64-MDCR_EL3.MPMX is 1, then cycle counting by PMU.PMCCNTR_ELO is disabled at EL3.</li> <li>If FEAT_PMUv3p7 is implemented and event counting is frozen by PMCR_ELO.FZO, then cycle counting by PMU.PMCCNTR_ELO is disabled.</li> <li>If EL3 is implemented, AArch64-MDCR_EL3.SPME is 0, and either FEAT_PMUv3p7 is not implemented or AArch64-MDCR_EL3.MPMX is 0, then cycle counting by PMU.PMCCNTR_ELO is disabled at EL3 and in Secure state.</li> </ul> If AArch64-MDCR_EL2.HPMN is not 0, this is when event counting by event counters in the range [0..(AArch64-MDCR_EL2.HPMN-1)] is prohibited or frozen.	x
[4]	RAZ/ WI	Reserved	RAZ/ WI
[3]	RES0	Reserved	RES0
[2]	C	Cycle counter reset. The effects of writing to this bit are: <b>0b1</b> Reset PMU.PMCCNTR_ELO to zero.  Access to this field is: WO/RAZ	0b0

Bits	Name	Description	Reset
[1]	P	Event counter reset. The effects of writing to this bit are:  <b>0b1</b> Reset all event counters, not including PMU.PMCCNTR_ELO, to zero.  Access to this field is: WO/ <b>RAZ</b>	0b0
[0]	E	Enable  <b>0b1</b> PMU.PMCCNTR_ELO and event counters PMU.PMEVCNTR<n>_ELO, where n is in the range of affected event counters, are enabled by PMU.PMCNTENSET_ELO.	0b0

### Access

SoftwareLockStatus() depends on the type of access attempted and AllowExternalPMUAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

### Accessibility

SoftwareLockStatus() depends on the type of access attempted and AllowExternalPMUAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

Component	Offset	Instance	Range
PMU	0xE04	PMCR_ELO	None

This interface is accessible as follows:

**When DoubleLockStatus() || !IsCorePowered() || OSLockStatus() || !AllowExternalPMUAccess()**

ERROR

**When SoftwareLockStatus()**

RO

**Otherwise**

RW

## B.3.39 PMCEID0, Performance Monitors Common Event Identification register 0

Defines which Common architectural events and Common microarchitectural events are implemented, or counted, using PMU events in the range 0x0000 to 0x001F.

For more information about the Common events and the use of the PMCEIDn registers, see *The PMU event number space and common events* in the [Arm® Architecture Reference Manual for A-profile architecture](#).



This view of the register was previously called PMCEID0\_ELO.

### Configurations

PMCEID0 is in the Core power domain.

### Attributes

#### Width

32

#### Component

PMU

#### Register offset

0xE20

#### Access type

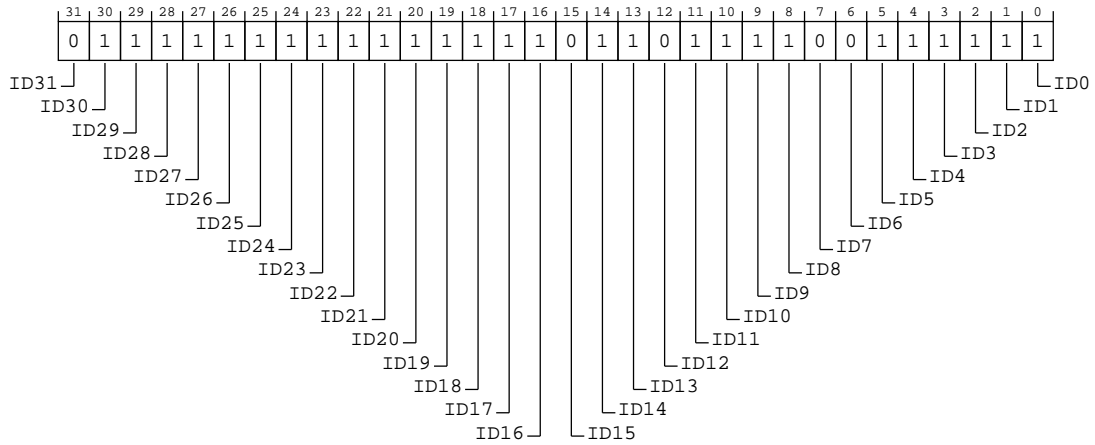
See bit descriptions

#### Reset value

0111 1111 1111 1111 0110 1111 0011 1111

### Bit descriptions

**Figure B-61: pmu\_pmceid0 bit assignments**



**Table B-124: PMCEID0 bit descriptions**

Bits	Name	Description	Reset
[31]	ID31	ID31 corresponds to common event (0x1f) L1D_CACHE_ALLOCATE  <b>0b0</b> The Common event is not implemented, or not counted.	0b0

Bits	Name	Description	Reset
[30]	ID30	ID30 corresponds to common event (0x1e) CHAIN <b>0b1</b> The Common event is implemented.	0b1
[29]	ID29	ID29 corresponds to common event (0x1d) BUS_CYCLES <b>0b1</b> The Common event is implemented.	0b1
[28]	ID28	ID28 corresponds to common event (0x1c) TTBR_WRITE_RETIRED <b>0b1</b> The Common event is implemented.	0b1
[27]	ID27	ID27 corresponds to common event (0x1b) INST_SPEC <b>0b1</b> The Common event is implemented.	0b1
[26]	ID26	ID26 corresponds to common event (0x1a) MEMORY_ERROR <b>0b1</b> The Common event is implemented.	0b1
[25]	ID25	ID25 corresponds to common event (0x19) BUS_ACCESS <b>0b1</b> The Common event is implemented.	0b1
[24]	ID24	ID24 corresponds to common event (0x18) L2D_CACHE_WB <b>0b1</b> The Common event is implemented.	0b1
[23]	ID23	ID23 corresponds to common event (0x17) L2D_CACHE_REFILL <b>0b1</b> The Common event is implemented.	0b1
[22]	ID22	ID22 corresponds to common event (0x16) L2D_CACHE <b>0b1</b> The Common event is implemented.	0b1
[21]	ID21	ID21 corresponds to common event (0x15) L1D_CACHE_WB <b>0b1</b> The Common event is implemented.	0b1
[20]	ID20	ID20 corresponds to common event (0x14) L1I_CACHE <b>0b1</b> The Common event is implemented.	0b1
[19]	ID19	ID19 corresponds to common event (0x13) MEM_ACCESS <b>0b1</b> The Common event is implemented.	0b1
[18]	ID18	ID18 corresponds to common event (0x12) BR_PRED <b>0b1</b> The Common event is implemented.	0b1
[17]	ID17	ID17 corresponds to common event (0x11) CPU_CYCLES <b>0b1</b> The Common event is implemented.	0b1

Bits	Name	Description	Reset
[16]	ID16	ID16 corresponds to common event (0x10) BR_MIS_PRED <b>0b1</b> The Common event is implemented.	0b1
[15]	ID15	ID15 corresponds to common event (0xf) UNALIGNED_LDST_RETIRED <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[14]	ID14	ID14 corresponds to common event (0xe) BR_RETURN_RETIRED <b>0b1</b> The Common event is implemented.	0b1
[13]	ID13	ID13 corresponds to common event (0xd) BR_IMMED_RETIRED <b>0b1</b> The Common event is implemented.	0b1
[12]	ID12	ID12 corresponds to common event (0xc) PC_WRITE_RETIRED <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[11]	ID11	ID11 corresponds to common event (0xb) CID_WRITE_RETIRED <b>0b1</b> The Common event is implemented.	0b1
[10]	ID10	ID10 corresponds to common event (0xa) EXC_RETURN <b>0b1</b> The Common event is implemented.	0b1
[9]	ID9	ID9 corresponds to common event (0x9) EXC_TAKEN <b>0b1</b> The Common event is implemented.	0b1
[8]	ID8	ID8 corresponds to common event (0x8) INST_RETIRED <b>0b1</b> The Common event is implemented.	0b1
[7]	ID7	ID7 corresponds to common event (0x7) ST_RETIRED <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[6]	ID6	ID6 corresponds to common event (0x6) LD_RETIRED <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[5]	ID5	ID5 corresponds to common event (0x5) L1D_TLB_REFILL <b>0b1</b> The Common event is implemented.	0b1
[4]	ID4	ID4 corresponds to common event (0x4) L1D_CACHE <b>0b1</b> The Common event is implemented.	0b1
[3]	ID3	ID3 corresponds to common event (0x3) L1D_CACHE_REFILL <b>0b1</b> The Common event is implemented.	0b1



Bits	Name	Description	Reset
[2]	ID2	ID2 corresponds to common event (0x2) L1I_TLB_REFILL  <b>0b1</b> The Common event is implemented.	0b1
[1]	ID1	ID1 corresponds to common event (0x1) L1I_CACHE_REFILL  <b>0b1</b> The Common event is implemented.	0b1
[0]	ID0	ID0 corresponds to common event (0x0) SW_INCR  <b>0b1</b> The Common event is implemented.	0b1

### Access

AllowExternalPMUAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

### Accessibility

AllowExternalPMUAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

Component	Offset	Instance	Range
PMU	0xE20	PMCEID0	None

This interface is accessible as follows:

**When DoubleLockStatus() || !IsCorePowered() || OSLockStatus() || !AllowExternalPMUAccess()**

ERROR

**Otherwise**

RO

## B.3.40 PMCEID1, Performance Monitors Common Event Identification register 1

Defines which Common architectural events and Common microarchitectural events are implemented, or counted, using PMU events in the range 0x020 to 0x03F.

For more information about the Common events and the use of the PMCEIDn registers, see *The PMU event number space and common events* in the [Arm® Architecture Reference Manual for A-profile architecture](#).



Note

This view of the register was previously called PMCEID1\_ELO.

### Configurations

PMCEID1 is in the Core power domain.

### Attributes

#### Width

32

#### Component

PMU

#### Register offset

0xE24

#### Access type

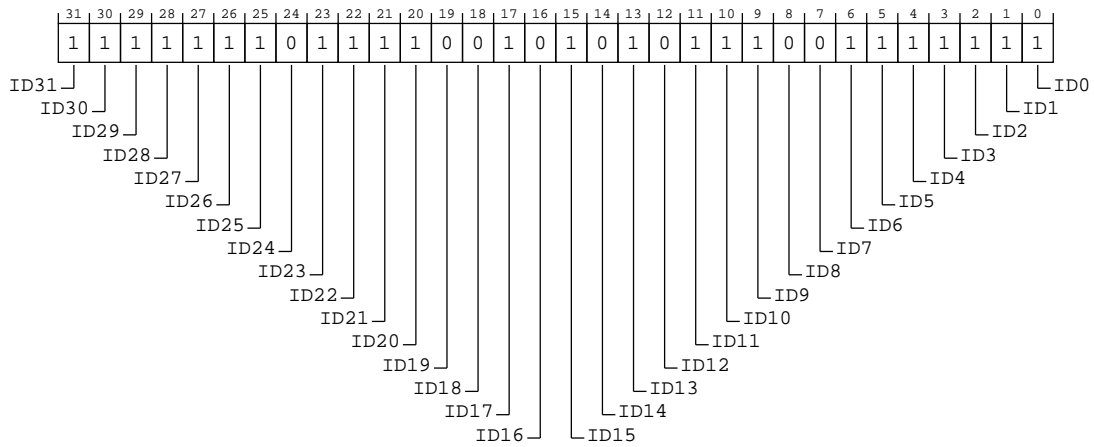
See bit descriptions

#### Reset value

1111 1110 1111 0010 1010 1110 0111 1111

### Bit descriptions

**Figure B-62: pmu\_pmceid1 bit assignments**



**Table B-126: PMCEID1 bit descriptions**

Bits	Name	Description	Reset
[31]	ID31	ID31 corresponds to common event (0x3f) STALL_SLOT  <b>0b1</b> The Common event is implemented.	0b1
[30]	ID30	ID30 corresponds to common event (0x3e) STALL_SLOT_FRONTEND  <b>0b1</b> The Common event is implemented.	0b1

Bits	Name	Description	Reset
[29]	ID29	ID29 corresponds to common event (0x3d) STALL_SLOT_BACKEND <b>0b1</b> The Common event is implemented.	0b1
[28]	ID28	ID28 corresponds to common event (0x3c) STALL <b>0b1</b> The Common event is implemented.	0b1
[27]	ID27	ID27 corresponds to common event (0x3b) OP_SPEC <b>0b1</b> The Common event is implemented.	0b1
[26]	ID26	ID26 corresponds to common event (0x3a) OP_RETIRED <b>0b1</b> The Common event is implemented.	0b1
[25]	ID25	ID25 corresponds to common event (0x39) L1D_CACHE_LMISS_RD <b>0b1</b> The Common event is implemented.	0b1
[24]	ID24	ID24 corresponds to common event (0x38) REMOTE_ACCESS_RD <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[23]	ID23	ID23 corresponds to common event (0x37) LL_CACHE_MISS_RD <b>0b1</b> The Common event is implemented.	0b1
[22]	ID22	ID22 corresponds to common event (0x36) LL_CACHE_RD <b>0b1</b> The Common event is implemented.	0b1
[21]	ID21	ID21 corresponds to common event (0x35) ITLB_WLK <b>0b1</b> The Common event is implemented.	0b1
[20]	ID20	ID20 corresponds to common event (0x34) DTLB_WLK <b>0b1</b> The Common event is implemented.	0b1
[19]	ID19	ID19 corresponds to a Reserved Event event (0x33) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[18]	ID18	ID18 corresponds to a Reserved Event event (0x32) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[17]	ID17	ID17 corresponds to common event (0x31) REMOTE_ACCESS <b>0b1</b> The Common event is implemented.	0b1
[16]	ID16	ID16 corresponds to common event (0x30) L2I_TLB <b>0b0</b> The Common event is not implemented, or not counted.	0b0

Bits	Name	Description	Reset
[15]	ID15	ID15 corresponds to common event (0x2f) L2TLB_REQ <b>0b1</b> The Common event is implemented.	0b1
[14]	ID14	ID14 corresponds to common event (0x2e) L2I_TLB_REFILL <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[13]	ID13	ID13 corresponds to common event (0x2d) L2TLB_REFILL <b>0b1</b> The Common event is implemented.	0b1
[12]	ID12	ID12 corresponds to common event (0x2c) Reserved <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[11]	ID11	ID11 corresponds to common event (0x2b) L3D_CACHE <b>0b1</b> The Common event is implemented.	0b1
[10]	ID10	ID10 corresponds to common event (0x2a) L3D_CACHE_REFILL <b>0b1</b> The Common event is implemented.	0b1
[9]	ID9	ID9 corresponds to common event (0x29) L3D_CACHE_ALLOCATE <b>0b1</b> The Common event is implemented.	0b1
[8]	ID8	ID8 corresponds to common event (0x28) L2I_CACHE_REFILL <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[7]	ID7	ID7 corresponds to common event (0x27) L2I_CACHE <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[6]	ID6	ID6 corresponds to common event (0x26) L1I_TLB <b>0b1</b> The Common event is implemented.	0b1
[5]	ID5	ID5 corresponds to common event (0x25) L1D_TLB <b>0b1</b> The Common event is implemented.	0b1
[4]	ID4	ID4 corresponds to common event (0x24) STALL_BACKEND <b>0b1</b> The Common event is implemented.	0b1
[3]	ID3	ID3 corresponds to common event (0x23) STALL_FRONTEND <b>0b1</b> The Common event is implemented.	0b1
[2]	ID2	ID2 corresponds to common event (0x22) BR_MIS_PRED_RETIRED <b>0b1</b> The Common event is implemented.	0b1

Bits	Name	Description	Reset
[1]	ID1	ID1 corresponds to common event (0x21) BR_RETIRE  <b>0b1</b> The Common event is implemented.	0b1
[0]	ID0	ID0 corresponds to common event (0x20) L2D_CACHE_ALLOCATE  <b>0b1</b> The Common event is implemented.	0b1

### Access

AllowExternalPMUAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

### Accessibility

AllowExternalPMUAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

Component	Offset	Instance	Range
PMU	0xE24	PMCEID1	None

This interface is accessible as follows:

**When DoubleLockStatus() || !IsCorePowered() || OSLockStatus() || !AllowExternalPMUAccess()**

ERROR

**Otherwise**

RO

## B.3.41 PMCEID2, Performance Monitors Common Event Identification register 2

Defines which Common architectural events and Common microarchitectural events are implemented, or counted, using PMU events in the range 0x4000 to 0x401F.

For more information about the Common events and the use of the PMCEIDn registers, see *The PMU event number space and common events* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

### Configurations

PMCEID2 is in the Core power domain.

### Attributes

#### Width

32

#### Component

PMU

**Register offset**

0xE28

**Access type**

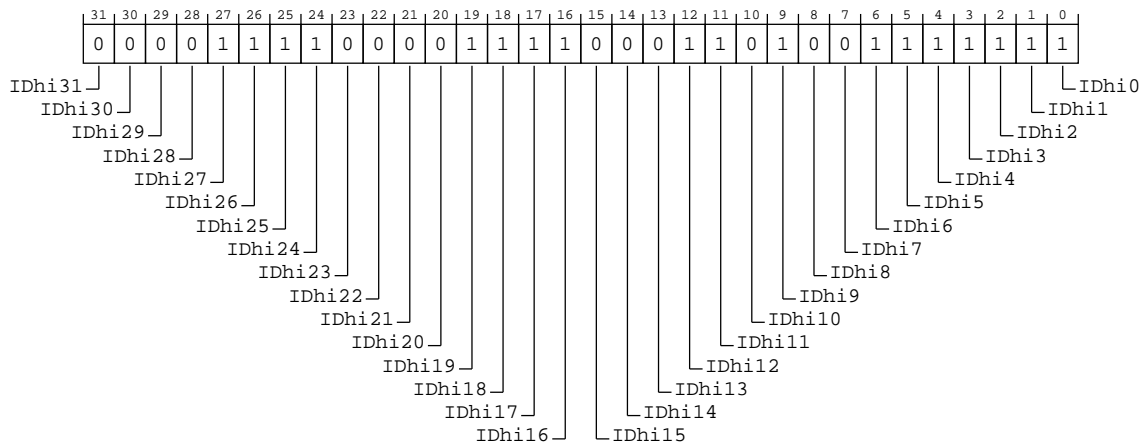
See bit descriptions

**Reset value**

0000 1111 0000 1111 0001 1010 0111 1111

**Bit descriptions**

**Figure B-63: pmu\_pmceid2 bit assignments**



**Table B-128: PMCEID2 bit descriptions**

Bits	Name	Description	Reset
[31]	IDHi31	IDHi31 corresponds to a Reserved Event event (0x401f) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[30]	IDHi30	IDHi30 corresponds to a Reserved Event event (0x401e) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[29]	IDHi29	IDHi29 corresponds to a Reserved Event event (0x401d) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[28]	IDHi28	IDHi28 corresponds to a Reserved Event event (0x401c) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[27]	IDHi27	IDHi27 corresponds to common event (0x401b) CTI_TRIGOUT7 <b>0b1</b> The Common event is implemented.	0b1

Bits	Name	Description	Reset
[26]	IDhi26	IDhi26 corresponds to common event (0x401a) CTI_TRIGOUT6 <b>0b1</b> The Common event is implemented.	0b1
[25]	IDhi25	IDhi25 corresponds to common event (0x4019) CTI_TRIGOUT5 <b>0b1</b> The Common event is implemented.	0b1
[24]	IDhi24	IDhi24 corresponds to common event (0x4018) CTI_TRIGOUT4 <b>0b1</b> The Common event is implemented.	0b1
[23]	IDhi23	IDhi23 corresponds to a Reserved Event event (0x4017) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[22]	IDhi22	IDhi22 corresponds to a Reserved Event event (0x4016) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[21]	IDhi21	IDhi21 corresponds to a Reserved Event event (0x4015) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[20]	IDhi20	IDhi20 corresponds to a Reserved Event event (0x4014) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[19]	IDhi19	IDhi19 corresponds to common event (0x4013) TRCEXTOUT3 <b>0b1</b> The Common event is implemented.	0b1
[18]	IDhi18	IDhi18 corresponds to common event (0x4012) TRCEXTOUT2 <b>0b1</b> The Common event is implemented.	0b1
[17]	IDhi17	IDhi17 corresponds to common event (0x4011) TRCEXTOUT1 <b>0b1</b> The Common event is implemented.	0b1
[16]	IDhi16	IDhi16 corresponds to common event (0x4010) TRCEXTOUT0 <b>0b1</b> The Common event is implemented.	0b1
[15]	IDhi15	IDhi15 corresponds to common event (0x400f) Reserved <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[14]	IDhi14	IDhi14 corresponds to common event (0x400e) TRB_TRIG <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[13]	IDhi13	IDhi13 corresponds to common event (0x400d) PMU_OVFS <b>0b0</b> The Common event is not implemented, or not counted.	0b0

Bits	Name	Description	Reset
[12]	IDhi12	IDhi12 corresponds to common event (0x400c) TRB_WRAP <b>0b1</b> The Common event is implemented.	0b1
[11]	IDhi11	IDhi11 corresponds to common event (0x400b) L3D_CACHE_LMISS_RD <b>0b1</b> The Common event is implemented.	0b1
[10]	IDhi10	IDhi10 corresponds to common event (0x400a) L2I_CACHE_LMISS <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[9]	IDhi9	IDhi9 corresponds to common event (0x4009) L2D_CACHE_LMISS_RD <b>0b1</b> The Common event is implemented.	0b1
[8]	IDhi8	IDhi8 corresponds to common event (0x4008) Reserved <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[7]	IDhi7	IDhi7 corresponds to common event (0x4007) Reserved <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[6]	IDhi6	IDhi6 corresponds to common event (0x4006) L1I_CACHE_LMISS <b>0b1</b> The Common event is implemented.	0b1
[5]	IDhi5	IDhi5 corresponds to common event (0x4005) STALL_BACKEND_MEM <b>0b1</b> The Common event is implemented.	0b1
[4]	IDhi4	IDhi4 corresponds to common event (0x4004) CNT_CYCLES <b>0b1</b> The Common event is implemented.	0b1
[3]	IDhi3	IDhi3 corresponds to common event (0x4003) SAMPLE_COLLISION <b>0b1</b> The Common event is implemented.	0b1
[2]	IDhi2	IDhi2 corresponds to common event (0x4002) SAMPLE_FILTRATE <b>0b1</b> The Common event is implemented.	0b1
[1]	IDhi1	IDhi1 corresponds to common event (0x4001) SAMPLE_FEED <b>0b1</b> The Common event is implemented.	0b1
[0]	IDhi0	IDhi0 corresponds to common event (0x4000) SAMPLE_POP <b>0b1</b> The Common event is implemented.	0b1



## Access

AllowExternalPMUAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

## Accessibility

AllowExternalPMUAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

Component	Offset	Instance	Range
PMU	0xE28	PMCEID2	None

This interface is accessible as follows:

**When DoubleLockStatus() || !IsCorePowered() || OSLockStatus() || !AllowExternalPMUAccess()**

ERROR

**Otherwise**

RO

## B.3.42 PMCEID3, Performance Monitors Common Event Identification register 3

Defines which Common architectural events and Common microarchitectural events are implemented, or counted, using PMU events in the range 0x4020 to 0x403F.

For more information about the Common events and the use of the PMCEIDn registers, see *The PMU event number space and common events* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

### Configurations

PMCEID3 is in the Core power domain.

### Attributes

#### Width

32

#### Component

PMU

#### Register offset

0xE2C

#### Access type

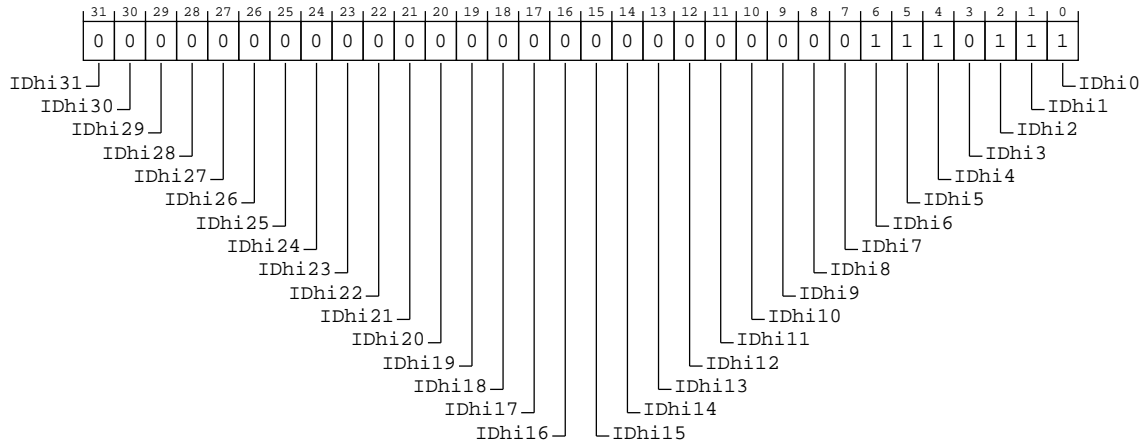
See bit descriptions

#### Reset value

0000 0000 0000 0000 0000 0000 0111 0111

### Bit descriptions

**Figure B-64: pmu\_pmceid3 bit assignments**



**Table B-130: PMCEID3 bit descriptions**

Bits	Name	Description	Reset
[31]	IDhi31	IDhi31 corresponds to a Reserved Event event (0x403f) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[30]	IDhi30	IDhi30 corresponds to a Reserved Event event (0x403e) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[29]	IDhi29	IDhi29 corresponds to a Reserved Event event (0x403d) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[28]	IDhi28	IDhi28 corresponds to a Reserved Event event (0x403c) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[27]	IDhi27	IDhi27 corresponds to a Reserved Event event (0x403b) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[26]	IDhi26	IDhi26 corresponds to a Reserved Event event (0x403a) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[25]	IDhi25	IDhi25 corresponds to a Reserved Event event (0x4039) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[24]	IDhi24	IDhi24 corresponds to a Reserved Event event (0x4038) <b>0b0</b> The Common event is not implemented, or not counted.	0b0

Bits	Name	Description	Reset
[23]	IDhi23	IDhi23 corresponds to a Reserved Event event (0x4037) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[22]	IDhi22	IDhi22 corresponds to a Reserved Event event (0x4036) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[21]	IDhi21	IDhi21 corresponds to a Reserved Event event (0x4035) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[20]	IDhi20	IDhi20 corresponds to a Reserved Event event (0x4034) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[19]	IDhi19	IDhi19 corresponds to a Reserved Event event (0x4033) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[18]	IDhi18	IDhi18 corresponds to a Reserved Event event (0x4032) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[17]	IDhi17	IDhi17 corresponds to a Reserved Event event (0x4031) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[16]	IDhi16	IDhi16 corresponds to a Reserved Event event (0x4030) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[15]	IDhi15	IDhi15 corresponds to a Reserved Event event (0x402f) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[14]	IDhi14	IDhi14 corresponds to a Reserved Event event (0x402e) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[13]	IDhi13	IDhi13 corresponds to a Reserved Event event (0x402d) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[12]	IDhi12	IDhi12 corresponds to a Reserved Event event (0x402c) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[11]	IDhi11	IDhi11 corresponds to a Reserved Event event (0x402b) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[10]	IDhi10	IDhi10 corresponds to a Reserved Event event (0x402a) <b>0b0</b> The Common event is not implemented, or not counted.	0b0

Bits	Name	Description	Reset
[9]	IDhi9	IDhi9 corresponds to a Reserved Event event (0x4029) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[8]	IDhi8	IDhi8 corresponds to a Reserved Event event (0x4028) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[7]	IDhi7	IDhi7 corresponds to a Reserved Event event (0x4027) <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[6]	IDhi6	IDhi6 corresponds to common event (0x4026) MEM_ACCESS_CHECKED_WR <b>0b1</b> The Common event is implemented.	0b1
[5]	IDhi5	IDhi5 corresponds to common event (0x4025) MEM_ACCESS_CHECKED_RD <b>0b1</b> The Common event is implemented.	0b1
[4]	IDhi4	IDhi4 corresponds to common event (0x4024) MEM_ACCESS_CHECKED <b>0b1</b> The Common event is implemented.	0b1
[3]	IDhi3	IDhi3 corresponds to common event (0x4023) Reserved <b>0b0</b> The Common event is not implemented, or not counted.	0b0
[2]	IDhi2	IDhi2 corresponds to common event (0x4022) ST_ALIGN_LAT <b>0b1</b> The Common event is implemented.	0b1
[1]	IDhi1	IDhi1 corresponds to common event (0x4021) LD_ALIGN_LAT <b>0b1</b> The Common event is implemented.	0b1
[0]	IDhi0	IDhi0 corresponds to common event (0x4020) LDST_ALIGN_LAT <b>0b1</b> The Common event is implemented.	0b1

### Access

AllowExternalPMUAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

### Accessibility

AllowExternalPMUAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

Component	Offset	Instance	Range
PMU	0xE2C	PMCEID3	None

This interface is accessible as follows:

When DoubleLockStatus() || !IsCorePowered() || OSLockStatus() || !AllowExternalPMUAccess()

ERROR

Otherwise

RO

### B.3.43 PMSSCR, PMU Snapshot Capture Register

Provides a mechanism for software to initiate a sample.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

32

##### Component

PMU

##### Register offset

0xE30

##### Access type

RESERVEDW

##### Reset value



Note

Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure B-65: ext\_pmsscr bit assignments

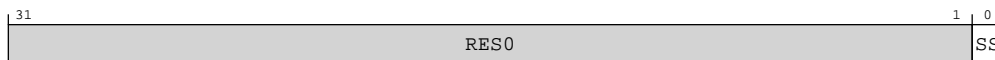


Table B-132: PMSSCR bit descriptions

Bits	Name	Description	Reset
[31:1]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[0]	SS	Capture now. <b>0b0</b> Ignored. <b>0b1</b> Initiate a capture immediately.	x

### Accessibility

Component	Offset	Range
PMU	0xE30	None

This interface is accessible as follows:

WO

## B.3.44 PMMIR, Performance Monitors Machine Identification Register

Describes Performance Monitors parameters specific to the implementation.

### Configurations

PMMIR is in the Core power domain.

### Attributes

#### Width

32

#### Component

PMU

#### Register offset

0xE40

#### Access type

See bit descriptions

#### Reset value

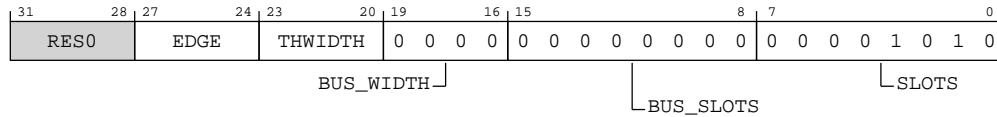
xxxx	xxxx	xxxx	0000	0000	0000	0000	1010
31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure B-66: pmu\_pmmir bit assignments**



**Table B-134: PMMIR bit descriptions**

Bits	Name	Description	Reset
[31:28]	RES0	Reserved	RES0
[27:24]	EDGE	PMU event edge detection. Indicates implementation of the FEAT_PMUv3_EDGE feature.  <b>0b0000</b> FEAT_PMUv3_EDGE is not implemented.  <b>0b0001</b> FEAT_PMUv3_EDGE is implemented.	The reset values can be the following: 0b0000, 0b0001, respective to the value.

Bits	Name	Description	Reset
[23:20]	THWIDTH	<p>PMU.PMEVTYPER&lt;n&gt;_ELO.TH width. Indicates implementation of the FEAT_PMUv3_TH feature, and, if implemented, the size of the PMU.PMEVTYPER&lt;n&gt;_ELO.TH field.</p> <p><b>0b0000</b> FEAT_PMUv3_TH is not implemented.</p> <p><b>0b0001</b> 1 bit. PMU.PMEVTYPER&lt;n&gt;_ELO.TH[11:1] are <b>RES0</b>.</p> <p><b>0b0010</b> 2 bits. PMU.PMEVTYPER&lt;n&gt;_ELO.TH[11:2] are <b>RES0</b>.</p> <p><b>0b0011</b> 3 bits. PMU.PMEVTYPER&lt;n&gt;_ELO.TH[11:3] are <b>RES0</b>.</p> <p><b>0b0100</b> 4 bits. PMU.PMEVTYPER&lt;n&gt;_ELO.TH[11:4] are <b>RES0</b>.</p> <p><b>0b0101</b> 5 bits. PMU.PMEVTYPER&lt;n&gt;_ELO.TH[11:5] are <b>RES0</b>.</p> <p><b>0b0110</b> 6 bits. PMU.PMEVTYPER&lt;n&gt;_ELO.TH[11:6] are <b>RES0</b>.</p> <p><b>0b0111</b> 7 bits. PMU.PMEVTYPER&lt;n&gt;_ELO.TH[11:7] are <b>RES0</b>.</p> <p><b>0b1000</b> 8 bits. PMU.PMEVTYPER&lt;n&gt;_ELO.TH[11:8] are <b>RES0</b>.</p> <p><b>0b1001</b> 9 bits. PMU.PMEVTYPER&lt;n&gt;_ELO.TH[11:9] are <b>RES0</b>.</p> <p><b>0b1010</b> 10 bits. PMU.PMEVTYPER&lt;n&gt;_ELO.TH[11:10] are <b>RES0</b>.</p> <p><b>0b1011</b> 11 bits. PMU.PMEVTYPER&lt;n&gt;_ELO.TH[11] is <b>RES0</b>.</p> <p><b>0b1100</b> 12 bits.</p>	<p>The reset values can be the following: 0b0000, 0b0001, 0b0010, 0b0011, 0b0100, 0b0101, 0b0110, 0b0111, 0b1000, 0b1001, 0b1010, 0b1011, 0b1100, respective to the value.</p>
[19:16]	BUS_WIDTH	<p>Bus width. Indicates the number of bytes each BUS_ACCESS event relates to. Encoded as <math>\text{Log}_2(\text{number of bytes})</math>, plus one.</p> <p><b>0b0000</b> The information is not available.</p>	0b0000



Bits	Name	Description	Reset
[15:8]	BUS_SLOTS	Bus count. The largest value by which the BUS_ACCESS event might increment in a single BUS_CYCLES cycle.  <b>0b00000000</b> The largest value by which the BUS_ACCESS event might increment in a single BUS_CYCLES cycle is 0	0x00
[7:0]	SLOTS	Operation width. The largest value by which the STALL_SLOT event might increment in a single cycle. If the STALL_SLOT event is not implemented, this field might read as zero.  <b>0b00001010</b> The largest value by which the STALL_SLOT PMU event may increment in one cycle is 10.	0x0A

### Accessibility

If the Core power domain is off or in a low-power state, access on this interface returns an Error.

Component	Offset	Instance	Range
PMU	0xE40	PMMIR	31:0

This interface is accessible as follows:

**When DoubleLockStatus() || !IsCorePowered() || OSLockStatus() || !AllowExternalPMUAccess()**  
ERROR

**Otherwise**  
RO

## B.3.45 PMDEVARCH, Performance Monitors Device Architecture register

Identifies the programmers' model architecture of the Performance Monitor component.

### Configurations

If FEAT\_DoPD is implemented, this register is in the Core power domain. If FEAT\_DoPD is not implemented, this register is in the Debug power domain.

### Attributes

#### Width

32

#### Component

PMU

#### Register offset

0xFBC

**Access type**

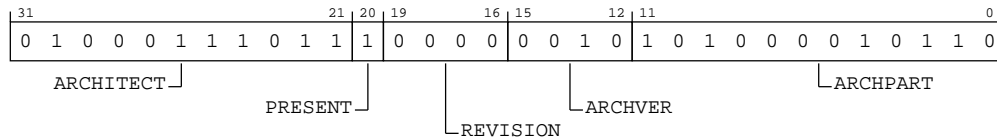
See bit descriptions

**Reset value**

0100 0111 0111 0000 0010 1010 0001 0110

**Bit descriptions**

**Figure B-67: pmu\_pmdevarch bit assignments**



**Table B-136: PMDEVARCH bit descriptions**

Bits	Name	Description	Reset
[31:21]	ARCHITECT	Defines the architecture of the component. For Performance Monitors, this is Arm Limited.  Bits [31:28] are the JEP106 continuation code, 0x4.  Bits [27:21] are the JEP106 ID code, 0x3B.  <b>0b01000111011</b>	0b01000111011
[20]	PRESENT	Indicates that the DEVARCH is present.  <b>0b1</b>	0b1
[19:16]	REVISION	Defines the architecture revision. For architectures defined by Arm this is the minor revision.  For Performance Monitors, the revision defined by Armv8 is 0x0.  All other values are reserved.  <b>0b0000</b>	0b0000
[15:12]	ARCHVER	Architecture Version. Defines the architecture version of the component.  <b>0b0010</b>  Performance Monitors Extension version 3, PMUv3.	0b0010
[11:0]	ARCHPART	Architecture Part. Defines the architecture of the component.  <b>0b101000010110</b>  Armv8-A PE performance monitors.	0xA16

**Accessibility**

Component	Offset	Instance	Range
PMU	0xFBC	PMDEVARCH	None

This interface is accessible as follows:

**When !IsCorePowered()**

ERROR

**Otherwise**

RO

**B.3.46 PMDEVID, Performance Monitors Device ID register**

Provides information about features of the Performance Monitors implementation.

**Configurations**

If FEAT\_DoPD is implemented, this register is in the Core power domain.

If FEAT\_DoPD is not implemented, this register is in the Debug power domain.

This register is required from Armv8.2 and in any implementation that includes FEAT\_PCSRv8p2. Otherwise, its location is RES0.



Before Armv8.2, the PC Sample-based Profiling Extension can be implemented in the external debug register space, as indicated by the value of ext-EDDEVID.PCSample.

**Attributes****Width**

32

**Component**

PMU

**Register offset**

0xFC8

**Access type**

See bit descriptions

**Reset value**

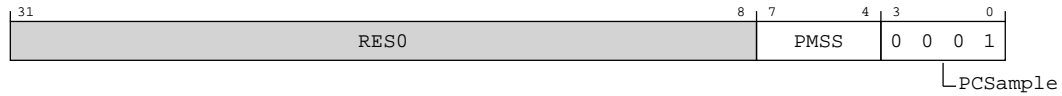
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	0001
31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

## Bit descriptions

**Figure B-68: pmu\_pmdevid bit assignments**



**Table B-138: PMDEVID bit descriptions**

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:4]	PMSS	PMU Snapshot extension. Defined values are: <b>0b0000</b> PMU snapshot extension not implemented. <b>0b0001</b> PMU snapshot extension implemented.	The reset values can be the following: 0b0000, 0b0001, respective to the value.
[3:0]	PCSample	Indicates the level of PC Sample-based Profiling support using Performance Monitors registers. <b>0b0001</b> PC Sample-based Profiling Extension is implemented in the Performance Monitors register space.	0b0001

### Accessibility

Component	Offset	Instance	Range
PMU	0xFC8	PMDEVID	None

This interface is accessible as follows:

**When !IsCorePowered()**

ERROR

**Otherwise**

RO

### B.3.47 PMDEVTYPE, Performance Monitors Device Type register

Indicates to a debugger that this component is part of a PE's performance monitor interface.

#### Configurations

If FEAT\_DoPD is implemented, this register is in the Core power domain. If FEAT\_DoPD is not implemented, this register is in the Debug power domain.

#### Attributes

**Width**

32

**Component**

PMU

**Register offset**

0xFCC

**Access type**

See bit descriptions

**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-69: pmu\_pmdevtype bit assignments**



**Table B-140: PMDEVTYPE bit descriptions**

Bits	Name	Description	Reset
[31:8]	RESO	Reserved	RESO
[7:4]	SUB	Subtype. Indicates this is a component within a PE. <b>0b0001</b>	0b0001
[3:0]	MAJOR	Major type. Indicates this is a performance monitor component. <b>0b0110</b>	0b0110

**Accessibility**

Component	Offset	Instance	Range
PMU	0xFCC	PMDEVTYPE	None

This interface is accessible as follows:

**When !IsCorePowered()**

ERROR

**Otherwise**

RO

## B.3.48 PMPIDR4, Performance Monitors Peripheral Identification Register 4

Provides information to identify a Performance Monitor component.

For more information, see *About the Peripheral identification scheme* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

### Configurations

If FEAT\_DoPD is implemented, this register is in the Core power domain. If FEAT\_DoPD is not implemented, this register is in the Debug power domain.

This register is required for CoreSight compliance.

### Attributes

#### Width

32

#### Component

PMU

#### Register offset

0xFD0

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	0000	0100
31	27	23	19	15	11	7	3 0



Note

Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure B-70: pmu\_pmpidr4 bit assignments



**Table B-142: PMPIDR4 bit descriptions**

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:4]	SIZE	4KB count. <b>0b0000</b>	0b0000
[3:0]	DES_2	Designer, JEP106 continuation code, least significant nibble. For Arm Limited, this field is 0b0100. <b>0b0100</b> Arm Limited. This is bits[3:0] of the JEP106 continuation code.	0b0100

### Accessibility

Component	Offset	Instance	Range
PMU	0xFD0	PMPIDR4	None

This interface is accessible as follows:

#### When !IsCorePowered()

ERROR

#### Otherwise

RO

## B.3.49 PMPIDR0, Performance Monitors Peripheral Identification Register 0

Provides information to identify a Performance Monitor component.

For more information, see *About the Peripheral identification scheme* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

### Configurations

If FEAT\_DoPD is implemented, this register is in the Core power domain. If FEAT\_DoPD is not implemented, this register is in the Debug power domain.

This register is required for CoreSight compliance.

### Attributes

#### Width

32

#### Component

PMU

#### Register offset

0xFE0

**Access type**

See bit descriptions

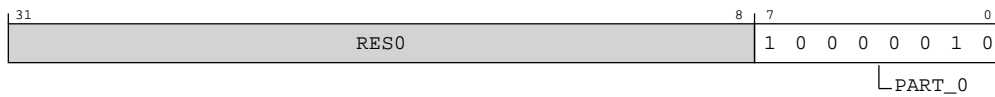
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-71: pmu\_pmpidr0 bit assignments**



**Table B-144: PMPIDR0 bit descriptions**

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:0]	PART_0	Part number, least significant byte. <b>0b10000010</b> Least significant byte of the PMU unit part.	0x82

**Accessibility**

Component	Offset	Instance	Range
PMU	0xFEO	PMPIDR0	None

This interface is accessible as follows:

**When !IsCorePowered()**

ERROR

**Otherwise**

RO



## B.3.50 PMPIDR1, Performance Monitors Peripheral Identification Register 1

Provides information to identify a Performance Monitor component.

For more information, see *About the Peripheral identification scheme* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

### Configurations

If FEAT\_DoPD is implemented, this register is in the Core power domain. If FEAT\_DoPD is not implemented, this register is in the Debug power domain.

This register is required for CoreSight compliance.

### Attributes

#### Width

32

#### Component

PMU

#### Register offset

0xFE4

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	1011	1101
31	27	23	19	15	11	7	3 0

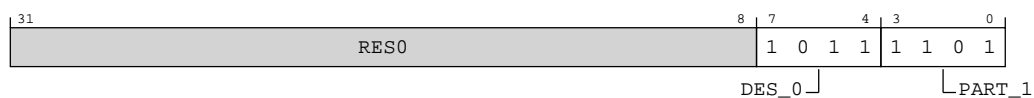


Note

Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure B-72: pmu\_pmpidr1 bit assignments**



**Table B-146: PMPIDR1 bit descriptions**

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:4]	DES_0	Designer, least significant nibble of JEP106 ID code. For Arm Limited, this field is 0b1011.  <b>0b1011</b> Arm Limited. This is the least significant nibble of JEP106 ID code.	0b1011
[3:0]	PART_1	Part number, most significant nibble.  <b>0b1101</b> Part number, most significant nibble.	0b1101

### Accessibility

Component	Offset	Instance	Range
PMU	0xFE4	PMPIDR1	None

This interface is accessible as follows:

#### When !IsCorePowered()

ERROR

#### Otherwise

RO

## B.3.51 PMPIDR2, Performance Monitors Peripheral Identification Register 2

Provides information to identify a Performance Monitor component.

For more information, see *About the Peripheral identification scheme* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

### Configurations

If FEAT\_DoPD is implemented, this register is in the Core power domain. If FEAT\_DoPD is not implemented, this register is in the Debug power domain.

This register is required for CoreSight compliance.

### Attributes

#### Width

32

#### Component

PMU

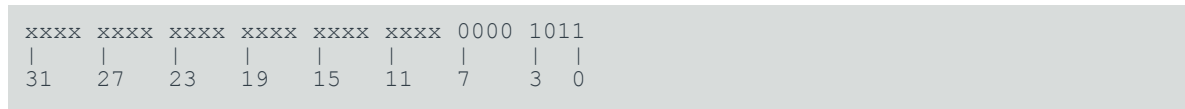
#### Register offset

0xFE8

**Access type**

See bit descriptions

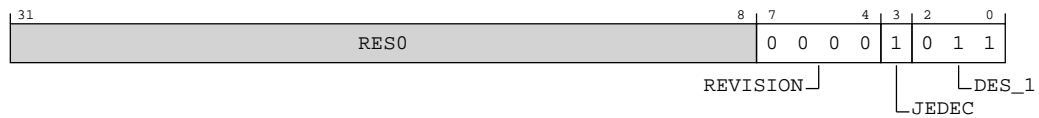
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-73: pmu\_pmpidr2 bit assignments**



**Table B-148: PMPIDR2 bit descriptions**

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:4]	REVISION	Part major revision. Parts can also use this field to extend Part number to 16-bits.  0b0000 rOp1	0b0000
[3]	JEDEC	Indicates a JEP106 identity code is used.  0b1	0b1
[2:0]	DES_1	Designer, most significant bits of JEP106 ID code. For Arm Limited, this field is 0b011.  0b011 Arm Limited. This is bits[6:4] of the JEP106 ID code.	0b011

**Accessibility**

Component	Offset	Instance	Range
PMU	0xFE8	PMPIDR2	None

This interface is accessible as follows:

**When !IsCorePowered()**

ERROR

**Otherwise**

RO

## B.3.52 PMPIDR3, Performance Monitors Peripheral Identification Register 3

Provides information to identify a Performance Monitor component.

For more information, see *About the Peripheral identification scheme* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

### Configurations

If FEAT\_DoPD is implemented, this register is in the Core power domain. If FEAT\_DoPD is not implemented, this register is in the Debug power domain.

This register is required for CoreSight compliance.

### Attributes

#### Width

32

#### Component

PMU

#### Register offset

0xFEC

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	0001	0000
31	27	23	19	15	11	7	3 0



Note

Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure B-74: pmu\_pmpidr3 bit assignments



**Table B-150: PMPIDR3 bit descriptions**

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:4]	REVAND	Part minor revision. Parts using PMU.PMPIDR2.REVISION as an extension to the Part number must use this field as a major revision number. <b>0b0001</b>	0b0001
[3:0]	CMOD	Customer modified. Indicates someone other than the Designer has modified the component. <b>0b0000</b> The component is not modified from the original design.	0b0000

### Accessibility

Component	Offset	Instance	Range
PMU	0xFEC	PMPIDR3	None

This interface is accessible as follows:

#### When !IsCorePowered()

ERROR

#### Otherwise

RO

## B.3.53 PMCIDR0, Performance Monitors Component Identification Register 0

Provides information to identify a Performance Monitor component.

For more information, see *About the Component Identification scheme* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

### Configurations

If FEAT\_DoPD is implemented, this register is in the Core power domain. If FEAT\_DoPD is not implemented, this register is in the Debug power domain.

This register is required for CoreSight compliance.

### Attributes

#### Width

32

#### Component

PMU

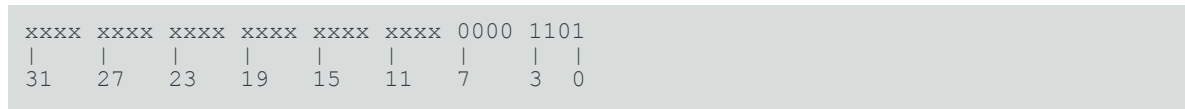
#### Register offset

0xFF0

**Access type**

See bit descriptions

**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-75: pmu\_pmcidr0 bit assignments**



**Table B-152: PMCIDR0 bit descriptions**

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:0]	PRMBL_0	Preamble. <b>0b00001101</b>	0x0D

**Accessibility**

Component	Offset	Instance	Range
PMU	0xFF0	PMCIDR0	None

This interface is accessible as follows:

**When !IsCorePowered()**

ERROR

**Otherwise**

RO

**B.3.54 PMCIDR1, Performance Monitors Component Identification Register 1**

Provides information to identify a Performance Monitor component.

For more information, see *About the Component Identification scheme* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

## Configurations

If FEAT\_DoPD is implemented, this register is in the Core power domain. If FEAT\_DoPD is not implemented, this register is in the Debug power domain.

This register is required for CoreSight compliance.

## Attributes

### Width

32

### Component

PMU

### Register offset

0xFF4

### Access type

See bit descriptions

### Reset value



Where the reset reads xxxx, see individual bits.

## Bit descriptions

Figure B-76: pmu\_pmcidr1 bit assignments



Table B-154: PMCIDR1 bit descriptions

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:4]	CLASS	Component class. <b>0b1001</b> CoreSight component.	xxxxx
[3:0]	PRMBL_1	Preamble. <b>RAZ.</b> <b>0b0000</b>	0b0000

## Accessibility

Component	Offset	Instance	Range
PMU	0xFF4	PMCIDR1	None

This interface is accessible as follows:

### When !IsCorePowered()

ERROR

### Otherwise

RO

## B.3.55 PMCIDR2, Performance Monitors Component Identification Register 2

Provides information to identify a Performance Monitor component.

For more information, see *About the Component Identification scheme* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

### Configurations

If FEAT\_DoPD is implemented, this register is in the Core power domain. If FEAT\_DoPD is not implemented, this register is in the Debug power domain.

This register is required for CoreSight compliance.

### Attributes

#### Width

32

#### Component

PMU

#### Register offset

0xFF8

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	0000	0101
31	27	23	19	15	11	7	3 0

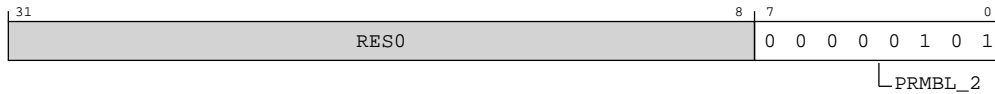




Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure B-77: pmu\_pmcidr2 bit assignments**



**Table B-156: PMCIDR2 bit descriptions**

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:0]	PRMBL_2	Preamble. <b>0b00000101</b>	0x05

### Accessibility

Component	Offset	Instance	Range
PMU	0xFF8	PMCIDR2	None

This interface is accessible as follows:

**When !IsCorePowered()**

ERROR

**Otherwise**

RO

## B.3.56 PMCIDR3, Performance Monitors Component Identification Register 3

Provides information to identify a Performance Monitor component.

For more information, see *About the Component Identification scheme* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

### Configurations

If FEAT\_DoPD is implemented, this register is in the Core power domain. If FEAT\_DoPD is not implemented, this register is in the Debug power domain.

This register is required for CoreSight compliance.

**Attributes**

**Width**

32

**Component**

PMU

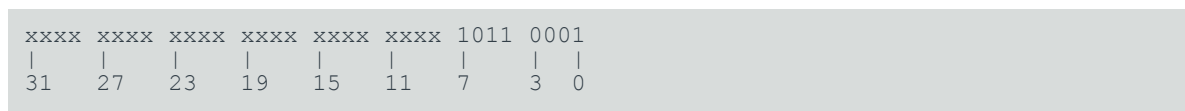
**Register offset**

0xFFC

**Access type**

See bit descriptions

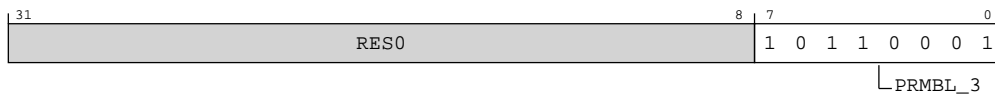
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-78: pmu\_pmcidr3 bit assignments**



**Table B-158: PMCIDR3 bit descriptions**

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:0]	PRMBL_3	Preamble. <b>0b10110001</b>	0xB1

**Accessibility**

Component	Offset	Instance	Range
PMU	0xFFC	PMCIDR3	None

This interface is accessible as follows:

**When !IsCorePowered()**

ERROR

**Otherwise**

RO

## B.4 External Debug registers summary

The following summary table provides an overview of all memory-mapped Debug registers in the core.

For more information on registers listed in the table, click on the link associated with the register name.

If a register does not have a link in the summary table, you can find more information about this Architecturally defined register in the [Arm® Architecture Reference Manual for A-profile architecture](#).

For registers without a listed reset value, refer to the individual field resets documented on the register description pages or to the [Arm® Architecture Reference Manual for A-profile architecture](#).

**Table B-160: Debug registers summary**

Offset	Name	Reset	Width	Description
0x020	EDESR	See individual bit resets.	32-bit	External Debug Event Status Register
0x024	EDECR	See individual bit resets.	32-bit	External Debug Execution Control Register
0x030	EDWAR	See individual bit resets.	64-bit	External Debug Watchpoint Address Register
0x080	DBGDTRRX_ELO	See individual bit resets.	32-bit	Debug Data Transfer Register, Receive
0x084	EDITR	See individual bit resets.	32-bit	External Debug Instruction Transfer Register
0x088	EDSCR	See individual bit resets.	32-bit	External Debug Status and Control Register
0x08C	DBGDTRTX_ELO	See individual bit resets.	32-bit	Debug Data Transfer Register, Transmit
0x090	<a href="#">EDRCR</a>	See individual bit resets.	32-bit	External Debug Reserve Control Register
0x098	EDECCR	See individual bit resets.	32-bit	External Debug Exception Catch Control Register
0x300	OSLAR_EL1	See individual bit resets.	32-bit	OS Lock Access Register
0x310	<a href="#">EDPRCR</a>	See individual bit resets.	32-bit	External Debug Power/Reset Control Register
0x314	EDPRSR	See individual bit resets.	32-bit	External Debug Processor Status Register
0x400	<a href="#">DBGBVR0_EL1 [63:0]</a>	See individual bit resets.	64-bit	Debug Breakpoint Value Registers
0x408	<a href="#">DBGBCR0_EL1</a>	See individual bit resets.	64-bit	Debug Breakpoint Control Registers
0x410	<a href="#">DBGBVR1_EL1 [63:0]</a>	See individual bit resets.	64-bit	Debug Breakpoint Value Registers
0x418	<a href="#">DBGBCR1_EL1</a>	See individual bit resets.	64-bit	Debug Breakpoint Control Registers
0x420	<a href="#">DBGBVR2_EL1 [63:0]</a>	See individual bit resets.	64-bit	Debug Breakpoint Value Registers
0x428	<a href="#">DBGBCR2_EL1</a>	See individual bit resets.	64-bit	Debug Breakpoint Control Registers
0x430	<a href="#">DBGBVR3_EL1 [63:0]</a>	See individual bit resets.	64-bit	Debug Breakpoint Value Registers
0x438	<a href="#">DBGBCR3_EL1</a>	See individual bit resets.	64-bit	Debug Breakpoint Control Registers
0x440	<a href="#">DBGBVR4_EL1 [63:0]</a>	See individual bit resets.	64-bit	Debug Breakpoint Value Registers
0x448	<a href="#">DBGBCR4_EL1</a>	See individual bit resets.	64-bit	Debug Breakpoint Control Registers
0x450	<a href="#">DBGBVR5_EL1 [63:0]</a>	See individual bit resets.	64-bit	Debug Breakpoint Value Registers

Offset	Name	Reset	Width	Description
0x458	DBGBCR5_EL1	See individual bit resets.	64-bit	Debug Breakpoint Control Registers
0x800	DBGWVR0_EL1 [63:0]	See individual bit resets.	64-bit	Debug Watchpoint Value Registers
0x808	DBGWCR0_EL1	See individual bit resets.	64-bit	Debug Watchpoint Control Registers
0x810	DBGWVR1_EL1 [63:0]	See individual bit resets.	64-bit	Debug Watchpoint Value Registers
0x818	DBGWCR1_EL1	See individual bit resets.	64-bit	Debug Watchpoint Control Registers
0x820	DBGWVR2_EL1 [63:0]	See individual bit resets.	64-bit	Debug Watchpoint Value Registers
0x828	DBGWCR2_EL1	See individual bit resets.	64-bit	Debug Watchpoint Control Registers
0x830	DBGWVR3_EL1 [63:0]	See individual bit resets.	64-bit	Debug Watchpoint Value Registers
0x838	DBGWCR3_EL1	See individual bit resets.	64-bit	Debug Watchpoint Control Registers
0xD00	MIDR_EL1	See individual bit resets.	32-bit	Main ID Register
0xD20	EDPFR	See individual bit resets.	64-bit	External Debug Processor Feature Register
0xD28	EDDFR	See individual bit resets.	64-bit	External Debug Feature Register
0xD48	EDDFR1 [31:0]	See individual bit resets.	32-bit	External Debug Feature Register 1
0xD4C	EDDFR1 [63:32]	See individual bit resets.	32-bit	External Debug Feature Register 1
0xD60	EDAA32PFR	See individual bit resets.	64-bit	External Debug Auxiliary Processor Feature Register
0xF00	EDITCTRL	See individual bit resets.	32-bit	External Debug Integration mode Control register
0xFA0	DBGCLAIMSET_EL1	See individual bit resets.	32-bit	Debug CLAIM Tag Set register
0xFA4	DBGCLAIMCLR_EL1	See individual bit resets.	32-bit	Debug CLAIM Tag Clear register
0xFA8	EDDEVAFF0	See individual bit resets.	32-bit	External Debug Device Affinity register 0
0xFAC	EDDEVAFF1	See individual bit resets.	32-bit	External Debug Device Affinity register 1
0xFB0	EDLAR	See individual bit resets.	32-bit	External Debug Lock Access Register
0xFB4	EDLSR	See individual bit resets.	32-bit	External Debug Lock Status Register
0xFB8	DBGAUTHSTATUS_EL1	See individual bit resets.	32-bit	Debug Authentication Status register
0xFBC	EDDEVARCH	See individual bit resets.	32-bit	External Debug Device Architecture register
0xFC0	EDDEVID2	See individual bit resets.	32-bit	External Debug Device ID register 2
0xFC4	EDDEVID1	See individual bit resets.	32-bit	External Debug Device ID register 1
0xFC8	EDDEVID	See individual bit resets.	32-bit	External Debug Device ID register 0
0xFCC	EDDEVTYPE	See individual bit resets.	32-bit	External Debug Device Type register
0xFD0	EDPIDR4	See individual bit resets.	32-bit	External Debug Peripheral Identification Register 4
0xFE0	EDPIDR0	See individual bit resets.	32-bit	External Debug Peripheral Identification Register 0
0xFE4	EDPIDR1	See individual bit resets.	32-bit	External Debug Peripheral Identification Register 1
0xFE8	EDPIDR2	See individual bit resets.	32-bit	External Debug Peripheral Identification Register 2
0xFEC	EDPIDR3	See individual bit resets.	32-bit	External Debug Peripheral Identification Register 3
0xFF0	EDCIDR0	See individual bit resets.	32-bit	External Debug Component Identification Register 0
0xFF4	EDCIDR1	See individual bit resets.	32-bit	External Debug Component Identification Register 1
0xFF8	EDCIDR2	See individual bit resets.	32-bit	External Debug Component Identification Register 2
0xFFC	EDCIDR3	See individual bit resets.	32-bit	External Debug Component Identification Register 3

## B.4.1 EDRCR, External Debug Reserve Control Register

This register is used to allow imprecise entry to Debug state and clear sticky bits in ext-EDSCR.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

Debug

#### Register offset

0x090

#### Access type

See bit descriptions

#### Reset value



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure B-79: ext\_edrcr bit assignments

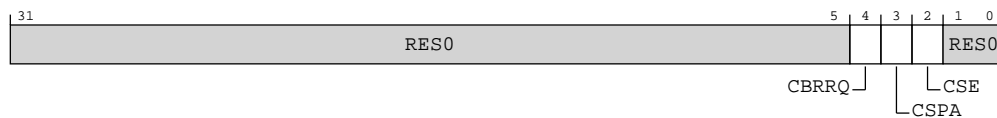


Table B-161: EDRCR bit descriptions

Bits	Name	Description	Reset
[31:5]	RES0	Reserved	RES0
[4]	CBRRQ	This feature is not supported. Writes to this bit are ignored  0b0  No action.	x

Bits	Name	Description	Reset
[3]	CSPA	Clear Sticky Pipeline Advance. This bit is used to clear the ext-EDSCR.PipeAdv bit to 0.  <b>0b0</b> No action.  <b>0b1</b> Clear the ext-EDSCR.PipeAdv bit to 0.	x
[2]	CSE	Clear Sticky Error. Used to clear the ext-EDSCR cumulative error bits to 0.  <b>0b0</b> No action.  <b>0b1</b> Clear the ext-EDSCR.{TXU, RXO, ERR} bits, and, if the PE is in Debug state, the ext-EDSCR.ITO bit, to 0.	x
[1:0]	RES0	Reserved	RES0

### Accessibility

Component	Offset	Instance	Range
Debug	0x090	EDRCR	None

This interface is accessible as follows:

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && SoftwareLockStatus()**

WI

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && !SoftwareLockStatus()**

WO

**Otherwise**

ERROR

## B.4.2 EDPRCR, External Debug Power/Reset Control Register

Controls the PE functionality related to powerup, reset, and powerdown.

### Configurations

CORENPDRQ is the only field that is mapped between the EDPRCR and DBGPRCR and DBGPRCR\_EL1.

### Attributes

#### Width

32

#### Component

Debug

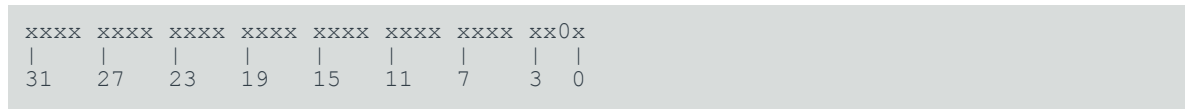
#### Register offset

0x310

**Access type**

See bit descriptions

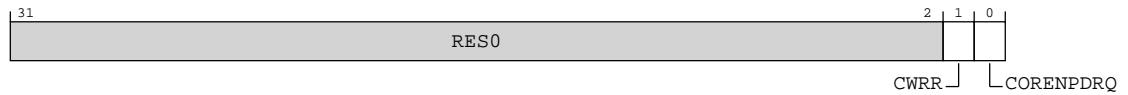
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-80: ext\_edprcr bit assignments**



**Table B-163: EDPRCR bit descriptions**

Bits	Name	Description	Reset
[31:2]	RES0	Reserved	RES0
[1]	CWRR	<p>Warm reset request.</p> <p>The extent of the reset is <b>IMPLEMENTATION DEFINED</b>, but must be one of:</p> <ul style="list-style-type: none"> <li>The request is ignored.</li> <li>Only this PE is Warm reset.</li> <li>This PE and other components of the system, possibly including other PEs, are Warm reset.</li> </ul> <p>Arm deprecates use of this bit, and recommends that implementations ignore the request.</p> <p><b>0b0</b> No action.</p> <p><b>0b1</b> Request Warm reset.</p> <p><b>When OSLockStatus()    SoftwareLockStatus()</b> Access to this field is: <b>RAZ/WI</b></p> <p><b>Otherwise</b> Access to this field is: <b>WO/RAZ</b></p>	0b0

Bits	Name	Description	Reset
[0]	CORENPDRQ	<p>This field is in the Core power domain, and permitted accesses to this field map to the AArch64-DBGPRCR_EL1.CORENPDRQ field.</p> <p><b>0b0</b> If the system responds to a powerdown request, it powers down Core power domain.</p> <p><b>0b1</b> If the system responds to a powerdown request, it does not powerdown the Core power domain, but instead emulates a powerdown of that domain.</p> <p><b>When OSLockStatus()</b> Access to this field is: UNKNOWN/WI</p> <p><b>When SoftwareLockStatus()</b> Access to this field is: RO</p> <p><b>Otherwise</b> Access to this field is: RW</p>	x <sup>6</sup>

### Accessibility

On permitted accesses to the register, other access controls affect the behavior of some fields. See the field descriptions for more information.

Component	Offset	Instance	Range
Debug	0x310	EDPRCR	None

This interface is accessible as follows:

#### When IsCorePowered() && SoftwareLockStatus()

RO

#### When IsCorePowered() && !SoftwareLockStatus()

RW

#### Otherwise

ERROR

## B.4.3 DBGBVR0\_EL1, Debug Breakpoint Value Registers

Holds a virtual address, or a VMID and/or a context ID, for use in breakpoint matching. Forms breakpoint n together with control register ext-DBGBCR<n>\_EL1.

### Configurations

How this register is interpreted depends on the value of ext-DBGBCR<n>\_EL1.BT.

- When ext-DBGBCR<n>\_EL1.BT is 0b0x0x, this register holds a virtual address.
- When ext-DBGBCR<n>\_EL1.BT is 0b001x, 0b011x, or 0b110x, this register holds a Context ID.

<sup>6</sup> On a Cold reset, if the powerup request is implemented and the powerup request has been asserted, this field is an **IMPLEMENTATION DEFINED** choice of 0 or 1. If the powerup request is not asserted, this field is set to 0.



- When ext-DBGBCR<n>\_EL1.BT is 0b100x, this register holds a VMID.
- When ext-DBGBCR<n>\_EL1.BT is 0b101x, this register holds a VMID and a Context ID.
- When ext-DBGBCR<n>\_EL1.BT is 0b111x, this register holds two Context ID values.

For other values of ext-DBGBCR<n>\_EL1.BT, this register is RES0.

If breakpoint n is not implemented then accesses to this register are:

- RES0 when IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess().
- A CONSTRAINED UNPREDICTABLE choice of RES0 or ERROR otherwise.

## Attributes

### Width

64

### Component

Debug

### Register offset

0x400

### Access type

See bit descriptions

### Reset value

#### When ext-DBGBCR0\_EL1.BT == '0x0x'

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

#### When ext-DBGBCR0\_EL1.BT == '001x'

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

#### When ext-DBGBCR0\_EL1.BT == '011x'

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

#### When ext-DBGBCR0\_EL1.BT == '100x'

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

#### When ext-DBGBCR0\_EL1.BT == '101x'

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

#### When ext-DBGBCR0\_EL1.BT == '110x'

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

#### When ext-DBGBCR0\_EL1.BT == '111x'

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

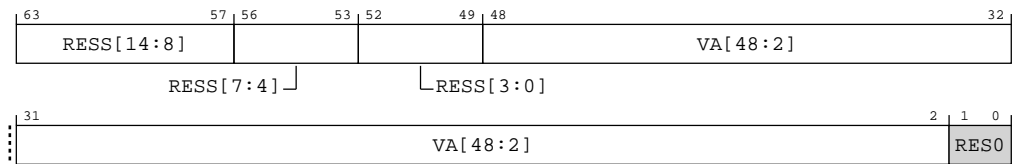


Where the reset reads xxxx, see individual bits.

### Bit descriptions

When ext-DBGBCR0\_EL1.BT == '0x0'

**Figure B-81: ext\_dbgvr0\_el1 bit assignments**

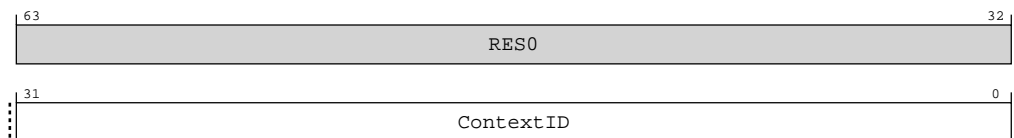


**Table B-165: DBGVR0\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:57]	RESS[14:8]	Reserved, Sign extended. Software must treat this field as <b>RES0</b> if the most significant bit of VA is 0 or <b>RES0</b> , and as RES1 if the most significant bit of VA is 1.  Hardware always ignores the value of these bits and it is IMPLEMENTATION DEFINED whether: <ul style="list-style-type: none"> <li>The bits are hardwired to a copy of the most significant bit of VA, meaning writes to these bits are ignored, and reads to the bits always return the hardwired value.</li> <li>The value in those bits can be written, and reads will return the last value written. The value held in those bits is ignored by hardware.</li> </ul>	7 {x}
[56:53]	RESS[7:4]	Extension to RESS[14:8]. For more information, see RESS[14:8].	xxxx
[52:49]	RESS[3:0]	Extension to RESS[14:8]. For more information, see RESS[14:8].	xxxx
[48:2]	VA[48:2]	If the address is being matched in an AArch64 stage 1 translation regime: <ul style="list-style-type: none"> <li>This field contains bits[48:2] of the address for comparison.</li> </ul>	47 {x}
[1:0]	<b>RES0</b>	Reserved	<b>RES0</b>

When ext-DBGBCR0\_EL1.BT == '001'

**Figure B-82: ext\_dbgvr0\_el1 bit assignments**



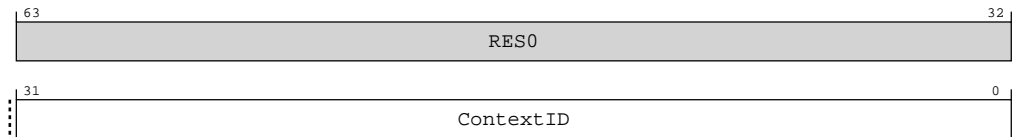
**Table B-166: DBGVR0\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	<b>RES0</b>	Reserved	<b>RES0</b>

Bits	Name	Description	Reset
[31:0]	ContextID	Context ID value for comparison.  The value is compared against AArch64-CONTEXTIDR_EL2 when (FEAT_VHE is implemented or FEAT_Debugv8p2 is implemented), EL2 is using AArch64, AArch64-HCR_EL2.E2H is 1, and either: <ul style="list-style-type: none"> <li>The PE is executing at EL2.</li> <li>AArch64-HCR_EL2.TGE is 1, the PE is executing at EL0, and EL2 is enabled in the current Security state.</li> </ul> Otherwise, the value is compared against the following: <ul style="list-style-type: none"> <li>AArch64-CONTEXTIDR_EL1 when the PE is executing at AArch64.</li> </ul>	32 {x}

When ext-DBGBCR0\_EL1.BT == '011'

**Figure B-83: ext\_dbgbvr0\_el1 bit assignments**

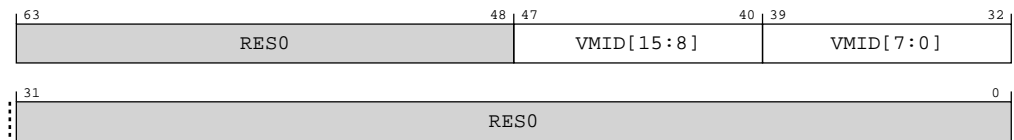


**Table B-167: DBGBVR0\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31:0]	ContextID	Context ID value for comparison against AArch64-CONTEXTIDR_EL1.	32 {x}

When ext-DBGBCR0\_EL1.BT == '100'

**Figure B-84: ext\_dbgbvr0\_el1 bit assignments**



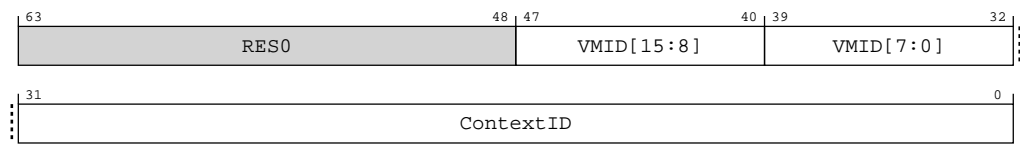
**Table B-168: DBGBVR0\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:48]	RES0	Reserved	RES0
[47:40]	VMID[15:8]	<b>When AArch64-VTCR_EL2.VS == '1'</b> Extension to VMID[7:0]. For more information, see DBGBVR<n>_EL1.VMID[7:0].  <b>Otherwise</b> RES0	8 {x}

Bits	Name	Description	Reset
[39:32]	VMID[7:0]	VMID value for comparison.  The VMID is 8 bits when any of the following are true: <ul style="list-style-type: none"> <li>AArch64-VTCR_EL2.VS is 0.</li> <li>FEAT_VMID16 is not implemented.</li> </ul>	8 {x}
[31:0]	RES0	Reserved	RES0

When ext-DBGBCR0\_EL1.BT == '101'

**Figure B-85: ext\_dbgvr0\_el1 bit assignments**

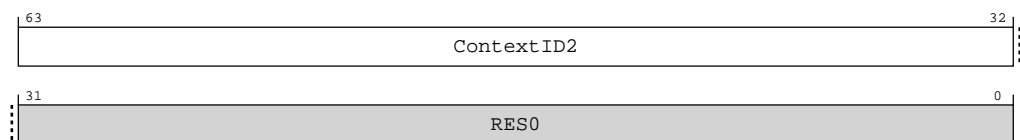


**Table B-169: DBGVR0\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:48]	RES0	Reserved	RES0
[47:40]	VMID[15:8]	<b>When AArch64-VTCR_EL2.VS == '1'</b> Extension to VMID[7:0]. For more information, see DBGVR<n>_EL1.VMID[7:0].  <b>Otherwise</b> RES0	8 {x}
[39:32]	VMID[7:0]	VMID value for comparison.  The VMID is 8 bits when any of the following are true: <ul style="list-style-type: none"> <li>AArch64-VTCR_EL2.VS is 0.</li> <li>FEAT_VMID16 is not implemented.</li> </ul>	8 {x}
[31:0]	ContextID	Context ID value for comparison against AArch64-CONTEXTIDR_EL1.	32 {x}

When ext-DBGBCR0\_EL1.BT == '110'

**Figure B-86: ext\_dbgvr0\_el1 bit assignments**



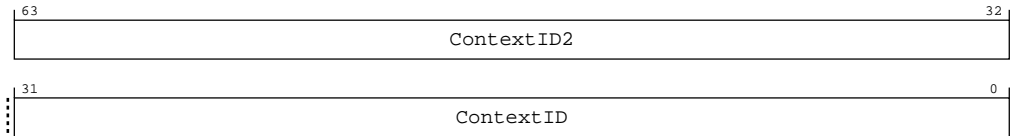
**Table B-170: DBGVR0\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	ContextID2	Context ID value for comparison against AArch64-CONTEXTIDR_EL2.	32 {x}

Bits	Name	Description	Reset
[31:0]	RES0	Reserved	RES0

When ext-DBGBCR0\_EL1.BT == '111'

**Figure B-87: ext\_dbgvr0\_el1 bit assignments**



**Table B-171: DBGVR0\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	ContextID2	Context ID value for comparison against AArch64-CONTEXTIDR_EL2.	32 { x }
[31:0]	ContextID	Context ID value for comparison against AArch64-CONTEXTIDR_EL1.	32 { x }

**Access**

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

**Accessibility**

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

Component	Offset	Instance	Range
Debug	0x400	DBGVR0_EL1	63:0

This interface is accessible as follows:

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess() && SoftwareLockStatus()**

RO

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess() && !SoftwareLockStatus()**

RW

**Otherwise**

ERROR

## B.4.4 DBGBCR0\_EL1, Debug Breakpoint Control Registers

Holds control information for a breakpoint. Forms breakpoint n together with value register ext-DBGBVR<n>\_EL1.

### Configurations

If breakpoint n is not implemented then accesses to this register are:

- RES0 when IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess().
- A CONSTRAINED UNPREDICTABLE choice of RES0 or ERROR otherwise.

### Attributes

#### Width

64

#### Component

Debug

#### Register offset

0x408

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0

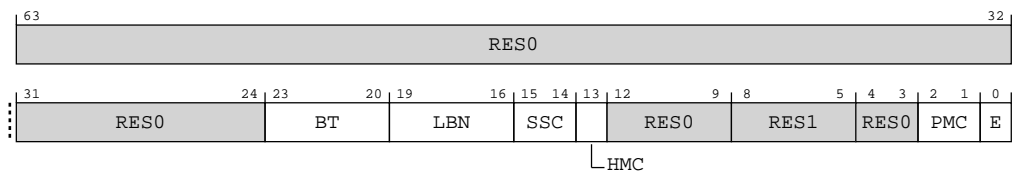


Where the reset reads xxxx, see individual bits.

### Bit descriptions

When the E field is zero, all the other fields in the register are ignored.

Figure B-88: ext\_dbgbcr0\_el1 bit assignments



**Table B-173: DBGBCR0\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:24]	RES0	Reserved	RES0
[23:20]	BT	Breakpoint Type.  With DBGBCR<n>_EL1.BT2 when implemented, specifies breakpoint type.  <b>0b0000</b> Unlinked instruction address match. ext-DBGBVR<n>_EL1 is the address of an instruction.  <b>0b0001</b> Linked instruction address match. As 0b0000, but linked to a breakpoint that has linking enabled.	xxxx
[19:16]	LBN	Linked Breakpoint Number.  For Linked address matching breakpoints, with DBGBCR<n>_EL1.LBNX when implemented, specifies the index of the breakpoint linked to.  For all other breakpoint types, this field is ignored and reads of the register return an <b>UNKNOWN</b> value.	xxxx
[15:14]	SSC	Security state control. Determines the Security states under which a Breakpoint debug event for breakpoint n is generated. This field must be interpreted along with the HMC and PMC fields, and there are constraints on the permitted values of the {HMC, SSC, PMC} fields. For more information, including the effect of programming the fields to a reserved set of values, see <i>Reserved DBGBCR&lt;n&gt;_EL1.{SSC, HMC, PMC} values</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .  For more information on the operation of the SSC, HMC, and PMC fields, see <i>Execution conditions for which a breakpoint generates Breakpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .	xx
[13]	HMC	Higher mode control. Determines the debug perspective for deciding when a Breakpoint debug event for breakpoint n is generated. This field must be interpreted along with the SSC and PMC fields, and there are constraints on the permitted values of the {HMC, SSC, PMC} fields. For more information see ext-DBGBCR<n>_EL1.SSC description.  For more information on the operation of the SSC, HMC, and PMC fields, see <i>Execution conditions for which a breakpoint generates Breakpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .	x
[12:9]	RES0	Reserved	RES0
[8:5]	RES1	Reserved	RES1
[4:3]	RES0	Reserved	RES0
[2:1]	PMC	Privilege mode control. Determines the Exception level or levels at which a Breakpoint debug event for breakpoint n is generated. This field must be interpreted along with the SSC and HMC fields, and there are constraints on the permitted values of the {HMC, SSC, PMC} fields. For more information see the ext-DBGBCR<n>_EL1.SSC description.  For more information on the operation of the SSC, HMC, and PMC fields, see <i>Execution conditions for which a breakpoint generates Breakpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .	xx
[0]	E	Enable breakpoint n.  <b>0b0</b> Breakpoint n disabled.  <b>0b1</b> Breakpoint n enabled.	x

## Access

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

## Accessibility

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

Component	Offset	Instance	Range
Debug	0x408	DBGBCR0_EL1	None

This interface is accessible as follows:

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess() && SoftwareLockStatus()**

RO

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess() && !SoftwareLockStatus()**

RW

**Otherwise**

ERROR

## B.4.5 DBGBVR1\_EL1, Debug Breakpoint Value Registers

Holds a virtual address, or a VMID and/or a context ID, for use in breakpoint matching. Forms breakpoint n together with control register ext-DBGBCR<n>\_EL1.

### Configurations

How this register is interpreted depends on the value of ext-DBGBCR<n>\_EL1.BT.

- When ext-DBGBCR<n>\_EL1.BT is 0b0x0x, this register holds a virtual address.
- When ext-DBGBCR<n>\_EL1.BT is 0b001x, 0b011x, or 0b110x, this register holds a Context ID.
- When ext-DBGBCR<n>\_EL1.BT is 0b100x, this register holds a VMID.
- When ext-DBGBCR<n>\_EL1.BT is 0b101x, this register holds a VMID and a Context ID.
- When ext-DBGBCR<n>\_EL1.BT is 0b111x, this register holds two Context ID values.

For other values of ext-DBGBCR<n>\_EL1.BT, this register is RES0.

If breakpoint n is not implemented then accesses to this register are:

- RES0 when IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess().
- A CONSTRAINED UNPREDICTABLE choice of RES0 or ERROR otherwise.



**Attributes**

**Width**

64

**Component**

Debug

**Register offset**

0x410

**Access type**

See bit descriptions

**Reset value**

**When ext-DBGBCR1\_EL1.BT == '0x0x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When ext-DBGBCR1\_EL1.BT == '001x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When ext-DBGBCR1\_EL1.BT == '011x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When ext-DBGBCR1\_EL1.BT == '100x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When ext-DBGBCR1\_EL1.BT == '101x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When ext-DBGBCR1\_EL1.BT == '110x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When ext-DBGBCR1\_EL1.BT == '111x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

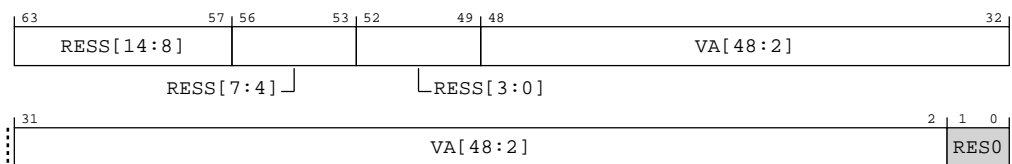


Where the reset reads xxxx, see individual bits.

**Bit descriptions**

When ext-DBGBCR1\_EL1.BT == '0x0'

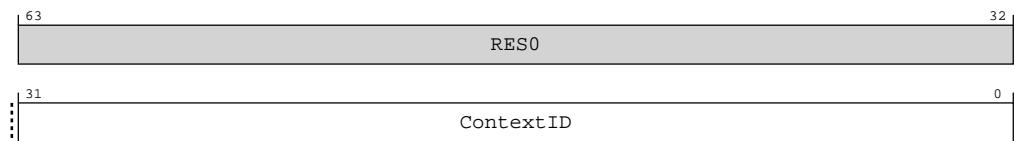
**Figure B-89: ext\_dbgbvr1\_el1 bit assignments**



**Table B-175: DBGBCR1\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:57]	RESS[14:8]	Reserved, Sign extended. Software must treat this field as <b>RES0</b> if the most significant bit of VA is 0 or <b>RES0</b> , and as RES1 if the most significant bit of VA is 1.  Hardware always ignores the value of these bits and it is IMPLEMENTATION DEFINED whether: <ul style="list-style-type: none"> <li>The bits are hardwired to a copy of the most significant bit of VA, meaning writes to these bits are ignored, and reads to the bits always return the hardwired value.</li> <li>The value in those bits can be written, and reads will return the last value written. The value held in those bits is ignored by hardware.</li> </ul>	7 {x}
[56:53]	RESS[7:4]	Extension to RESS[14:8]. For more information, see RESS[14:8].	xxxx
[52:49]	RESS[3:0]	Extension to RESS[14:8]. For more information, see RESS[14:8].	xxxx
[48:2]	VA[48:2]	If the address is being matched in an AArch64 stage 1 translation regime: <ul style="list-style-type: none"> <li>This field contains bits[48:2] of the address for comparison.</li> </ul>	47 {x}
[1:0]	<b>RES0</b>	Reserved	<b>RES0</b>

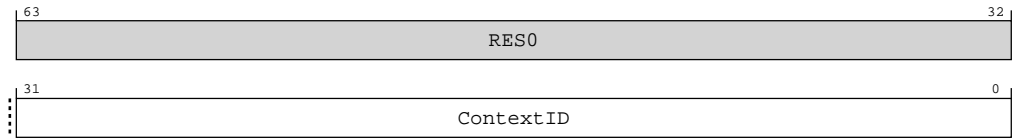
When ext-DBGBCR1\_EL1.BT == '001'

**Figure B-90: ext\_dbgvr1\_el1 bit assignments****Table B-176: DBGBCR1\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	<b>RES0</b>	Reserved	<b>RES0</b>
[31:0]	ContextID	Context ID value for comparison.  The value is compared against AArch64-CONTEXTIDR_EL2 when (FEAT_VHE is implemented or FEAT_Debugv8p2 is implemented), EL2 is using AArch64, AArch64-HCR_EL2.E2H is 1, and either: <ul style="list-style-type: none"> <li>The PE is executing at EL2.</li> <li>AArch64-HCR_EL2.TGE is 1, the PE is executing at EL0, and EL2 is enabled in the current Security state.</li> </ul> Otherwise, the value is compared against the following: <ul style="list-style-type: none"> <li>AArch64-CONTEXTIDR_EL1 when the PE is executing at AArch64.</li> </ul>	32 {x}

When ext-DBGBCR1\_EL1.BT == '011'

**Figure B-91: ext\_dbgvr1\_el1 bit assignments**

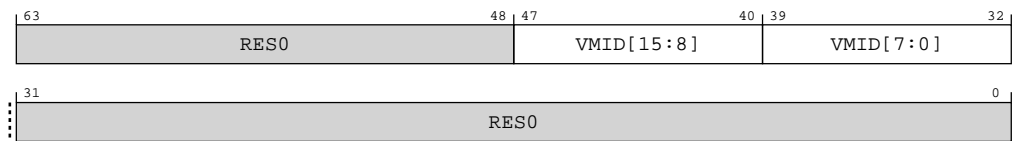


**Table B-177: DBGVR1\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31:0]	ContextID	Context ID value for comparison against AArch64-CONTEXTIDR_EL1.	32 {x}

When ext-DBGBCR1\_EL1.BT == '100'

**Figure B-92: ext\_dbgvr1\_el1 bit assignments**

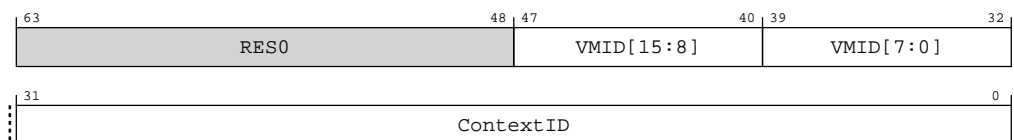


**Table B-178: DBGVR1\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:48]	RES0	Reserved	RES0
[47:40]	VMID[15:8]	<b>When AArch64-VTCR_EL2.VS == '1'</b> Extension to VMID[7:0]. For more information, see DBGVR<n>_EL1.VMID[7:0]. <b>Otherwise</b> RES0	8 {x}
[39:32]	VMID[7:0]	VMID value for comparison.  The VMID is 8 bits when any of the following are true: <ul style="list-style-type: none"> <li>AArch64-VTCR_EL2.VS is 0.</li> <li>FEAT_VMID16 is not implemented.</li> </ul>	8 {x}
[31:0]	RES0	Reserved	RES0

When ext-DBGBCR1\_EL1.BT == '101'

**Figure B-93: ext\_dbgvr1\_el1 bit assignments**

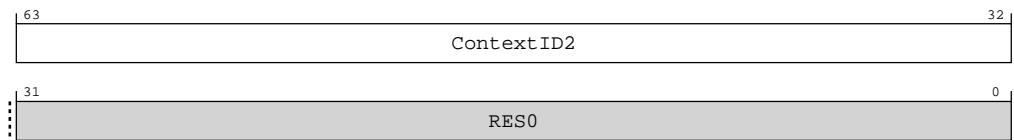


**Table B-179: DBGBVR1\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:48]	RES0	Reserved	RES0
[47:40]	VMID[15:8]	<b>When AArch64-VTCR_EL2.VS == '1'</b> Extension to VMID[7:0]. For more information, see DBGBVR<n>_EL1.VMID[7:0].  <b>Otherwise</b> RES0	8 {x}
[39:32]	VMID[7:0]	VMID value for comparison.  The VMID is 8 bits when any of the following are true: <ul style="list-style-type: none"> <li>AArch64-VTCR_EL2.VS is 0.</li> <li>FEAT_VMID16 is not implemented.</li> </ul>	8 {x}
[31:0]	ContextID	Context ID value for comparison against AArch64-CONTEXTIDR_EL1.	32 {x}

When ext-DBGBCR1\_EL1.BT == '110'

**Figure B-94: ext\_dbgvr1\_el1 bit assignments**

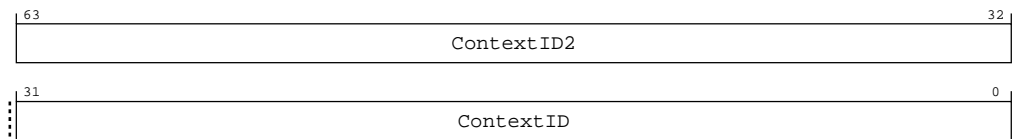


**Table B-180: DBGBVR1\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	ContextID2	Context ID value for comparison against AArch64-CONTEXTIDR_EL2.	32 {x}
[31:0]	RES0	Reserved	RES0

When ext-DBGBCR1\_EL1.BT == '111'

**Figure B-95: ext\_dbgvr1\_el1 bit assignments**



**Table B-181: DBGBVR1\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	ContextID2	Context ID value for comparison against AArch64-CONTEXTIDR_EL2.	32 {x}
[31:0]	ContextID	Context ID value for comparison against AArch64-CONTEXTIDR_EL1.	32 {x}

## Access

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

## Accessibility

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

Component	Offset	Instance	Range
Debug	0x410	DBGBVR1_EL1	63:0

This interface is accessible as follows:

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess() && SoftwareLockStatus()**

RO

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess() && !SoftwareLockStatus()**

RW

**Otherwise**

ERROR

## B.4.6 DBGBCR1\_EL1, Debug Breakpoint Control Registers

Holds control information for a breakpoint. Forms breakpoint n together with value register ext-DBGBVR<n>\_EL1.

### Configurations

If breakpoint n is not implemented then accesses to this register are:

- RES0 when IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess().
- A CONSTRAINED UNPREDICTABLE choice of RES0 or ERROR otherwise.

### Attributes

#### Width

64

#### Component

Debug

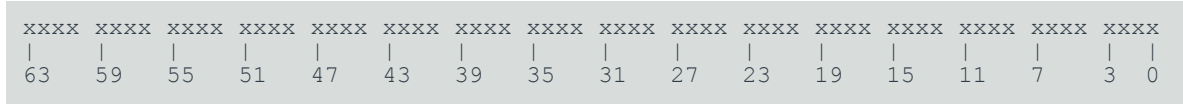
#### Register offset

0x418

#### Access type

See bit descriptions

### Reset value



Where the reset reads xxxx, see individual bits.

### Bit descriptions

When the E field is zero, all the other fields in the register are ignored.

Figure B-96: ext\_dbgocr1\_el1 bit assignments

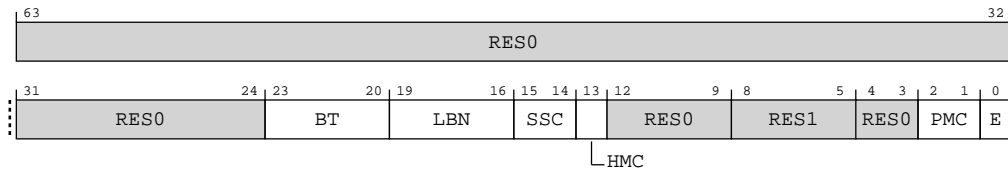


Table B-183: DBGBCR1\_EL1 bit descriptions

Bits	Name	Description	Reset
[63:24]	RES0	Reserved	RES0
[23:20]	BT	Breakpoint Type.  With DBGBCR<n>_EL1.BT2 when implemented, specifies breakpoint type.  <b>0b0000</b> Unlinked instruction address match. ext-DBGBCR<n>_EL1 is the address of an instruction.  <b>0b0001</b> Linked instruction address match. As 0b0000, but linked to a breakpoint that has linking enabled.	xxxx
[19:16]	LBN	Linked Breakpoint Number.  For Linked address matching breakpoints, with DBGBCR<n>_EL1.LBNX when implemented, specifies the index of the breakpoint linked to.  For all other breakpoint types, this field is ignored and reads of the register return an <b>UNKNOWN</b> value.	xxxx
[15:14]	SSC	Security state control. Determines the Security states under which a Breakpoint debug event for breakpoint n is generated. This field must be interpreted along with the HMC and PMC fields, and there are constraints on the permitted values of the {HMC, SSC, PMC} fields. For more information, including the effect of programming the fields to a reserved set of values, see <i>Reserved DBGBCR&lt;n&gt;_EL1.{SSC, HMC, PMC} values</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .  For more information on the operation of the SSC, HMC, and PMC fields, see <i>Execution conditions for which a breakpoint generates Breakpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .	xx

Bits	Name	Description	Reset
[13]	HMC	Higher mode control. Determines the debug perspective for deciding when a Breakpoint debug event for breakpoint n is generated. This field must be interpreted along with the SSC and PMC fields, and there are constraints on the permitted values of the {HMC, SSC, PMC} fields. For more information see ext-DBGBCR<n>_EL1.SSC description.  For more information on the operation of the SSC, HMC, and PMC fields, see <i>Execution conditions for which a breakpoint generates Breakpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .	x
[12:9]	RES0	Reserved	RES0
[8:5]	RES1	Reserved	RES1
[4:3]	RES0	Reserved	RES0
[2:1]	PMC	Privilege mode control. Determines the Exception level or levels at which a Breakpoint debug event for breakpoint n is generated. This field must be interpreted along with the SSC and HMC fields, and there are constraints on the permitted values of the {HMC, SSC, PMC} fields. For more information see the ext-DBGBCR<n>_EL1.SSC description.  For more information on the operation of the SSC, HMC, and PMC fields, see <i>Execution conditions for which a breakpoint generates Breakpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .	xx
[0]	E	Enable breakpoint n.  <b>0b0</b> Breakpoint n disabled.  <b>0b1</b> Breakpoint n enabled.	x

## Access

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

## Accessibility

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

Component	Offset	Instance	Range
Debug	0x418	DBGBCR1_EL1	None

This interface is accessible as follows:

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess() && SoftwareLockStatus()**

RO

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess() && !SoftwareLockStatus()**

RW

**Otherwise**

ERROR

## B.4.7 DBGBVR2\_EL1, Debug Breakpoint Value Registers

Holds a virtual address, or a VMID and/or a context ID, for use in breakpoint matching. Forms breakpoint *n* together with control register `ext-DBGBCR<n>_EL1`.

### Configurations

How this register is interpreted depends on the value of `ext-DBGBCR<n>_EL1.BT`.

- When `ext-DBGBCR<n>_EL1.BT` is `0b0x0x`, this register holds a virtual address.
- When `ext-DBGBCR<n>_EL1.BT` is `0b001x`, `0b011x`, or `0b110x`, this register holds a Context ID.
- When `ext-DBGBCR<n>_EL1.BT` is `0b100x`, this register holds a VMID.
- When `ext-DBGBCR<n>_EL1.BT` is `0b101x`, this register holds a VMID and a Context ID.
- When `ext-DBGBCR<n>_EL1.BT` is `0b111x`, this register holds two Context ID values.

For other values of `ext-DBGBCR<n>_EL1.BT`, this register is `RES0`.

If breakpoint *n* is not implemented then accesses to this register are:

- `RES0` when `IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess()`.
- A CONSTRAINED UNPREDICTABLE choice of `RES0` or `ERROR` otherwise.

### Attributes

#### Width

64

#### Component

Debug

#### Register offset

0x420

#### Access type

See bit descriptions

#### Reset value

**When `ext-DBGBCR2_EL1.BT == '0x0x'`**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When `ext-DBGBCR2_EL1.BT == '001x'`**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When `ext-DBGBCR2_EL1.BT == '011x'`**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When `ext-DBGBCR2_EL1.BT == '100x'`**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX



**When ext-DBGBCR2\_EL1.BT == '101x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When ext-DBGBCR2\_EL1.BT == '110x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When ext-DBGBCR2\_EL1.BT == '111x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

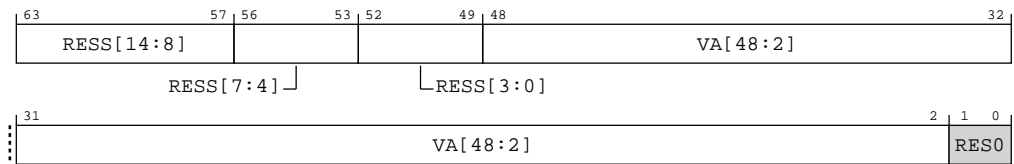


Where the reset reads xxxx, see individual bits.

**Bit descriptions**

When ext-DBGBCR2\_EL1.BT == '0x0'

**Figure B-97: ext\_dbgvr2\_el1 bit assignments**

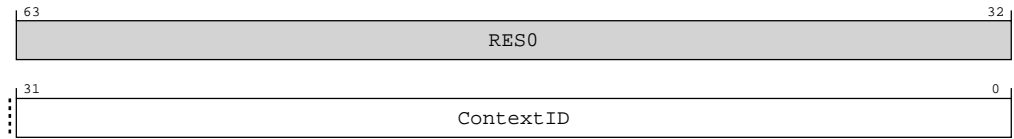


**Table B-185: DBGVBR2\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:57]	RESS[14:8]	Reserved, Sign extended. Software must treat this field as <b>RES0</b> if the most significant bit of VA is 0 or <b>RES0</b> , and as RES1 if the most significant bit of VA is 1.  Hardware always ignores the value of these bits and it is IMPLEMENTATION DEFINED whether: <ul style="list-style-type: none"> <li>The bits are hardwired to a copy of the most significant bit of VA, meaning writes to these bits are ignored, and reads to the bits always return the hardwired value.</li> <li>The value in those bits can be written, and reads will return the last value written. The value held in those bits is ignored by hardware.</li> </ul>	7 {x}
[56:53]	RESS[7:4]	Extension to RESS[14:8]. For more information, see RESS[14:8].	xxxx
[52:49]	RESS[3:0]	Extension to RESS[14:8]. For more information, see RESS[14:8].	xxxx
[48:2]	VA[48:2]	If the address is being matched in an AArch64 stage 1 translation regime: <ul style="list-style-type: none"> <li>This field contains bits[48:2] of the address for comparison.</li> </ul>	47 {x}
[1:0]	<b>RES0</b>	Reserved	<b>RES0</b>

When ext-DBGBCR2\_EL1.BT == '001'

**Figure B-98: ext\_dbgvr2\_el1 bit assignments**

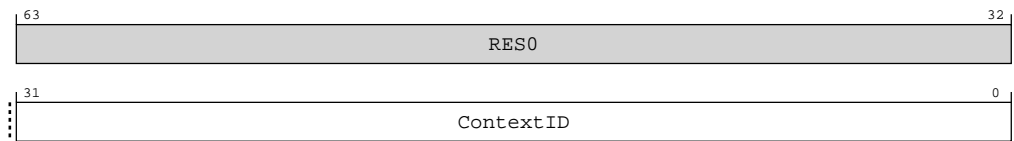


**Table B-186: DBGVR2\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31:0]	ContextID	Context ID value for comparison.  The value is compared against AArch64-CONTEXTIDR_EL2 when (FEAT_VHE is implemented or FEAT_Debugv8p2 is implemented), EL2 is using AArch64, AArch64-HCR_EL2.E2H is 1, and either: <ul style="list-style-type: none"> <li>The PE is executing at EL2.</li> <li>AArch64-HCR_EL2.TGE is 1, the PE is executing at EL0, and EL2 is enabled in the current Security state.</li> </ul> Otherwise, the value is compared against the following: <ul style="list-style-type: none"> <li>AArch64-CONTEXTIDR_EL1 when the PE is executing at AArch64.</li> </ul>	32 {x}

When ext-DBGBCR2\_EL1.BT == '011'

**Figure B-99: ext\_dbgvr2\_el1 bit assignments**

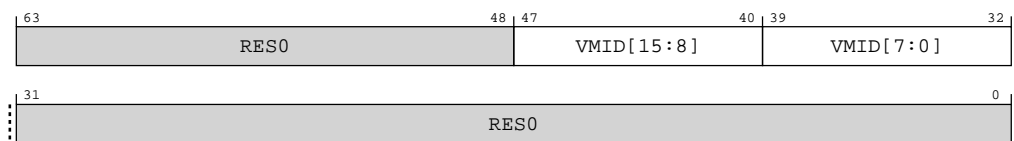


**Table B-187: DBGVR2\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31:0]	ContextID	Context ID value for comparison against AArch64-CONTEXTIDR_EL1.	32 {x}

When ext-DBGBCR2\_EL1.BT == '100'

**Figure B-100: ext\_dbgvr2\_el1 bit assignments**

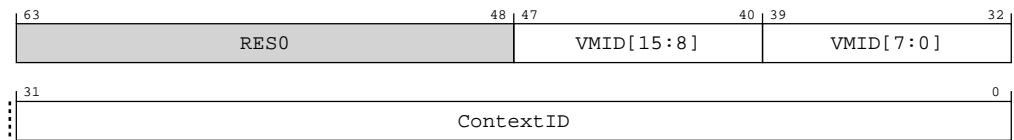


**Table B-188: DBGBCR2\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:48]	RES0	Reserved	RES0
[47:40]	VMID[15:8]	<b>When AArch64-VTCR_EL2.VS == '1'</b> Extension to VMID[7:0]. For more information, see DBGBCR2_EL1.VMID[7:0].  <b>Otherwise</b> RES0	8 {x}
[39:32]	VMID[7:0]	VMID value for comparison.  The VMID is 8 bits when any of the following are true: <ul style="list-style-type: none"> <li>AArch64-VTCR_EL2.VS is 0.</li> <li>FEAT_VMID16 is not implemented.</li> </ul>	8 {x}
[31:0]	RES0	Reserved	RES0

When ext-DBGBCR2\_EL1.BT == '101'

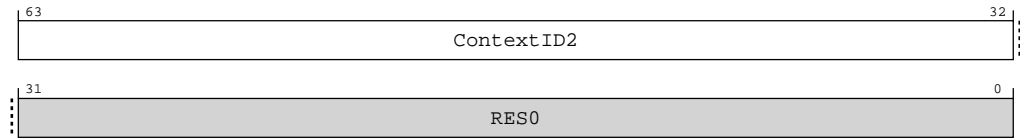
**Figure B-101: ext\_dbgbcr2\_el1 bit assignments**



**Table B-189: DBGBCR2\_EL1 bit descriptions**

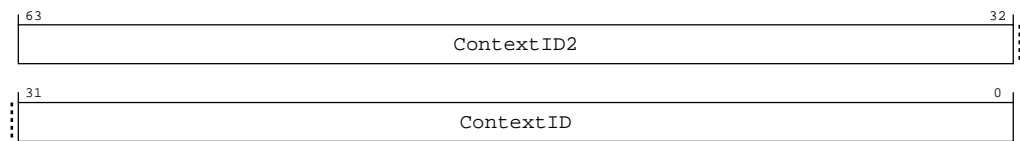
Bits	Name	Description	Reset
[63:48]	RES0	Reserved	RES0
[47:40]	VMID[15:8]	<b>When AArch64-VTCR_EL2.VS == '1'</b> Extension to VMID[7:0]. For more information, see DBGBCR2_EL1.VMID[7:0].  <b>Otherwise</b> RES0	8 {x}
[39:32]	VMID[7:0]	VMID value for comparison.  The VMID is 8 bits when any of the following are true: <ul style="list-style-type: none"> <li>AArch64-VTCR_EL2.VS is 0.</li> <li>FEAT_VMID16 is not implemented.</li> </ul>	8 {x}
[31:0]	ContextID	Context ID value for comparison against AArch64-CONTEXTIDR_EL1.	32 {x}

When ext-DBGBCR2\_EL1.BT == '110'

**Figure B-102: ext\_dbgvr2\_el1 bit assignments****Table B-190: DBGVR2\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	ContextID2	Context ID value for comparison against AArch64-CONTEXTIDR_EL2.	32 { x }
[31:0]	RES0	Reserved	RES0

When ext-DBGBCR2\_EL1.BT == '111'

**Figure B-103: ext\_dbgvr2\_el1 bit assignments****Table B-191: DBGVR2\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	ContextID2	Context ID value for comparison against AArch64-CONTEXTIDR_EL2.	32 { x }
[31:0]	ContextID	Context ID value for comparison against AArch64-CONTEXTIDR_EL1.	32 { x }

### Access

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

### Accessibility

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

Component	Offset	Instance	Range
Debug	0x420	DBGVR2_EL1	63:0

This interface is accessible as follows:

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() &&  
AllowExternalDebugAccess() && SoftwareLockStatus()**

RO

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess() && !SoftwareLockStatus()**

RW

**Otherwise**

ERROR

## B.4.8 DBGBCR2\_EL1, Debug Breakpoint Control Registers

Holds control information for a breakpoint. Forms breakpoint n together with value register ext-DBGBVR<n>\_EL1.

### Configurations

If breakpoint n is not implemented then accesses to this register are:

- RES0 when IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess().
- A CONSTRAINED UNPREDICTABLE choice of RES0 or ERROR otherwise.

### Attributes

#### Width

64

#### Component

Debug

#### Register offset

0x428

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0

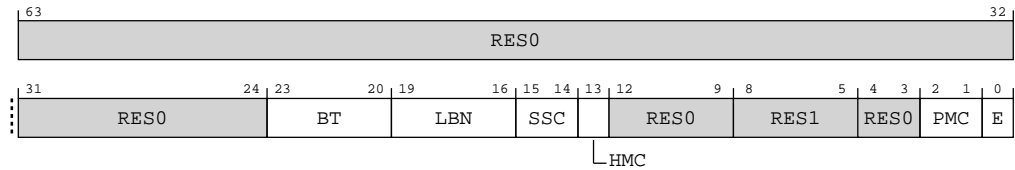


Note

Where the reset reads xxxx, see individual bits.

### Bit descriptions

When the E field is zero, all the other fields in the register are ignored.

**Figure B-104: ext\_dbgocr2\_el1 bit assignments****Table B-193: DBGBCR2\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:24]	RES0	Reserved	RES0
[23:20]	BT	Breakpoint Type.  With DBGBCR<n>_EL1.BT2 when implemented, specifies breakpoint type.  <b>0b0000</b> Unlinked instruction address match. ext-DBGBCR<n>_EL1 is the address of an instruction.  <b>0b0001</b> Linked instruction address match. As 0b0000, but linked to a breakpoint that has linking enabled.	xxxx
[19:16]	LBN	Linked Breakpoint Number.  For Linked address matching breakpoints, with DBGBCR<n>_EL1.LBNX when implemented, specifies the index of the breakpoint linked to.  For all other breakpoint types, this field is ignored and reads of the register return an <b>UNKNOWN</b> value.	xxxx
[15:14]	SSC	Security state control. Determines the Security states under which a Breakpoint debug event for breakpoint n is generated. This field must be interpreted along with the HMC and PMC fields, and there are constraints on the permitted values of the {HMC, SSC, PMC} fields. For more information, including the effect of programming the fields to a reserved set of values, see <i>Reserved DBGBCR&lt;n&gt;_EL1.{SSC, HMC, PMC} values</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .  For more information on the operation of the SSC, HMC, and PMC fields, see <i>Execution conditions for which a breakpoint generates Breakpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .	xx
[13]	HMC	Higher mode control. Determines the debug perspective for deciding when a Breakpoint debug event for breakpoint n is generated. This field must be interpreted along with the SSC and PMC fields, and there are constraints on the permitted values of the {HMC, SSC, PMC} fields. For more information see ext-DBGBCR<n>_EL1.SSC description.  For more information on the operation of the SSC, HMC, and PMC fields, see <i>Execution conditions for which a breakpoint generates Breakpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .	x
[12:9]	RES0	Reserved	RES0
[8:5]	RES1	Reserved	RES1
[4:3]	RES0	Reserved	RES0
[2:1]	PMC	Privilege mode control. Determines the Exception level or levels at which a Breakpoint debug event for breakpoint n is generated. This field must be interpreted along with the SSC and HMC fields, and there are constraints on the permitted values of the {HMC, SSC, PMC} fields. For more information see the ext-DBGBCR<n>_EL1.SSC description.  For more information on the operation of the SSC, HMC, and PMC fields, see <i>Execution conditions for which a breakpoint generates Breakpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .	xx

Bits	Name	Description	Reset
[0]	E	Enable breakpoint n.  <b>0b0</b> Breakpoint n disabled.  <b>0b1</b> Breakpoint n enabled.	x

### Access

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

### Accessibility

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

Component	Offset	Instance	Range
Debug	0x428	DBGBCR2_EL1	None

This interface is accessible as follows:

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess() && SoftwareLockStatus()**

RO

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess() && !SoftwareLockStatus()**

RW

**Otherwise**

ERROR

## B.4.9 DBGBVR3\_EL1, Debug Breakpoint Value Registers

Holds a virtual address, or a VMID and/or a context ID, for use in breakpoint matching. Forms breakpoint n together with control register ext-DBGBCR<n>\_EL1.

### Configurations

How this register is interpreted depends on the value of ext-DBGBCR<n>\_EL1.BT.

- When ext-DBGBCR<n>\_EL1.BT is 0b0x0x, this register holds a virtual address.
- When ext-DBGBCR<n>\_EL1.BT is 0b001x, 0b011x, or 0b110x, this register holds a Context ID.
- When ext-DBGBCR<n>\_EL1.BT is 0b100x, this register holds a VMID.
- When ext-DBGBCR<n>\_EL1.BT is 0b101x, this register holds a VMID and a Context ID.
- When ext-DBGBCR<n>\_EL1.BT is 0b111x, this register holds two Context ID values.

For other values of ext-DBGBCR<n>\_EL1.BT, this register is RES0.

If breakpoint n is not implemented then accesses to this register are:

- RES0 when IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess().
- A CONSTRAINED UNPREDICTABLE choice of RES0 or ERROR otherwise.

## Attributes

### Width

64

### Component

Debug

### Register offset

0x430

### Access type

See bit descriptions

### Reset value

#### When ext-DBGBCR3\_EL1.BT == '0x0x'

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

#### When ext-DBGBCR3\_EL1.BT == '001x'

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

#### When ext-DBGBCR3\_EL1.BT == '011x'

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

#### When ext-DBGBCR3\_EL1.BT == '100x'

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

#### When ext-DBGBCR3\_EL1.BT == '101x'

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

#### When ext-DBGBCR3\_EL1.BT == '110x'

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

#### When ext-DBGBCR3\_EL1.BT == '111x'

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX



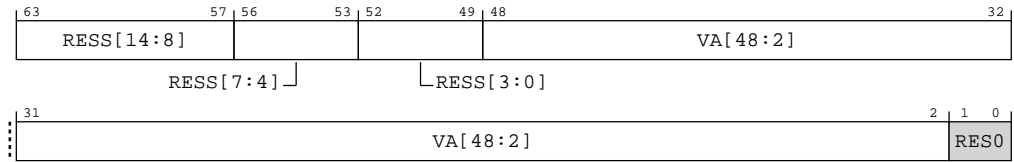
Where the reset reads xxxx, see individual bits.

## Bit descriptions

When ext-DBGBCR3\_EL1.BT == '0x0'



**Figure B-105: ext\_dbgvr3\_el1 bit assignments**

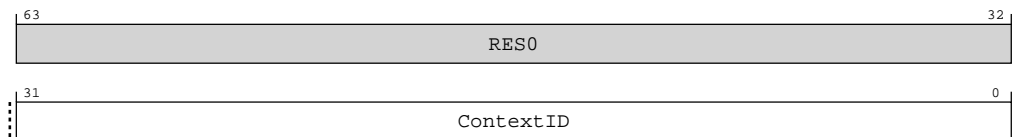


**Table B-195: DBGBVR3\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:57]	RESS[14:8]	Reserved, Sign extended. Software must treat this field as <b>RES0</b> if the most significant bit of VA is 0 or <b>RES0</b> , and as RES1 if the most significant bit of VA is 1.  Hardware always ignores the value of these bits and it is IMPLEMENTATION DEFINED whether: <ul style="list-style-type: none"> <li>The bits are hardwired to a copy of the most significant bit of VA, meaning writes to these bits are ignored, and reads to the bits always return the hardwired value.</li> <li>The value in those bits can be written, and reads will return the last value written. The value held in those bits is ignored by hardware.</li> </ul>	7 {x}
[56:53]	RESS[7:4]	Extension to RESS[14:8]. For more information, see RESS[14:8].	xxxx
[52:49]	RESS[3:0]	Extension to RESS[14:8]. For more information, see RESS[14:8].	xxxx
[48:2]	VA[48:2]	If the address is being matched in an AArch64 stage 1 translation regime: <ul style="list-style-type: none"> <li>This field contains bits[48:2] of the address for comparison.</li> </ul>	47 {x}
[1:0]	<b>RES0</b>	Reserved	<b>RES0</b>

When ext-DBGBCR3\_EL1.BT == '001'

**Figure B-106: ext\_dbgvr3\_el1 bit assignments**

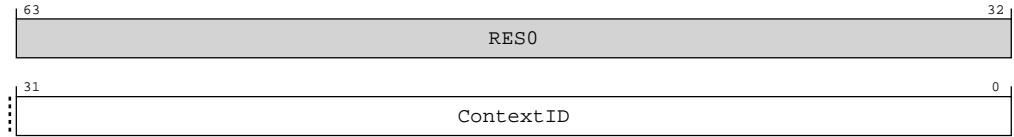


**Table B-196: DBGBVR3\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	<b>RES0</b>	Reserved	<b>RES0</b>
[31:0]	ContextID	Context ID value for comparison.  The value is compared against AArch64-CONTEXTIDR_EL2 when (FEAT_VHE is implemented or FEAT_Debugv8p2 is implemented), EL2 is using AArch64, AArch64-HCR_EL2.E2H is 1, and either: <ul style="list-style-type: none"> <li>The PE is executing at EL2.</li> <li>AArch64-HCR_EL2.TGE is 1, the PE is executing at EL0, and EL2 is enabled in the current Security state.</li> </ul> Otherwise, the value is compared against the following: <ul style="list-style-type: none"> <li>AArch64-CONTEXTIDR_EL1 when the PE is executing at AArch64.</li> </ul>	32 {x}

When ext-DBGBCR3\_EL1.BT == '011'

**Figure B-107: ext\_dbgvr3\_el1 bit assignments**

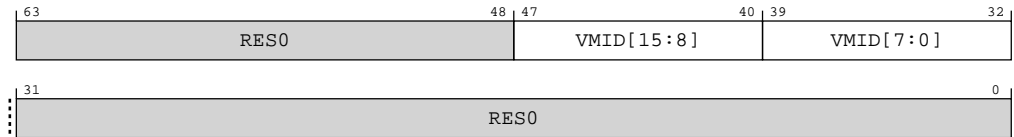


**Table B-197: DBGVR3\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31:0]	ContextID	Context ID value for comparison against AArch64-CONTEXTIDR_EL1.	32 {x}

When ext-DBGBCR3\_EL1.BT == '100'

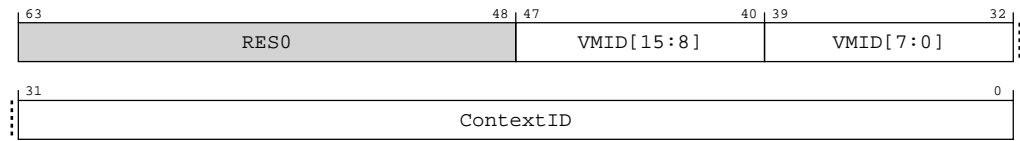
**Figure B-108: ext\_dbgvr3\_el1 bit assignments**



**Table B-198: DBGVR3\_EL1 bit descriptions**

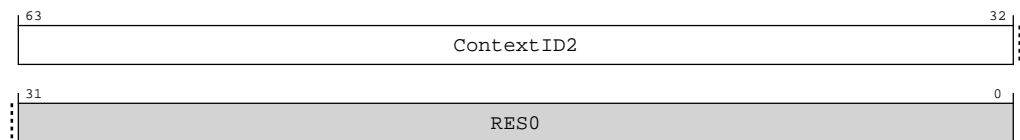
Bits	Name	Description	Reset
[63:48]	RES0	Reserved	RES0
[47:40]	VMID[15:8]	<b>When AArch64-VTCR_EL2.VS == '1'</b> Extension to VMID[7:0]. For more information, see DBGVR<n>_EL1.VMID[7:0].  <b>Otherwise</b> RES0	8 {x}
[39:32]	VMID[7:0]	VMID value for comparison.  The VMID is 8 bits when any of the following are true: <ul style="list-style-type: none"> <li>• AArch64-VTCR_EL2.VS is 0.</li> <li>• FEAT_VMID16 is not implemented.</li> </ul>	8 {x}
[31:0]	RES0	Reserved	RES0

When ext-DBGBCR3\_EL1.BT == '101'

**Figure B-109: ext\_dbgvr3\_el1 bit assignments****Table B-199: DBGVR3\_EL1 bit descriptions**

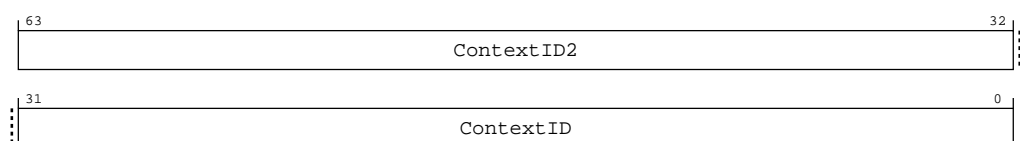
Bits	Name	Description	Reset
[63:48]	RES0	Reserved	RES0
[47:40]	VMID[15:8]	<b>When AArch64-VTCR_EL2.VS == '1'</b> Extension to VMID[7:0]. For more information, see DBGVR<n>_EL1.VMID[7:0]. <b>Otherwise</b> RES0	8 {x}
[39:32]	VMID[7:0]	VMID value for comparison.  The VMID is 8 bits when any of the following are true: <ul style="list-style-type: none"> <li>AArch64-VTCR_EL2.VS is 0.</li> <li>FEAT_VMID16 is not implemented.</li> </ul>	8 {x}
[31:0]	ContextID	Context ID value for comparison against AArch64-CONTEXTIDR_EL1.	32 {x}

When ext-DBGVR3\_EL1.BT == '110'

**Figure B-110: ext\_dbgvr3\_el1 bit assignments****Table B-200: DBGVR3\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	ContextID2	Context ID value for comparison against AArch64-CONTEXTIDR_EL2.	32 {x}
[31:0]	RES0	Reserved	RES0

When ext-DBGVR3\_EL1.BT == '111'

**Figure B-111: ext\_dbgvr3\_el1 bit assignments**

**Table B-201: DBGBVR3\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	ContextID2	Context ID value for comparison against AArch64-CONTEXTIDR_EL2.	32 {x}
[31:0]	ContextID	Context ID value for comparison against AArch64-CONTEXTIDR_EL1.	32 {x}

### Access

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

### Accessibility

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

Component	Offset	Instance	Range
Debug	0x430	DBGBVR3_EL1	63:0

This interface is accessible as follows:

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess() && SoftwareLockStatus()**

RO

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess() && !SoftwareLockStatus()**

RW

**Otherwise**

ERROR

## B.4.10 DBGBCR3\_EL1, Debug Breakpoint Control Registers

Holds control information for a breakpoint. Forms breakpoint n together with value register ext-DBGBVR<n>\_EL1.

### Configurations

If breakpoint n is not implemented then accesses to this register are:

- RES0 when IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess().
- A CONSTRAINED UNPREDICTABLE choice of RES0 or ERROR otherwise.

### Attributes

#### Width

64

#### Component

Debug

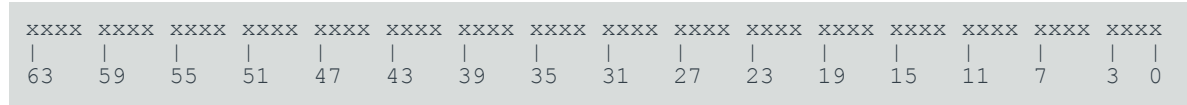
**Register offset**

0x438

**Access type**

See bit descriptions

**Reset value**

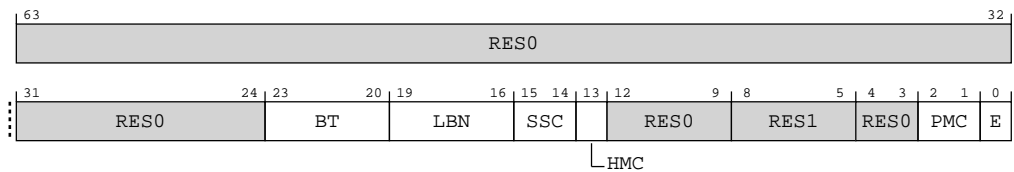


Where the reset reads xxxx, see individual bits.

**Bit descriptions**

When the E field is zero, all the other fields in the register are ignored.

**Figure B-112: ext\_dbgbc3\_el1 bit assignments**



**Table B-203: DBGBCR3\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:24]	RES0	Reserved	RES0
[23:20]	BT	Breakpoint Type.  With DBGBCR<n>_EL1.BT2 when implemented, specifies breakpoint type.  <b>0b0000</b> Unlinked instruction address match. ext-DBGBCR<n>_EL1 is the address of an instruction.  <b>0b0001</b> Linked instruction address match. As 0b0000, but linked to a breakpoint that has linking enabled.	xxxx
[19:16]	LBN	Linked Breakpoint Number.  For Linked address matching breakpoints, with DBGBCR<n>_EL1.LBNX when implemented, specifies the index of the breakpoint linked to.  For all other breakpoint types, this field is ignored and reads of the register return an <b>UNKNOWN</b> value.	xxxx

Bits	Name	Description	Reset
[15:14]	SSC	Security state control. Determines the Security states under which a Breakpoint debug event for breakpoint n is generated. This field must be interpreted along with the HMC and PMC fields, and there are constraints on the permitted values of the {HMC, SSC, PMC} fields. For more information, including the effect of programming the fields to a reserved set of values, see <i>Reserved DBGBCR&lt;n&gt;_EL1.{SSC, HMC, PMC} values</i> in the <i>Arm® Architecture Reference Manual for A-profile architecture</i> .  For more information on the operation of the SSC, HMC, and PMC fields, see <i>Execution conditions for which a breakpoint generates Breakpoint exceptions</i> in the <i>Arm® Architecture Reference Manual for A-profile architecture</i> .	xx
[13]	HMC	Higher mode control. Determines the debug perspective for deciding when a Breakpoint debug event for breakpoint n is generated. This field must be interpreted along with the SSC and PMC fields, and there are constraints on the permitted values of the {HMC, SSC, PMC} fields. For more information see ext-DBGBCR<n>_EL1.SSC description.  For more information on the operation of the SSC, HMC, and PMC fields, see <i>Execution conditions for which a breakpoint generates Breakpoint exceptions</i> in the <i>Arm® Architecture Reference Manual for A-profile architecture</i> .	x
[12:9]	RES0	Reserved	RES0
[8:5]	RES1	Reserved	RES1
[4:3]	RES0	Reserved	RES0
[2:1]	PMC	Privilege mode control. Determines the Exception level or levels at which a Breakpoint debug event for breakpoint n is generated. This field must be interpreted along with the SSC and HMC fields, and there are constraints on the permitted values of the {HMC, SSC, PMC} fields. For more information see the ext-DBGBCR<n>_EL1.SSC description.  For more information on the operation of the SSC, HMC, and PMC fields, see <i>Execution conditions for which a breakpoint generates Breakpoint exceptions</i> in the <i>Arm® Architecture Reference Manual for A-profile architecture</i> .	xx
[0]	E	Enable breakpoint n.  <b>0b0</b> Breakpoint n disabled.  <b>0b1</b> Breakpoint n enabled.	x

## Access

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

## Accessibility

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

Component	Offset	Instance	Range
Debug	0x438	DBGBCR3_EL1	None

This interface is accessible as follows:

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess() && SoftwareLockStatus()**

RO

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess() && !SoftwareLockStatus()**

RW

**Otherwise**

ERROR

## B.4.11 DBGBCR4\_EL1, Debug Breakpoint Value Registers

Holds a virtual address, or a VMID and/or a context ID, for use in breakpoint matching. Forms breakpoint *n* together with control register ext-DBGBCR<*n*>\_EL1.

### Configurations

How this register is interpreted depends on the value of ext-DBGBCR<*n*>\_EL1.BT.

- When ext-DBGBCR<*n*>\_EL1.BT is 0b0x0x, this register holds a virtual address.
- When ext-DBGBCR<*n*>\_EL1.BT is 0b001x, 0b011x, or 0b110x, this register holds a Context ID.
- When ext-DBGBCR<*n*>\_EL1.BT is 0b100x, this register holds a VMID.
- When ext-DBGBCR<*n*>\_EL1.BT is 0b101x, this register holds a VMID and a Context ID.
- When ext-DBGBCR<*n*>\_EL1.BT is 0b111x, this register holds two Context ID values.

For other values of ext-DBGBCR<*n*>\_EL1.BT, this register is RES0.

If breakpoint *n* is not implemented then accesses to this register are:

- RES0 when IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess().
- A CONSTRAINED UNPREDICTABLE choice of RES0 or ERROR otherwise.

### Attributes

#### Width

64

#### Component

Debug

#### Register offset

0x440

#### Access type

See bit descriptions

#### Reset value

**When ext-DBGBCR4\_EL1.BT == '0x0x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When ext-DBGBCR4\_EL1.BT == '001x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When ext-DBGBCR4\_EL1.BT == '011x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When ext-DBGBCR4\_EL1.BT == '100x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When ext-DBGBCR4\_EL1.BT == '101x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When ext-DBGBCR4\_EL1.BT == '110x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

**When ext-DBGBCR4\_EL1.BT == '111x'**

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

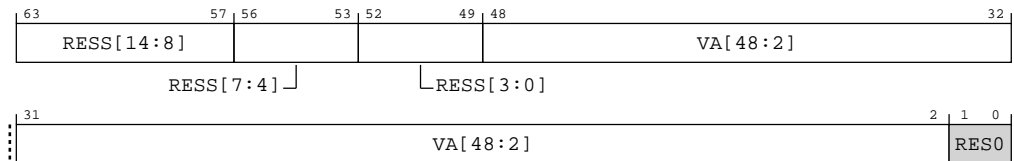


Where the reset reads xxxx, see individual bits.

**Bit descriptions**

When ext-DBGBCR4\_EL1.BT == '0x0'

**Figure B-113: ext\_dbgbvr4\_el1 bit assignments**



**Table B-205: DBGBVR4\_EL1 bit descriptions**

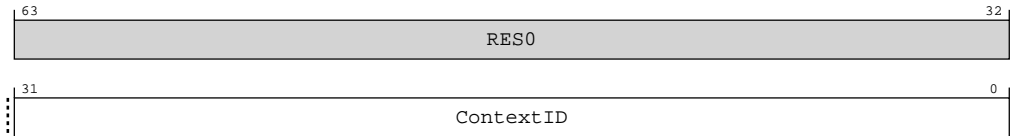
Bits	Name	Description	Reset
[63:57]	RESS[14:8]	Reserved, Sign extended. Software must treat this field as <b>RES0</b> if the most significant bit of VA is 0 or <b>RES0</b> , and as RES1 if the most significant bit of VA is 1.  Hardware always ignores the value of these bits and it is IMPLEMENTATION DEFINED whether: <ul style="list-style-type: none"> <li>The bits are hardwired to a copy of the most significant bit of VA, meaning writes to these bits are ignored, and reads to the bits always return the hardwired value.</li> <li>The value in those bits can be written, and reads will return the last value written. The value held in those bits is ignored by hardware.</li> </ul>	7 {x}
[56:53]	RESS[7:4]	Extension to RESS[14:8]. For more information, see RESS[14:8].	xxxx
[52:49]	RESS[3:0]	Extension to RESS[14:8]. For more information, see RESS[14:8].	xxxx
[48:2]	VA[48:2]	If the address is being matched in an AArch64 stage 1 translation regime: <ul style="list-style-type: none"> <li>This field contains bits[48:2] of the address for comparison.</li> </ul>	47 {x}



Bits	Name	Description	Reset
[1:0]	RES0	Reserved	RES0

When ext-DBGBCR4\_EL1.BT == '001'

**Figure B-114: ext\_dbgvr4\_el1 bit assignments**

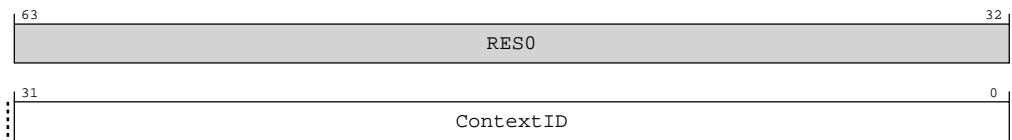


**Table B-206: DBGVR4\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31:0]	ContextID	Context ID value for comparison.  The value is compared against AArch64-CONTEXTIDR_EL2 when (FEAT_VHE is implemented or FEAT_Debugv8p2 is implemented), EL2 is using AArch64, AArch64-HCR_EL2.E2H is 1, and either: <ul style="list-style-type: none"> <li>The PE is executing at EL2.</li> <li>AArch64-HCR_EL2.TGE is 1, the PE is executing at EL0, and EL2 is enabled in the current Security state.</li> </ul> Otherwise, the value is compared against the following: <ul style="list-style-type: none"> <li>AArch64-CONTEXTIDR_EL1 when the PE is executing at AArch64.</li> </ul>	32 {x}

When ext-DBGBCR4\_EL1.BT == '011'

**Figure B-115: ext\_dbgvr4\_el1 bit assignments**

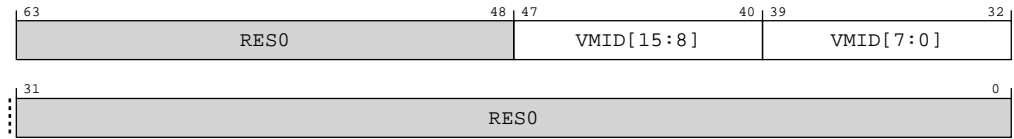


**Table B-207: DBGVR4\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31:0]	ContextID	Context ID value for comparison against AArch64-CONTEXTIDR_EL1.	32 {x}

When ext-DBGBCR4\_EL1.BT == '100'

**Figure B-116: ext\_dbgvr4\_el1 bit assignments**

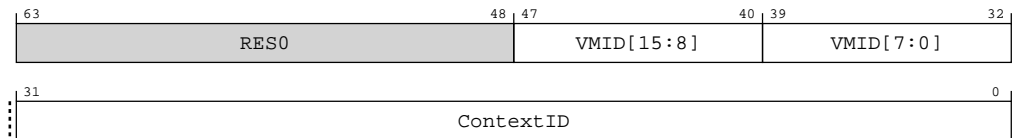


**Table B-208: DBGVR4\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:48]	RES0	Reserved	RES0
[47:40]	VMID[15:8]	<b>When AArch64-VTCR_EL2.VS == '1'</b> Extension to VMID[7:0]. For more information, see DBGVR<n>_EL1.VMID[7:0].  <b>Otherwise</b> RES0	8 {x}
[39:32]	VMID[7:0]	VMID value for comparison.  The VMID is 8 bits when any of the following are true: <ul style="list-style-type: none"> <li>AArch64-VTCR_EL2.VS is 0.</li> <li>FEAT_VMID16 is not implemented.</li> </ul>	8 {x}
[31:0]	RES0	Reserved	RES0

When ext-DBGVR4\_EL1.BT == '101'

**Figure B-117: ext\_dbgvr4\_el1 bit assignments**

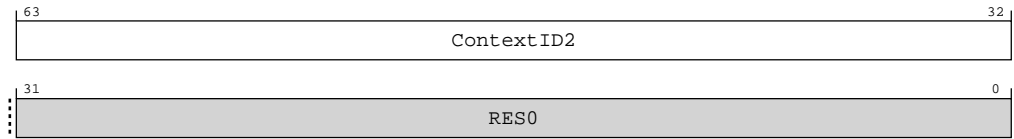


**Table B-209: DBGVR4\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:48]	RES0	Reserved	RES0
[47:40]	VMID[15:8]	<b>When AArch64-VTCR_EL2.VS == '1'</b> Extension to VMID[7:0]. For more information, see DBGVR<n>_EL1.VMID[7:0].  <b>Otherwise</b> RES0	8 {x}
[39:32]	VMID[7:0]	VMID value for comparison.  The VMID is 8 bits when any of the following are true: <ul style="list-style-type: none"> <li>AArch64-VTCR_EL2.VS is 0.</li> <li>FEAT_VMID16 is not implemented.</li> </ul>	8 {x}
[31:0]	ContextID	Context ID value for comparison against AArch64-CONTEXTIDR_EL1.	32 {x}

When ext-DBGBCR4\_EL1.BT == '110'

**Figure B-118: ext\_dbgvr4\_el1 bit assignments**

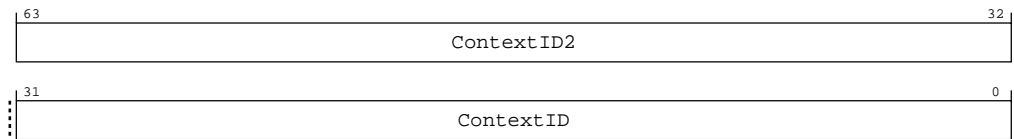


**Table B-210: DBGVR4\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	ContextID2	Context ID value for comparison against AArch64-CONTEXTIDR_EL2.	32 { x }
[31:0]	RES0	Reserved	RES0

When ext-DBGBCR4\_EL1.BT == '111'

**Figure B-119: ext\_dbgvr4\_el1 bit assignments**



**Table B-211: DBGVR4\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	ContextID2	Context ID value for comparison against AArch64-CONTEXTIDR_EL2.	32 { x }
[31:0]	ContextID	Context ID value for comparison against AArch64-CONTEXTIDR_EL1.	32 { x }

**Access**

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

**Accessibility**

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

Component	Offset	Instance	Range
Debug	0x440	DBGVR4_EL1	63:0

This interface is accessible as follows:

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess() && SoftwareLockStatus()**

RO

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess() && !SoftwareLockStatus()**

RW

**Otherwise**

ERROR

## B.4.12 DBGBCR4\_EL1, Debug Breakpoint Control Registers

Holds control information for a breakpoint. Forms breakpoint n together with value register ext-DBGBVR<n>\_EL1.

### Configurations

If breakpoint n is not implemented then accesses to this register are:

- RES0 when IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess().
- A CONSTRAINED UNPREDICTABLE choice of RES0 or ERROR otherwise.

### Attributes

#### Width

64

#### Component

Debug

#### Register offset

0x448

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0

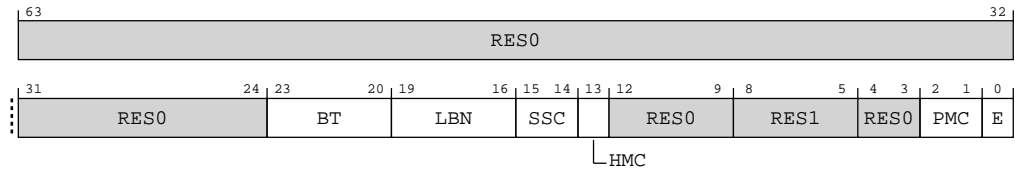


Note

Where the reset reads xxxx, see individual bits.

### Bit descriptions

When the E field is zero, all the other fields in the register are ignored.

**Figure B-120: ext\_dbgbcrc4\_el1 bit assignments****Table B-213: DBGBCR4\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:24]	RES0	Reserved	RES0
[23:20]	BT	Breakpoint Type.  With DBGBCR<n>_EL1.BT2 when implemented, specifies breakpoint type.  <b>0b0000</b> Unlinked instruction address match. ext-DBGBCR<n>_EL1 is the address of an instruction.  <b>0b0001</b> Linked instruction address match. As 0b0000, but linked to a breakpoint that has linking enabled.	xxxx
[19:16]	LBN	Linked Breakpoint Number.  For Linked address matching breakpoints, with DBGBCR<n>_EL1.LBNX when implemented, specifies the index of the breakpoint linked to.  For all other breakpoint types, this field is ignored and reads of the register return an <b>UNKNOWN</b> value.	xxxx
[15:14]	SSC	Security state control. Determines the Security states under which a Breakpoint debug event for breakpoint n is generated. This field must be interpreted along with the HMC and PMC fields, and there are constraints on the permitted values of the {HMC, SSC, PMC} fields. For more information, including the effect of programming the fields to a reserved set of values, see <i>Reserved DBGBCR&lt;n&gt;_EL1.{SSC, HMC, PMC} values</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .  For more information on the operation of the SSC, HMC, and PMC fields, see <i>Execution conditions for which a breakpoint generates Breakpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .	xx
[13]	HMC	Higher mode control. Determines the debug perspective for deciding when a Breakpoint debug event for breakpoint n is generated. This field must be interpreted along with the SSC and PMC fields, and there are constraints on the permitted values of the {HMC, SSC, PMC} fields. For more information see ext-DBGBCR<n>_EL1.SSC description.  For more information on the operation of the SSC, HMC, and PMC fields, see <i>Execution conditions for which a breakpoint generates Breakpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .	x
[12:9]	RES0	Reserved	RES0
[8:5]	RES1	Reserved	RES1
[4:3]	RES0	Reserved	RES0
[2:1]	PMC	Privilege mode control. Determines the Exception level or levels at which a Breakpoint debug event for breakpoint n is generated. This field must be interpreted along with the SSC and HMC fields, and there are constraints on the permitted values of the {HMC, SSC, PMC} fields. For more information see the ext-DBGBCR<n>_EL1.SSC description.  For more information on the operation of the SSC, HMC, and PMC fields, see <i>Execution conditions for which a breakpoint generates Breakpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .	xx

Bits	Name	Description	Reset
[0]	E	Enable breakpoint n.  <b>0b0</b> Breakpoint n disabled.  <b>0b1</b> Breakpoint n enabled.	x

### Access

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

### Accessibility

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

Component	Offset	Instance	Range
Debug	0x448	DBGBCR4_EL1	None

This interface is accessible as follows:

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess() && SoftwareLockStatus()**

RO

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess() && !SoftwareLockStatus()**

RW

**Otherwise**

ERROR

## B.4.13 DBGVR5\_EL1, Debug Breakpoint Value Registers

Holds a virtual address, or a VMID and/or a context ID, for use in breakpoint matching. Forms breakpoint n together with control register ext-DBGBCR<n>\_EL1.

### Configurations

How this register is interpreted depends on the value of ext-DBGBCR<n>\_EL1.BT.

- When ext-DBGBCR<n>\_EL1.BT is 0b0x0x, this register holds a virtual address.
- When ext-DBGBCR<n>\_EL1.BT is 0b001x, 0b011x, or 0b110x, this register holds a Context ID.
- When ext-DBGBCR<n>\_EL1.BT is 0b100x, this register holds a VMID.
- When ext-DBGBCR<n>\_EL1.BT is 0b101x, this register holds a VMID and a Context ID.
- When ext-DBGBCR<n>\_EL1.BT is 0b111x, this register holds two Context ID values.

For other values of ext-DBGBCR<n>\_EL1.BT, this register is RES0.

If breakpoint n is not implemented then accesses to this register are:

- RES0 when `IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess()`.
- A CONSTRAINED UNPREDICTABLE choice of RES0 or ERROR otherwise.

## Attributes

### Width

64

### Component

Debug

### Register offset

0x450

### Access type

See bit descriptions

### Reset value

#### When ext-DBGBCR5\_EL1.BT == '0x0x'

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

#### When ext-DBGBCR5\_EL1.BT == '001x'

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

#### When ext-DBGBCR5\_EL1.BT == '011x'

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

#### When ext-DBGBCR5\_EL1.BT == '100x'

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

#### When ext-DBGBCR5\_EL1.BT == '101x'

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

#### When ext-DBGBCR5\_EL1.BT == '110x'

XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX

#### When ext-DBGBCR5\_EL1.BT == '111x'

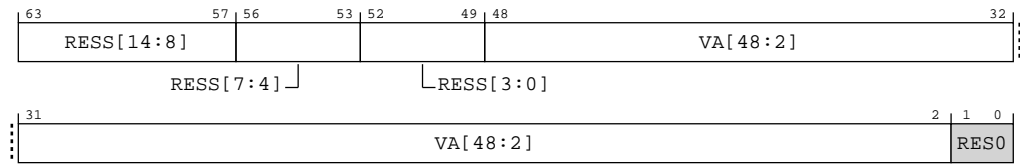
XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX



Where the reset reads xxxx, see individual bits.

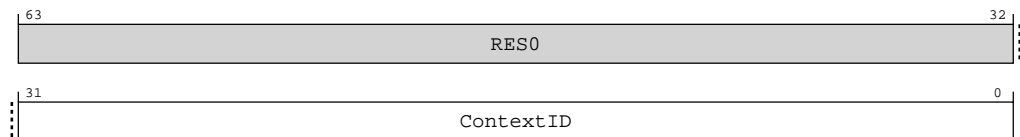
## Bit descriptions

When ext-DBGBCR5\_EL1.BT == '0x0'

**Figure B-121: ext\_dbgvr5\_el1 bit assignments****Table B-215: DBGVR5\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:57]	RESS[14:8]	Reserved, Sign extended. Software must treat this field as <b>RES0</b> if the most significant bit of VA is 0 or <b>RES0</b> , and as RES1 if the most significant bit of VA is 1.  Hardware always ignores the value of these bits and it is IMPLEMENTATION DEFINED whether: <ul style="list-style-type: none"> <li>The bits are hardwired to a copy of the most significant bit of VA, meaning writes to these bits are ignored, and reads to the bits always return the hardwired value.</li> <li>The value in those bits can be written, and reads will return the last value written. The value held in those bits is ignored by hardware.</li> </ul>	7 {x}
[56:53]	RESS[7:4]	Extension to RESS[14:8]. For more information, see RESS[14:8].	xxxx
[52:49]	RESS[3:0]	Extension to RESS[14:8]. For more information, see RESS[14:8].	xxxx
[48:2]	VA[48:2]	If the address is being matched in an AArch64 stage 1 translation regime: <ul style="list-style-type: none"> <li>This field contains bits[48:2] of the address for comparison.</li> </ul>	47 {x}
[1:0]	<b>RES0</b>	Reserved	<b>RES0</b>

When ext-DBGBCR5\_EL1.BT == '001'

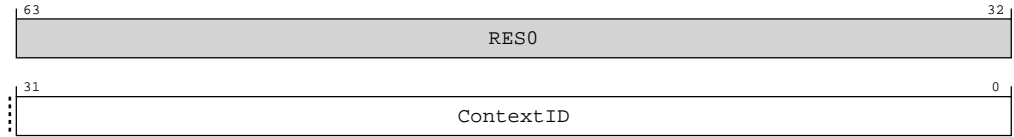
**Figure B-122: ext\_dbgvr5\_el1 bit assignments****Table B-216: DBGVR5\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	<b>RES0</b>	Reserved	<b>RES0</b>
[31:0]	ContextID	Context ID value for comparison.  The value is compared against AArch64-CONTEXTIDR_EL2 when (FEAT_VHE is implemented or FEAT_Debugv8p2 is implemented), EL2 is using AArch64, AArch64-HCR_EL2.E2H is 1, and either: <ul style="list-style-type: none"> <li>The PE is executing at EL2.</li> <li>AArch64-HCR_EL2.TGE is 1, the PE is executing at EL0, and EL2 is enabled in the current Security state.</li> </ul> Otherwise, the value is compared against the following: <ul style="list-style-type: none"> <li>AArch64-CONTEXTIDR_EL1 when the PE is executing at AArch64.</li> </ul>	32 {x}



When ext-DBGBCR5\_EL1.BT == '011'

**Figure B-123: ext\_dbgvr5\_el1 bit assignments**

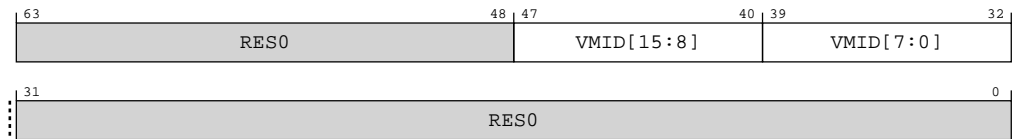


**Table B-217: DBGVR5\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31:0]	ContextID	Context ID value for comparison against AArch64-CONTEXTIDR_EL1.	32 {x}

When ext-DBGBCR5\_EL1.BT == '100'

**Figure B-124: ext\_dbgvr5\_el1 bit assignments**

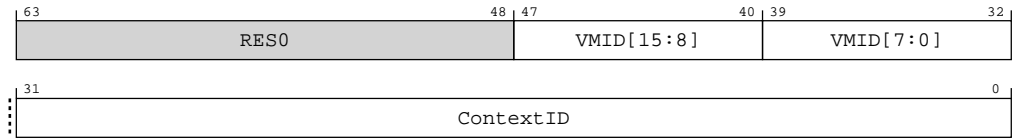


**Table B-218: DBGVR5\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:48]	RES0	Reserved	RES0
[47:40]	VMID[15:8]	<b>When AArch64-VTCR_EL2.VS == '1'</b> Extension to VMID[7:0]. For more information, see DBGVR<n>_EL1.VMID[7:0].  <b>Otherwise</b> RES0	8 {x}
[39:32]	VMID[7:0]	VMID value for comparison.  The VMID is 8 bits when any of the following are true: <ul style="list-style-type: none"> <li>• AArch64-VTCR_EL2.VS is 0.</li> <li>• FEAT_VMID16 is not implemented.</li> </ul>	8 {x}
[31:0]	RES0	Reserved	RES0

When ext-DBGBCR5\_EL1.BT == '101'

**Figure B-125: ext\_dbgvr5\_el1 bit assignments**

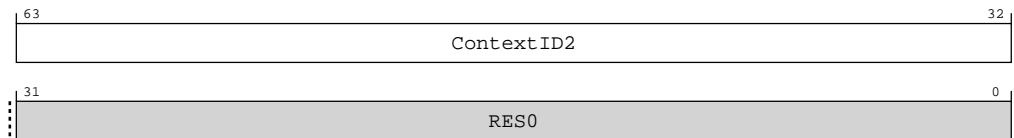


**Table B-219: DBGVR5\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:48]	RES0	Reserved	RES0
[47:40]	VMID[15:8]	<b>When AArch64-VTCR_EL2.VS == '1'</b> Extension to VMID[7:0]. For more information, see DBGVR<n>_EL1.VMID[7:0].  <b>Otherwise</b> RES0	8 {x}
[39:32]	VMID[7:0]	VMID value for comparison.  The VMID is 8 bits when any of the following are true: <ul style="list-style-type: none"> <li>AArch64-VTCR_EL2.VS is 0.</li> <li>FEAT_VMID16 is not implemented.</li> </ul>	8 {x}
[31:0]	ContextID	Context ID value for comparison against AArch64-CONTEXTIDR_EL1.	32 {x}

When ext-DBGVR5\_EL1.BT == '110'

**Figure B-126: ext\_dbgvr5\_el1 bit assignments**

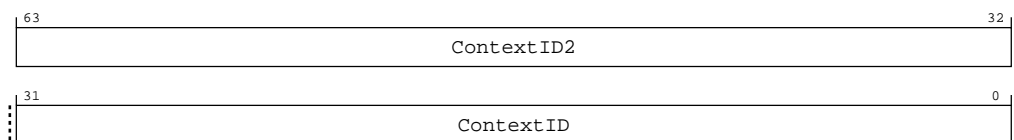


**Table B-220: DBGVR5\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	ContextID2	Context ID value for comparison against AArch64-CONTEXTIDR_EL2.	32 {x}
[31:0]	RES0	Reserved	RES0

When ext-DBGVR5\_EL1.BT == '111'

**Figure B-127: ext\_dbgvr5\_el1 bit assignments**



**Table B-221: DBGBVR5\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:32]	ContextID2	Context ID value for comparison against AArch64-CONTEXTIDR_EL2.	32 { x }
[31:0]	ContextID	Context ID value for comparison against AArch64-CONTEXTIDR_EL1.	32 { x }

### Access

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

### Accessibility

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

Component	Offset	Instance	Range
Debug	0x450	DBGBVR5_EL1	63:0

This interface is accessible as follows:

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess() && SoftwareLockStatus()**

RO

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess() && !SoftwareLockStatus()**

RW

**Otherwise**

ERROR

## B.4.14 DBGBCR5\_EL1, Debug Breakpoint Control Registers

Holds control information for a breakpoint. Forms breakpoint n together with value register ext-DBGBVR<n>\_EL1.

### Configurations

If breakpoint n is not implemented then accesses to this register are:

- RES0 when IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess().
- A CONSTRAINED UNPREDICTABLE choice of RES0 or ERROR otherwise.

### Attributes

#### Width

64

#### Component

Debug

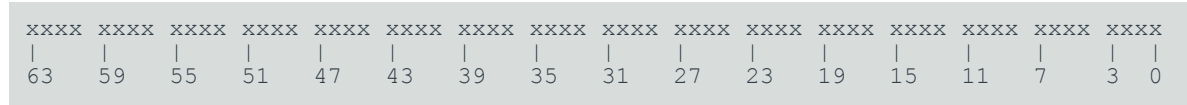
**Register offset**

0x458

**Access type**

See bit descriptions

**Reset value**

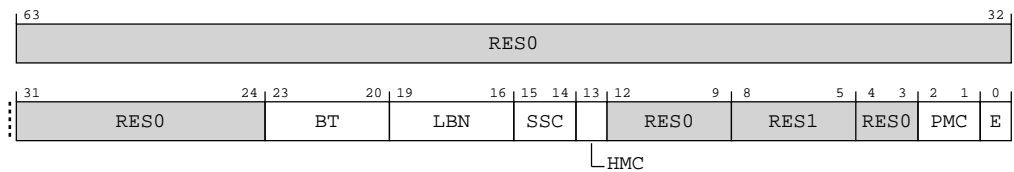


Where the reset reads xxxx, see individual bits.

**Bit descriptions**

When the E field is zero, all the other fields in the register are ignored.

**Figure B-128: ext\_dbgbcr5\_el1 bit assignments**



**Table B-223: DBGBCR5\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:24]	RES0	Reserved	RES0
[23:20]	BT	Breakpoint Type.  With DBGBCR<n>_EL1.BT2 when implemented, specifies breakpoint type.  <b>0b0000</b> Unlinked instruction address match. ext-DBGBCR<n>_EL1 is the address of an instruction.  <b>0b0001</b> Linked instruction address match. As 0b0000, but linked to a breakpoint that has linking enabled.	xxxx
[19:16]	LBN	Linked Breakpoint Number.  For Linked address matching breakpoints, with DBGBCR<n>_EL1.LBNX when implemented, specifies the index of the breakpoint linked to.  For all other breakpoint types, this field is ignored and reads of the register return an <b>UNKNOWN</b> value.	xxxx

Bits	Name	Description	Reset
[15:14]	SSC	Security state control. Determines the Security states under which a Breakpoint debug event for breakpoint n is generated. This field must be interpreted along with the HMC and PMC fields, and there are constraints on the permitted values of the {HMC, SSC, PMC} fields. For more information, including the effect of programming the fields to a reserved set of values, see <i>Reserved DBGBCR&lt;n&gt;_EL1.{SSC, HMC, PMC} values</i> in the <i>Arm® Architecture Reference Manual for A-profile architecture</i> .  For more information on the operation of the SSC, HMC, and PMC fields, see <i>Execution conditions for which a breakpoint generates Breakpoint exceptions</i> in the <i>Arm® Architecture Reference Manual for A-profile architecture</i> .	xx
[13]	HMC	Higher mode control. Determines the debug perspective for deciding when a Breakpoint debug event for breakpoint n is generated. This field must be interpreted along with the SSC and PMC fields, and there are constraints on the permitted values of the {HMC, SSC, PMC} fields. For more information see ext-DBGBCR<n>_EL1.SSC description.  For more information on the operation of the SSC, HMC, and PMC fields, see <i>Execution conditions for which a breakpoint generates Breakpoint exceptions</i> in the <i>Arm® Architecture Reference Manual for A-profile architecture</i> .	x
[12:9]	RES0	Reserved	RES0
[8:5]	RES1	Reserved	RES1
[4:3]	RES0	Reserved	RES0
[2:1]	PMC	Privilege mode control. Determines the Exception level or levels at which a Breakpoint debug event for breakpoint n is generated. This field must be interpreted along with the SSC and HMC fields, and there are constraints on the permitted values of the {HMC, SSC, PMC} fields. For more information see the ext-DBGBCR<n>_EL1.SSC description.  For more information on the operation of the SSC, HMC, and PMC fields, see <i>Execution conditions for which a breakpoint generates Breakpoint exceptions</i> in the <i>Arm® Architecture Reference Manual for A-profile architecture</i> .	xx
[0]	E	Enable breakpoint n.  <b>0b0</b> Breakpoint n disabled.  <b>0b1</b> Breakpoint n enabled.	x

## Access

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

## Accessibility

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

Component	Offset	Instance	Range
Debug	0x458	DBGBCR5_EL1	None

This interface is accessible as follows:

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess() && SoftwareLockStatus()**

RO

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess() && !SoftwareLockStatus()**

RW

**Otherwise**

ERROR

## B.4.15 DBGWVR0\_EL1, Debug Watchpoint Value Registers

Holds a data address value for use in watchpoint matching. Forms watchpoint n together with control register ext-DBGWCR<n>\_EL1.

### Configurations

If watchpoint n is not implemented then accesses to this register are:

- When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess(), RES0.
- Otherwise, a CONSTRAINED UNPREDICTABLE choice of RES0 or ERROR.

### Attributes

#### Width

64

#### Component

Debug

#### Register offset

0x800

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0

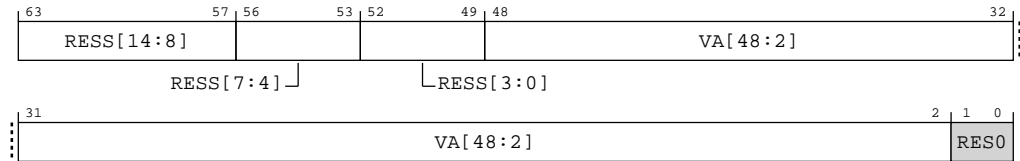


Note

Where the reset reads xxxx, see individual bits.

## Bit descriptions

**Figure B-129: ext\_dbgwvr0\_el1 bit assignments**



**Table B-225: DBGWVR0\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:57]	RESS[14:8]	Reserved, Sign extended. Hardware and software must treat this field as <b>RES0</b> if the most significant bit of VA is 0 or <b>RES0</b> , and as <b>RES1</b> if the most significant bit of VA is 1.  Hardware always ignores the value of these bits and it is IMPLEMENTATION DEFINED whether: <ul style="list-style-type: none"> <li>The bits are hardwired to a copy of the most significant bit of VA, meaning writes to these bits are ignored, and reads to the bits always return the hardwired value.</li> <li>The value in those bits can be written, and reads will return the last value written. The value held in those bits is ignored by hardware.</li> </ul>	7 {x}
[56:53]	RESS[7:4]	Extension to RESS[14:8]. For more information, see RESS[14:8].	xxxx
[52:49]	RESS[3:0]	Extension to RESS[14:8]. For more information, see RESS[14:8].	xxxx
[48:2]	VA[48:2]	Bits[48:2] of the address value for comparison.  Arm deprecates setting ext-DBGWVR<n>_EL1[2] == 1.	47 {x}
[1:0]	<b>RES0</b>	Reserved	<b>RES0</b>

### Access

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

### Accessibility

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

Component	Offset	Instance	Range
Debug	0x800	DBGWVR0_EL1	63:0

This interface is accessible as follows:

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess() && SoftwareLockStatus()**

RO

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess() && !SoftwareLockStatus()**

RW

**Otherwise**

ERROR

**B.4.16 DBGWCR0\_EL1, Debug Watchpoint Control Registers**

Holds control information for a watchpoint. Forms watchpoint n together with value register ext-DBGWVR<n>\_EL1.

**Configurations**

If watchpoint n is not implemented then accesses to this register are:

- When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess(), RES0.
- Otherwise, a CONSTRAINED UNPREDICTABLE choice of RES0 or ERROR.

**Attributes****Width**

64

**Component**

Debug

**Register offset**

0x808

**Access type**

See bit descriptions

**Reset value**

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



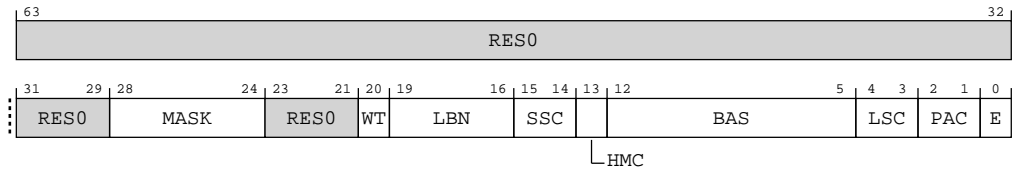
Where the reset reads xxxx, see individual bits.

**Bit descriptions**

When the E field is zero, all the other fields in the register are ignored.



**Figure B-130: ext\_dbgwcr0\_el1 bit assignments**



**Table B-227: DBGWCR0\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:29]	RES0	Reserved	RES0
[28:24]	MASK	Address Mask. Only objects up to 2GB can be watched using a single mask.  <b>0b00000</b> No mask.	5 {x}
[23:21]	RES0	Reserved	RES0
[20]	WT	Watchpoint type. Possible values are:  <b>0b0</b> Unlinked data address match.  <b>0b1</b> Linked data address match.	x
[19:16]	LBN	Linked Breakpoint Number.  For Linked data address watchpoints, with DBGWCR<n>_EL1.LBNX when implemented, specifies the index of the breakpoint linked to.  For all other watchpoint types, this field is ignored and reads of the register return an <b>UNKNOWN</b> value.	xxxx
[15:14]	SSC	Security state control. Determines the Security states under which a Watchpoint debug event for watchpoint n is generated. This field must be interpreted along with the HMC and PAC fields.  For more information on the operation of the SSC, HMC, and PAC fields, see <i>Execution conditions for which a watchpoint generates Watchpoint exceptions</i> in the <i>Arm® Architecture Reference Manual for A-profile architecture</i> .	xx
[13]	HMC	Higher mode control. Determines the debug perspective for deciding when a Watchpoint debug event for watchpoint n is generated. This field must be interpreted along with the SSC and PAC fields.  For more information on the operation of the SSC, HMC, and PAC fields, see <i>Execution conditions for which a watchpoint generates Watchpoint exceptions</i> in the <i>Arm® Architecture Reference Manual for A-profile architecture</i> .	x
[12:5]	BAS	Byte address select. Each bit of this field selects whether a byte from within the word or double-word addressed by ext-DBGWVR<n>_EL1 is being watched. <a href="#">Table B-228: BAS description</a> on page 1146  In cases where ext-DBGWVR<n>_EL1 addresses a double-word: <a href="#">Table B-229: BAS description table 3</a> on page 1146  If ext-DBGWVR<n>_EL1[2] == 1, only BAS[3:0] is used. Arm deprecates setting ext-DBGWVR<n>_EL1[2] == 1.  The valid values for BAS are nonzero binary number all of whose set bits are contiguous. All other values are reserved and must not be used by software. See <i>Reserved DBGWCR&lt;n&gt;.BAS values</i> in the <i>Arm® Architecture Reference Manual for A-profile architecture</i> .	8 {x}

Bits	Name	Description	Reset
[4:3]	LSC	Load/store control. This field enables watchpoint matching on the type of access being made. Possible values of this field are:  <b>0b01</b> Match instructions that load from a watchpointed address.  <b>0b10</b> Match instructions that store to a watchpointed address.  <b>0b11</b> Match instructions that load from or store to a watchpointed address.	xx
[2:1]	PAC	Privilege of access control. Determines the Exception level or levels at which a Watchpoint debug event for watchpoint n is generated. This field must be interpreted along with the SSC and HMC fields.  For more information on the operation of the SSC, HMC, and PAC fields, see <i>Execution conditions for which a watchpoint generates Watchpoint exceptions</i> in the <i>Arm® Architecture Reference Manual for A-profile architecture</i> .	xx
[0]	E	Enable watchpoint n.  <b>0b0</b> Watchpoint n disabled.  <b>0b1</b> Watchpoint n enabled.	x

**Table B-228: BAS description**

BAS	Description
xxxxxxx1	Match byte at AArch64-DBGWVR<n>_EL1
xxxxxx1x	Match byte at AArch64-DBGWVR<n>_EL1 + 1
xxxxx1xx	Match byte at AArch64-DBGWVR<n>_EL1 + 2
xxxx1xxx	Match byte at AArch64-DBGWVR<n>_EL1 + 3

**Table B-229: BAS description table 3**

BAS	Description, if AArch64-DBGWVR<n>_EL1[2] == 0
xxx1xxxx	Match byte at AArch64-DBGWVR<n>_EL1 + 4
xx1xxxxx	Match byte at AArch64-DBGWVR<n>_EL1 + 5
x1xxxxxx	Match byte at AArch64-DBGWVR<n>_EL1 + 6
1xxxxxxx	Match byte at AArch64-DBGWVR<n>_EL1 + 7

### Access

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

### Accessibility

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

Component	Offset	Instance	Range
Debug	0x808	DBGWCRO_EL1	None

This interface is accessible as follows:

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess() && SoftwareLockStatus()**

RO

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess() && !SoftwareLockStatus()**

RW

**Otherwise**

ERROR

## B.4.17 DBGWVR1\_EL1, Debug Watchpoint Value Registers

Holds a data address value for use in watchpoint matching. Forms watchpoint n together with control register ext-DBGWCR<n>\_EL1.

### Configurations

If watchpoint n is not implemented then accesses to this register are:

- When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess(), RES0.
- Otherwise, a CONSTRAINED UNPREDICTABLE choice of RES0 or ERROR.

### Attributes

#### Width

64

#### Component

Debug

#### Register offset

0x810

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0

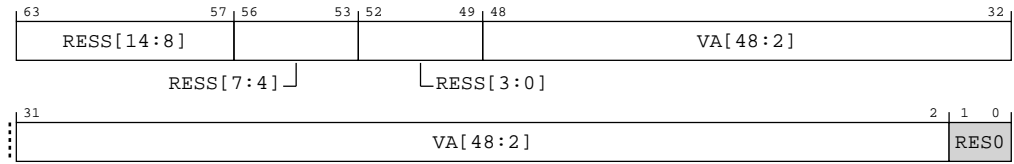


Note

Where the reset reads xxxx, see individual bits.

## Bit descriptions

**Figure B-131: ext\_dbgwvr1\_el1 bit assignments**



**Table B-231: DBGWVR1\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:57]	RESS[14:8]	Reserved, Sign extended. Hardware and software must treat this field as <b>RES0</b> if the most significant bit of VA is 0 or <b>RES0</b> , and as RES1 if the most significant bit of VA is 1.  Hardware always ignores the value of these bits and it is IMPLEMENTATION DEFINED whether: <ul style="list-style-type: none"> <li>The bits are hardwired to a copy of the most significant bit of VA, meaning writes to these bits are ignored, and reads to the bits always return the hardwired value.</li> <li>The value in those bits can be written, and reads will return the last value written. The value held in those bits is ignored by hardware.</li> </ul>	7 {x}
[56:53]	RESS[7:4]	Extension to RESS[14:8]. For more information, see RESS[14:8].	xxxx
[52:49]	RESS[3:0]	Extension to RESS[14:8]. For more information, see RESS[14:8].	xxxx
[48:2]	VA[48:2]	Bits[48:2] of the address value for comparison.  Arm deprecates setting ext-DBGWVR<n>_EL1[2] == 1.	47 {x}
[1:0]	<b>RES0</b>	Reserved	<b>RES0</b>

### Access

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

### Accessibility

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

Component	Offset	Instance	Range
Debug	0x810	DBGWVR1_EL1	63:0

This interface is accessible as follows:

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess() && SoftwareLockStatus()**

RO

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess() && !SoftwareLockStatus()**

RW

**Otherwise**

ERROR

**B.4.18 DBGWCR1\_EL1, Debug Watchpoint Control Registers**

Holds control information for a watchpoint. Forms watchpoint n together with value register ext-DBGWVR<n>\_EL1.

**Configurations**

If watchpoint n is not implemented then accesses to this register are:

- When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess(), RES0.
- Otherwise, a CONSTRAINED UNPREDICTABLE choice of RES0 or ERROR.

**Attributes****Width**

64

**Component**

Debug

**Register offset**

0x818

**Access type**

See bit descriptions

**Reset value**

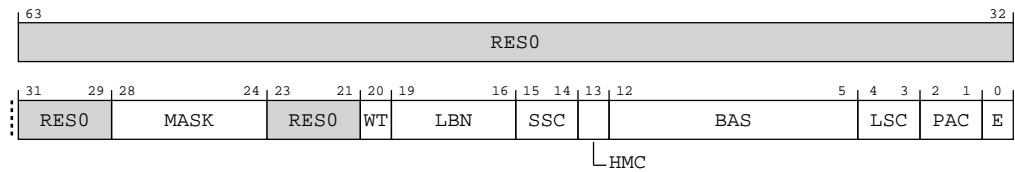
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

When the E field is zero, all the other fields in the register are ignored.

**Figure B-132: ext\_dbgwcr1\_el1 bit assignments****Table B-233: DBGWCR1\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:29]	RES0	Reserved	RES0
[28:24]	MASK	Address Mask. Only objects up to 2GB can be watched using a single mask.  <b>0b00000</b> No mask.	5 {x}
[23:21]	RES0	Reserved	RES0
[20]	WT	Watchpoint type. Possible values are:  <b>0b0</b> Unlinked data address match.  <b>0b1</b> Linked data address match.	x
[19:16]	LBN	Linked Breakpoint Number.  For Linked data address watchpoints, with DBGWCR<n>_EL1.LBNX when implemented, specifies the index of the breakpoint linked to.  For all other watchpoint types, this field is ignored and reads of the register return an <b>UNKNOWN</b> value.	xxxx
[15:14]	SSC	Security state control. Determines the Security states under which a Watchpoint debug event for watchpoint n is generated. This field must be interpreted along with the HMC and PAC fields.  For more information on the operation of the SSC, HMC, and PAC fields, see <i>Execution conditions for which a watchpoint generates Watchpoint exceptions</i> in the <i>Arm® Architecture Reference Manual for A-profile architecture</i> .	xx
[13]	HMC	Higher mode control. Determines the debug perspective for deciding when a Watchpoint debug event for watchpoint n is generated. This field must be interpreted along with the SSC and PAC fields.  For more information on the operation of the SSC, HMC, and PAC fields, see <i>Execution conditions for which a watchpoint generates Watchpoint exceptions</i> in the <i>Arm® Architecture Reference Manual for A-profile architecture</i> .	x
[12:5]	BAS	Byte address select. Each bit of this field selects whether a byte from within the word or double-word addressed by ext-DBGWVR<n>_EL1 is being watched. <a href="#">Table B-234: BAS description</a> on page 1151  In cases where ext-DBGWVR<n>_EL1 addresses a double-word: <a href="#">Table B-235: BAS description table 3</a> on page 1151  If ext-DBGWVR<n>_EL1[2] == 1, only BAS[3:0] is used. Arm deprecates setting ext-DBGWVR<n>_EL1[2] == 1.  The valid values for BAS are nonzero binary number all of whose set bits are contiguous. All other values are reserved and must not be used by software. See <i>Reserved DBGWCR&lt;n&gt;.BAS values</i> in the <i>Arm® Architecture Reference Manual for A-profile architecture</i> .	8 {x}

Bits	Name	Description	Reset
[4:3]	LSC	Load/store control. This field enables watchpoint matching on the type of access being made. Possible values of this field are:  <b>0b01</b> Match instructions that load from a watchpointed address.  <b>0b10</b> Match instructions that store to a watchpointed address.  <b>0b11</b> Match instructions that load from or store to a watchpointed address.	xx
[2:1]	PAC	Privilege of access control. Determines the Exception level or levels at which a Watchpoint debug event for watchpoint n is generated. This field must be interpreted along with the SSC and HMC fields.  For more information on the operation of the SSC, HMC, and PAC fields, see <i>Execution conditions for which a watchpoint generates Watchpoint exceptions</i> in the <i>Arm® Architecture Reference Manual for A-profile architecture</i> .	xx
[0]	E	Enable watchpoint n.  <b>0b0</b> Watchpoint n disabled.  <b>0b1</b> Watchpoint n enabled.	x

**Table B-234: BAS description**

BAS	Description
xxxxxxx1	Match byte at AArch64-DBGWVR<n>_EL1
xxxxxx1x	Match byte at AArch64-DBGWVR<n>_EL1 + 1
xxxxx1xx	Match byte at AArch64-DBGWVR<n>_EL1 + 2
xxxx1xxx	Match byte at AArch64-DBGWVR<n>_EL1 + 3

**Table B-235: BAS description table 3**

BAS	Description, if AArch64-DBGWVR<n>_EL1[2] == 0
xxx1xxxx	Match byte at AArch64-DBGWVR<n>_EL1 + 4
xx1xxxxx	Match byte at AArch64-DBGWVR<n>_EL1 + 5
x1xxxxxx	Match byte at AArch64-DBGWVR<n>_EL1 + 6
1xxxxxxx	Match byte at AArch64-DBGWVR<n>_EL1 + 7

### Access

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

### Accessibility

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

Component	Offset	Instance	Range
Debug	0x818	DBGWCR1_EL1	None

This interface is accessible as follows:

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess() && SoftwareLockStatus()**

RO

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess() && !SoftwareLockStatus()**

RW

**Otherwise**

ERROR

## B.4.19 DBGWVR2\_EL1, Debug Watchpoint Value Registers

Holds a data address value for use in watchpoint matching. Forms watchpoint *n* together with control register ext-DBGWCR<*n*>\_EL1.

### Configurations

If watchpoint *n* is not implemented then accesses to this register are:

- When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess(), RES0.
- Otherwise, a CONSTRAINED UNPREDICTABLE choice of RES0 or ERROR.

### Attributes

#### Width

64

#### Component

Debug

#### Register offset

0x820

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0



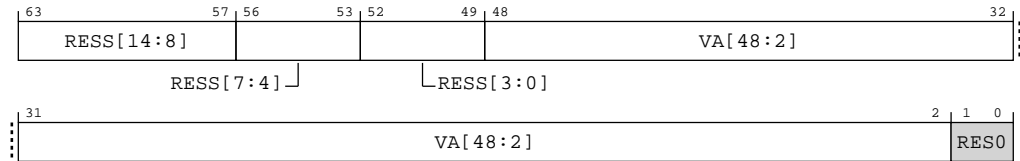
Note

Where the reset reads xxxx, see individual bits.



## Bit descriptions

**Figure B-133: ext\_dbgwvr2\_el1 bit assignments**



**Table B-237: DBGWVR2\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:57]	RESS[14:8]	Reserved, Sign extended. Hardware and software must treat this field as <b>RES0</b> if the most significant bit of VA is 0 or <b>RES0</b> , and as <b>RES1</b> if the most significant bit of VA is 1.  Hardware always ignores the value of these bits and it is IMPLEMENTATION DEFINED whether: <ul style="list-style-type: none"> <li>The bits are hardwired to a copy of the most significant bit of VA, meaning writes to these bits are ignored, and reads to the bits always return the hardwired value.</li> <li>The value in those bits can be written, and reads will return the last value written. The value held in those bits is ignored by hardware.</li> </ul>	7 {x}
[56:53]	RESS[7:4]	Extension to RESS[14:8]. For more information, see RESS[14:8].	xxxx
[52:49]	RESS[3:0]	Extension to RESS[14:8]. For more information, see RESS[14:8].	xxxx
[48:2]	VA[48:2]	Bits[48:2] of the address value for comparison.  Arm deprecates setting ext-DBGWVR<n>_EL1[2] == 1.	47 {x}
[1:0]	<b>RES0</b>	Reserved	<b>RES0</b>

### Access

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

### Accessibility

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

Component	Offset	Instance	Range
Debug	0x820	DBGWVR2_EL1	63:0

This interface is accessible as follows:

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess() && SoftwareLockStatus()**

RO

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess() && !SoftwareLockStatus()**

RW

**Otherwise**

ERROR

**B.4.20 DBGWCR2\_EL1, Debug Watchpoint Control Registers**

Holds control information for a watchpoint. Forms watchpoint *n* together with value register ext-DBGWVR<*n*>\_EL1.

**Configurations**

If watchpoint *n* is not implemented then accesses to this register are:

- When `IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess()`, RES0.
- Otherwise, a CONSTRAINED UNPREDICTABLE choice of RES0 or ERROR.

**Attributes****Width**

64

**Component**

Debug

**Register offset**

0x828

**Access type**

See bit descriptions

**Reset value**

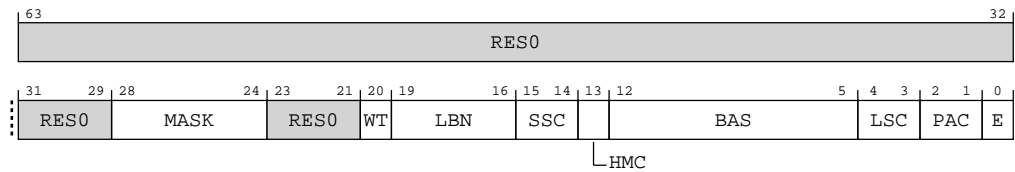
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

When the E field is zero, all the other fields in the register are ignored.

**Figure B-134: ext\_dbgwcr2\_el1 bit assignments****Table B-239: DBGWCR2\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:29]	RES0	Reserved	RES0
[28:24]	MASK	Address Mask. Only objects up to 2GB can be watched using a single mask.  <b>0b00000</b> No mask.	5 {x}
[23:21]	RES0	Reserved	RES0
[20]	WT	Watchpoint type. Possible values are:  <b>0b0</b> Unlinked data address match.  <b>0b1</b> Linked data address match.	x
[19:16]	LBN	Linked Breakpoint Number.  For Linked data address watchpoints, with DBGWCR<n>_EL1.LBNX when implemented, specifies the index of the breakpoint linked to.  For all other watchpoint types, this field is ignored and reads of the register return an <b>UNKNOWN</b> value.	xxxx
[15:14]	SSC	Security state control. Determines the Security states under which a Watchpoint debug event for watchpoint n is generated. This field must be interpreted along with the HMC and PAC fields.  For more information on the operation of the SSC, HMC, and PAC fields, see <i>Execution conditions for which a watchpoint generates Watchpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .	xx
[13]	HMC	Higher mode control. Determines the debug perspective for deciding when a Watchpoint debug event for watchpoint n is generated. This field must be interpreted along with the SSC and PAC fields.  For more information on the operation of the SSC, HMC, and PAC fields, see <i>Execution conditions for which a watchpoint generates Watchpoint exceptions</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .	x
[12:5]	BAS	Byte address select. Each bit of this field selects whether a byte from within the word or double-word addressed by ext-DBGWVR<n>_EL1 is being watched. <a href="#">Table B-240: BAS description</a> on page 1156  In cases where ext-DBGWVR<n>_EL1 addresses a double-word: <a href="#">Table B-241: BAS description table 3</a> on page 1156  If ext-DBGWVR<n>_EL1[2] == 1, only BAS[3:0] is used. Arm deprecates setting ext-DBGWVR<n>_EL1[2] == 1.  The valid values for BAS are nonzero binary number all of whose set bits are contiguous. All other values are reserved and must not be used by software. See <i>Reserved DBGWCR&lt;n&gt;.BAS values</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a> .	8 {x}

Bits	Name	Description	Reset
[4:3]	LSC	Load/store control. This field enables watchpoint matching on the type of access being made. Possible values of this field are:  <b>0b01</b> Match instructions that load from a watchpointed address.  <b>0b10</b> Match instructions that store to a watchpointed address.  <b>0b11</b> Match instructions that load from or store to a watchpointed address.	xx
[2:1]	PAC	Privilege of access control. Determines the Exception level or levels at which a Watchpoint debug event for watchpoint n is generated. This field must be interpreted along with the SSC and HMC fields.  For more information on the operation of the SSC, HMC, and PAC fields, see <i>Execution conditions for which a watchpoint generates Watchpoint exceptions</i> in the <i>Arm® Architecture Reference Manual for A-profile architecture</i> .	xx
[0]	E	Enable watchpoint n.  <b>0b0</b> Watchpoint n disabled.  <b>0b1</b> Watchpoint n enabled.	x

**Table B-240: BAS description**

BAS	Description
xxxxxxx1	Match byte at AArch64-DBGWVR<n>_EL1
xxxxxx1x	Match byte at AArch64-DBGWVR<n>_EL1 + 1
xxxxx1xx	Match byte at AArch64-DBGWVR<n>_EL1 + 2
xxxx1xxx	Match byte at AArch64-DBGWVR<n>_EL1 + 3

**Table B-241: BAS description table 3**

BAS	Description, if AArch64-DBGWVR<n>_EL1[2] == 0
xxx1xxxx	Match byte at AArch64-DBGWVR<n>_EL1 + 4
xx1xxxxx	Match byte at AArch64-DBGWVR<n>_EL1 + 5
x1xxxxxx	Match byte at AArch64-DBGWVR<n>_EL1 + 6
1xxxxxxx	Match byte at AArch64-DBGWVR<n>_EL1 + 7

### Access

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

### Accessibility

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

Component	Offset	Instance	Range
Debug	0x828	DBGWCR2_EL1	None

This interface is accessible as follows:

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess() && SoftwareLockStatus()**

RO

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess() && !SoftwareLockStatus()**

RW

**Otherwise**

ERROR

## B.4.21 DBGWVR3\_EL1, Debug Watchpoint Value Registers

Holds a data address value for use in watchpoint matching. Forms watchpoint *n* together with control register ext-DBGWCR<*n*>\_EL1.

### Configurations

If watchpoint *n* is not implemented then accesses to this register are:

- When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess(), RES0.
- Otherwise, a CONSTRAINED UNPREDICTABLE choice of RES0 or ERROR.

### Attributes

#### Width

64

#### Component

Debug

#### Register offset

0x830

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0

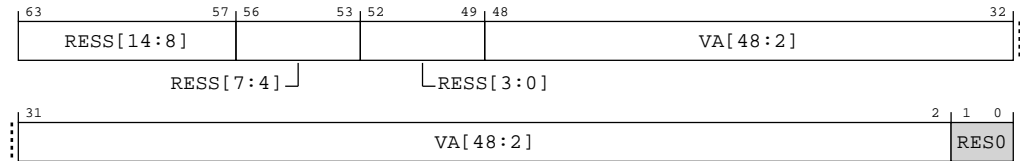


Note

Where the reset reads xxxx, see individual bits.

## Bit descriptions

**Figure B-135: ext\_dbgwvr3\_el1 bit assignments**



**Table B-243: DBGWVR3\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:57]	RESS[14:8]	Reserved, Sign extended. Hardware and software must treat this field as <b>RES0</b> if the most significant bit of VA is 0 or <b>RES0</b> , and as <b>RES1</b> if the most significant bit of VA is 1.  Hardware always ignores the value of these bits and it is IMPLEMENTATION DEFINED whether: <ul style="list-style-type: none"> <li>The bits are hardwired to a copy of the most significant bit of VA, meaning writes to these bits are ignored, and reads to the bits always return the hardwired value.</li> <li>The value in those bits can be written, and reads will return the last value written. The value held in those bits is ignored by hardware.</li> </ul>	7 {x}
[56:53]	RESS[7:4]	Extension to RESS[14:8]. For more information, see RESS[14:8].	xxxx
[52:49]	RESS[3:0]	Extension to RESS[14:8]. For more information, see RESS[14:8].	xxxx
[48:2]	VA[48:2]	Bits[48:2] of the address value for comparison.  Arm deprecates setting ext-DBGWVR<n>_EL1[2] == 1.	47 {x}
[1:0]	<b>RES0</b>	Reserved	<b>RES0</b>

### Access

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

### Accessibility

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

Component	Offset	Instance	Range
Debug	0x830	DBGWVR3_EL1	63:0

This interface is accessible as follows:

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess() && SoftwareLockStatus()**

RO

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess() && !SoftwareLockStatus()**

RW

**Otherwise**

ERROR

**B.4.22 DBGWCR3\_EL1, Debug Watchpoint Control Registers**

Holds control information for a watchpoint. Forms watchpoint n together with value register ext-DBGWVR<n>\_EL1.

**Configurations**

If watchpoint n is not implemented then accesses to this register are:

- When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess(), RES0.
- Otherwise, a CONSTRAINED UNPREDICTABLE choice of RES0 or ERROR.

**Attributes****Width**

64

**Component**

Debug

**Register offset**

0x838

**Access type**

See bit descriptions

**Reset value**

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0

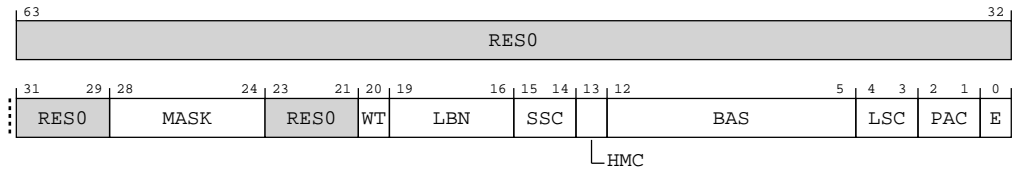


Where the reset reads xxxx, see individual bits.

**Bit descriptions**

When the E field is zero, all the other fields in the register are ignored.

**Figure B-136: ext\_dbgwcr3\_el1 bit assignments**



**Table B-245: DBGWCR3\_EL1 bit descriptions**

Bits	Name	Description	Reset
[63:29]	RES0	Reserved	RES0
[28:24]	MASK	Address Mask. Only objects up to 2GB can be watched using a single mask.  <b>0b00000</b> No mask.	5 {x}
[23:21]	RES0	Reserved	RES0
[20]	WT	Watchpoint type. Possible values are:  <b>0b0</b> Unlinked data address match.  <b>0b1</b> Linked data address match.	x
[19:16]	LBN	Linked Breakpoint Number.  For Linked data address watchpoints, with DBGWCR<n>_EL1.LBNX when implemented, specifies the index of the breakpoint linked to.  For all other watchpoint types, this field is ignored and reads of the register return an <b>UNKNOWN</b> value.	xxxx
[15:14]	SSC	Security state control. Determines the Security states under which a Watchpoint debug event for watchpoint n is generated. This field must be interpreted along with the HMC and PAC fields.  For more information on the operation of the SSC, HMC, and PAC fields, see <i>Execution conditions for which a watchpoint generates Watchpoint exceptions</i> in the <i>Arm® Architecture Reference Manual for A-profile architecture</i> .	xx
[13]	HMC	Higher mode control. Determines the debug perspective for deciding when a Watchpoint debug event for watchpoint n is generated. This field must be interpreted along with the SSC and PAC fields.  For more information on the operation of the SSC, HMC, and PAC fields, see <i>Execution conditions for which a watchpoint generates Watchpoint exceptions</i> in the <i>Arm® Architecture Reference Manual for A-profile architecture</i> .	x
[12:5]	BAS	Byte address select. Each bit of this field selects whether a byte from within the word or double-word addressed by ext-DBGWVR<n>_EL1 is being watched. <a href="#">Table B-246: BAS description</a> on page 1161  In cases where ext-DBGWVR<n>_EL1 addresses a double-word: <a href="#">Table B-247: BAS description table 3</a> on page 1161  If ext-DBGWVR<n>_EL1[2] == 1, only BAS[3:0] is used. Arm deprecates setting ext-DBGWVR<n>_EL1[2] == 1.  The valid values for BAS are nonzero binary number all of whose set bits are contiguous. All other values are reserved and must not be used by software. See <i>Reserved DBGWCR&lt;n&gt;.BAS values</i> in the <i>Arm® Architecture Reference Manual for A-profile architecture</i> .	8 {x}



Bits	Name	Description	Reset
[4:3]	LSC	Load/store control. This field enables watchpoint matching on the type of access being made. Possible values of this field are:  <b>0b01</b> Match instructions that load from a watchpointed address.  <b>0b10</b> Match instructions that store to a watchpointed address.  <b>0b11</b> Match instructions that load from or store to a watchpointed address.	xx
[2:1]	PAC	Privilege of access control. Determines the Exception level or levels at which a Watchpoint debug event for watchpoint n is generated. This field must be interpreted along with the SSC and HMC fields.  For more information on the operation of the SSC, HMC, and PAC fields, see <i>Execution conditions for which a watchpoint generates Watchpoint exceptions</i> in the <i>Arm® Architecture Reference Manual for A-profile architecture</i> .	xx
[0]	E	Enable watchpoint n.  <b>0b0</b> Watchpoint n disabled.  <b>0b1</b> Watchpoint n enabled.	x

**Table B-246: BAS description**

BAS	Description
xxxxxxx1	Match byte at AArch64-DBGWVR<n>_EL1
xxxxxx1x	Match byte at AArch64-DBGWVR<n>_EL1 + 1
xxxxx1xx	Match byte at AArch64-DBGWVR<n>_EL1 + 2
xxxx1xxx	Match byte at AArch64-DBGWVR<n>_EL1 + 3

**Table B-247: BAS description table 3**

BAS	Description, if AArch64-DBGWVR<n>_EL1[2] == 0
xxx1xxxx	Match byte at AArch64-DBGWVR<n>_EL1 + 4
xx1xxxxx	Match byte at AArch64-DBGWVR<n>_EL1 + 5
x1xxxxxx	Match byte at AArch64-DBGWVR<n>_EL1 + 6
1xxxxxxx	Match byte at AArch64-DBGWVR<n>_EL1 + 7

### Access

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

### Accessibility

SoftwareLockStatus() depends on the type of access attempted and AllowExternalDebugAccess() has a new definition from Armv8.4. Refer to the Pseudocode definitions for more information.

Component	Offset	Instance	Range
Debug	0x838	DBGWCR3_EL1	None

This interface is accessible as follows:

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess() && SoftwareLockStatus()**

RO

**When IsCorePowered() && !DoubleLockStatus() && !OSLockStatus() && AllowExternalDebugAccess() && !SoftwareLockStatus()**

RW

**Otherwise**

ERROR

### B.4.23 MIDR\_EL1, Main ID Register

Provides identification information for the PE, including an implementer code for the device and a device ID number.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

32

##### Component

Debug

##### Register offset

0xD00

##### Access type

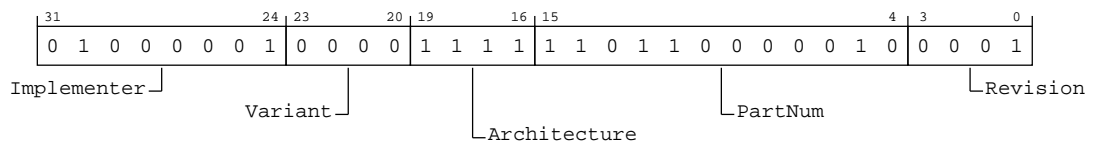
See bit descriptions

##### Reset value

0100 0001 0000 1111 1101 1000 0010 0001

#### Bit descriptions

**Figure B-137: ext\_midr\_el1 bit assignments**



**Table B-249: MIDR\_EL1 bit descriptions**

Bits	Name	Description	Reset
[31:24]	Implementer	Indicates the implementer code. This value is: <b>0b01000001</b> Arm Limited.	0x41
[23:20]	Variant	Variant number. Typically, this field is used to distinguish between different product variants, or major revisions of a product. <b>0b0000</b> rOp1	0b0000
[19:16]	Architecture	Indicates the architecture code. This value is: <b>0b1111</b> Architecture is defined by ID registers	0b1111
[15:4]	PartNum	Primary Part Number for the device.  On processors implemented by Arm, if the top four bits of the primary part number are 0x0 or 0x7, the variant and architecture are encoded differently. <b>0b110110000010</b> Cortex-X4	0xD82
[3:0]	Revision	Revision number for the device. <b>0b0001</b> rOp1	0b0001

### Accessibility

Component	Offset	Instance	Range
Debug	0xD00	MIDR_EL1	None

This interface is accessible as follows:

**When IsCorePowered() && !DoubleLockStatus()**

RO

**Otherwise**

ImplementationDefined

## B.4.24 EDPFR, External Debug Processor Feature Register

Provides information about implemented PE features.

For general information about the interpretation of the ID registers, see *Principles of the ID scheme for fields in ID registers* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

### Configurations

This register is available in all configurations.

**Attributes**

**Width**

64

**Component**

Debug

**Register offset**

0xD20

**Access type**

See bit descriptions

**Reset value**

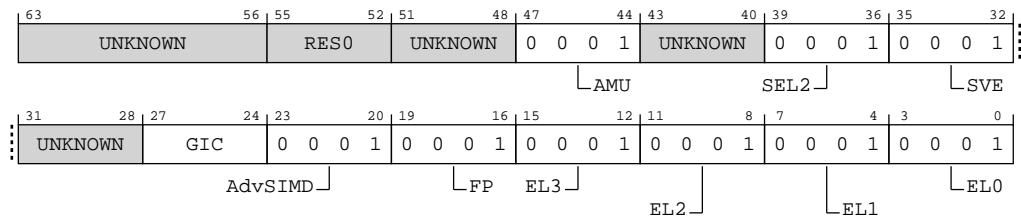
xxxx	xxxx	xxxx	xxxx	0001	xxxx	0001	0001	xxxx	xxxx	0001	0001	0001	0001	0001	0001
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-138: ext\_edpfr bit assignments**



**Table B-251: EDPFR bit descriptions**

Bits	Name	Description	Reset
[63:56]	UNKNOWN	Reserved	UNKNOWN
[55:52]	RES0	Reserved	RES0
[51:48]	UNKNOWN	Reserved	UNKNOWN
[47:44]	AMU	Activity Monitors Extension. This value is : <b>0b0001</b> FEAT_AMUv1 is implemented.	0b0001
[43:40]	UNKNOWN	Reserved	UNKNOWN
[39:36]	SEL2	Secure EL2. This value is : <b>0b0001</b> Secure EL2 is implemented.	0b0001

Bits	Name	Description	Reset
[35:32]	SVE	Scalable Vector Extension. This value is : <b>0b0001</b> SVE is implemented.	0b0001
[31:28]	UNKNOWN	Reserved	UNKNOWN
[27:24]	GIC	System register GIC interface support. Defined values are: <b>0b0000</b> When Port GICCDISABLE is High, GIC CPU interface is disabled. <b>0b0011</b> When Port GICCDISABLE is Low, GIC (version 4.1) CPU interface is enabled.	The reset values can be the following: 0b0000, 0b0011, respective to the value.
[23:20]	AdvSIMD	Advanced SIMD. This value is: <b>0b0001</b> As for 0b0000, and also includes support for half-precision floating-point arithmetic.	0b0001
[19:16]	FP	Floating Point. This value is: <b>0b0001</b> As for 0b0000, and also includes support for half-precision floating-point arithmetic.	0b0001
[15:12]	EL3	AArch64 EL3 Exception level handling <b>0b0001</b> EL3 can be executed in AArch64 state only.	0b0001
[11:8]	EL2	AArch64 EL2 Exception level handling <b>0b0001</b> EL2 can be executed in AArch64 state only.	0b0001
[7:4]	EL1	AArch64 EL1 Exception level handling <b>0b0001</b> EL1 can be executed in AArch64 state only.	0b0001
[3:0]	ELO	AArch64 ELO Exception level handling <b>0b0001</b> ELO can be executed in AArch64 state only.	0b0001

## Accessibility

Component	Offset	Instance	Range
Debug	0xD20	EDPFR	None

This interface is accessible as follows:

**When IsCorePowered() && !DoubleLockStatus()**

RO

**Otherwise**

ImplementationDefined

## B.4.25 EDDFR, External Debug Feature Register

Provides top level information about the debug system.



Debuggers must use ext-EDDEVARCH to determine the Debug architecture version.

For general information about the interpretation of the ID registers, see *Principles of the ID scheme for fields in ID registers* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Component

Debug

#### Register offset

0xD28

#### Access type

See bit descriptions

#### Reset value

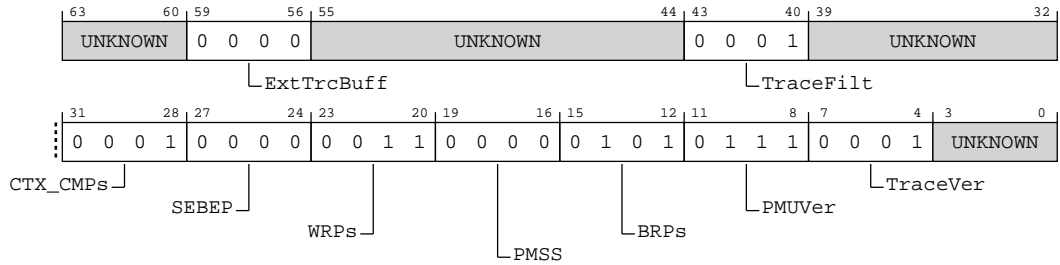
xxxx	0000	xxxx	xxxx	xxxx	0001	xxxx	xxxx	0001	0000	0011	0000	0101	0111	0001	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure B-139: ext\_eddfr bit assignments**



**Table B-253: EDDFR bit descriptions**

Bits	Name	Description	Reset
[63:60]	UNKNOWN	Reserved	UNKNOWN
[59:56]	ExtTrcBuff	Trace Buffer External Mode Extension. Defined values are:  <b>0b0000</b> Trace Buffer Extension not implemented or Trace Buffer External Mode not implemented.	0b0000
[55:44]	UNKNOWN	Reserved	UNKNOWN
[43:40]	TraceFilt	Armv8.4 Self-hosted Trace Extension version. This value is :  <b>0b0001</b> Armv8.4 Self-hosted Trace Extension is implemented.	0b0001
[39:32]	UNKNOWN	Reserved	UNKNOWN
[31:28]	CTX_CMPs	Number of breakpoints that are context-aware, minus 1.  <b>0b0001</b> Two context-aware breakpoints are included	0b0001
[27:24]	SEBEP	This field either has the same value as AArch64-ID_AA64DFR0_EL1.SEPEP or reads as zero.  <b>0b0000</b> Synchronous-exception-based event profiling not implemented.	0b0000
[23:20]	WRPs	Number of watchpoints, minus 1.  <b>0b0011</b> Four Watchpoints	0b0011
[19:16]	PMSS	This field either has the same value as AArch64-ID_AA64DFR0_EL1.PMSS or reads as zero.  <b>0b0000</b> PMU snapshot extension not implemented.	0b0000
[15:12]	BRPs	Number of breakpoints, minus 1.  <b>0b0101</b> Six Breakpoints	0b0101

Bits	Name	Description	Reset
[11:8]	PMUVer	Performance Monitors Extension version.  This field does not follow the standard ID scheme, but uses the alternative ID scheme described in <i>Alternative ID scheme used for the Performance Monitors Extension version</i> in the <a href="#">Arm® Architecture Reference Manual for A-profile architecture</a>  Defined values are: <b>0b0111</b> PMUv3 for Armv8.7. As 0b0110, and adds support for: <ul style="list-style-type: none"> <li>The PMU.PMCR_ELO.FZO and, if EL2 is implemented, AArch64-MDCR_EL2.HPMFZO controls.</li> <li>If EL3 is implemented, the AArch64-MDCR_EL3.{MPMX,MCCD} controls.</li> </ul>	0b0111
[7:4]	TraceVer	Trace support. Indicates whether System register interface to a PE trace unit is implemented. <b>0b0001</b> Trace unit System registers implemented.	0b0001
[3:0]	UNKNOWN	Reserved	UNKNOWN

### Accessibility

Component	Offset	Instance	Range
Debug	0xD28	EDDFR	None

This interface is accessible as follows:

**When IsCorePowered() && !DoubleLockStatus()**

RO

**Otherwise**

ImplementationDefined

## B.4.26 EDDFR1, External Debug Feature Register 1

Provides top level information about the debug system in AArch64.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Component

Debug

#### Register offsets (2)

0xD48,0xD4C



### Access type

See bit descriptions

### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure B-140: ext\_eddfr1 bit assignments

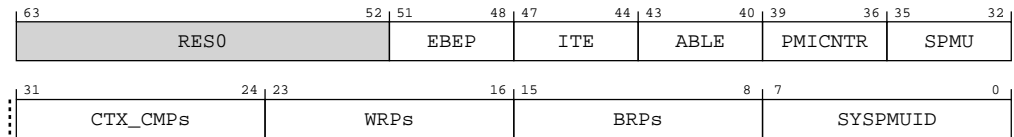


Table B-255: EDDFR1 bit descriptions

Bits	Name	Description	Reset
[63:52]	RES0	Reserved	RES0
[51:48]	EBEP	This field either has the same value as AArch64-ID_AA64DFR1_EL1.EBEP or reads as zero.	xxxx
[47:44]	ITE	This field either has the same value as AArch64-ID_AA64DFR1_EL1.ITE or reads as zero.	xxxx
[43:40]	ABLE	Address Breakpoint Linking Extension. Defined values are: <b>0b0000</b> Address Breakpoint Linking Extension not implemented. <b>0b0001</b> Address Breakpoint Linking Extension implemented.	xxxx
[39:36]	PMICNTR	This field either has the same value as AArch64-ID_AA64DFR1_EL1.PMICNTR or reads as zero.	xxxx
[35:32]	SPMU	This field either has the same value as AArch64-ID_AA64DFR1_EL1.SPMU or reads as zero.	xxxx
[31:24]	CTX_CMPs	Number of breakpoints that are context-aware, minus 1. The value 0x00 means that the number of breakpoints that are context-aware is described by ext-EDDFR.CTX_CMPs. Otherwise, the value of this field is the number of breakpoints that are context-aware, minus 1. Defined values are: <b>0b00000000</b> ext-EDDFR.CTX_CMPs is the number of breakpoints that are context-aware, minus 1.	8 { x }
[23:16]	WRPs	Number of watchpoints, minus 1. The value 0x00 means that the number of watchpoints is described by ext-EDDFR.WRPs. Otherwise, the value of this field is the number of watchpoints, minus 1. Defined values are: <b>0b00000000</b> ext-EDDFR.WRPs is the number of watchpoints, minus 1.	8 { x }

Bits	Name	Description	Reset
[15:8]	BRPs	Number of breakpoints, minus 1. The value 0x00 means that the number of breakpoints is described by ext-EDDFR.BRPs. Otherwise, the value of this field is the number of breakpoints, minus 1. Defined values are:  <b>0b00000000</b> ext-EDDFR.BRPs is the number of breakpoints, minus 1.	8 {x}
[7:0]	SYSPMUID	This field either has the same value as AArch64-ID_AA64DFR1_EL1.SYSPMUID or reads as zero.	8 {x}

### Accessibility

Component	Offset	Instance	Range
Debug	0xD48	EDDFR1	31:0

This interface is accessible as follows:

**When IsCorePowered() && !DoubleLockStatus()**

RO

**Otherwise**

ImplementationDefined

Component	Offset	Instance	Range
Debug	0xD4C	EDDFR1	63:32

This interface is accessible as follows:

**When IsCorePowered() && !DoubleLockStatus()**

RO

**Otherwise**

ImplementationDefined

## B.4.27 EDDEVARCH, External Debug Device Architecture register

Identifies the programmers' model architecture of the external debug component.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

Debug

#### Register offset

0xFBC

**Access type**

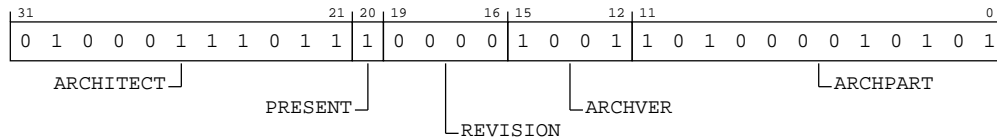
See bit descriptions

**Reset value**

0100 0111 0111 0000 1001 1010 0001 0101

**Bit descriptions**

**Figure B-141: ext\_eddevarch bit assignments**



**Table B-258: EDDEVARCH bit descriptions**

Bits	Name	Description	Reset
[31:21]	ARCHITECT	Defines the architecture of the component. For debug, this is Arm Limited.  Bits [31:28] are the JEP106 continuation code, 0x4.  Bits [27:21] are the JEP106 ID code, 0x3B.  <b>0b01000111011</b>	0b01000111011
[20]	PRESENT	Indicates that the DEVARCH is present.  <b>0b1</b>	0b1
[19:16]	REVISION	Defines the architecture revision. For architectures defined by Arm this is the minor revision.  For debug, the revision defined by Armv8 is 0x0.  All other values are reserved.  <b>0b0000</b>	0b0000
[15:12]	ARCHVER	Defines the architecture version of the component. This is the same value as AArch64-ID_AA64DFRO_EL1.DebugVer and AArch32-DBGDIDR.Version. This value is :  <b>0b1001</b>  Armv8.4 debug architecture, FEAT_Debugv8p4.	0b1001
[11:0]	ARCHPART	The fields ARCHVER and ARCHPART together form the field ARCHID, so that ARCHPART is ARCHID[11:0].  <b>0b101000010101</b>  Armv8-A debug architecture.	0xA15

**Accessibility**

Component	Offset	Instance	Range
Debug	0xFBC	EDDEVARCH	None

This interface is accessible as follows:

**When IsCorePowered()**

RO

**Otherwise**

ERROR

## B.4.28 EDDEVID2, External Debug Device ID register 2

Reserved for future descriptions of features of the debug implementation.

### Configurations

This register is available in all configurations.

### Attributes

**Width**

32

**Component**

Debug

**Register offset**

0xFC0

**Access type**

See bit descriptions

**Reset value**

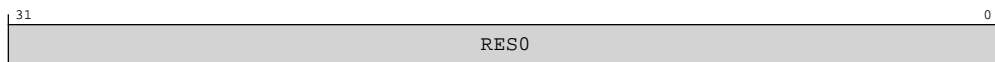


Note

Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure B-142: ext\_eddevid2 bit assignments**



**Table B-260: EDDEVID2 bit descriptions**

Bits	Name	Description	Reset
[31:0]	RES0	Reserved	RES0

## Accessibility

Component	Offset	Instance	Range
Debug	0xFC0	EDDEVID2	None

This interface is accessible as follows:

### When IsCorePowered()

RO

### Otherwise

ERROR

## B.4.29 EDDEVID1, External Debug Device ID register 1

Provides extra information for external debuggers about features of the debug implementation.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

Debug

#### Register offset

0xFC4

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	0000
31	27	23	19	15	11	7	3 0



Note

Where the reset reads xxxx, see individual bits.

## Bit descriptions

Figure B-143: ext\_eddevid1 bit assignments

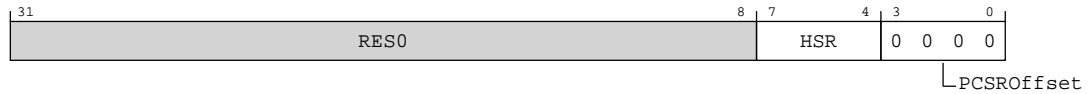


Table B-262: EDDEVID1 bit descriptions

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:4]	HSR	Indicates support for the External Debug Halt Status Register, ext-EDHSR. Defined values are:  <b>0b0000</b> ext-EDHSR not implemented, and the PE follows behaviors consistent with all of the ext-EDHSR fields having a zero value.  <b>0b0001</b> ext-EDHSR implemented.  <b>0b0010</b> As 0b0001, but extends ext-EDHSR to include the VNCR, CM, and WnR fields.	The reset values can be the following: 0b0000, 0b0001, 0b0010, respective to the value.
[3:0]	PCSROffset	This field indicates the offset applied to PC samples returned by reads of ext-EDPCSR.  <b>0b0000</b> ext-EDPCSR not implemented.	0b0000

## Accessibility

Component	Offset	Instance	Range
Debug	0xFC4	EDDEVID1	None

This interface is accessible as follows:

**When IsCorePowered()**

RO

**Otherwise**

ERROR

### B.4.30 EDDEVID, External Debug Device ID register 0

Provides extra information for external debuggers about features of the debug implementation.

#### Configurations

This register is available in all configurations.

**Attributes**

**Width**

32

**Component**

Debug

**Register offset**

0xFC8

**Access type**

See bit descriptions

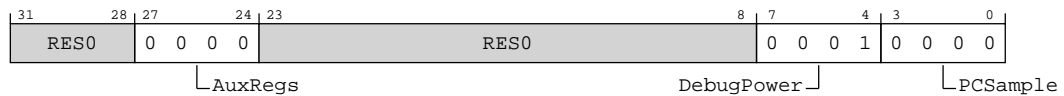
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-144: ext\_eddevid bit assignments**



**Table B-264: EDDEVID bit descriptions**

Bits	Name	Description	Reset
[31:28]	RES0	Reserved	RES0
[27:24]	AuxRegs	Indicates support for Auxiliary registers. <b>0b0000</b> None supported.	0b0000
[23:8]	RES0	Reserved	RES0
[7:4]	DebugPower	Indicates support for the ARMv8.3-DoPD feature. <b>0b0001</b> FEAT_DoPD implemented. All registers in the external debug interface register map are implemented in the Core power domain.	0b0001
[3:0]	PCSample	Indicates the level of PC Sample-based Profiling support using external debug registers. <b>0b0000</b> PC Sample-based Profiling Extension is not implemented in the external debug registers space.	0b0000

## Accessibility

Component	Offset	Instance	Range
Debug	0xFC8	EDDEVID	None

This interface is accessible as follows:

### When IsCorePowered()

RO

### Otherwise

ERROR

## B.4.31 EDDEVTYPE, External Debug Device Type register

Indicates to a debugger that this component is part of a PE's debug logic.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

Debug

#### Register offset

0xFCC

#### Access type

See bit descriptions

#### Reset value

```

xxxx  xxxx  xxxx  xxxx  xxxx  xxxx  0001  0101
|      |      |      |      |      |      |      |
31     27     23     19     15     11     7       3       0

```



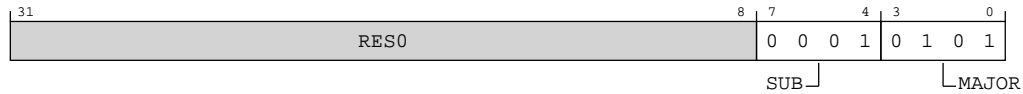
Note

Where the reset reads xxxx, see individual bits.



## Bit descriptions

**Figure B-145: ext\_eddevtype bit assignments**



**Table B-266: EDDEVTYPE bit descriptions**

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:4]	SUB	Subtype. Indicates this is a component within a PE. <b>0b0001</b>	0b0001
[3:0]	MAJOR	Major type. Indicates this is a debug logic component. <b>0b0101</b>	0b0101

## Accessibility

Component	Offset	Instance	Range
Debug	0xFCC	EDDEVTYPE	None

This interface is accessible as follows:

### When IsCorePowered()

RO

### Otherwise

ERROR

## B.4.32 EDPIDR4, External Debug Peripheral Identification Register 4

Provides information to identify an external debug component.

For more information, see *About the Peripheral identification scheme* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

### Configurations

This register is required for CoreSight compliance.

### Attributes

#### Width

32

#### Component

Debug

**Register offset**

0xFD0

**Access type**

See bit descriptions

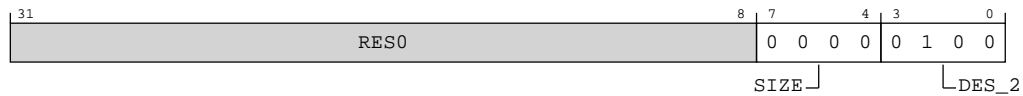
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-146: ext\_edpidr4 bit assignments**



**Table B-268: EDPIDR4 bit descriptions**

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:4]	SIZE	Size of the component. Log <sub>2</sub> of the number of 4KB pages from the start of the component to the end of the component ID registers.  <b>0b0000</b>	0b0000
[3:0]	DES_2	Designer, JEP106 continuation code, least significant nibble. For Arm Limited, this field is 0b0100.  <b>0b0100</b>  Arm Limited. This is bits[3:0] of the JEP106 continuation code.	0b0100

**Accessibility**

Component	Offset	Instance	Range
Debug	0xFD0	EDPIDR4	None

This interface is accessible as follows:

**When IsCorePowered()**

RO

**Otherwise**

ERROR

## B.4.33 EDPIDR0, External Debug Peripheral Identification Register 0

Provides information to identify an external debug component.

For more information, see *About the Peripheral identification scheme* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

### Configurations

This register is required for CoreSight compliance.

### Attributes

#### Width

32

#### Component

Debug

#### Register offset

0xFE0

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	1000	0010
31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure B-147: ext\_edpidr0 bit assignments



Table B-270: EDPIDR0 bit descriptions

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:0]	PART_0	Part number, least significant byte. <b>0b10000010</b> Least Significant byte of the debug part number	0x82

## Accessibility

Component	Offset	Instance	Range
Debug	0xFE0	EDPIDR0	None

This interface is accessible as follows:

### When IsCorePowered()

RO

### Otherwise

ERROR

## B.4.34 EDPIDR1, External Debug Peripheral Identification Register 1

Provides information to identify an external debug component.

For more information, see *About the Peripheral identification scheme* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

### Configurations

This register is required for CoreSight compliance.

### Attributes

#### Width

32

#### Component

Debug

#### Register offset

0xFE4

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	1011	1101
31	27	23	19	15	11	7	3 0

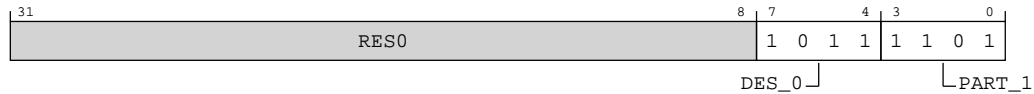


Note

Where the reset reads xxxx, see individual bits.

## Bit descriptions

**Figure B-148: ext\_edpidr1 bit assignments**



**Table B-272: EDPIDR1 bit descriptions**

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:4]	DES_0	Designer, least significant nibble of JEP106 ID code. For Arm Limited, this field is 0b1011. <b>0b1011</b> Arm Limited. This is the least significant nibble of JEP106 ID code.	0b1011
[3:0]	PART_1	Part number, most significant nibble. <b>0b1101</b> Part number, most significant nibble.	0b1101

## Accessibility

Component	Offset	Instance	Range
Debug	0xFE4	EDPIDR1	None

This interface is accessible as follows:

### When IsCorePowered()

RO

### Otherwise

ERROR

## B.4.35 EDPIDR2, External Debug Peripheral Identification Register 2

Provides information to identify an external debug component.

For more information, see *About the Peripheral identification scheme* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

## Configurations

This register is required for CoreSight compliance.

## Attributes

### Width

32

### Component

Debug

**Register offset**

0xFE8

**Access type**

See bit descriptions

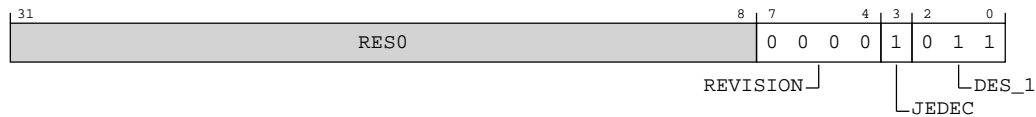
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-149: ext\_edpidr2 bit assignments**



**Table B-274: EDPIDR2 bit descriptions**

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:4]	REVISION	Part major revision. Parts can also use this field to extend Part number to 16-bits. <b>0b0000</b> rOp1	0b0000
[3]	JEDEC	Indicates a JEP106 identity code is used. <b>0b1</b>	0b1
[2:0]	DES_1	Designer, most significant bits of JEP106 ID code. For Arm Limited, this field is 0b011. <b>0b011</b> Arm Limited. This is bits[6:4] of the JEP106 ID code.	0b011

**Accessibility**

Component	Offset	Instance	Range
Debug	0xFE8	EDPIDR2	None

This interface is accessible as follows:

**When IsCorePowered()**

RO

**Otherwise**

ERROR

### B.4.36 EDPIDR3, External Debug Peripheral Identification Register 3

Provides information to identify an external debug component.

For more information, see *About the Peripheral identification scheme* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

**Configurations**

This register is required for CoreSight compliance.

**Attributes**

**Width**

32

**Component**

Debug

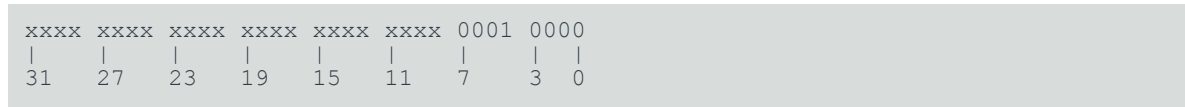
**Register offset**

0xFEC

**Access type**

See bit descriptions

**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-150: ext\_edpidr3 bit assignments**



**Table B-276: EDPIDR3 bit descriptions**

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[7:4]	REVAND	Part minor revision. Parts using ext-EDPIDR2.REVISION as an extension to the Part number must use this field as a major revision number. <b>0b0001</b>	0b0001
[3:0]	CMOD	Customer modified. Indicates someone other than the Designer has modified the component. <b>0b0000</b> The component is not modified from the original design.	0b0000

### Accessibility

Component	Offset	Instance	Range
Debug	0xFEC	EDPIDR3	None

This interface is accessible as follows:

#### When IsCorePowered()

RO

#### Otherwise

ERROR

## B.4.37 EDCIDR0, External Debug Component Identification Register 0

Provides information to identify an external debug component.

For more information, see *About the Component Identification scheme* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

### Configurations

This register is required for CoreSight compliance.

### Attributes

#### Width

32

#### Component

Debug

#### Register offset

0xFF0

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	0000	1101
31	27	23	19	15	11	7	3 0

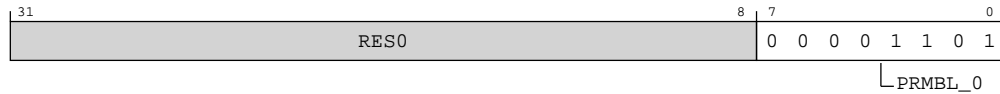




Where the reset reads xxxx, see individual bits.

## Bit descriptions

**Figure B-151: ext\_edcidr0 bit assignments**



**Table B-278: EDCIDR0 bit descriptions**

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:0]	PRMBL_0	Preamble. <b>0b00001101</b>	0x0D

## Accessibility

Component	Offset	Instance	Range
Debug	0xFF0	EDCIDR0	None

This interface is accessible as follows:

### When IsCorePowered()

RO

### Otherwise

ERROR

## B.4.38 EDCIDR1, External Debug Component Identification Register 1

Provides information to identify an external debug component.

For more information, see *About the Component Identification scheme* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

## Configurations

This register is required for CoreSight compliance.

## Attributes

### Width

32

**Component**

Debug

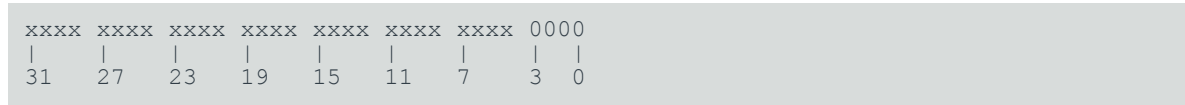
**Register offset**

0xFF4

**Access type**

See bit descriptions

**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-152: ext\_edcldr1 bit assignments**



**Table B-280: EDCIDR1 bit descriptions**

Bits	Name	Description	Reset
[31:8]	RESO	Reserved	RESO
[7:4]	CLASS	Component class. <b>0b1001</b> CoreSight component.	xxxxx
[3:0]	PRMBL_1	Preamble. <b>0b0000</b>	0b0000

**Accessibility**

Component	Offset	Instance	Range
Debug	0xFF4	EDCIDR1	None

This interface is accessible as follows:

**When IsCorePowered()**

RO

**Otherwise**

ERROR

## B.4.39 EDCIDR2, External Debug Component Identification Register 2

Provides information to identify an external debug component.

For more information, see *About the Component Identification scheme* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

### Configurations

This register is required for CoreSight compliance.

### Attributes

#### Width

32

#### Component

Debug

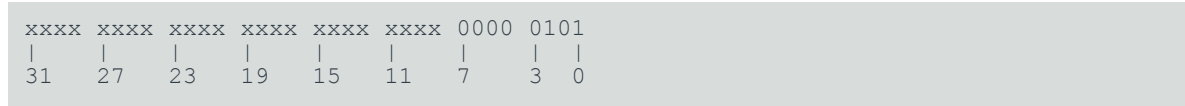
#### Register offset

0xFF8

#### Access type

See bit descriptions

#### Reset value



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure B-153: ext\_edcidr2 bit assignments

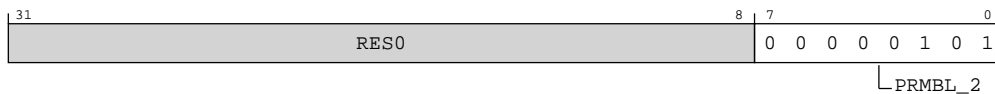


Table B-282: EDCIDR2 bit descriptions

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:0]	PRMBL_2	Preamble. <b>0b00000101</b>	0x05

## Accessibility

Component	Offset	Instance	Range
Debug	0xFF8	EDCIDR2	None

This interface is accessible as follows:

### When IsCorePowered()

RO

### Otherwise

ERROR

## B.4.40 EDCIDR3, External Debug Component Identification Register 3

Provides information to identify an external debug component.

For more information, see *About the Component Identification scheme* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

### Configurations

This register is required for CoreSight compliance.

### Attributes

#### Width

32

#### Component

Debug

#### Register offset

0xFFC

#### Access type

See bit descriptions

#### Reset value

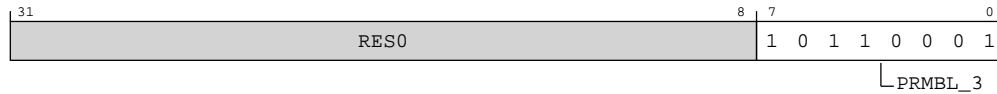
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	1011	0001
31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

## Bit descriptions

**Figure B-154: ext\_edcldr3 bit assignments**



**Table B-284: EDCIDR3 bit descriptions**

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:0]	PRMBL_3	Preamble. <b>0b10110001</b>	0xB1

### Accessibility

Component	Offset	Instance	Range
Debug	0xFFC	EDCIDR3	None

This interface is accessible as follows:

**When IsCorePowered()**

RO

**Otherwise**

ERROR

## B.5 External CTI registers summary

The following summary table provides an overview of all memory-mapped CTI registers in the core.

For more information on registers listed in the table, click on the link associated with the register name.

If a register does not have a link in the summary table, you can find more information about this Architecturally defined register in the [Arm® Architecture Reference Manual for A-profile architecture](#).

For registers without a listed reset value, refer to the individual field resets documented on the register description pages or to the [Arm® Architecture Reference Manual for A-profile architecture](#).

**Table B-286: CTI registers summary**

Offset	Name	Reset	Width	Description
0x150	CTIDEVCTL	See individual bit resets.	32-bit	CTI Device Control register
0xFE0	<a href="#">CTIPIDR0</a>	See individual bit resets.	32-bit	CTI Peripheral Identification Register 0
0xFE4	<a href="#">CTIPIDR1</a>	See individual bit resets.	32-bit	CTI Peripheral Identification Register 1

## B.5.1 CTIPIDR0, CTI Peripheral Identification Register 0

Provides information to identify a CTI component.

For more information, see *About the Peripheral identification scheme* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

### Configurations

This register is required for CoreSight compliance.

### Attributes

#### Width

32

#### Component

CTI

#### Register offset

0xFE0

#### Access type

RO

#### Reset value



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure B-155: ext\_ctipidr0 bit assignments

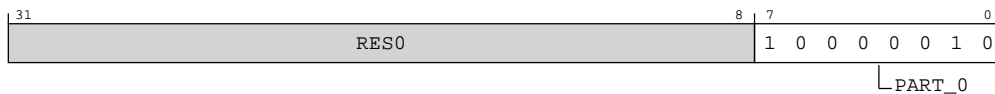


Table B-287: CTIPIDR0 bit descriptions

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[7:0]	PART_0	Part number, least significant byte.  <b>0b10000010</b> Cortex-X4 Core ROM table. Bits [7:0] of part number 0xD82.	0x82

### Accessibility

Component	Offset	Instance	Range
CTI	0xFE0	CTIPIDRO	None

This interface is accessible as follows:

RO

## B.5.2 CTIPIDR1, CTI Peripheral Identification Register 1

Provides information to identify a CTI component.

For more information, see *About the Peripheral identification scheme* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

### Configurations

This register is required for CoreSight compliance.

### Attributes

#### Width

32

#### Component

CTI

#### Register offset

0xFE4

#### Access type

RO

#### Reset value

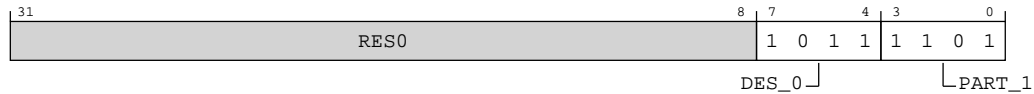
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	1011	1101
31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

## Bit descriptions

**Figure B-156: ext\_ctipidr1 bit assignments**



**Table B-289: CTIPIDR1 bit descriptions**

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:4]	DES_0	Designer, least significant nibble of JEP106 ID code. For Arm Limited, this field is 0b1011.  <b>0b1011</b> Designer, least significant nibble of JEP106 ID code.	0b1011
[3:0]	PART_1	Part number, most significant nibble.  <b>0b1101</b> Cortex-X4 Core ROM table. Bits [11:8] of part number 0xD82.	0b1101

## Accessibility

Component	Offset	Instance	Range
CTI	0xFE4	CTIPIDR1	None

This interface is accessible as follows:

RO

## B.6 External AMU registers summary

The following summary table provides an overview of all memory-mapped AMU registers in the core.

For more information on registers listed in the table, click on the link associated with the register name.

If a register does not have a link in the summary table, you can find more information about this Architecturally defined register in the [Arm® Architecture Reference Manual for A-profile architecture](#).

For registers without a listed reset value, refer to the individual field resets documented on the register description pages or to the [Arm® Architecture Reference Manual for A-profile architecture](#).

**Table B-291: AMU registers summary**

Offset	Name	Reset	Width	Description
0x0	<a href="#">AMEVCNTR00 [31:0]</a>	See individual bit resets.	32-bit	Activity Monitors Event Counter Registers 0
0x4	<a href="#">AMEVCNTR00 [63:32]</a>	See individual bit resets.	32-bit	Activity Monitors Event Counter Registers 0



Offset	Name	Reset	Width	Description
0x8	<a href="#">AMEVCNTR01 [31:0]</a>	See individual bit resets.	32-bit	Activity Monitors Event Counter Registers 0
0xC	<a href="#">AMEVCNTR01 [63:32]</a>	See individual bit resets.	32-bit	Activity Monitors Event Counter Registers 0
0x10	<a href="#">AMEVCNTR02 [31:0]</a>	See individual bit resets.	32-bit	Activity Monitors Event Counter Registers 0
0x14	<a href="#">AMEVCNTR02 [63:32]</a>	See individual bit resets.	32-bit	Activity Monitors Event Counter Registers 0
0x18	<a href="#">AMEVCNTR03 [31:0]</a>	See individual bit resets.	32-bit	Activity Monitors Event Counter Registers 0
0x1C	<a href="#">AMEVCNTR03 [63:32]</a>	See individual bit resets.	32-bit	Activity Monitors Event Counter Registers 0
0x100	<a href="#">AMEVCNTR10 [31:0]</a>	See individual bit resets.	32-bit	Activity Monitors Event Counter Registers 1
0x104	<a href="#">AMEVCNTR10 [63:32]</a>	See individual bit resets.	32-bit	Activity Monitors Event Counter Registers 1
0x108	<a href="#">AMEVCNTR11 [31:0]</a>	See individual bit resets.	32-bit	Activity Monitors Event Counter Registers 1
0x10C	<a href="#">AMEVCNTR11 [63:32]</a>	See individual bit resets.	32-bit	Activity Monitors Event Counter Registers 1
0x110	<a href="#">AMEVCNTR12 [31:0]</a>	See individual bit resets.	32-bit	Activity Monitors Event Counter Registers 1
0x114	<a href="#">AMEVCNTR12 [63:32]</a>	See individual bit resets.	32-bit	Activity Monitors Event Counter Registers 1
0x400	<a href="#">AMEVTYPEP00</a>	See individual bit resets.	32-bit	Activity Monitors Event Type Registers 0
0x404	<a href="#">AMEVTYPEP01</a>	See individual bit resets.	32-bit	Activity Monitors Event Type Registers 0
0x408	<a href="#">AMEVTYPEP02</a>	See individual bit resets.	32-bit	Activity Monitors Event Type Registers 0
0x40C	<a href="#">AMEVTYPEP03</a>	See individual bit resets.	32-bit	Activity Monitors Event Type Registers 0
0x480	<a href="#">AMEVTYPEP10</a>	See individual bit resets.	32-bit	Activity Monitors Event Type Registers 1
0x484	<a href="#">AMEVTYPEP11</a>	See individual bit resets.	32-bit	Activity Monitors Event Type Registers 1
0x488	<a href="#">AMEVTYPEP12</a>	See individual bit resets.	32-bit	Activity Monitors Event Type Registers 1
0xC00	<a href="#">AMCNTENSET0</a>	See individual bit resets.	32-bit	Activity Monitors Count Enable Set Register 0
0xC04	<a href="#">AMCNTENSET1</a>	See individual bit resets.	32-bit	Activity Monitors Count Enable Set Register 1
0xC20	<a href="#">AMCNTENCLR0</a>	See individual bit resets.	32-bit	Activity Monitors Count Enable Clear Register 0
0xC24	<a href="#">AMCNTENCLR1</a>	See individual bit resets.	32-bit	Activity Monitors Count Enable Clear Register 1
0xCE0	<a href="#">AMCGCR</a>	See individual bit resets.	32-bit	Activity Monitors Counter Group Configuration Register
0xE00	<a href="#">AMCFGR</a>	See individual bit resets.	32-bit	Activity Monitors Configuration Register
0xE04	<a href="#">AMCR</a>	See individual bit resets.	32-bit	Activity Monitors Control Register
0xE08	<a href="#">AMIIDR</a>	See individual bit resets.	32-bit	Activity Monitors Implementation Identification Register
0xFA8	<a href="#">AMDEVAFF0</a>	See individual bit resets.	32-bit	Activity Monitors Device Affinity Register 0
0xFAC	<a href="#">AMDEVAFF1</a>	See individual bit resets.	32-bit	Activity Monitors Device Affinity Register 1
0xFBC	<a href="#">AMDEVARCH</a>	See individual bit resets.	32-bit	Activity Monitors Device Architecture Register
0xFCC	<a href="#">AMDEVTYPE</a>	See individual bit resets.	32-bit	Activity Monitors Device Type Register
0xFD0	<a href="#">AMPIDR4</a>	See individual bit resets.	32-bit	Activity Monitors Peripheral Identification Register 4
0xFE0	<a href="#">AMPIDR0</a>	See individual bit resets.	32-bit	Activity Monitors Peripheral Identification Register 0
0xFE4	<a href="#">AMPIDR1</a>	See individual bit resets.	32-bit	Activity Monitors Peripheral Identification Register 1
0xFE8	<a href="#">AMPIDR2</a>	See individual bit resets.	32-bit	Activity Monitors Peripheral Identification Register 2
0xFEC	<a href="#">AMPIDR3</a>	See individual bit resets.	32-bit	Activity Monitors Peripheral Identification Register 3
0xFF0	<a href="#">AMCIDR0</a>	See individual bit resets.	32-bit	Activity Monitors Component Identification Register 0
0xFF4	<a href="#">AMCIDR1</a>	See individual bit resets.	32-bit	Activity Monitors Component Identification Register 1
0xFF8	<a href="#">AMCIDR2</a>	See individual bit resets.	32-bit	Activity Monitors Component Identification Register 2
0xFFC	<a href="#">AMCIDR3</a>	See individual bit resets.	32-bit	Activity Monitors Component Identification Register 3

## B.6.1 AMEVCNTR00, Activity Monitors Event Counter Registers 0

Provides access to the architected activity monitor event counters.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Component

AMU

#### Register offsets (2)

0x0,0x4

#### Access type

##### Read

R

##### Write

RESERVED

#### Reset value

0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000  
 0000

### Bit descriptions

Figure B-157: ext\_amevcntr00 bit assignments

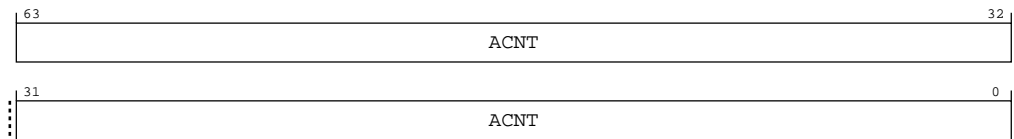


Table B-292: AMEVCNTR00 bit descriptions

Bits	Name	Description	Reset
[63:0]	ACNT	Architected activity monitor event counter n.  Value of architected activity monitor event counter n, where n is the number of this register and is a number from 0 to 3.	0x0000000000000000

## Access

If  $\langle n \rangle$  is greater than or equal to the number of architected activity monitor event counters, reads of AMEVCNTR0 $\langle n \rangle$  are RAZ. Software must treat reserved accesses as **RES0**. See *Access requirements for reserved and unallocated registers* in the [Arm® Architecture Reference Manual for A-profile architecture](#).



ext-AMCGCR.CG0NC identifies the number of architected activity monitor event counters.

## Accessibility

If  $\langle n \rangle$  is greater than or equal to the number of architected activity monitor event counters, reads of AMEVCNTR0 $\langle n \rangle$  are RAZ. Software must treat reserved accesses as RES0. See 'Access requirements for reserved and unallocated registers'.



ext-AMCGCR.CG0NC identifies the number of architected activity monitor event counters.

Component	Offset	Instance	Range
AMU	0x0	AMEVCNTR00	31:0

This interface is accessible as follows:

RO

Component	Offset	Instance	Range
AMU	0x4	AMEVCNTR00	63:32

This interface is accessible as follows:

RO

## B.6.2 AMEVCNTR01, Activity Monitors Event Counter Registers 0

Provides access to the architected activity monitor event counters.

### Configurations

This register is available in all configurations.

**Attributes**

**Width**

64

**Component**

AMU

**Register offsets (2)**

0x8,0xC

**Access type**

**Read**

R

**Write**

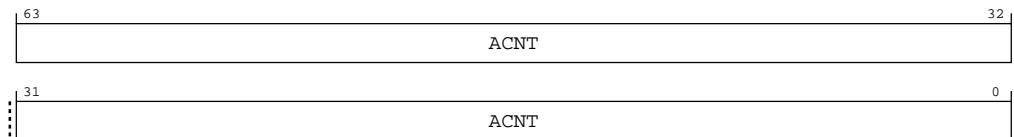
RESERVED

**Reset value**

0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000  
 0000

**Bit descriptions**

**Figure B-158: ext\_amevcntr01 bit assignments**



**Table B-295: AMEVCNTR01 bit descriptions**

Bits	Name	Description	Reset
[63:0]	ACNT	Architected activity monitor event counter n.  Value of architected activity monitor event counter n, where n is the number of this register and is a number from 0 to 3.	0x0000000000000000

**Access**

If <n> is greater than or equal to the number of architected activity monitor event counters, reads of AMEVCNTR0<n> are RAZ. Software must treat reserved accesses as **RES0**. See *Access requirements for reserved and unallocated registers* in the [Arm® Architecture Reference Manual for A-profile architecture](#).



ext-AMCGCR.CG0NC identifies the number of architected activity monitor event counters.

## Accessibility

If <n> is greater than or equal to the number of architected activity monitor event counters, reads of AMEVCNTR0<n> are RAZ. Software must treat reserved accesses as RES0. See 'Access requirements for reserved and unallocated registers'.



ext-AMCGCR.CG0NC identifies the number of architected activity monitor event counters.

Component	Offset	Instance	Range
AMU	0x8	AMEVCNTR01	31:0

This interface is accessible as follows:

RO

Component	Offset	Instance	Range
AMU	0xC	AMEVCNTR01	63:32

This interface is accessible as follows:

RO

## B.6.3 AMEVCNTR02, Activity Monitors Event Counter Registers 0

Provides access to the architected activity monitor event counters.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Component

AMU

#### Register offsets (2)

0x10,0x14

#### Access type

##### Read

R

##### Write

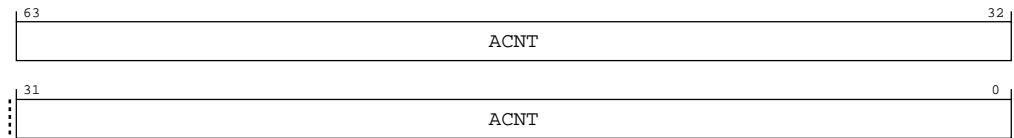
RESERVED

**Reset value**

0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000  
 0000

**Bit descriptions**

**Figure B-159: ext\_amevcntr02 bit assignments**



**Table B-298: AMEVCNTR02 bit descriptions**

Bits	Name	Description	Reset
[63:0]	ACNT	Architected activity monitor event counter n.  Value of architected activity monitor event counter n, where n is the number of this register and is a number from 0 to 3.	0x0000000000000000

**Access**

If <n> is greater than or equal to the number of architected activity monitor event counters, reads of AMEVCNTR0<n> are RAZ. Software must treat reserved accesses as **RES0**. See *Access requirements for reserved and unallocated registers* in the [Arm® Architecture Reference Manual for A-profile architecture](#).



ext-AMCGCR.CG0NC identifies the number of architected activity monitor event counters.

**Accessibility**

If <n> is greater than or equal to the number of architected activity monitor event counters, reads of AMEVCNTR0<n> are RAZ. Software must treat reserved accesses as RES0. See 'Access requirements for reserved and unallocated registers'.



ext-AMCGCR.CG0NC identifies the number of architected activity monitor event counters.

Component	Offset	Instance	Range
AMU	0x10	AMEVCNTR02	31:0

This interface is accessible as follows:

RO

Component	Offset	Instance	Range
AMU	0x14	AMEVCNTR02	63:32

This interface is accessible as follows:

RO

### B.6.4 AMEVCNTR03, Activity Monitors Event Counter Registers 0

Provides access to the architected activity monitor event counters.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

64

##### Component

AMU

##### Register offsets (2)

0x18,0x1C

##### Access type

###### Read

R

###### Write

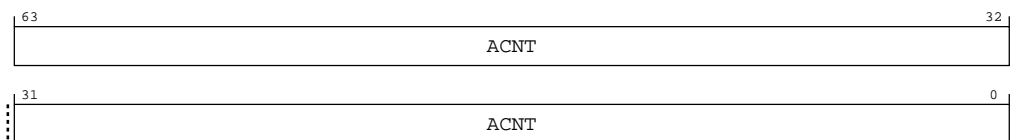
RESERVED

##### Reset value

0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000  
 0000

#### Bit descriptions

Figure B-160: ext\_amevcntr03 bit assignments



**Table B-301: AMEVCNTR03 bit descriptions**

Bits	Name	Description	Reset
[63:0]	ACNT	Architected activity monitor event counter n.  Value of architected activity monitor event counter n, where n is the number of this register and is a number from 0 to 3.	0x0000000000000000

**Access**

If <n> is greater than or equal to the number of architected activity monitor event counters, reads of AMEVCNTR0<n> are RAZ. Software must treat reserved accesses as **RES0**. See *Access requirements for reserved and unallocated registers* in the [Arm® Architecture Reference Manual for A-profile architecture](#).



ext-AMCGCR.CG0NC identifies the number of architected activity monitor event counters.

**Accessibility**

If <n> is greater than or equal to the number of architected activity monitor event counters, reads of AMEVCNTR0<n> are RAZ. Software must treat reserved accesses as RES0. See 'Access requirements for reserved and unallocated registers'.



ext-AMCGCR.CG0NC identifies the number of architected activity monitor event counters.

Component	Offset	Instance	Range
AMU	0x18	AMEVCNTR03	31:0

This interface is accessible as follows:

RO

Component	Offset	Instance	Range
AMU	0x1C	AMEVCNTR03	63:32

This interface is accessible as follows:

RO



## B.6.5 AMEVCNTR10, Activity Monitors Event Counter Registers 1

Provides access to the auxiliary activity monitor event counters.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Component

AMU

#### Register offsets (2)

0x100,0x104

#### Access type

##### Read

R

##### Write

RESERVED

#### Reset value

0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000  
 0000

### Bit descriptions

Figure B-161: ext\_amevcntr10 bit assignments

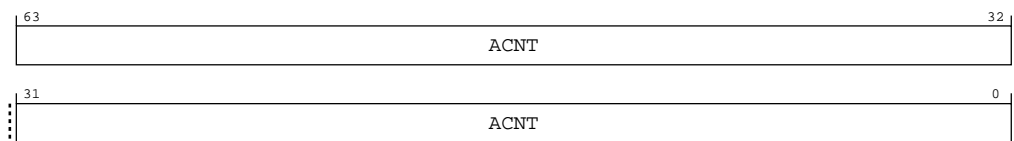


Table B-304: AMEVCNTR10 bit descriptions

Bits	Name	Description	Reset
[63:0]	ACNT	Auxiliary activity monitor event counter n.  Value of auxiliary activity monitor event counter n, where n is the number of this register and is a number from 0 to 15.	0x0000000000000000

### Access

If <n> is greater than or equal to the number of auxiliary activity monitor event counters, reads of AMEVCNTR1<n> are RAZ. Software must treat reserved accesses as **RESO**. See *Access requirements*

for reserved and unallocated registers in the [Arm® Architecture Reference Manual for A-profile architecture](#).



ext-AMCGCR.CG1NC identifies the number of auxiliary activity monitor event counters.

## Accessibility

If <n> is greater than or equal to the number of auxiliary activity monitor event counters, reads of AMEVCNTR1<n> are RAZ. Software must treat reserved accesses as RES0. See 'Access requirements for reserved and unallocated registers'.



ext-AMCGCR.CG1NC identifies the number of auxiliary activity monitor event counters.

Component	Offset	Instance	Range
AMU	0x100	AMEVCNTR10	31:0

This interface is accessible as follows:

RO

Component	Offset	Instance	Range
AMU	0x104	AMEVCNTR10	63:32

This interface is accessible as follows:

RO

## B.6.6 AMEVCNTR11, Activity Monitors Event Counter Registers 1

Provides access to the auxiliary activity monitor event counters.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Component

AMU

**Register offsets (2)**

0x108,0x10C

**Access type**

**Read**

R

**Write**

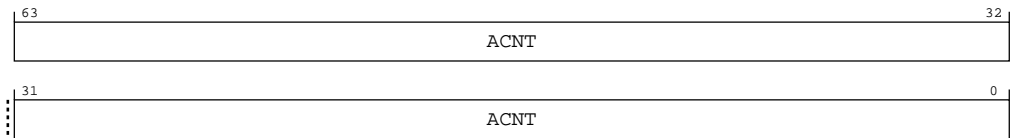
RESERVED

**Reset value**

0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000  
 0000

**Bit descriptions**

**Figure B-162: ext\_amevcntr11 bit assignments**



**Table B-307: AMEVCNTR11 bit descriptions**

Bits	Name	Description	Reset
[63:0]	ACNT	Auxiliary activity monitor event counter n.  Value of auxiliary activity monitor event counter n, where n is the number of this register and is a number from 0 to 15.	0x0000000000000000

**Access**

If <n> is greater than or equal to the number of auxiliary activity monitor event counters, reads of AMEVCNTR1<n> are RAZ. Software must treat reserved accesses as **RESO**. See *Access requirements for reserved and unallocated registers* in the [Arm® Architecture Reference Manual for A-profile architecture](#).



ext-AMCGCR.CG1NC identifies the number of auxiliary activity monitor event counters.

**Accessibility**

If <n> is greater than or equal to the number of auxiliary activity monitor event counters, reads of AMEVCNTR1<n> are RAZ. Software must treat reserved accesses as RESO. See 'Access requirements for reserved and unallocated registers'.



ext-AMCGCR.CG1NC identifies the number of auxiliary activity monitor event counters.

Component	Offset	Instance	Range
AMU	0x108	AMEVCNTR11	31:0

This interface is accessible as follows:

RO

Component	Offset	Instance	Range
AMU	0x10C	AMEVCNTR11	63:32

This interface is accessible as follows:

RO

## B.6.7 AMEVCNTR12, Activity Monitors Event Counter Registers 1

Provides access to the auxiliary activity monitor event counters.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Component

AMU

#### Register offsets (2)

0x110,0x114

#### Access type

##### Read

R

##### Write

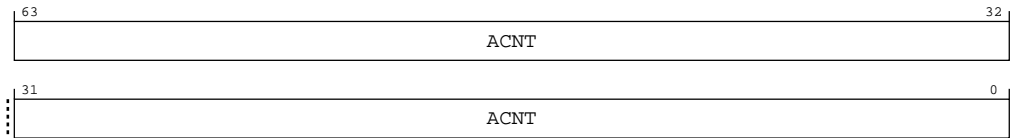
RESERVED

#### Reset value

0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000  
0000

## Bit descriptions

**Figure B-163: ext\_amevcntr12 bit assignments**



**Table B-310: AMEVCNTR12 bit descriptions**

Bits	Name	Description	Reset
[63:0]	ACNT	Auxiliary activity monitor event counter n.  Value of auxiliary activity monitor event counter n, where n is the number of this register and is a number from 0 to 15.	0x0000000000000000

### Access

If <n> is greater than or equal to the number of auxiliary activity monitor event counters, reads of AMEVCNTR1<n> are RAZ. Software must treat reserved accesses as **RESO**. See *Access requirements for reserved and unallocated registers* in the [Arm® Architecture Reference Manual for A-profile architecture](#).



ext-AMCGCR.CG1NC identifies the number of auxiliary activity monitor event counters.

### Accessibility

If <n> is greater than or equal to the number of auxiliary activity monitor event counters, reads of AMEVCNTR1<n> are RAZ. Software must treat reserved accesses as RESO. See 'Access requirements for reserved and unallocated registers'.



ext-AMCGCR.CG1NC identifies the number of auxiliary activity monitor event counters.

Component	Offset	Instance	Range
AMU	0x110	AMEVCNTR12	31:0

This interface is accessible as follows:

RO

Component	Offset	Instance	Range
AMU	0x114	AMEVCNTR12	63:32

This interface is accessible as follows:

RO

## B.6.8 AMEVTYPER00, Activity Monitors Event Type Registers 0

Provides information on the events that an architected activity monitor event counter AArch64-AMEVCNTR00\_ELO counts.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

AMU

#### Register offset

0x400

#### Access type

##### Read

R

##### Write

RESERVED

### Reset value

```

xxxx  xxxx  xxxx  xxxx  0000  0000  0001  0001
|      |      |      |      |      |      |      |
31     27     23     19     15     11     7       3       0

```

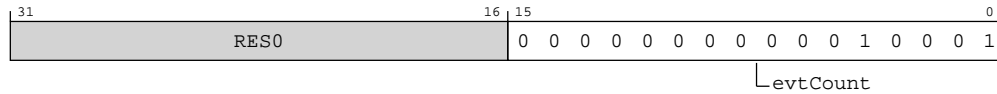


Note

Where the reset reads xxxx, see individual bits.

## Bit descriptions

**Figure B-164: ext\_amevtyper00 bit assignments**



**Table B-313: AMEVTYPER00 bit descriptions**

Bits	Name	Description	Reset
[31:16]	RES0	Reserved	RES0
[15:0]	evtCount	Event to count. The event number of the event that is counted by the architected activity monitor event counter ext-AMEVCNTR0<n>. The value of this field is architecturally mandated for each architected counter.  The following table shows the mapping between required event numbers and the corresponding counters:  <b>0b00000000000010001</b> Processor frequency cycles	0x0011

### Access

If <n> is greater than or equal to the number of architected activity monitor event counters, reads of AMEVTYPER0<n> are RAZ. Software must treat reserved accesses as **RES0**. See *Access requirements for reserved and unallocated registers* in the [Arm® Architecture Reference Manual for A-profile architecture](#).



ext-AMCGCR.CG0NC identifies the number of architected activity monitor event counters.

### Accessibility

If <n> is greater than or equal to the number of architected activity monitor event counters, reads of AMEVTYPER0<n> are RAZ. Software must treat reserved accesses as **RES0**. See 'Access requirements for reserved and unallocated registers'.



ext-AMCGCR.CG0NC identifies the number of architected activity monitor event counters.

Component	Offset	Instance	Range
AMU	0x400	AMEVTYPER00	None

This interface is accessible as follows:

RO

## B.6.9 AMEVTYPER01, Activity Monitors Event Type Registers 0

Provides information on the events that an architected activity monitor event counter AArch64-AMEVCNTR01\_ELO counts.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

AMU

#### Register offset

0x404

#### Access type

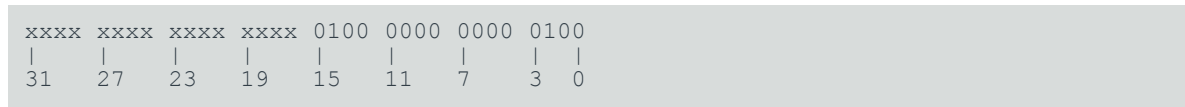
##### Read

R

##### Write

RESERVED

### Reset value



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure B-165: ext\_amevtyper01 bit assignments

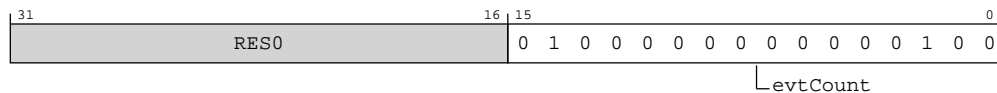


Table B-315: AMEVTYPER01 bit descriptions

Bits	Name	Description	Reset
[31:16]	RES0	Reserved	RES0



Bits	Name	Description	Reset
[15:0]	evtCount	<p>Event to count. The event number of the event that is counted by the architected activity monitor event counter ext-AMEVCNTR0&lt;n&gt;. The value of this field is architecturally mandated for each architected counter.</p> <p>The following table shows the mapping between required event numbers and the corresponding counters:</p> <p><b>0b0100000000000100</b> Constant frequency cycles</p>	0x4004

### Access

If <n> is greater than or equal to the number of architected activity monitor event counters, reads of AMEVTYPEPER0<n> are RAZ. Software must treat reserved accesses as **RES0**. See *Access requirements for reserved and unallocated registers* in the [Arm® Architecture Reference Manual for A-profile architecture](#).



ext-AMCGCR.CG0NC identifies the number of architected activity monitor event counters.

### Accessibility

If <n> is greater than or equal to the number of architected activity monitor event counters, reads of AMEVTYPEPER0<n> are RAZ. Software must treat reserved accesses as RES0. See 'Access requirements for reserved and unallocated registers'.



ext-AMCGCR.CG0NC identifies the number of architected activity monitor event counters.

Component	Offset	Instance	Range
AMU	0x404	AMEVTYPEPER01	None

This interface is accessible as follows:

RO

## B.6.10 AMEVTYPEPER02, Activity Monitors Event Type Registers 0

Provides information on the events that an architected activity monitor event counter AArch64-AMEVCNTR02\_ELO counts.

### Configurations

This register is available in all configurations.

**Attributes**

**Width**

32

**Component**

AMU

**Register offset**

0x408

**Access type**

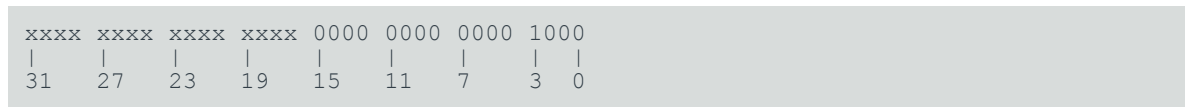
**Read**

R

**Write**

RESERVED

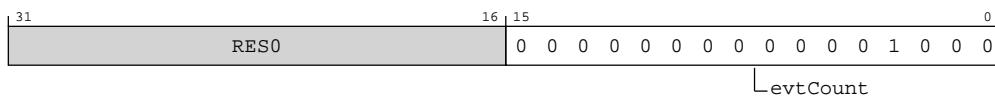
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-166: ext\_amevtyper02 bit assignments**



**Table B-317: AMEVTYPER02 bit descriptions**

Bits	Name	Description	Reset
[31:16]	RES0	Reserved	RES0
[15:0]	evtCount	Event to count. The event number of the event that is counted by the architected activity monitor event counter ext-AMEVCNTR0<n>. The value of this field is architecturally mandated for each architected counter.  The following table shows the mapping between required event numbers and the corresponding counters:  <b>0b0000000000001000</b> Instructions retired	0x0008

## Access

If  $\langle n \rangle$  is greater than or equal to the number of architected activity monitor event counters, reads of AMEVTYPEPERO $\langle n \rangle$  are RAZ. Software must treat reserved accesses as **RES0**. See *Access requirements for reserved and unallocated registers* in the [Arm® Architecture Reference Manual for A-profile architecture](#).



ext-AMCGCR.CG0NC identifies the number of architected activity monitor event counters.

## Accessibility

If  $\langle n \rangle$  is greater than or equal to the number of architected activity monitor event counters, reads of AMEVTYPEPERO $\langle n \rangle$  are RAZ. Software must treat reserved accesses as RES0. See 'Access requirements for reserved and unallocated registers'.



ext-AMCGCR.CG0NC identifies the number of architected activity monitor event counters.

Component	Offset	Instance	Range
AMU	0x408	AMEVTYPEPER02	None

This interface is accessible as follows:

RO

## B.6.11 AMEVTYPEPER03, Activity Monitors Event Type Registers 0

Provides information on the events that an architected activity monitor event counter AArch64-AMEVCNTR03\_ELO counts.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

AMU

#### Register offset

0x40C

**Access type**

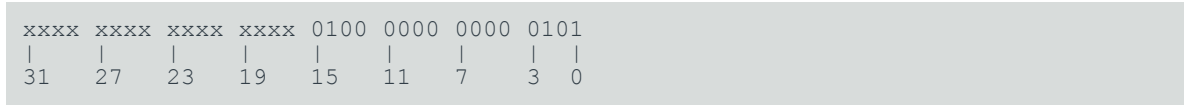
**Read**

R

**Write**

RESERVED

**Reset value**

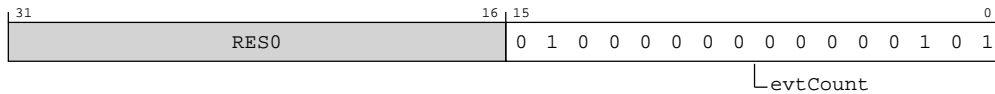


Note

Where the reset reads xxxxx, see individual bits.

**Bit descriptions**

**Figure B-167: ext\_amevtyper03 bit assignments**



**Table B-319: AMEVTYPER03 bit descriptions**

Bits	Name	Description	Reset
[31:16]	RES0	Reserved	RES0
[15:0]	evtCount	Event to count. The event number of the event that is counted by the architected activity monitor event counter ext-AMEVCNTR0<n>. The value of this field is architecturally mandated for each architected counter.  The following table shows the mapping between required event numbers and the corresponding counters:  <b>0b0100000000000101</b> Memory stall cycles	0x4005

**Access**

If <n> is greater than or equal to the number of architected activity monitor event counters, reads of AMEVTYPER0<n> are RAZ. Software must treat reserved accesses as **RES0**. See *Access requirements for reserved and unallocated registers* in the [Arm® Architecture Reference Manual for A-profile architecture](#).



Note

ext-AMCGCR.CG0NC identifies the number of architected activity monitor event counters.

## Accessibility

If  $\langle n \rangle$  is greater than or equal to the number of architected activity monitor event counters, reads of AMEVTYPER0 $\langle n \rangle$  are RAZ. Software must treat reserved accesses as RES0. See 'Access requirements for reserved and unallocated registers'.



ext-AMCGCR.CG0NC identifies the number of architected activity monitor event counters.

Component	Offset	Instance	Range
AMU	0x40C	AMEVTYPER03	None

This interface is accessible as follows:

RO

## B.6.12 AMEVTYPER10, Activity Monitors Event Type Registers 1

Provides information on the events that an architected activity monitor event counter AArch64-AMEVCNTR10\_ELO counts.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

AMU

#### Register offset

0x480

#### Access type

##### Read

R

##### Write

RESERVED

### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure B-168: ext\_amevtyper10 bit assignments**



**Table B-321: AMEVTYPER10 bit descriptions**

Bits	Name	Description	Reset
[31:16]	RES0	Reserved	RES0
[15:0]	evtCount	Event to count. The event number of the event that is counted by the architected activity monitor event counter AArch64-AMEVCNTR1<n>_ELO  <b>0b0000001100000000</b> Gear 0 (MPMM bank 0) period threshold exceeded	16{x}

### Access

If <n> is greater than or equal to the number of auxiliary activity monitor event counters, reads of AMEVTYPER1<n> are RAZ. Software must treat reserved accesses as **RES0**. See *Access requirements for reserved and unallocated registers* in the [Arm® Architecture Reference Manual for A-profile architecture](#).



ext-AMCGCR.CG1NC identifies the number of auxiliary activity monitor event counters.

### Accessibility

If <n> is greater than or equal to the number of auxiliary activity monitor event counters, reads of AMEVTYPER1<n> are RAZ. Software must treat reserved accesses as 'Access requirements for reserved and unallocated registers'.



ext-AMCGCR.CG1NC identifies the number of auxiliary activity monitor event counters.

Component	Offset	Instance	Range
AMU	0x480	AMEVTYPER10	None

This interface is accessible as follows:

RO

### B.6.13 AMEVTYPER11, Activity Monitors Event Type Registers 1

Provides information on the events that an architected activity monitor event counter AArch64-AMEVCNTR11\_ELO counts.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

32

##### Component

AMU

##### Register offset

0x484

##### Access type

##### Read

R

##### Write

RESERVED

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
31	27	23	19	15	11	7	3 0

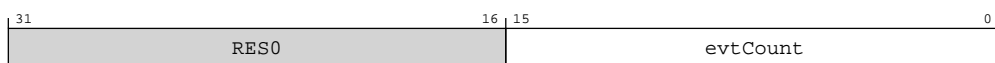


Note

Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure B-169: ext\_amevtyper11 bit assignments



**Table B-323: AMEVTYPER11 bit descriptions**

Bits	Name	Description	Reset
[31:16]	RES0	Reserved	RES0
[15:0]	evtCount	Event to count. The event number of the event that is counted by the architected activity monitor event counter AArch64-AMEVCNTR1<n>_ELO  <b>0b0000001100000001</b> Gear 1 (MPMM bank 1) period threshold exceeded	16{x}

### Access

If <n> is greater than or equal to the number of auxiliary activity monitor event counters, reads of AMEVTYPER1<n> are RAZ. Software must treat reserved accesses as **RES0**. See *Access requirements for reserved and unallocated registers* in the [Arm® Architecture Reference Manual for A-profile architecture](#).



ext-AMCGCR.CG1NC identifies the number of auxiliary activity monitor event counters.

### Accessibility

If <n> is greater than or equal to the number of auxiliary activity monitor event counters, reads of AMEVTYPER1<n> are RAZ. Software must treat reserved accesses as RES0. See 'Access requirements for reserved and unallocated registers'.



ext-AMCGCR.CG1NC identifies the number of auxiliary activity monitor event counters.

Component	Offset	Instance	Range
AMU	0x484	AMEVTYPER11	None

This interface is accessible as follows:

RO

## B.6.14 AMEVTYPER12, Activity Monitors Event Type Registers 1

Provides information on the events that an architected activity monitor event counter AArch64-AMEVCNTR12\_ELO counts.

### Configurations

This register is available in all configurations.



**Attributes**

**Width**

32

**Component**

AMU

**Register offset**

0x488

**Access type**

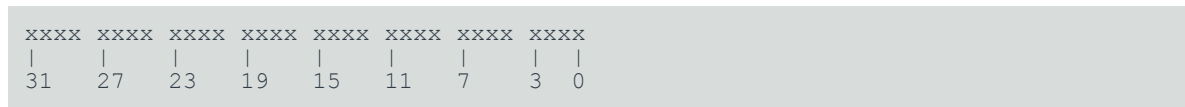
**Read**

R

**Write**

RESERVED

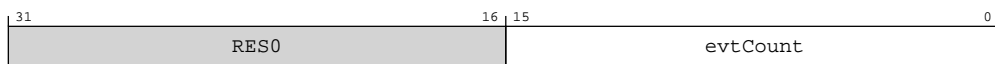
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-170: ext\_amevtyper12 bit assignments**



**Table B-325: AMEVTYPER12 bit descriptions**

Bits	Name	Description	Reset
[31:16]	RES0	Reserved	RES0
[15:0]	evtCount	Event to count. The event number of the event that is counted by the architected activity monitor event counter AArch64-AMEVCNTR1<n>_ELO  <b>0b0000001100000010</b> Gear 2 (MPMM bank 2) period threshold exceeded	16{x}

**Access**

If <n> is greater than or equal to the number of auxiliary activity monitor event counters, reads of AMEVTYPER1<n> are RAZ. Software must treat reserved accesses as **RES0**. See *Access*

requirements for reserved and unallocated registers in the [Arm® Architecture Reference Manual for A-profile architecture](#).



ext-AMCGCR.CG1NC identifies the number of auxiliary activity monitor event counters.

## Accessibility

If <n> is greater than or equal to the number of auxiliary activity monitor event counters, reads of AMEVTYPEPER1<n> are RAZ. Software must treat reserved accesses as RES0. See 'Access requirements for reserved and unallocated registers'.



ext-AMCGCR.CG1NC identifies the number of auxiliary activity monitor event counters.

Component	Offset	Instance	Range
AMU	0x488	AMEVTYPEPER12	None

This interface is accessible as follows:

RO

## B.6.15 AMCGCR, Activity Monitors Counter Group Configuration Register

Provides information on the number of activity monitor event counters implemented within each counter group.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

AMU

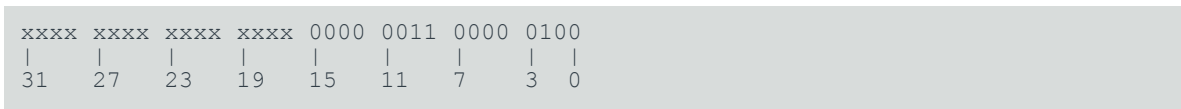
#### Register offset

0xCE0

#### Access type

RO

### Reset value



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure B-171: ext\_amcgcr bit assignments

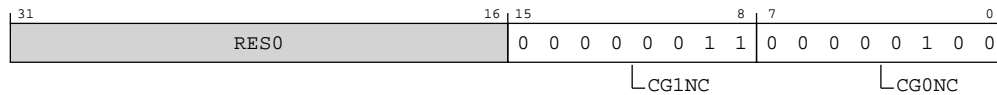


Table B-327: AMCGCR bit descriptions

Bits	Name	Description	Reset
[31:16]	RES0	Reserved	RES0
[15:8]	CG1NC	Counter Group 1 Number of Counters. The number of counters in the auxiliary counter group.  In an implementation that includes FEAT_AMUV1, the permitted range of values is 0 to 16.  <b>0b00000011</b> Three counters in the auxiliary counter group	0x03
[7:0]	CG0NC	Counter Group 0 Number of Counters. The number of counters in the architected counter group.  <b>0b00000100</b>	0x04

### Accessibility

Component	Offset	Instance	Range
AMU	0xCE0	AMCGCR	None

This interface is accessible as follows:

RO

## B.6.16 AMCFGR, Activity Monitors Configuration Register

Global configuration register for the activity monitors.

Provides information on supported features, the number of counter groups implemented, the total number of activity monitor event counters implemented, and the size of the counters. AMCFGR is applicable to both the architected and the auxiliary counter groups.

## Configurations

This register is available in all configurations.

## Attributes

### Width

32

### Component

AMU

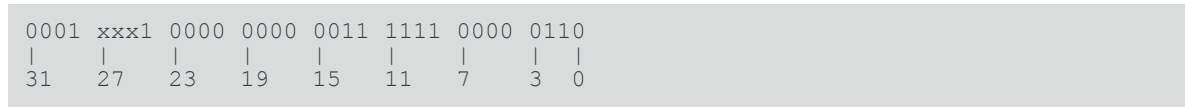
### Register offset

0xE00

### Access type

RO

### Reset value



Where the reset reads xxxx, see individual bits.

## Bit descriptions

Figure B-172: ext\_amcfr bit assignments

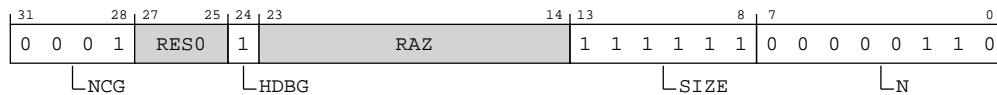


Table B-329: AMCFGR bit descriptions

Bits	Name	Description	Reset
[31:28]	NCG	Defines the number of counter groups. The following value is specified for this product. <b>0b0001</b> Two counter groups are implemented	0b0001
[27:25]	RES0	Reserved	RES0
[24]	HDBG	Halt-on-debug supported.  This feature must be supported, and so this bit is 0b1. <b>0b1</b> ext-AMCR.HDBG is read/write.	0b1
[23:14]	RAZ	Reserved	RAZ

Bits	Name	Description	Reset
[13:8]	SIZE	<p>Defines the size of activity monitor event counters.</p> <p>The size of the activity monitor event counters implemented by the Activity Monitors Extension is [AMCFGR.SIZE + 1].</p> <p>The counters are 64-bit.</p> <p><b>Note:</b> Software also uses this field to determine the spacing of counters in the memory-map. The counters are at doubleword-aligned addresses.</p> <p><b>0b111111</b></p>	0b111111
[7:0]	N	<p>Defines the number of activity monitor event counters.</p> <p>The total number of counters implemented in all groups by the Activity Monitors Extension is [AMCFGR.N + 1].</p> <p><b>0b00000110</b> Seven activity monitor event counters</p>	0x06

### Accessibility

Component	Offset	Instance	Range
AMU	0xE00	AMCFGR	None

This interface is accessible as follows:

RO

## B.6.17 AMIIDR, Activity Monitors Implementation Identification Register

Defines the implementer and revisions of the AMU.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

AMU

#### Register offset

0xE08

#### Access type

RO

### Reset value

```

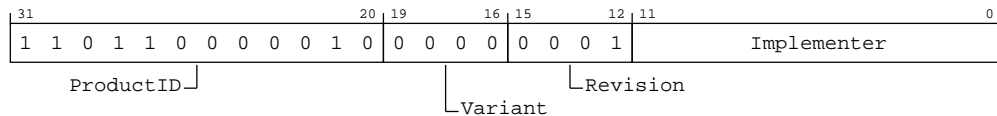
1101 1000 0010 0000 0001 xxxx xxxx xxxx
|   |   |   |   |   |   |   |   |
31  27  23  19  15  11  7   3   0
    
```



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure B-173: ext\_amiidr bit assignments**



**Table B-331: AMIIDR bit descriptions**

Bits	Name	Description	Reset
[31:20]	ProductID	This field is an AMU part identifier. <b>0b110110000010</b> Cortex-X4	0xD82
[19:16]	Variant	This field distinguishes product variants or major revisions of the product. <b>0b0000</b> rOp1 If ext-AMPIDR2 is implemented, ext-AMPIDR2.REVISION matches AMIIDR.Variant.	0b0000
[15:12]	Revision	This field distinguishes minor revisions of the product. <b>0b0001</b> rOp1 If ext-AMPIDR3 is implemented, ext-AMPIDR3.REVAND matches AMIIDR.Revision.	0b0001
[11:0]	Implementer	Contains the JEP106 code of the company that implemented the AMU. For an Arm implementation, this field reads as 0x43B.	12 {x}

### Accessibility

Component	Offset	Instance	Range
AMU	0xE08	AMIIDR	None

This interface is accessible as follows:

RO

## B.6.18 AMDEVARCH, Activity Monitors Device Architecture Register

Identifies the programmers' model architecture of the AMU component.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

AMU

#### Register offset

0xFBC

#### Access type

RO

#### Reset value

0100 0111 0111 0000 0000 1010 0110 0110

### Bit descriptions

Figure B-174: ext\_amdevarch bit assignments

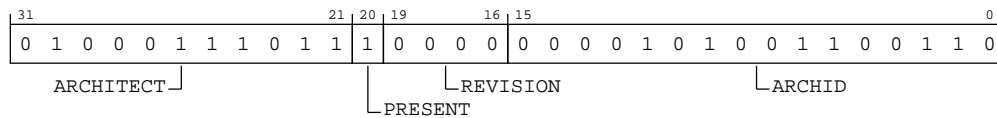


Table B-333: AMDEVARCH bit descriptions

Bits	Name	Description	Reset
[31:21]	ARCHITECT	Defines the architecture of the component. For AMU, this is Arm Limited. <b>0b01000111011</b>	0b01000111011
[20]	PRESENT	Indicates that the DEVARCH is present. <b>0b1</b>	0b1
[19:16]	REVISION	Defines the architecture revision. For architectures defined by Arm this is the minor revision. <b>0b0000</b> Architecture revision is AMUv1.	0b0000

Bits	Name	Description	Reset
[15:0]	ARCHID	<p>Defines this part to be an AMU component. For architectures defined by Arm this is further subdivided.</p> <p>For AMU:</p> <ul style="list-style-type: none"> <li>Bits [15:12] are the architecture version, 0x0.</li> <li>Bits [11:0] are the architecture part number, 0xA66.</li> </ul> <p>This corresponds to AMU architecture version AMUv1.</p> <p><b>0b0000101001100110</b></p>	0x0A66

### Accessibility

Component	Offset	Instance	Range
AMU	0xFBC	AMDEVARCH	None

This interface is accessible as follows:

RO

## B.6.19 AMDEVTYPE, Activity Monitors Device Type Register

Indicates to a debugger that this component is part of a PE's performance monitor interface.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

AMU

#### Register offset

0xFCC

#### Access type

RO

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	0001	0110
31	27	23	19	15	11	7	3 0

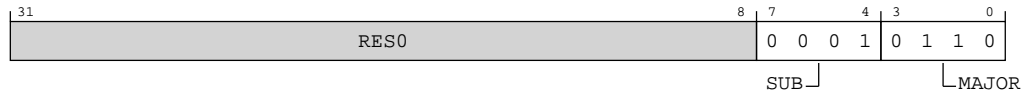




Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure B-175: ext\_amdevtype bit assignments**



**Table B-335: AMDEVTYPE bit descriptions**

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:4]	SUB	Subtype. Reads as 0x1, to indicate this is a component within a PE.  <b>0b0001</b> Component within a PE.	0b0001
[3:0]	MAJOR	Major type. Reads as 0x6, to indicate this is a performance monitor component.  <b>0b0110</b> Performance monitor component	0b0110

### Accessibility

Component	Offset	Instance	Range
AMU	0xFCC	AMDEVTYPE	None

This interface is accessible as follows:

RO

## B.6.20 AMPIDR4, Activity Monitors Peripheral Identification Register 4

Provides information to identify an activity monitors component.

For more information, see *About the Peripheral identification scheme* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

**Component**

AMU

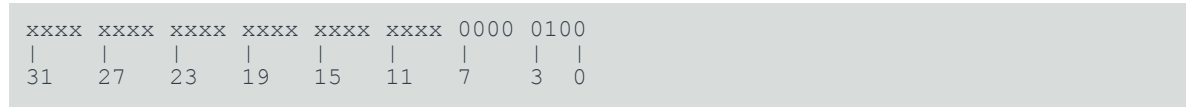
**Register offset**

0xFD0

**Access type**

RO

**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-176: ext\_ampidr4 bit assignments**



**Table B-337: AMPIDR4 bit descriptions**

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:4]	SIZE	Size of the component. Log <sub>2</sub> of the number of 4KB pages from the start of the component to the end of the component ID registers. <b>0b0000</b>	0b0000
[3:0]	DES_2	Designer. JEP106 continuation code, least significant nibble. For Arm Limited, this field is 0b0100. <b>0b0100</b> Arm Limited. This is bits[3:0] of the JEP106 continuation code.	0b0100

**Accessibility**

Component	Offset	Instance	Range
AMU	0xFD0	AMPIDR4	None

This interface is accessible as follows:

RO

## B.6.21 AMPIDR0, Activity Monitors Peripheral Identification Register 0

Provides information to identify an activity monitors component.

For more information, see *About the Peripheral identification scheme* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

AMU

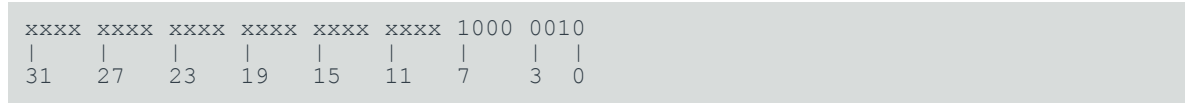
#### Register offset

0xFE0

#### Access type

RO

#### Reset value



Note

Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure B-177: ext\_ampidr0 bit assignments

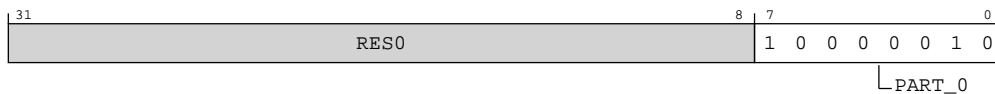


Table B-339: AMPIDR0 bit descriptions

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[7:0]	PART_0	Part number, least significant byte.  <b>0b10000010</b> Part number, least significant byte.	0x82

### Accessibility

Component	Offset	Instance	Range
AMU	0xFE0	AMPIDRO	None

This interface is accessible as follows:

RO

## B.6.22 AMPIDR1, Activity Monitors Peripheral Identification Register 1

Provides information to identify an activity monitors component.

For more information, see *About the Peripheral identification scheme* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

AMU

#### Register offset

0xFE4

#### Access type

RO

#### Reset value

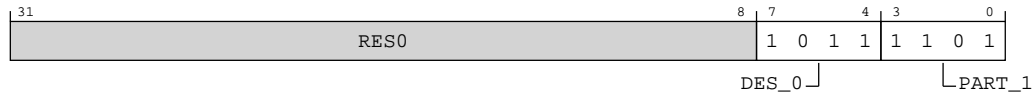
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	1011	1101
31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

## Bit descriptions

**Figure B-178: ext\_ampidr1 bit assignments**



**Table B-341: AMPIDR1 bit descriptions**

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:4]	DES_0	Designer, least significant nibble of JEP106 ID code.  For Arm Limited, this field is 0b1011.  <b>0b1011</b> Designer, least significant nibble of JEP106 ID code.	0b1011
[3:0]	PART_1	Part number, most significant nibble.  <b>0b1101</b> Part number, most significant nibble.	0b1101

## Accessibility

Component	Offset	Instance	Range
AMU	0xFE4	AMPIDR1	None

This interface is accessible as follows:

RO

## B.6.23 AMPIDR2, Activity Monitors Peripheral Identification Register 2

Provides information to identify an activity monitors component.

For more information, see *About the Peripheral identification scheme* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

## Configurations

This register is available in all configurations.

## Attributes

### Width

32

### Component

AMU

**Register offset**

0xFE8

**Access type**

RO

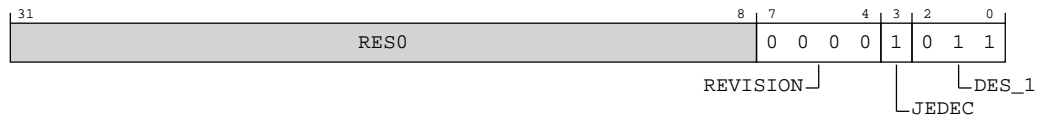
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-179: ext\_ampidr2 bit assignments**



**Table B-343: AMPIDR2 bit descriptions**

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:4]	REVISION	Part major revision. Parts can also use this field to extend Part number to 16-bits. <b>0b0000</b> rOp1	0b0000
[3]	JEDEC	Indicates a JEP106 identity code is used. <b>0b1</b>	0b1
[2:0]	DES_1	Designer, most significant bits of JEP106 ID code. For Arm Limited, this field is 0b011. <b>0b011</b> Arm Limited. This is bits[6:4] of the JEP106 ID code.	0b011

**Accessibility**

Component	Offset	Instance	Range
AMU	0xFE8	AMPIDR2	None

This interface is accessible as follows:

RO

## B.6.24 AMPIDR3, Activity Monitors Peripheral Identification Register 3

Provides information to identify an activity monitors component.

For more information, see *About the Peripheral identification scheme* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

AMU

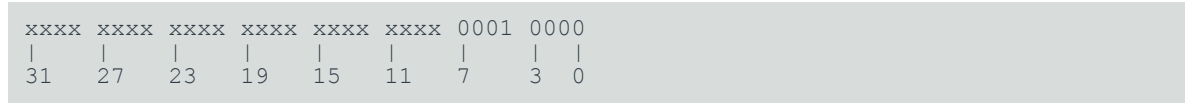
#### Register offset

0xFEC

#### Access type

RO

#### Reset value



Note

Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure B-180: ext\_ampidr3 bit assignments

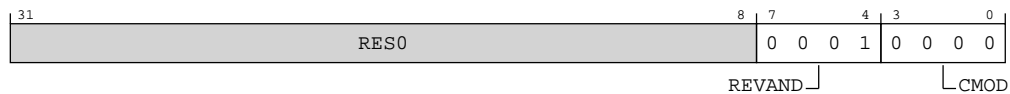


Table B-345: AMPIDR3 bit descriptions

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[7:4]	REVAND	Part minor revision. Parts using ext-AMPIDR2.REVISION as an extension to the Part number must use this field as a major revision number. <b>0b0001</b>	0b0001
[3:0]	CMOD	Customer modified. Indicates someone other than the Designer has modified the component. <b>0b0000</b> The component is not modified from the original design.	0b0000

### Accessibility

Component	Offset	Instance	Range
AMU	0xFEC	AMPIDR3	None

This interface is accessible as follows:

RO

## B.6.25 AMCIDR0, Activity Monitors Component Identification Register 0

Provides information to identify an activity monitors component.

For more information, see *About the Component identification scheme* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

AMU

#### Register offset

0xFF0

#### Access type

RO

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	0000	1101
31	27	23	19	15	11	7	3 0

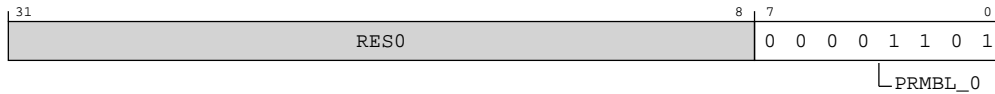




Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure B-181: ext\_amcidr0 bit assignments**



**Table B-347: AMCIDR0 bit descriptions**

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:0]	PRMBL_0	Preamble. <b>0b00001101</b>	0x0D

### Accessibility

Component	Offset	Instance	Range
AMU	0xFF0	AMCIDR0	None

This interface is accessible as follows:

RO

## B.6.26 AMCIDR1, Activity Monitors Component Identification Register 1

Provides information to identify an activity monitors component.

For more information, see *About the Component identification scheme* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

AMU

**Register offset**

0xFF4

**Access type**

RO

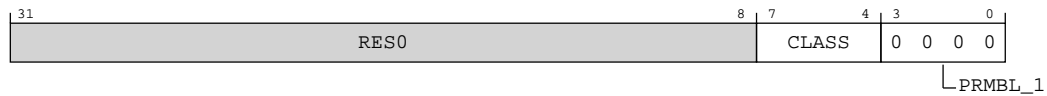
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-182: ext\_amcidr1 bit assignments**



**Table B-349: AMCIDR1 bit descriptions**

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:4]	CLASS	Component class. <b>0b1001</b> CoreSight component.	xxxx
[3:0]	PRMBL_1	Preamble. <b>0b0000</b>	0b0000

**Accessibility**

Component	Offset	Instance	Range
AMU	0xFF4	AMCIDR1	None

This interface is accessible as follows:

RO

## B.6.27 AMCIDR2, Activity Monitors Component Identification Register 2

Provides information to identify an activity monitors component.

For more information, see *About the Component identification scheme* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

AMU

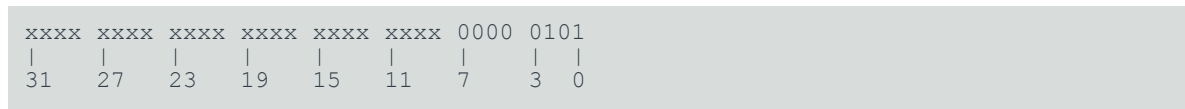
#### Register offset

0xFF8

#### Access type

RO

#### Reset value



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure B-183: ext\_amcidr2 bit assignments



Table B-351: AMCIDR2 bit descriptions

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:0]	PRMBL_2	Preamble. <b>0b00000101</b>	0x05

## Accessibility

Component	Offset	Instance	Range
AMU	0xFF8	AMCIDR2	None

This interface is accessible as follows:

RO

### B.6.28 AMCIDR3, Activity Monitors Component Identification Register 3

Provides information to identify an activity monitors component.

For more information, see *About the Component identification scheme* in the [Arm® Architecture Reference Manual for A-profile architecture](#).

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

32

##### Component

AMU

##### Register offset

0xFFC

##### Access type

RO

##### Reset value

```

xxxx  xxxx  xxxx  xxxx  xxxx  xxxx  1011  0001
|      |      |      |      |      |      |      |
31     27     23     19     15     11     7       3       0

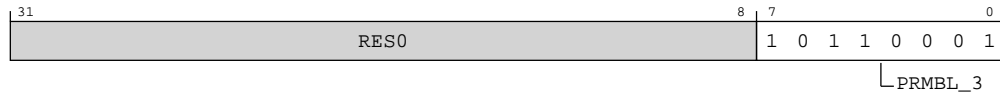
```



Note

Where the reset reads xxxx, see individual bits.

## Bit descriptions

**Figure B-184: ext\_amcidr3 bit assignments****Table B-353: AMCIDR3 bit descriptions**

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:0]	PRMBL_3	Preamble. <b>0b10110001</b>	0xB1

### Accessibility

Component	Offset	Instance	Range
AMU	0xFFC	AMCIDR3	None

This interface is accessible as follows:

RO

## B.7 External ETE registers summary

The following summary table provides an overview of all memory-mapped ETE registers in the core.

For more information on registers listed in the table, click on the link associated with the register name.

For registers without a listed reset value, refer to the individual field resets documented on the register description pages or to the [Arm® Architecture Reference Manual for A-profile architecture](#).

**Table B-355: ETE registers summary**

Offset	Name	Reset	Width	Description
0x018	<a href="#">TRCAUXCTLR</a>	See individual bit resets.	32-bit	Auxiliary Control Register
0x180	<a href="#">TRCIDR8</a>	See individual bit resets.	32-bit	ID Register 8
0x184	<a href="#">TRCIDR9</a>	See individual bit resets.	32-bit	ID Register 9
0x188	<a href="#">TRCIDR10</a>	See individual bit resets.	32-bit	ID Register 10
0x18C	<a href="#">TRCIDR11</a>	See individual bit resets.	32-bit	ID Register 11
0x190	<a href="#">TRCIDR12</a>	See individual bit resets.	32-bit	ID Register 12
0x194	<a href="#">TRCIDR13</a>	See individual bit resets.	32-bit	ID Register 13
0x1C0	<a href="#">TRCIMSPECO</a>	See individual bit resets.	32-bit	IMP DEF Register 0

Offset	Name	Reset	Width	Description
0x1E0	TRCIDR0	See individual bit resets.	32-bit	ID Register 0
0x1E4	TRCIDR1	See individual bit resets.	32-bit	ID Register 1
0x1E8	TRCIDR2	See individual bit resets.	32-bit	ID Register 2
0x1EC	TRCIDR3	See individual bit resets.	32-bit	ID Register 3
0x1F0	TRCIDR4	See individual bit resets.	32-bit	ID Register 4
0x1F4	TRCIDR5	See individual bit resets.	32-bit	ID Register 5
0x1F8	TRCIDR6	See individual bit resets.	32-bit	ID Register 6
0x1FC	TRCIDR7	See individual bit resets.	32-bit	ID Register 7
0xF00	TRCITCTRL	See individual bit resets.	32-bit	Integration Mode Control Register
0xFA0	TRCCLAIMSET	See individual bit resets.	32-bit	Claim Tag Set Register
0xFA4	TRCCLAIMCLR	See individual bit resets.	32-bit	Claim Tag Clear Register
0xFBC	TRCDEVARCH	See individual bit resets.	32-bit	Device Architecture Register
0xFC0	TRCDEVID2	See individual bit resets.	32-bit	Device Configuration Register 2
0xFC4	TRCDEVID1	See individual bit resets.	32-bit	Device Configuration Register 1
0xFC8	TRCDEVID	See individual bit resets.	32-bit	Device Configuration Register
0xFCC	TRCDEVTYPE	See individual bit resets.	32-bit	Device Type Register
0xFD0	TRCPIDR4	See individual bit resets.	32-bit	Peripheral Identification Register 4
0xFD4	TRCPIDR5	See individual bit resets.	32-bit	Peripheral Identification Register 5
0xFD8	TRCPIDR6	See individual bit resets.	32-bit	Peripheral Identification Register 6
0xFDC	TRCPIDR7	See individual bit resets.	32-bit	Peripheral Identification Register 7
0xFE0	TRCPIDR0	See individual bit resets.	32-bit	Peripheral Identification Register 0
0xFE4	TRCPIDR1	See individual bit resets.	32-bit	Peripheral Identification Register 1
0xFE8	TRCPIDR2	See individual bit resets.	32-bit	Peripheral Identification Register 2
0xFEC	TRCPIDR3	See individual bit resets.	32-bit	Peripheral Identification Register 3
0xFF0	TRCCIDR0	See individual bit resets.	32-bit	Component Identification Register 0
0xFF4	TRCCIDR1	See individual bit resets.	32-bit	Component Identification Register 1
0xFF8	TRCCIDR2	See individual bit resets.	32-bit	Component Identification Register 2
0xFFC	TRCCIDR3	See individual bit resets.	32-bit	Component Identification Register 3

## B.7.1 TRCAUXCTRL, Auxiliary Control Register

The function of this register is **IMPLEMENTATION DEFINED**.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

**Component**

ETE

**Register offset**

0x018

**Access type**

See bit descriptions

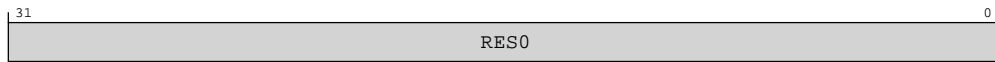
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-185: ext\_trcauxctlr bit assignments**



**Table B-356: TRCAUXCTLR bit descriptions**

Bits	Name	Description	Reset
[31:0]	RES0	Reserved	RES0

**Accessibility**

If this register is nonzero then it might cause the behavior of a trace unit to contradict this architecture specification. See the documentation of the specific implementation for information about the IMPLEMENTATION DEFINED support for this register.

Component	Offset	Instance	Range
ETE	0x018	TRCAUXCTLR	None

This interface is accessible as follows:

**When OSLockStatus() || !AllowExternalTraceAccess() || !IsTraceCorePowered()**

ERROR

**Otherwise**

RW

## B.7.2 TRCIDR8, ID Register 8

Returns the maximum speculation depth of the instruction trace element stream.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

ETE

#### Register offset

0x180

#### Access type

See bit descriptions

#### Reset value



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure B-186: ext\_trcidr8 bit assignments**



**Table B-358: TRCIDR8 bit descriptions**

Bits	Name	Description	Reset
[31:0]	MAXSPEC	Indicates the maximum speculation depth of the instruction trace element stream. This is the maximum number of P0 elements in the trace element stream that can be speculative at any time.	32 {x}

### Accessibility

Component	Offset	Instance	Range
ETE	0x180	TRCIDR8	None

This interface is accessible as follows:



When `OSLockStatus() || !IsTraceCorePowered()`

ERROR

Otherwise

RO

### B.7.3 TRCIDR9, ID Register 9

Returns the tracing capabilities of the trace unit.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

32

##### Component

ETE

##### Register offset

0x184

##### Access type

See bit descriptions

##### Reset value



Note

Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure B-187: ext\_trcidr9 bit assignments

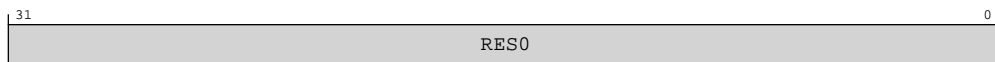


Table B-360: TRCIDR9 bit descriptions

Bits	Name	Description	Reset
[31:0]	RES0	Reserved	RES0

## Accessibility

Component	Offset	Instance	Range
ETE	0x184	TRCIDR9	None

This interface is accessible as follows:

### When OSLockStatus() || !IsTraceCorePowered()

ERROR

### Otherwise

RO

## B.7.4 TRCIDR10, ID Register 10

Returns the tracing capabilities of the trace unit.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

ETE

#### Register offset

0x188

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
31	27	23	19	15	11	7	3 0

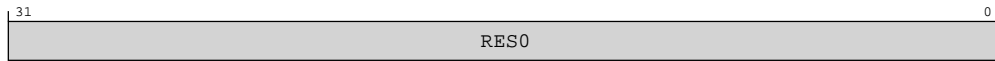


Note

Where the reset reads xxxx, see individual bits.

## Bit descriptions

**Figure B-188: ext\_trcidr10 bit assignments**



**Table B-362: TRCIDR10 bit descriptions**

Bits	Name	Description	Reset
[31:0]	RES0	Reserved	RES0

### Accessibility

Component	Offset	Instance	Range
ETE	0x188	TRCIDR10	None

This interface is accessible as follows:

**When OSLockStatus() || !IsTraceCorePowered()**

ERROR

**Otherwise**

RO

## B.7.5 TRCIDR11, ID Register 11

Returns the tracing capabilities of the trace unit.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

ETE

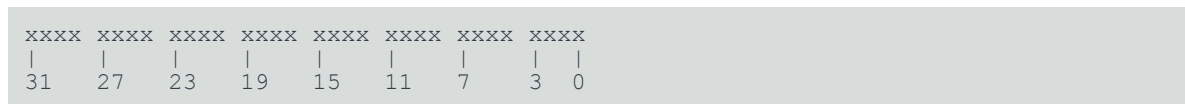
#### Register offset

0x18C

#### Access type

See bit descriptions

#### Reset value

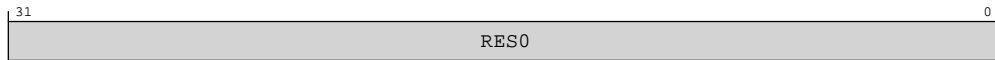




Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure B-189: ext\_trcidr11 bit assignments**



**Table B-364: TRCIDR11 bit descriptions**

Bits	Name	Description	Reset
[31:0]	RES0	Reserved	RES0

### Accessibility

Component	Offset	Instance	Range
ETE	0x18C	TRCIDR11	None

This interface is accessible as follows:

**When OSLockStatus() || !IsTraceCorePowered()**

ERROR

**Otherwise**

RO

## B.7.6 TRCIDR12, ID Register 12

Returns the tracing capabilities of the trace unit.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

ETE

#### Register offset

0x190

**Access type**

See bit descriptions

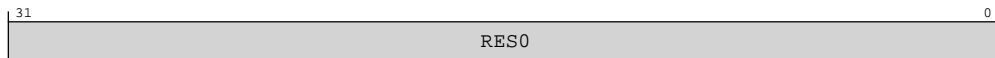
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-190: ext\_trcidr12 bit assignments**



**Table B-366: TRCIDR12 bit descriptions**

Bits	Name	Description	Reset
[31:0]	RES0	Reserved	RES0

**Accessibility**

Component	Offset	Instance	Range
ETE	0x190	TRCIDR12	None

This interface is accessible as follows:

**When OSLockStatus() || !IsTraceCorePowered()**

ERROR

**Otherwise**

RO

**B.7.7 TRCIDR13, ID Register 13**

Returns the tracing capabilities of the trace unit.

**Configurations**

This register is available in all configurations.

**Attributes**

**Width**

32

**Component**

ETE

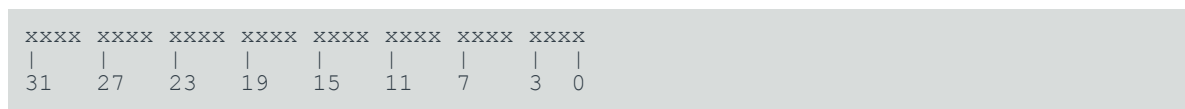
**Register offset**

0x194

**Access type**

See bit descriptions

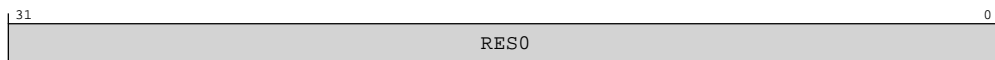
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-191: ext\_trcidr13 bit assignments**



**Table B-368: TRCIDR13 bit descriptions**

Bits	Name	Description	Reset
[31:0]	RES0	Reserved	RES0

**Accessibility**

Component	Offset	Instance	Range
ETE	0x194	TRCIDR13	None

This interface is accessible as follows:

**When OSLockStatus() || !IsTraceCorePowered()**

ERROR

**Otherwise**

RO

## B.7.8 TRCIMSPECO, IMP DEF Register 0

TRCIMSPECO shows the presence of any **IMPLEMENTATION DEFINED** features, and provides an interface to enable the features that are provided.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

ETE

#### Register offset

0x1C0

#### Access type

RO

#### Reset value



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure B-192: ext\_trcimspec0 bit assignments



Table B-370: TRCIMSPECO bit descriptions

Bits	Name	Description	Reset
[31:4]	RESO	Reserved	RESO
[3:0]	SUPPORT	Indicates whether the implementation supports <b>IMPLEMENTATION DEFINED</b> features.  <b>0b0000</b> No <b>IMPLEMENTATION DEFINED</b> features are supported.	xxxx

## Accessibility

Component	Offset	Instance	Range
ETE	0x1C0	TRCIMSPEC0	None

This interface is accessible as follows:

**When OSLockStatus() || !AllowExternalTraceAccess() || !IsTraceCorePowered()**

ERROR

**Otherwise**

RW

## B.7.9 TRCIDR0, ID Register 0

Returns the tracing capabilities of the trace unit.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

ETE

#### Register offset

0x1E0

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
31	27	23	19	15	11	7	3 0



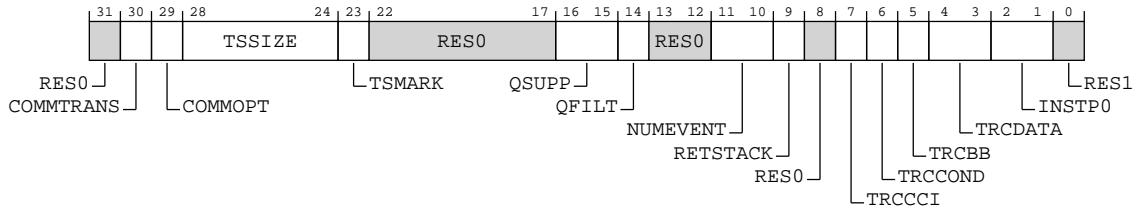
Note

Where the reset reads xxxx, see individual bits.



### Bit descriptions

**Figure B-193: ext\_trcidr0 bit assignments**



**Table B-372: TRCIDR0 bit descriptions**

Bits	Name	Description	Reset
[31]	RES0	Reserved	RES0
[30]	COMMTRANS	Transaction Start element behavior. <b>0b0</b> Transaction Start elements are P0 elements.	x
[29]	COMMOPT	Indicates the contents and encodings of Cycle count packets. <b>0b1</b> Commit mode 1. <b>When <math>UInt(ext-TRCIDR8.MAXSPEC) == 0x0</math></b> Access to this field is: <b>RAO/WI</b> <b>Otherwise</b> Access to this field is: RO	x
[28:24]	TSSIZE	Indicates that the trace unit implements Global timestamping and the size of the timestamp value. <b>0b01000</b> Global timestamping implemented with a 64-bit timestamp value.	5 { x }
[23]	TSMARK	Indicates whether Timestamp Marker elements are generated. <b>0b0</b> Timestamp Marker elements are not generated. <b>0b1</b> Timestamp Marker elements are generated.	x
[22:17]	RES0	Reserved	RES0
[16:15]	QSUPP	Indicates that the trace unit implements Q element support. <b>0b00</b> Q element support is not implemented.	xx
[14]	QFILT	Indicates if the trace unit implements Q element filtering. <b>0b0</b> Q element filtering is not implemented.	x
[13:12]	RES0	Reserved	RES0
[11:10]	NUMEVENT	Indicates the number of ETEEvents implemented. <b>0b11</b> The trace unit supports 4 ETEEvents.	xx

Bits	Name	Description	Reset
[9]	RETSTACK	Indicates if the trace unit supports the return stack.  <b>0b1</b> Return stack implemented.	x
[8]	RES0	Reserved	RES0
[7]	TRCCCI	Indicates if the trace unit implements cycle counting.  <b>0b1</b> Cycle counting implemented.	x
[6]	TRCCOND	Indicates if the trace unit implements conditional instruction tracing. Conditional instruction tracing is not implemented in ETE and this field is reserved for other trace architectures.  <b>0b0</b> Conditional instruction tracing not implemented.	x
[5]	TRCBB	Indicates if the trace unit implements branch broadcasting.  <b>0b1</b> Branch broadcasting implemented.	x
[4:3]	TRCDATA	Indicates if the trace unit implements data tracing. Data tracing is not implemented in ETE and this field is reserved for other trace architectures.  <b>0b00</b> Data tracing not implemented.	xx
[2:1]	INSTPO	Indicates if load and store instructions are PO instructions. Load and store instructions as PO instructions is not implemented in ETE and this field is reserved for other trace architectures.  <b>0b00</b> Load and store instructions are not PO instructions.	xx
[0]	RES1	Reserved	RES1

## Accessibility

Component	Offset	Instance	Range
ETE	0x1E0	TRCIDR0	None

This interface is accessible as follows:

**When OSLockStatus() || !IsTraceCorePowered()**

ERROR

**Otherwise**

RO

### B.7.10 TRCIDR1, ID Register 1

Returns the tracing capabilities of the trace unit.

#### Configurations

This register is available in all configurations.

**Attributes**

**Width**

32

**Component**

ETE

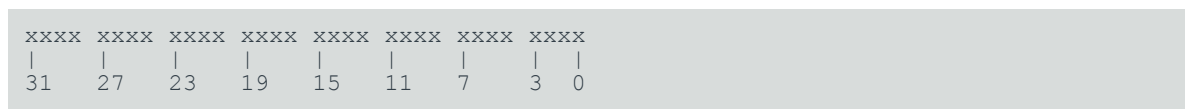
**Register offset**

0x1E4

**Access type**

See bit descriptions

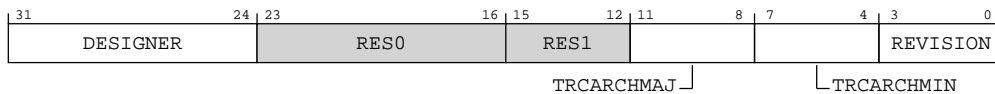
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-194: ext\_trcidr1 bit assignments**



**Table B-374: TRCIDR1 bit descriptions**

Bits	Name	Description	Reset
[31:24]	DESIGNER	Indicates which company designed the trace unit. The permitted values of this field are the same as AArch64-MIDR_EL1.Implementer.  <b>0b01000001</b> Arm Limited	8 {x}
[23:16]	RES0	Reserved	RES0
[15:12]	RES1	Reserved	RES1
[11:8]	TRCARCHMAJ	Major architecture version.  <b>0b1111</b> If both TRCARCHMAJ and TRCARCHMIN == 0xF then refer to ext-TRCDEVARCH.	xxxx
[7:4]	TRCARCHMIN	Minor architecture version.  <b>0b1111</b> If both TRCARCHMAJ and TRCARCHMIN == 0xF then refer to ext-TRCDEVARCH.	xxxx

Bits	Name	Description	Reset
[3:0]	REVISION	Implementation revision that identifies the revision of the trace and OS Lock registers.  <b>0b0000</b> Revision 0	xxxx

### Accessibility

Component	Offset	Instance	Range
ETE	0x1E4	TRCIDR1	None

This interface is accessible as follows:

**When OSLockStatus() || !IsTraceCorePowered()**

ERROR

**Otherwise**

RO

## B.7.11 TRCIDR2, ID Register 2

Returns the tracing capabilities of the trace unit.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

ETE

#### Register offset

0x1E8

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
31	27	23	19	15	11	7	3 0



Note

Where the reset reads xxxx, see individual bits.

## Bit descriptions

Figure B-195: ext\_trcidr2 bit assignments

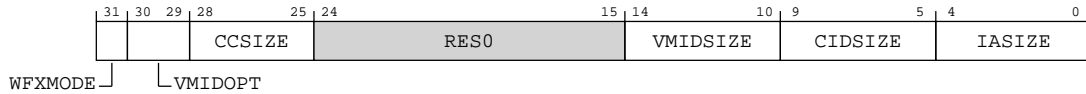


Table B-376: TRCIDR2 bit descriptions

Bits	Name	Description	Reset
[31]	WFXMODE	Indicates whether WFI, WFIT, WFE, and WFET instructions are classified as PO instructions: <b>0b1</b> WFI, WFIT, WFE, and WFET instructions are classified as PO instructions.	x
[30:29]	VMIDOPT	Indicates the options for Virtual context identifier selection. <b>0b10</b> Virtual context identifier selection not supported. ext-TRCCONFIGR.VMIDOPT is <b>RES1</b> .	xx
[28:25]	CCSIZE	Indicates the size of the cycle counter. <b>0b0000</b> The cycle counter is 12 bits in length.	xxxx
[24:15]	RES0	Reserved	RES0
[14:10]	VMIDSIZE	Indicates the trace unit Virtual context identifier size. <b>0b00100</b> 32-bit Virtual context identifier size.	5 {x}
[9:5]	CIDSIZE	Indicates the Context identifier size. <b>0b00100</b> 32-bit Context identifier size.	5 {x}
[4:0]	IASIZE	Virtual instruction address size. <b>0b01000</b> Maximum of 64-bit instruction address size.	5 {x}

## Accessibility

Component	Offset	Instance	Range
ETE	0x1E8	TRCIDR2	None

This interface is accessible as follows:

**When OSLockStatus() || !IsTraceCorePowered()**

ERROR

**Otherwise**

RO

### B.7.12 TRCIDR3, ID Register 3

Returns the base architecture of the trace unit.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

32

##### Component

ETE

##### Register offset

0x1EC

##### Access type

See bit descriptions

##### Reset value



Note

Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure B-196: ext\_trcidr3 bit assignments

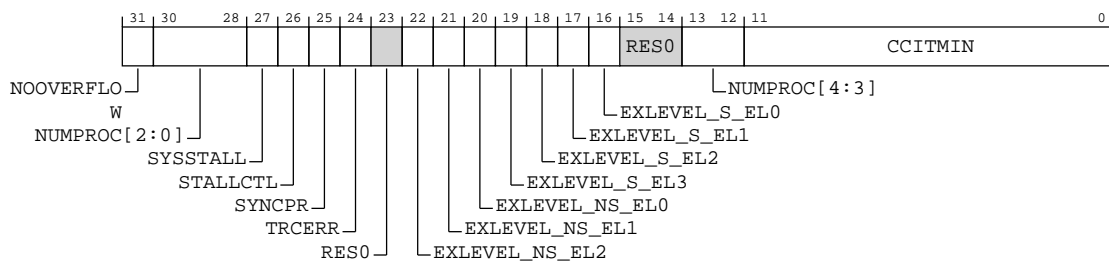


Table B-378: TRCIDR3 bit descriptions

Bits	Name	Description	Reset
[31]	NOOVERFLOW	Indicates if overflow prevention is implemented.  <b>0b0</b>  Overflow prevention is not implemented.	x

Bits	Name	Description	Reset
[27]	SYSSTALL	Indicates if stalling of the PE is permitted. <b>0b0</b> Stalling of the PE is not permitted.	x
[26]	STALLCTL	Indicates if trace unit implements stalling of the PE. <b>0b0</b> Stalling of the PE is not implemented.	x
[25]	SYNCPR	Indicates if an implementation has a fixed synchronization period. <b>0b0</b> ext-TRCSYNCPR is read/write so software can change the synchronization period.	x
[24]	TRCERR	Indicates forced tracing of System Error exceptions is implemented. <b>0b1</b> Forced tracing of System Error exceptions is implemented.	x
[23]	RES0	Reserved	RES0
[22]	EXLEVEL_NS_EL2	Indicates if Non-secure EL2 implemented. <b>0b1</b> Non-secure EL2 is implemented.	x
[21]	EXLEVEL_NS_EL1	Indicates if Non-secure EL1 implemented. <b>0b1</b> Non-secure EL1 is implemented.	x
[20]	EXLEVEL_NS_ELO	Indicates if Non-secure ELO implemented. <b>0b1</b> Non-secure ELO is implemented.	x
[19]	EXLEVEL_S_EL3	Indicates if Secure EL3 implemented. <b>0b1</b> EL3 is implemented.	x
[18]	EXLEVEL_S_EL2	Indicates if Secure EL2 implemented. <b>0b1</b> Secure EL2 is implemented.	x
[17]	EXLEVEL_S_EL1	Indicates if Secure EL1 implemented. <b>0b1</b> Secure EL1 is implemented.	x
[16]	EXLEVEL_S_ELO	Indicates if Secure ELO implemented. <b>0b1</b> Secure ELO is implemented.	x
[15:14]	RES0	Reserved	RES0
[13:12, 30:28]	NUMPROC	Indicates the number of PEs available for tracing. <b>0b00000</b> The trace unit can trace one PE.	5 {x}

Bits	Name	Description	Reset
[11:0]	CCITMIN	Indicates the minimum value that can be programmed in ext-TRCCCCTLR.THRESHOLD.  If ext-TRCIDR0.TRCCCI == 1 then the minimum value of this field is 0x001.  If ext-TRCIDR0.TRCCCI == 0 then this field is zero.	12 {x}

### Accessibility

Component	Offset	Instance	Range
ETE	0x1EC	TRCIDR3	None

This interface is accessible as follows:

#### When OSLockStatus() || !IsTraceCorePowered()

ERROR

#### Otherwise

RO

## B.7.13 TRCIDR4, ID Register 4

Returns the tracing capabilities of the trace unit.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

ETE

#### Register offset

0x1F0

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
31	27	23	19	15	11	7	3 0



Note

Where the reset reads xxxx, see individual bits.



## Bit descriptions

Figure B-197: ext\_trcidr4 bit assignments

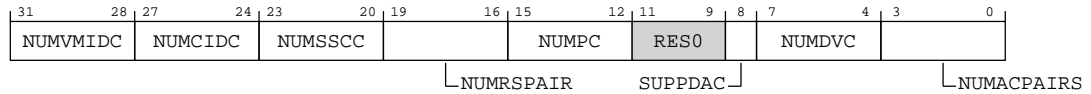


Table B-380: TRCIDR4 bit descriptions

Bits	Name	Description	Reset
[31:28]	NUMVMIDC	Indicates the number of Virtual Context Identifier Comparators that are available for tracing. <b>0b0001</b> The implementation has one Virtual Context Identifier Comparator.	xxxx
[27:24]	NUMCIDC	Indicates the number of Context Identifier Comparators that are available for tracing. <b>0b0001</b> The implementation has one Context Identifier Comparator.	xxxx
[23:20]	NUMSSCC	Indicates the number of Single-shot Comparator Controls that are available for tracing. <b>0b0001</b> The implementation has one Single-shot Comparator Control.	xxxx
[19:16]	NUMRSPAIR	Indicates the number of resource selector pairs that are available for tracing. <b>0b0111</b> The implementation has eight resource selector pairs.	xxxx
[15:12]	NUMPC	Indicates the number of PE Comparator Inputs that are available for tracing. <b>0b0000</b> No PE Comparator Inputs are available.	xxxx
[11:9]	RES0	Reserved	RES0
[8]	SUPPDAC	Indicates whether data address comparisons are implemented. Data address comparisons are not implemented in ETE and are reserved for other trace architectures. Allocated in other trace architectures. <b>0b0</b> Data address comparisons not implemented.	x
[7:4]	NUMDVC	Indicates the number of data value comparators. Data value comparators are not implemented in ETE and are reserved for other trace architectures. Allocated in other trace architectures. <b>0b0000</b> No data value comparators implemented.	xxxx
[3:0]	NUMACPAIRS	Indicates the number of Address Comparator pairs that are available for tracing. <b>0b0100</b> The implementation has four Address Comparator pairs.	xxxx

## Accessibility

Component	Offset	Instance	Range
ETE	0x1F0	TRCIDR4	None

This interface is accessible as follows:

**When OSLockStatus() || !IsTraceCorePowered()**

ERROR

**Otherwise**

RO

## B.7.14 TRCIDR5, ID Register 5

Returns the tracing capabilities of the trace unit.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

ETE

#### Register offset

0x1F4

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
31	27	23	19	15	11	7	3 0

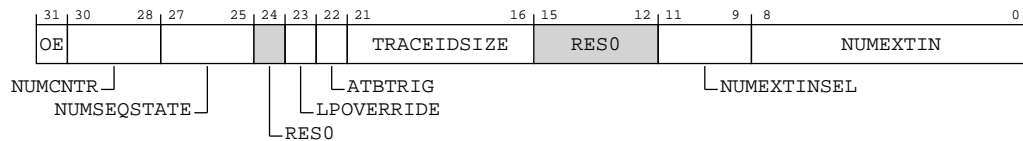


Note

Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure B-198: ext\_trcidr5 bit assignments**



**Table B-382: TRCIDR5 bit descriptions**

Bits	Name	Description	Reset
[31]	OE	Indicates support for the ETE Trace Output Enable. <b>0b0</b> ETE Trace Output Enable is not implemented. <b>0b1</b> ETE Trace Output Enable is implemented.	The reset values can be the following: 0b0, 0b1, respective to the value.
[30:28]	NUMCNTR	Indicates the number of Counters that are available for tracing. <b>0b010</b> Two Counters implemented.	xxx
[27:25]	NUMSEQSTATE	Indicates if the Sequencer is implemented and the number of Sequencer states that are implemented. <b>0b100</b> Four Sequencer states are implemented.	xxx
[24]	RES0	Reserved	RES0
[23]	LPOVERRIDE	Indicates support for Low-power Override Mode. <b>0b0</b> The trace unit does not support Low-power Override Mode.	x
[22]	ATBTRIG	Indicates if the implementation can support ATB triggers. <b>0b1</b> The implementation supports ATB triggers.	x
[21:16]	TRACEIDSIZE	Indicates the trace ID width. <b>0b000111</b> The implementation supports a 7-bit trace ID.	6{x}
[15:12]	RES0	Reserved	RES0
[11:9]	NUMEXTINSEL	Indicates how many External Input Selector resources are implemented. <b>0b100</b> 4 External Input Selector resources are available.	xxx
[8:0]	NUMEXTIN	Indicates how many External Inputs are implemented. <b>0b11111111</b> Unified PMU event selection.	9{x}

### Accessibility

Component	Offset	Instance	Range
ETE	0x1F4	TRCIDR5	None

This interface is accessible as follows:

**When OSLockStatus() || !IsTraceCorePowered()**

ERROR

**Otherwise**

RO

### B.7.15 TRCIDR6, ID Register 6

Returns the tracing capabilities of the trace unit.

#### Configurations

This register is available in all configurations.

#### Attributes

##### Width

32

##### Component

ETE

##### Register offset

0x1F8

##### Access type

See bit descriptions

##### Reset value



Where the reset reads xxxx, see individual bits.

#### Bit descriptions

Figure B-199: ext\_trcidr6 bit assignments

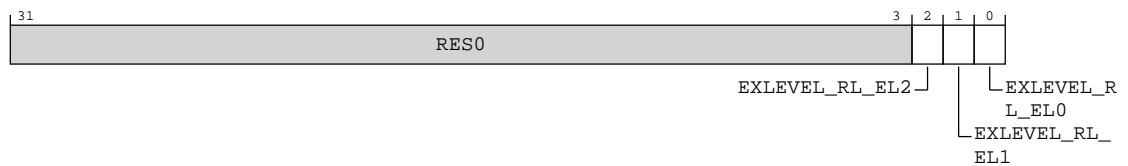


Table B-384: TRCIDR6 bit descriptions

Bits	Name	Description	Reset
[31:3]	RES0	Reserved	RES0
[2]	EXLEVEL_RL_EL2	Indicates if Realm EL2 is implemented. <b>0b1</b> Realm EL2 is implemented.	x

Bits	Name	Description	Reset
[1]	EXLEVEL_RL_EL1	Indicates if Realm EL1 is implemented.  <b>0b1</b> Realm EL1 is implemented.	x
[0]	EXLEVEL_RL_ELO	Indicates if Realm ELO is implemented.  <b>0b1</b> Realm ELO is implemented.	x

### Accessibility

Component	Offset	Instance	Range
ETE	0x1F8	TRCIDR6	None

This interface is accessible as follows:

**When OSLockStatus() || !IsTraceCorePowered()**

ERROR

**Otherwise**

RO

## B.7.16 TRCIDR7, ID Register 7

Returns the tracing capabilities of the trace unit.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

ETE

#### Register offset

0x1FC

#### Access type

See bit descriptions

#### Reset value

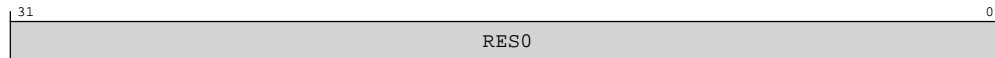
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

## Bit descriptions

**Figure B-200: ext\_trcidr7 bit assignments**



**Table B-386: TRCIDR7 bit descriptions**

Bits	Name	Description	Reset
[31:0]	RES0	Reserved	RES0

### Accessibility

Component	Offset	Instance	Range
ETE	0x1FC	TRCIDR7	None

This interface is accessible as follows:

#### When `OSLockStatus() || !IsTraceCorePowered()`

ERROR

#### Otherwise

RO

## B.7.17 TRCITCTRL, Integration Mode Control Register

A component can use TRCITCTRL to dynamically switch between functional mode and integration mode. In integration mode, topology detection is enabled. After switching to integration mode and performing integration tests or topology detection, reset the system to ensure correct behavior of CoreSight and other connected system components.

For additional information, see the CoreSight Architecture Specification.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

**Component**

ETE

**Register offset**

0xF00

**Access type**

See bit descriptions

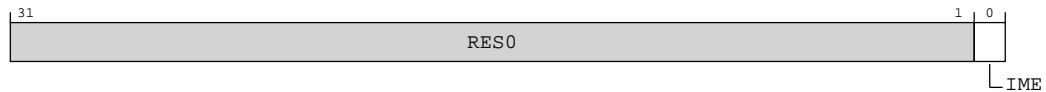
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-201: ext\_trcritctrl bit assignments**



**Table B-388: TRCITCTRL bit descriptions**

Bits	Name	Description	Reset
[31:1]	RES0	Reserved	RES0
[0]	IME	Integration Mode Enable.  <b>0b0</b> Component functional mode.  <b>0b1</b> Component integration mode. Support for topology detection and integration testing is enabled.	x

**Accessibility**

External debugger accesses to this register are IMPLEMENTATION DEFINED when the trace unit is not in the Idle state.

Component	Offset	Instance	Range
ETE	0xF00	TRCITCTRL	None

This interface is accessible as follows:

**When OSLockStatus() || !AllowExternalTraceAccess() || !IsTraceCorePowered()**

ERROR

**Otherwise**

RW

### B.7.18 TRCCLAIMSET, Claim Tag Set Register

In conjunction with ext-TRCCLAIMCLR, provides Claim Tag bits that can be separately set and cleared to indicate whether functionality is in use by a debug agent.

For additional information, see the CoreSight Architecture Specification.

#### Configurations

The number of claim tag bits implemented is IMPLEMENTATION DEFINED. Arm recommends that implementations support a minimum of four claim tag bits, that is, SET[3:0] reads as 0b1111.

#### Attributes

**Width**

32

**Component**

ETE

**Register offset**

0xFA0

**Access type**

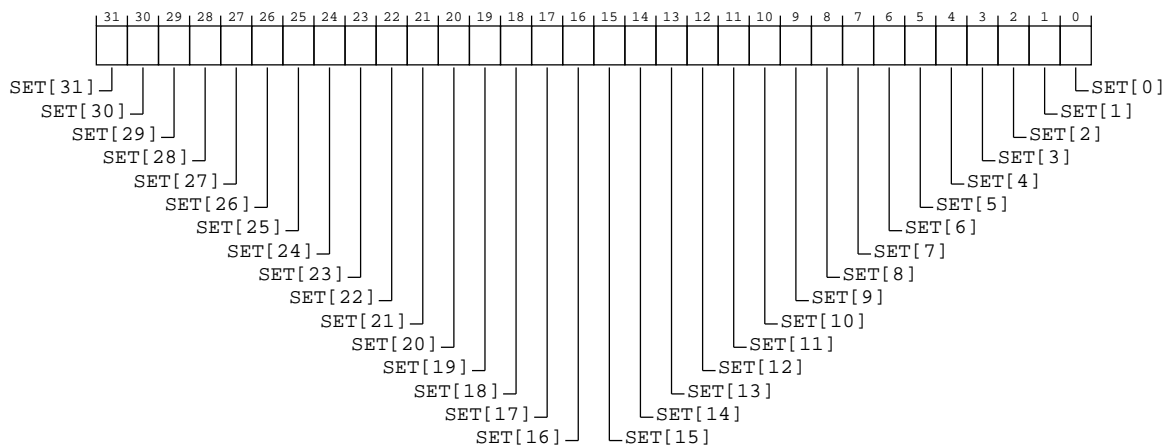
RAOW1S

**Reset value**

1111 1111 1111 1111 1111 1111 1111 1111

#### Bit descriptions

**Figure B-202: ext\_trclaimset bit assignments**





**Table B-390: TRCCLAIMSET bit descriptions**

Bits	Name	Description	Reset
[31:0]	SET[<m>], bit[m], where m = 31 to 0	<p>Claim Tag Set. Indicates whether Claim Tag bit &lt;m&gt; is implemented, and is used to set Claim Tag bit &lt;m&gt; to 1.</p> <p><b>0b0</b></p> <p>On a read: Claim Tag bit &lt;m&gt; is not implemented.</p> <p>On a write: Ignored.</p> <p><b>0b1</b></p> <p>On a read: Claim Tag bit &lt;m&gt; is implemented.</p> <p>On a write: Set Claim Tag bit &lt;m&gt; to 1.</p>	0xFFFFFFFF

### Accessibility

Component	Offset	Instance	Range
ETE	0xFA0	TRCCLAIMSET	None

This interface is accessible as follows:

#### When OSLockStatus() || !IsTraceCorePowered()

ERROR

#### Otherwise

RW

## B.7.19 TRCCLAIMCLR, Claim Tag Clear Register

In conjunction with ext-TRCCLAIMSET, provides Claim Tag bits that can be separately set and cleared to indicate whether functionality is in use by a debug agent.

For additional information, see the CoreSight Architecture Specification.

### Configurations

This register is available in all configurations.

#### Attributes

##### Width

32

##### Component

ETE

##### Register offset

0xFA4

##### Access type

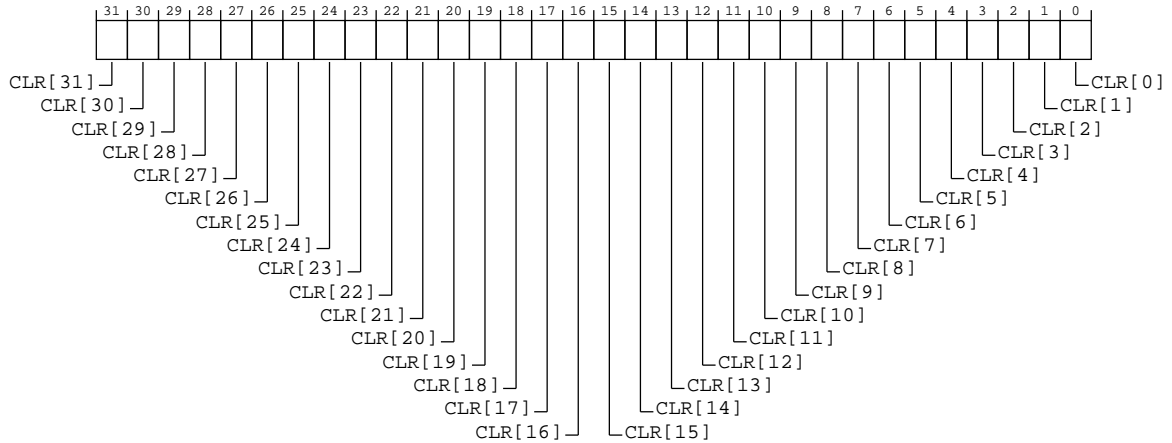
RW1C

**Reset value**

0000 0000 0000 0000 0000 0000 0000 0000

**Bit descriptions**

**Figure B-203: ext\_trclaimclr bit assignments**



**Table B-392: TRCLAIMCLR bit descriptions**

Bits	Name	Description	Reset
[31:0]	CLR[<m>], bit[m], where m = 31 to 0	<p>Claim Tag Clear. Indicates the current status of Claim Tag bit &lt;m&gt;, and is used to clear Claim Tag bit &lt;m&gt; to 0.</p> <p><b>0b0</b></p> <p>On a read: Claim Tag bit &lt;m&gt; is not set.</p> <p>On a write: Ignored.</p> <p><b>0b1</b></p> <p>On a read: Claim Tag bit &lt;m&gt; is set.</p> <p>On a write: Clear Claim tag bit &lt;m&gt; to 0.</p>	0x00000000

**Accessibility**

Component	Offset	Instance	Range
ETE	0xFA4	TRCLAIMCLR	None

This interface is accessible as follows:

**When OSLockStatus() || !IsTraceCorePowered()**

ERROR

**Otherwise**

RW

## B.7.20 TRCDEVARCH, Device Architecture Register

Provides discovery information for the component.

For additional information, see the CoreSight Architecture Specification.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

ETE

#### Register offset

0xFBC

#### Access type

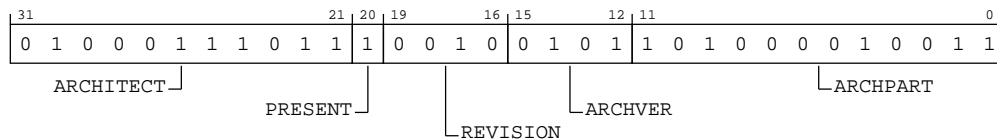
See bit descriptions

#### Reset value

0100 0111 0111 0010 0101 1010 0001 0011

### Bit descriptions

**Figure B-204: ext\_trcdevarch bit assignments**



**Table B-394: TRCDEVARCH bit descriptions**

Bits	Name	Description	Reset
[31:21]	ARCHITECT	Architect. Defines the architect of the component. Bits [31:28] are the JEP106 continuation code (JEP106 bank ID, minus 1) and bits [27:21] are the JEP106 ID code.  <b>0b01000111011</b> JEP106 continuation code 0x4, ID code 0x3B. Arm Limited.	0b01000111011
[20]	PRESENT	DEVARCH Present. Defines that the DEVARCH register is present.  <b>0b1</b> Device Architecture information present.	0b1
[19:16]	REVISION	Revision. Defines the architecture revision of the component. Defined values are:  <b>0b0010</b> ETEv1.2, FEAT_ETEv1p2.	0b0010

Bits	Name	Description	Reset
[15:12]	ARCHVER	Architecture Version. Defines the architecture version of the component.  <b>0b0101</b> ETEv1.	0b0101
[11:0]	ARCHPART	Architecture Part. Defines the architecture of the component.  <b>0b101000010011</b> Arm PE trace architecture.	0xA13

### Accessibility

External debugger accesses to this register are unaffected by the OS Lock.

Component	Offset	Instance	Range
ETE	0xFBC	TRCDEVARCH	None

This interface is accessible as follows:

#### When !IsTraceCorePowered()

ERROR

#### Otherwise

RO

## B.7.21 TRCDEVID2, Device Configuration Register 2

Provides discovery information for the component.

For additional information, see the CoreSight Architecture Specification.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

ETE

#### Register offset

0xFC0

#### Access type

See bit descriptions

#### Reset value

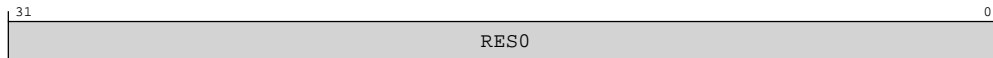
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

## Bit descriptions

**Figure B-205: ext\_trcdevid2 bit assignments**



**Table B-396: TRCDEVID2 bit descriptions**

Bits	Name	Description	Reset
[31:0]	RES0	Reserved	RES0

### Accessibility

External debugger accesses to this register are unaffected by the OS Lock.

Component	Offset	Instance	Range
ETE	0xFC0	TRCDEVID2	None

This interface is accessible as follows:

#### When `!IsTraceCorePowered()`

ERROR

#### Otherwise

RO

## B.7.22 TRCDEVID1, Device Configuration Register 1

Provides discovery information for the component.

For additional information, see the CoreSight Architecture Specification.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

ETE

**Register offset**

0xFC4

**Access type**

See bit descriptions

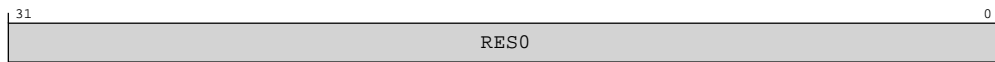
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-206: ext\_trcdevid1 bit assignments**



**Table B-398: TRCDEVID1 bit descriptions**

Bits	Name	Description	Reset
[31:0]	RES0	Reserved	RES0

**Accessibility**

External debugger accesses to this register are unaffected by the OS Lock.

Component	Offset	Instance	Range
ETE	0xFC4	TRCDEVID1	None

This interface is accessible as follows:

**When !IsTraceCorePowered()**

ERROR

**Otherwise**

RO

**B.7.23 TRCDEVID, Device Configuration Register**

Provides discovery information for the component.

For additional information, see the CoreSight Architecture Specification.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

ETE

#### Register offset

0xFC8

#### Access type

See bit descriptions

#### Reset value



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure B-207: ext\_trcdevid bit assignments

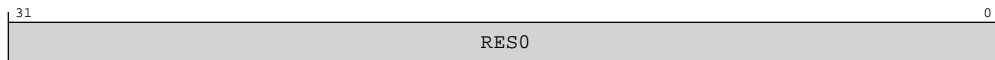


Table B-400: TRCDEVID bit descriptions

Bits	Name	Description	Reset
[31:0]	RES0	Reserved	RES0

### Accessibility

External debugger accesses to this register are unaffected by the OS Lock.

Component	Offset	Instance	Range
ETE	0xFC8	TRCDEVID	None

This interface is accessible as follows:

#### When !IsTraceCorePowered()

ERROR

**Otherwise**

RO

### B.7.24 TRCDEVTYPE, Device Type Register

Provides discovery information for the component. If the part number field is not recognized, a debugger can report the information that is provided by TRCDEVTYPE about the component instead.

For additional information, see the CoreSight Architecture Specification.

**Configurations**

This register is available in all configurations.

**Attributes**

**Width**

32

**Component**

ETE

**Register offset**

0xFCC

**Access type**

See bit descriptions

**Reset value**



Note

Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-208: ext\_trcdevtype bit assignments**





**Table B-402: TRCDEVTYPE bit descriptions**

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:4]	SUB	Component sub-type. <b>0b0001</b> When MAJOR == 0x3 (Trace source): Associated with a PE.	xxxx
[3:0]	MAJOR	Component major type. <b>0b0011</b> Trace source.	xxxx

### Accessibility

External debugger accesses to this register are unaffected by the OS Lock.

Component	Offset	Instance	Range
ETE	0xFCC	TRCDEVTYPE	None

This interface is accessible as follows:

#### When !IsTraceCorePowered()

ERROR

#### Otherwise

RO

## B.7.25 TRCPIDR4, Peripheral Identification Register 4

Provides discovery information about the component.

For additional information, see the CoreSight Architecture Specification.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

ETE

#### Register offset

0xFD0

#### Access type

See bit descriptions

#### Reset value

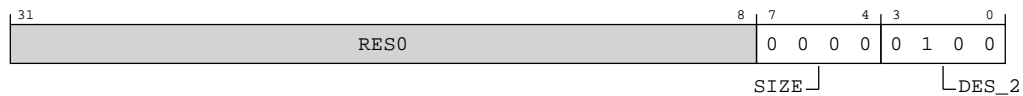
```
xxxx xxxx xxxx xxxx xxxx xxxx 0000 0100
```



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure B-209: ext\_trcpidr4 bit assignments**



**Table B-404: TRCPIDR4 bit descriptions**

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:4]	SIZE	Size of the component.  The distance from the start of the address space used by this component to the end of the component identification registers.  A value of 0b0000 means one of the following is true: <ul style="list-style-type: none"> <li>The component uses a single 4KB block.</li> <li>The component uses an <b>IMPLEMENTATION DEFINED</b> number of 4KB blocks.</li> </ul> Any other value means the component occupies $2^{\text{TRCPIDR4.SIZE}}$ 4KB blocks.  <b>0b0000</b>	0b0000
[3:0]	DES_2	Designer, JEP106 continuation code. This is the JEDEC-assigned JEP106 bank identifier for the designer of the component, minus 1. The code identifies the designer of the component, which might not be not the same as the implementer of the device containing the component. To obtain a number, or to see the assignment of these codes, contact JEDEC <a href="http://www.jedec.org">http://www.jedec.org</a> .  <b>0b0100</b>  Arm Limited. This is bits[3:0] of the JEP106 continuation code.	0b0100

### Accessibility

External debugger accesses to this register are unaffected by the OS Lock.

Component	Offset	Instance	Range
ETE	0xFD0	TRCPIDR4	None

This interface is accessible as follows:

#### When !IsTraceCorePowered()

ERROR

**Otherwise**

RO

### B.7.26 TRCPIDR5, Peripheral Identification Register 5

Provides discovery information about the component.

For additional information, see the CoreSight Architecture Specification.

**Configurations**

This register is available in all configurations.

**Attributes**

**Width**

32

**Component**

ETE

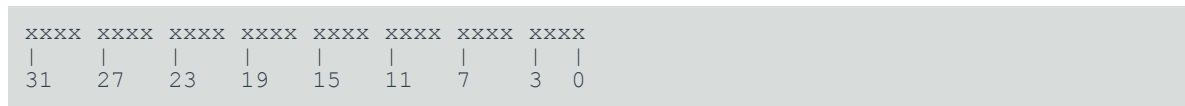
**Register offset**

0xFD4

**Access type**

See bit descriptions

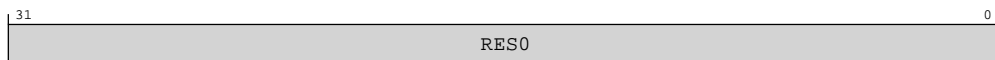
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-210: ext\_trcpidr5 bit assignments**



**Table B-406: TRCPIDR5 bit descriptions**

Bits	Name	Description	Reset
[31:0]	RES0	Reserved	RES0

## Accessibility

External debugger accesses to this register are unaffected by the OS Lock.

Component	Offset	Instance	Range
ETE	0xFD4	TRCPIDR5	None

This interface is accessible as follows:

### When !IsTraceCorePowered()

ERROR

### Otherwise

RO

## B.7.27 TRCPIDR6, Peripheral Identification Register 6

Provides discovery information about the component.

For additional information, see the CoreSight Architecture Specification.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

ETE

#### Register offset

0xFD8

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
31	27	23	19	15	11	7	3 0

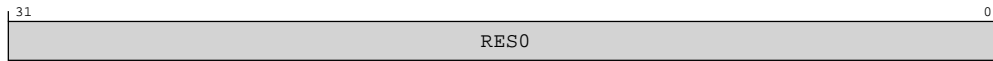


Note

Where the reset reads xxxx, see individual bits.

## Bit descriptions

**Figure B-211: ext\_trcpidr6 bit assignments**



**Table B-408: TRCPIDR6 bit descriptions**

Bits	Name	Description	Reset
[31:0]	RES0	Reserved	RES0

### Accessibility

External debugger accesses to this register are unaffected by the OS Lock.

Component	Offset	Instance	Range
ETE	0xFD8	TRCPIDR6	None

This interface is accessible as follows:

#### When `!IsTraceCorePowered()`

ERROR

#### Otherwise

RO

## B.7.28 TRCPIDR7, Peripheral Identification Register 7

Provides discovery information about the component.

For additional information, see the CoreSight Architecture Specification.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

ETE

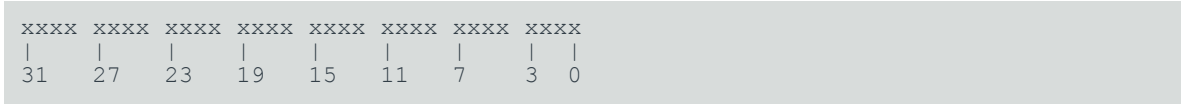
#### Register offset

0xFDC

#### Access type

See bit descriptions

### Reset value



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure B-212: ext\_trcpidr7 bit assignments

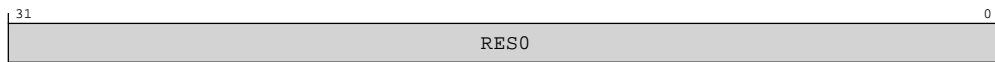


Table B-410: TRCPIDR7 bit descriptions

Bits	Name	Description	Reset
[31:0]	RES0	Reserved	RES0

### Accessibility

External debugger accesses to this register are unaffected by the OS Lock.

Component	Offset	Instance	Range
ETE	0xFDC	TRCPIDR7	None

This interface is accessible as follows:

#### When !IsTraceCorePowered()

ERROR

#### Otherwise

RO

## B.7.29 TRCPIDR0, Peripheral Identification Register 0

Provides discovery information about the component.

For additional information, see the CoreSight Architecture Specification.

### Configurations

This register is available in all configurations.

**Attributes**

**Width**

32

**Component**

ETE

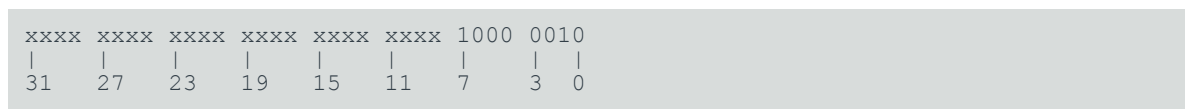
**Register offset**

0xFE0

**Access type**

See bit descriptions

**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-213: ext\_trcpidr0 bit assignments**



**Table B-412: TRCPIDR0 bit descriptions**

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:0]	PART_0	Part number, bits [7:0].  The part number is selected by the designer of the component, and is stored in ext-TRCPIDR1.PART_1 and TRCPIDR0.PART_0.  <b>0b10000010</b>  Least significant byte of the ETM trace unit part.	0x82

**Accessibility**

External debugger accesses to this register are unaffected by the OS Lock.

Component	Offset	Instance	Range
ETE	0xFE0	TRCPIDR0	None

This interface is accessible as follows:

**When !IsTraceCorePowered()**

ERROR

**Otherwise**

RO

### B.7.30 TRCPIDR1, Peripheral Identification Register 1

Provides discovery information about the component.

For additional information, see the CoreSight Architecture Specification.

**Configurations**

This register is available in all configurations.

**Attributes**

**Width**

32

**Component**

ETE

**Register offset**

0xFE4

**Access type**

See bit descriptions

**Reset value**

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	1011	1101
31	27	23	19	15	11	7	3 0



Note

Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-214: ext\_trcpidr1 bit assignments**





**Table B-414: TRCPIDR1 bit descriptions**

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:4]	DES_0	Designer, JEP106 identification code, bits [3:0]. TRCPIDR1.DES_0 and ext-TRCPIDR2.DES_1 together form the JEDEC-assigned JEP106 identification code for the designer of the component. The parity bit in the JEP106 identification code is not included. The code identifies the designer of the component, which might not be the same as the implementer of the device containing the component. To obtain a number, or to see the assignment of these codes, contact JEDEC <a href="http://www.jedec.org">http://www.jedec.org</a> .  <b>0b1011</b> Arm Limited. This is the least significant nibble of JEP106 ID code.	0b1011
[3:0]	PART_1	Part number, bits [11:8].  The part number is selected by the designer of the component, and is stored in TRCPIDR1.PART_1 and ext-TRCPIDR0.PART_0.  <b>0b1101</b> Part number, most significant nibble.	0b1101

### Accessibility

External debugger accesses to this register are unaffected by the OS Lock.

Component	Offset	Instance	Range
ETE	0xFE4	TRCPIDR1	None

This interface is accessible as follows:

#### When !IsTraceCorePowered()

ERROR

#### Otherwise

RO

## B.7.31 TRCPIDR2, Peripheral Identification Register 2

Provides discovery information about the component.

For additional information, see the CoreSight Architecture Specification.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

ETE

**Register offset**

0xFE8

**Access type**

See bit descriptions

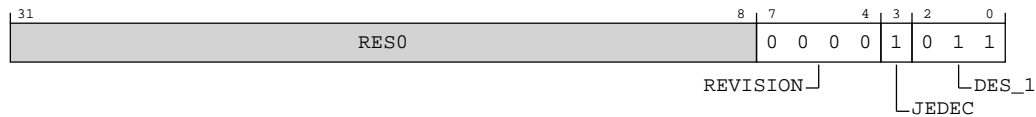
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-215: ext\_trcpidr2 bit assignments**



**Table B-416: TRCPIDR2 bit descriptions**

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:4]	REVISION	Component major revision. TRCPIDR2.REVISION and ext-TRCPIDR3.REVAND together form the revision number of the component, with TRCPIDR2.REVISION being the most significant part and ext-TRCPIDR3.REVAND the least significant part. When a component is changed, TRCPIDR2.REVISION or ext-TRCPIDR3.REVAND are increased to ensure that software can differentiate the different revisions of the component. ext-TRCPIDR3.REVAND should be set to 0b0000 when TRCPIDR2.REVISION is increased.  <b>0b0000</b> r0p1 - Part major revision.	0b0000
[3]	JEDEC	JEDEC-assigned JEP106 implementer code is used.  <b>0b1</b>	0b1
[2:0]	DES_1	Designer, JEP106 identification code, bits [6:4]. ext-TRCPIDR1.DES_0 and TRCPIDR2.DES_1 together form the JEDEC-assigned JEP106 identification code for the designer of the component. The parity bit in the JEP106 identification code is not included. The code identifies the designer of the component, which might not be not the same as the implementer of the device containing the component. To obtain a number, or to see the assignment of these codes, contact JEDEC <a href="http://www.jedec.org">http://www.jedec.org</a> .  <b>0b011</b> Arm Limited. Most significant nibble of JEP106 ID code.	0b011

**Accessibility**

External debugger accesses to this register are unaffected by the OS Lock.

Component	Offset	Instance	Range
ETE	0xFE8	TRCPIDR2	None

This interface is accessible as follows:

**When !IsTraceCorePowered()**

ERROR

**Otherwise**

RO

## B.7.32 TRCPIDR3, Peripheral Identification Register 3

Provides discovery information about the component.

For additional information, see the CoreSight Architecture Specification.

### Configurations

This register is available in all configurations.

### Attributes

**Width**

32

**Component**

ETE

**Register offset**

0xFEC

**Access type**

See bit descriptions

**Reset value**

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	0001	0000
31	27	23	19	15	11	7	3 0

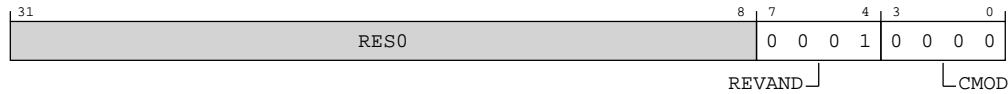


Note

Where the reset reads xxxx, see individual bits.

## Bit descriptions

**Figure B-216: ext\_trcpidr3 bit assignments**



**Table B-418: TRCPIDR3 bit descriptions**

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:4]	REVAND	Component minor revision. ext-TRCPIDR2.REVISION and TRCPIDR3.REVAND together form the revision number of the component, with ext-TRCPIDR2.REVISION being the most significant part and TRCPIDR3.REVAND the least significant part. When a component is changed, ext-TRCPIDR2.REVISION or TRCPIDR3.REVAND are increased to ensure that software can differentiate the different revisions of the component. TRCPIDR3.REVAND should be set to 0b0000 when ext-TRCPIDR2.REVISION is increased.  <b>0b0001</b> Part minor revision.	0b0001
[3:0]	CMOD	Customer Modified.  Indicates the component has been modified.  A value of 0b0000 means the component is not modified from the original design.  Any other value means the component has been modified in an <b>IMPLEMENTATION DEFINED</b> way.  <b>0b0000</b> Not Customer modified.	0b0000

### Accessibility

External debugger accesses to this register are unaffected by the OS Lock.

Component	Offset	Instance	Range
ETE	0xFEC	TRCPIDR3	None

This interface is accessible as follows:

**When !IsTraceCorePowered()**

ERROR

**Otherwise**

RO

### B.7.33 TRCCIDR0, Component Identification Register 0

Provides discovery information about the component.

For additional information, see the CoreSight Architecture Specification.

## Configurations

This register is available in all configurations.

## Attributes

### Width

32

### Component

ETE

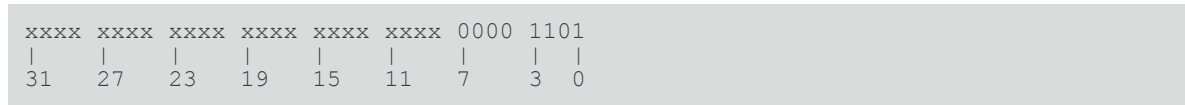
### Register offset

0xFF0

### Access type

See bit descriptions

### Reset value



Where the reset reads xxxx, see individual bits.

## Bit descriptions

Figure B-217: ext\_trccidr0 bit assignments

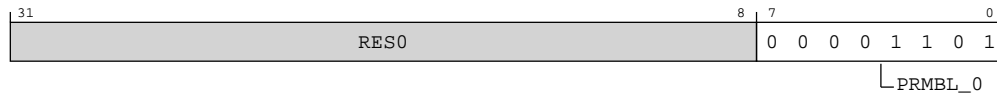


Table B-420: TRCCIDR0 bit descriptions

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:0]	PRMBL_0	Component identification preamble, segment 0. <b>0b00001101</b>	0x0D

## Accessibility

External debugger accesses to this register are unaffected by the OS Lock.

Component	Offset	Instance	Range
ETE	0xFF0	TRCCIDR0	None

This interface is accessible as follows:

**When !IsTraceCorePowered()**

ERROR

**Otherwise**

RO

## B.7.34 TRCCIDR1, Component Identification Register 1

Provides discovery information about the component.

For additional information, see the CoreSight Architecture Specification.

### Configurations

This register is available in all configurations.

### Attributes

**Width**

32

**Component**

ETE

**Register offset**

0xFF4

**Access type**

See bit descriptions

**Reset value**

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	0000
31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure B-218: ext\_trccidr1 bit assignments**



**Table B-422: TRCCIDR1 bit descriptions**

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:4]	CLASS	Component class.  <b>0b1001</b> CoreSight peripheral.	xxxx
[3:0]	PRMBL_1	Component identification preamble, segment 1.  <b>0b0000</b>	0b0000

### Accessibility

External debugger accesses to this register are unaffected by the OS Lock.

Component	Offset	Instance	Range
ETE	0xFF4	TRCCIDR1	None

This interface is accessible as follows:

#### When `!IsTraceCorePowered()`

ERROR

#### Otherwise

RO

## B.7.35 TRCCIDR2, Component Identification Register 2

Provides discovery information about the component.

For additional information, see the CoreSight Architecture Specification.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

32

#### Component

ETE

#### Register offset

0xFF8

#### Access type

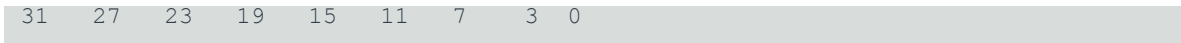
See bit descriptions

#### Reset value

```

xxxx xxxx xxxx xxxx xxxx xxxx 0000 0101
|   |   |   |   |   |   |   |   |

```



Note

Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure B-219: ext\_trccidr2 bit assignments**



**Table B-424: TRCCIDR2 bit descriptions**

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:0]	PRMBL_2	Component identification preamble, segment 2. <b>0b00000101</b>	0x05

### Accessibility

External debugger accesses to this register are unaffected by the OS Lock.

Component	Offset	Instance	Range
ETE	0xFF8	TRCCIDR2	None

This interface is accessible as follows:

**When !IsTraceCorePowered()**

ERROR

**Otherwise**

RO

## B.7.36 TRCCIDR3, Component Identification Register 3

Provides discovery information about the component.

For additional information, see the CoreSight Architecture Specification.

### Configurations

This register is available in all configurations.



**Attributes**

**Width**

32

**Component**

ETE

**Register offset**

0xFFC

**Access type**

See bit descriptions

**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-220: ext\_trccidr3 bit assignments**



**Table B-426: TRCCIDR3 bit descriptions**

Bits	Name	Description	Reset
[31:8]	RES0	Reserved	RES0
[7:0]	PRMBL_3	Component identification preamble, segment 3. <b>0b10110001</b>	0xB1

**Accessibility**

External debugger accesses to this register are unaffected by the OS Lock.

Component	Offset	Instance	Range
ETE	0xFFC	TRCCIDR3	None

This interface is accessible as follows:

**When !IsTraceCorePowered()**

ERROR

**Otherwise**

RO

## B.8 External RAS registers summary

The following summary table provides an overview of all memory-mapped RAS registers in the core.

For more information on registers listed in the table, click on the link associated with the register name.

For registers without a listed reset value, refer to the individual field resets documented on the register description pages or to the [Arm® Architecture Reference Manual for A-profile architecture](#).

**Table B-428: RAS registers summary**

Offset	Name	Reset	Width	Description
0x0	<a href="#">ERROFR</a>	See individual bit resets.	64-bit	Error Record <n> Feature Register
0x8	<a href="#">ERROCTLR</a>	See individual bit resets.	64-bit	Error Record <n> Control Register
0x10	<a href="#">ERROSTATUS</a>	See individual bit resets.	64-bit	Error Record <n> Primary Status Register
0x18	<a href="#">ERROADDR</a>	See individual bit resets.	64-bit	Error Record <n> Address Register
0x20	<a href="#">ERROMISCO</a>	See individual bit resets.	64-bit	Error Record <n> Miscellaneous Register 0
0x28	<a href="#">ERROMISC1</a>	See individual bit resets.	64-bit	Error Record <n> Miscellaneous Register 1
0x30	<a href="#">ERROMISC2</a>	See individual bit resets.	64-bit	Error Record <n> Miscellaneous Register 2
0x38	<a href="#">ERROMISC3</a>	See individual bit resets.	64-bit	Error Record <n> Miscellaneous Register 3
0x40	<a href="#">ERR1FR</a>	See individual bit resets.	64-bit	Error Record <n> Feature Register
0x48	<a href="#">ERR1CTLR</a>	See individual bit resets.	64-bit	Error Record <n> Control Register
0x50	<a href="#">ERR1STATUS</a>	See individual bit resets.	64-bit	Error Record <n> Primary Status Register
0x58	<a href="#">ERR1ADDR</a>	See individual bit resets.	64-bit	Error Record <n> Address Register
0x60	<a href="#">ERR1MISCO</a>	See individual bit resets.	64-bit	Error Record <n> Miscellaneous Register 0
0x68	<a href="#">ERR1MISC1</a>	See individual bit resets.	64-bit	Error Record <n> Miscellaneous Register 1
0x70	<a href="#">ERR1MISC2</a>	See individual bit resets.	64-bit	Error Record <n> Miscellaneous Register 2
0x78	<a href="#">ERR1MISC3</a>	See individual bit resets.	64-bit	Error Record <n> Miscellaneous Register 3
0x800	<a href="#">ERR0PFGF</a>	See individual bit resets.	64-bit	Error Record <n> Pseudo-fault Generation Feature Register
0x808	<a href="#">ERR0PFGCTL</a>	See individual bit resets.	64-bit	Error Record <n> Pseudo-fault Generation Control Register
0x810	<a href="#">ERR0PFGCDN</a>	See individual bit resets.	64-bit	Error Record <n> Pseudo-fault Generation Countdown Register
0x840	<a href="#">ERR1PFGF</a>	See individual bit resets.	64-bit	Error Record <n> Pseudo-fault Generation Feature Register
0x848	<a href="#">ERR1PFGCTL</a>	See individual bit resets.	64-bit	Error Record <n> Pseudo-fault Generation Control Register
0x850	<a href="#">ERR1PFGCDN</a>	See individual bit resets.	64-bit	Error Record <n> Pseudo-fault Generation Countdown Register

## B.8.1 ERROFR, Error Record <n> Feature Register

Defines whether error record <n> is the first record owned by a node:

- If error record <n> is the first error record owned by a node, then ERR<n>FR.ED is not 0b00.
- If error record <n> is not the first error record owned by a node, then ERR<n>FR.ED is 0b00.

If error record <n> is the first record owned by the node, defines which of the common architecturally-defined features are implemented by the node and, of the implemented features, which are software programmable.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Component

RAS

#### Register offset

0x0

#### Access type

RO

#### Reset value

xxxx	xxxx	x101	0001	xxxx	xxxx	xxxx	xxxx	1xxx	xx00	0001	0000	1010	1001	1010	xx10
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0

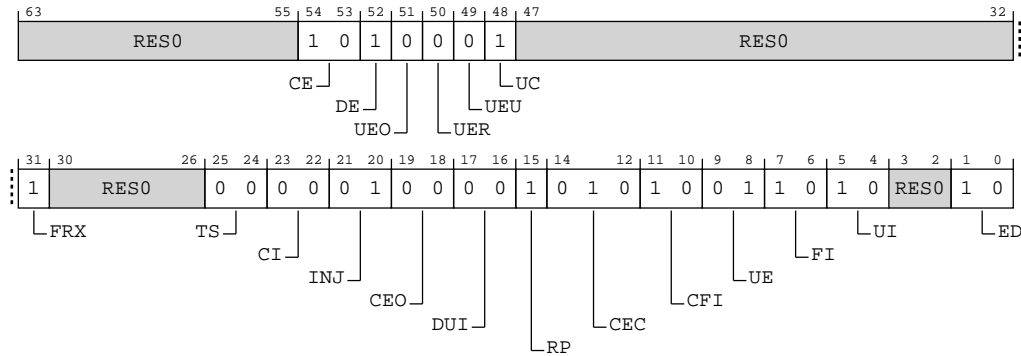


Note

Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure B-221: ext\_err0fr bit assignments**



**Table B-429: ERROFR bit descriptions**

Bits	Name	Description	Reset
[63:55]	RES0	Reserved	RES0
[54:53]	CE	Corrected Error recording. Describes the types of Corrected errors the node can record, if any. <b>0b10</b> Records only non-specific Corrected errors. That is, Corrected errors recorded by setting ERXSTATUS_EL1.CE to 0b10.	0b10
[52]	DE	Deferred Error recording. Describes whether the node supports recording Deferred errors. <b>0b1</b> Records Deferred errors.	0b1
[51]	UEO	Latent or Restartable Error recording. Describes whether the node supports recording Latent or Restartable errors. <b>0b0</b> Does not record Latent or Restartable errors.	0b0
[50]	UER	Signaled or Recoverable Error recording. Describes whether the node supports recording Signaled or Recoverable errors. <b>0b0</b> Does not record Signaled or Recoverable errors.	0b0
[49]	UEU	Uncontainable Error recording. Describes whether the node supports recording Uncontainable errors. <b>0b0</b> Uncontainable Error recording. Describes whether the node supports recording Uncontainable errors.	0b0
[48]	UC	Uncontainable Error recording. Describes whether the node supports recording Uncontainable errors. <b>0b1</b> Uncontainable Error recording. Describes whether the node supports recording Uncontainable errors.	0b1
[47:32]	RES0	Reserved	RES0
[31]	FRX	Feature Register extension. Defines whether ERXFR_EL1[63:48] are architecturally defined. <b>0b1</b> ERXFR_EL1[63:48] are defined by the architecture.	0b1
[30:26]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[25:24]	TS	Timestamp Extension. Indicates whether, for each error record <m> owned by this node, ERXMISC3_EL1 is used as the timestamp register, and, if it is, the timebase used by the timestamp.  <b>0b00</b> The node does not support a timestamp register.	0b00
[23:22]	CI	Critical error interrupt. Indicates whether the critical error interrupt and associated controls are implemented.  <b>0b00</b> Does not support the critical error interrupt. ERXCTLR_EL1.CI is <b>RES0</b> .	0b00
[21:20]	INJ	Fault Injection Extension. Indicates whether the RAS Common Fault Injection Model Extension is implemented.  <b>0b01</b> The node implements the RAS Common Fault Injection Model Extension. See ERXPFGF_EL1 for more information.	0b01
[19:18]	CEO	Corrected Error overwrite. Indicates the behavior when a second Corrected error is detected after a first Corrected error has been recorded by an error record <m> owned by the node.  <b>0b00</b> Counts Corrected errors if a counter is implemented. Keeps the previous error syndrome. If the counter overflows, or no counter is implemented, then ERXSTATUS_EL1.OF is set to 0b1.	0b00
[17:16]	DUI	Error recovery interrupt for deferred errors control. Indicates whether the control for enabling error recovery interrupts on deferred errors are implemented.  <b>0b00</b> Does not support the control for enabling error recovery interrupts on deferred errors. ERXCTLR_EL1.DUI is <b>RES0</b> .	0b00
[15]	RP	Repeat counter. Indicates whether the node implements the repeat Corrected error counter in ERXMISCO_EL1 for each error record <m> owned by the node that implements the standard Corrected error counter.  <b>0b1</b> A first (repeat) counter and a second (other) counter are implemented. The repeat counter is the same size as the primary error counter.	0b1
[14:12]	CEC	Corrected Error Counter. Indicates whether the node implements the standard Corrected error counter (CE counter) mechanisms in ERXMISCO_EL1 for each error record <m> owned by the node that can record countable errors.  <b>0b010</b> Implements an 8-bit Corrected error counter in ERXMISCO_EL1[39:32].	0b010
[11:10]	CFI	Fault handling interrupt for corrected errors. Indicates whether the control for enabling fault handling interrupts on corrected errors are implemented.  <b>0b10</b> Control for enabling fault handling interrupts on corrected errors is supported and controllable using ERXCTLR_EL1.CFI.	0b10
[9:8]	UE	In-band uncorrected error reporting. Indicates whether the in-band uncorrected error reporting (External Aborts) and associated controls are implemented.  <b>0b01</b> In-band uncorrected error reporting (External Aborts) is supported and always enabled. ERXCTLR_EL1.UE is <b>RES0</b> .	0b01
[7:6]	FI	Fault handling interrupt. Indicates whether the fault handling interrupt and associated controls are implemented.  <b>0b10</b> Fault handling interrupt is supported and controllable using ERXCTLR_EL1.FI.	0b10

Bits	Name	Description	Reset
[5:4]	UI	Error recovery interrupt for uncorrected errors. Indicates whether the error handling interrupt and associated controls are implemented.  <b>0b10</b> Error handling interrupt is supported and controllable using ERXCTLR_EL1.UI.	0b10
[3:2]	RES0	Reserved	RES0
[1:0]	ED	Error reporting and logging. Indicates whether error record <n> is the first record owned the node, and, if so, whether it implements the controls for enabling and disabling error reporting and logging.  <b>0b10</b> Error reporting and logging is controllable using ERXCTLR_EL1.ED.	0b10

## Accessibility

Component	Offset	Instance	Range
RAS	0x0	ERR0FR	None

This interface is accessible as follows:

RO

## B.8.2 ERR0CTLR, Error Record <n> Control Register

The error control register contains enable bits for the node that writes to this record:

- Enabling error detection and correction.
- Enabling the critical error, error recovery, and fault handling interrupts.
- Enabling in-band error response for uncorrected errors.

For each bit, if the node does not support the feature, then the bit is **RES0**. The definition of each record is IMPLEMENTATION DEFINED.

### Configurations

ext-ERR<n>FR describes the features implemented by the node.

### Attributes

#### Width

64

#### Component

RAS

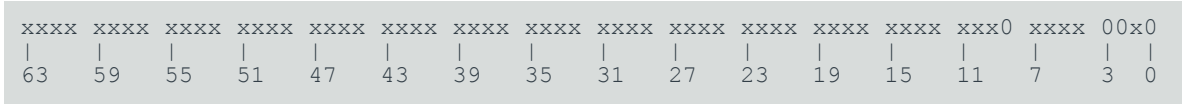
#### Register offset

0x8

#### Access type

RW

### Reset value



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure B-222: ext\_err0ctlr bit assignments

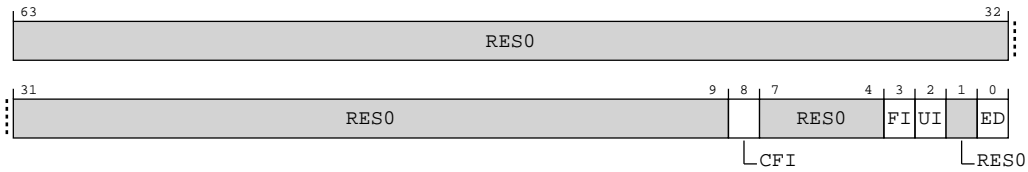


Table B-431: ERROCTLR bit descriptions

Bits	Name	Description	Reset
[63:9]	RES0	Reserved	RES0
[8]	CFI	<p>Fault handling interrupt for Corrected errors enable.</p> <p>This control applies to errors arising from both reads and writes.</p> <p>The fault handling interrupt is generated when one of the standard CE counters on ERXMISCO_EL1 overflows and the overflow bit is set. The possible values are:</p> <p><b>0b0</b></p> <p>Fault handling interrupt not generated for Corrected errors.</p> <p><b>0b1</b></p> <p>Fault handling interrupt generated for Corrected errors.</p> <p>The interrupt is generated even if the error syndrome is discarded because the error record already records a higher priority error.</p> <p>Cold reset only. Unaffected by Warm reset</p>	0b0
[7:4]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[3]	FI	<p>Fault handling interrupt enable.</p> <p>This control applies to errors arising from both reads and writes.</p> <p>The fault handling interrupt is generated for all detected Deferred errors and Uncorrected errors. The possible values are:</p> <p><b>0b0</b> Fault handling interrupt disabled.</p> <p><b>0b1</b> Fault handling interrupt enabled.</p> <p>The interrupt is generated even if the error syndrome is discarded because the error record already records a higher priority error.</p> <p>Cold reset only. Unaffected by Warm reset</p>	0b0
[2]	UI	<p>Uncorrected error recovery interrupt enable.</p> <p>This control applies to errors arising from both reads and writes.</p> <p>When enabled, the error recovery interrupt is generated for all detected Uncorrected errors that are not deferred.</p> <p><b>0b0</b> Error recovery interrupt disabled.</p> <p><b>0b1</b> Error recovery interrupt enabled.</p> <p>The interrupt is generated even if the error syndrome is discarded because the error record already records a higher priority error.</p> <p>Cold reset only. Unaffected by Warm reset</p>	0b0
[1]	RES0	Reserved	RES0
[0]	ED	<p>Error Detection and correction enable. The possible values are:</p> <p><b>0b0</b> Error detection and correction disabled.</p> <p><b>0b1</b> Error detection and correction enabled.</p> <p>Cold reset only. Unaffected by Warm reset</p>	0b0

## Accessibility

Component	Offset	Instance	Range
RAS	0x8	ERROCTLR	None

This interface is accessible as follows:

RW



### B.8.3 ERROSTATUS, Error Record <n> Primary Status Register

Contains status information for error record <n>, including:

- Whether any error has been detected (valid).
- Whether any detected error was not corrected, and returned to a Requester.
- Whether any detected error was not corrected and deferred.
- Whether an error record has been discarded because additional errors have been detected before the first error was handled by software (overflow).
- Whether any error has been reported.
- Whether the other error record registers contain valid information.
- Whether the error was reported because poison data was detected or because a corrupt value was detected by an error detection code.
- A primary error code.
- An **IMPLEMENTATION DEFINED** extended error code.

Within this register:

- ERR<n>STATUS.{AV, V, MV} are valid bits that define whether error record <n> registers are valid.
- ERR<n>STATUS.{UE, OF, CE, DE, UET} encode the types of error or errors recorded.
- ERR<n>STATUS.{CI, ER, PN, IERR, SERR} are syndrome fields.

#### Configurations

ext-ERR<n>FR describes the features implemented by the node.

#### Attributes

##### Width

64

##### Component

RAS

##### Register offset

0x10

##### Access type

###### Read

R

###### Write

W

##### Reset value

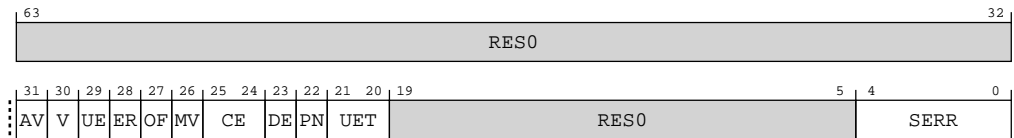
```
xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx 0000 0000 0000 xxxx xxxx xxxx xxx0 0000
```



Where the reset reads xxxx, see individual bits.

### Bit descriptions

**Figure B-223: ext\_err0status bit assignments**



**Table B-433: ERR0STATUS bit descriptions**

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31]	AV	Address Valid. The possible values are:  <b>0b0</b> ERXADDR_EL1 not valid.  <b>0b1</b> ERXADDR_EL1 contains an address associated with the highest priority error recorded by this record.  This bit is read/write-one-to-clear.  Cold reset only. Unaffected by Warm reset	0b0
[30]	V	Status Register Valid. The possible values are:  <b>0b0</b> ERXSTATUS_EL1 not valid.  <b>0b1</b> ERXSTATUS_EL1 valid. At least one error has been recorded.  This bit is read/write-one-to-clear.  Cold reset only. Unaffected by Warm reset	0b0

Bits	Name	Description	Reset
[29]	UE	<p>Uncorrected Error. The possible values are:</p> <p><b>0b0</b> No errors have been detected, or all detected errors have been either corrected or deferred.</p> <p><b>0b1</b> At least one detected error was not corrected and not deferred.</p> <p>When clearing ERXSTATUS_EL1.V to 0b0, if this bit is nonzero, then Arm recommends that software write 0b1 to this bit to clear this bit to zero.</p> <p>This bit is not valid and reads <b>UNKNOWN</b> if ERXSTATUS_EL1.V == 0b0.</p> <p>This bit is read/write-one-to-clear.</p> <p>Cold reset only. Unaffected by Warm reset</p>	0b0
[28]	ER	<p>Error Reported. The possible values are:</p> <p><b>0b0</b> No in-band error (External Abort) reported.</p> <p><b>0b1</b> An External Abort was signaled by the node to the master making the access or other transaction.</p> <p>This bit is read/write-one-to-clear.</p> <p>Cold reset only. Unaffected by Warm reset</p> <p><b>Note:</b> An External Abort signaled by the node might be masked and not generate any exception.</p>	0b0
[27]	OF	<p>Overflow. The possible values are:</p> <p><b>0b0</b> If UE == 1, then no error status for an Uncorrected error has been discarded. If UE == 0 and DE == 1, then no error status for a Deferred error has been discarded. If UE == 0, DE == 0, and CE != 0b00, then the corrected error counter has not overflowed.</p> <p><b>0b1</b> More than one error has occurred and so details of the other error have been discarded.</p> <p>When clearing ERXSTATUS_EL1.V to 0b0, if this bit is nonzero, then Arm recommends that software write 0b1 to this bit to clear this bit to zero.</p> <p>This bit is not valid and reads <b>UNKNOWN</b> if ERXSTATUS_EL1.V == 0b0.</p> <p>Cold reset only. Unaffected by Warm reset</p> <p>This bit is read/write-one-to-clear.</p>	0b0

Bits	Name	Description	Reset
[26]	MV	<p>Miscellaneous Registers Valid. The possible values are:</p> <p><b>0b0</b> ERXMISC&lt;m&gt;_EL1 not valid.</p> <p><b>0b1</b> This bit indicates that the ERXMISC&lt;m&gt;_EL1 registers contain additional information for an error recorded by this record.</p> <p>This bit is read/write-one-to-clear.</p> <p>Cold reset only. Unaffected by Warm reset</p> <p><b>Note:</b> If the ERXMISC&lt;m&gt;_EL1 registers can contain additional information for a previously recorded error, then the contents must be self-describing to software or a user. For example, certain fields might relate only to Corrected errors, and other fields only to the most recent error that was not discarded.</p>	0b0
[25:24]	CE	<p>Corrected Error. The possible values are:</p> <p><b>0b00</b> No errors were corrected.</p> <p><b>0b01</b> At least one transient error was corrected.</p> <p><b>0b10</b> At least one error was corrected.</p> <p><b>0b11</b> At least one persistent error was corrected.</p> <p>When clearing ERXSTATUS_EL1.V to 0b0, if this field is nonzero, then Arm recommends that software write ones to this field to clear this field to zero.</p> <p>This field is not valid and reads <b>UNKNOWN</b> if ERXSTATUS_EL1.V == 0b0.</p> <p>This field is read/write-ones-to-clear. Writing a value other than all-zeros or all-ones sets this field to an <b>UNKNOWN</b> value.</p> <p>Cold reset only. Unaffected by Warm reset</p>	0b00
[23]	DE	<p>Deferred Error. The possible values are:</p> <p><b>0b0</b> No errors were deferred.</p> <p><b>0b1</b> At least one error was not corrected and deferred.</p> <p>When clearing ERXSTATUS_EL1.V to 0b0, if this bit is nonzero, then Arm recommends that software write 0b1 to this bit to clear this bit to zero.</p> <p>This bit is not valid and reads <b>UNKNOWN</b> if ERXSTATUS_EL1.V == 0b0.</p> <p>This bit is read/write-one-to-clear.</p> <p>Cold reset only. Unaffected by Warm reset</p>	0b0

Bits	Name	Description	Reset
[22]	PN	<p>Poison. The value is:</p> <p><b>0b0</b></p> <p>This core cannot distinguish a poisoned value from a corrupted value.</p> <p>When clearing ERXSTATUS_EL1.V to 0b0, if this bit is nonzero, then Arm recommends that software write 0b1 to this bit to clear this bit to zero.</p> <p>This bit is not valid and reads <b>UNKNOWN</b> if any of the following are true:</p> <ul style="list-style-type: none"> <li>ERXSTATUS_EL1.V == 0b0.</li> <li>ERXSTATUS_EL1.{DE,UE} == {0,0}.</li> </ul> <p>This bit is read/write-one-to-clear.</p> <p>Cold reset only. Unaffected by Warm reset</p>	0b0
[21:20]	UET	<p>Uncorrected Error Type. The value is:</p> <p><b>0b00</b></p> <p>Uncorrected error, Uncontainable error (UC).</p> <p>Cold reset only. Unaffected by Warm reset</p>	0b00
[19:5]	RES0	Reserved	RES0
[4:0]	SERR	<p>Primary error code.</p> <p>The primary error code might be used by a fault handling agent to triage an error without requiring device-specific code. For example, to count and threshold corrected errors in software, or generate a short log entry.</p> <p>The possible values are:</p> <p><b>0b00000</b> No error</p> <p><b>0b00010</b> ECC error from internal data buffer.</p> <p><b>0b00110</b> ECC error on cache data RAM.</p> <p><b>0b00111</b> ECC error on cache tag or dirty RAM.</p> <p><b>0b01000</b> Parity error on TLB data RAM.</p> <p><b>0b10010</b> Error response for a cache copyback.</p> <p><b>0b10101</b> Deferred error from slave not supported at the consumer. For example, poisoned data received from a slave by a master that cannot defer the error further.</p> <p>Cold reset only. Unaffected by Warm reset</p>	0b00000

## Access

ERR<n>STATUS.{AV, V, UE, ER, OF, MV, CE, DE, PN, UET, CI} are write-one-to-clear (W1C) fields, meaning writes of zero are ignored, and a write of one or all-ones to the field clears the field to zero. ERR<n>STATUS.{IERR, SERR} are read/write (RW) fields, although the set of implemented valid values is **IMPLEMENTATION DEFINED**. See also ext-ERR<n>PFGF.SYN.

After reading ERR<n>STATUS, software must clear the valid fields in the register to allow new errors to be recorded. However, between reading the register and clearing the valid fields, a new error might have overwritten the register. To prevent this error being lost by software, the register prevents updates to fields that might have been updated by a new error.

When RAS System Architecture v1.0 is implemented:

- Writes to ERR<n>STATUS.{UE, DE, CE} are ignored if ERR<n>STATUS.OF is 1 and is not being cleared to 0.
- Writes to ERR<n>STATUS.V are ignored if any of ERR<n>STATUS.{UE, DE, CE} are nonzero and are not being cleared to zero.
- Writes to ERR<n>STATUS.{AV, MV} and the ERR<n>STATUS.{ER, PN, UET, IERR, SERR} syndrome fields are ignored if the highest priority nonzero error status field is not being cleared to zero. The error status fields in priority order from highest to lowest, are ERR<n>STATUS.UE, ERR<n>STATUS.DE, and ERR<n>STATUS.CE.

When RAS System Architecture v1.1 is implemented, a write to the register is ignored if all of:

- Any of ERR<n>STATUS.{V, UE, OF, CE, DE} are nonzero before the write.
- The write does not clear the nonzero ERR<n>STATUS.{V, UE, OF, CE, DE} fields to zero by writing ones to the applicable field or fields.

Some of the fields in ERR<n>STATUS are also defined as **UNKNOWN** where certain combinations of ERR<n>STATUS.{V, DE, UE} are zero. The rules for writes to ERR<n>STATUS allow a node to implement such a field as a fixed read-only value.

For example, when RAS System Architecture v1.1 is implemented, a write to ERR<n>STATUS when ERR<n>STATUS.V is 1 results in either ERR<n>STATUS.V field being cleared to zero, or ERR<n>STATUS.V not changing. Since all fields in ERR<n>STATUS, other than ERR<n>STATUS.{AV, V, MV}, usually read as **UNKNOWN** values when ERR<n>STATUS.V is zero, this means those fields can be implemented as read-only if applicable.

To ensure correct and portable operation, when software is clearing the valid fields in the register to allow new errors to be recorded, Arm recommends that software performs the following sequence of operations in order:

- Read ERR<n>STATUS and determine which fields need to be cleared to zero.
- In a single write to ERR<n>STATUS:
  - Write ones to all the W1C fields that are nonzero in the read value.
  - Write zero to all the W1C fields that are zero in the read value.
  - Write zero to all the RW fields.

- Read back ERR<n>STATUS after the write to confirm no new fault has been recorded.

Otherwise, these fields might not have the correct value when a new fault is recorded.

### Accessibility

ERR<n>STATUS.{AV, V, UE, ER, OF, MV, CE, DE, PN, UET, CI} are write-one-to-clear (W1C) fields, meaning writes of zero are ignored, and a write of one or all-ones to the field clears the field to zero. ERR<n>STATUS.{IERR, SERR} are read/write (RW) fields, although the set of implemented valid values is IMPLEMENTATION DEFINED. See also ext-ERR<n>PFGF.SYN.

After reading ERR<n>STATUS, software must clear the valid fields in the register to allow new errors to be recorded. However, between reading the register and clearing the valid fields, a new error might have overwritten the register. To prevent this error being lost by software, the register prevents updates to fields that might have been updated by a new error.

When RAS System Architecture v1.0 is implemented:

- Writes to ERR<n>STATUS.{UE, DE, CE} are ignored if ERR<n>STATUS.OF is 1 and is not being cleared to 0.
- Writes to ERR<n>STATUS.V are ignored if any of ERR<n>STATUS.{UE, DE, CE} are nonzero and are not being cleared to zero.
- Writes to ERR<n>STATUS.{AV, MV} and the ERR<n>STATUS.{ER, PN, UET, IERR, SERR} syndrome fields are ignored if the highest priority nonzero error status field is not being cleared to zero. The error status fields in priority order from highest to lowest, are ERR<n>STATUS.UE, ERR<n>STATUS.DE, and ERR<n>STATUS.CE.

When RAS System Architecture v1.1 is implemented, a write to the register is ignored if all of:

- Any of ERR<n>STATUS.{V, UE, OF, CE, DE} are nonzero before the write.
- The write does not clear the nonzero ERR<n>STATUS.{V, UE, OF, CE, DE} fields to zero by writing ones to the applicable field or fields.

Some of the fields in ERR<n>STATUS are also defined as UNKNOWN where certain combinations of ERR<n>STATUS.{V, DE, UE} are zero. The rules for writes to ERR<n>STATUS allow a node to implement such a field as a fixed read-only value.

For example, when RAS System Architecture v1.1 is implemented, a write to ERR<n>STATUS when ERR<n>STATUS.V is 1 results in either ERR<n>STATUS.V field being cleared to zero, or ERR<n>STATUS.V not changing. Since all fields in ERR<n>STATUS, other than ERR<n>STATUS.{AV, V, MV}, usually read as UNKNOWN values when ERR<n>STATUS.V is zero, this means those fields can be implemented as read-only if applicable.

To ensure correct and portable operation, when software is clearing the valid fields in the register to allow new errors to be recorded, Arm recommends that software performs the following sequence of operations in order:

- Read ERR<n>STATUS and determine which fields need to be cleared to zero.
- In a single write to ERR<n>STATUS:
  - Write ones to all the W1C fields that are nonzero in the read value.

- Write zero to all the W1C fields that are zero in the read value.
- Write zero to all the RW fields.
- Read back ERR<n>STATUS after the write to confirm no new fault has been recorded.

Otherwise, these fields might not have the correct value when a new fault is recorded.

Component	Offset	Instance	Range
RAS	0x10	ERROSTATUS	None

This interface is accessible as follows:

RW

## B.8.4 ERROADDR, Error Record <n> Address Register

If an address is associated with a detected error, then it is written to ERR<n>ADDR when the error is recorded. It is **IMPLEMENTATION DEFINED** how the recorded address maps to the software-visible physical address. Software might have to reconstruct the actual physical addresses using the identity of the node and knowledge of the system.

### Configurations

ERRFR[FirstRecordOfNode(n)] describes the features implemented by the node that owns error record <n>. FirstRecordOfNode(n) is the index of the first error record owned by the same node as error record <n>. If the node owns a single record then FirstRecordOfNode(n) = n.

### Attributes

#### Width

64

#### Component

RAS

#### Register offset

0x18

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



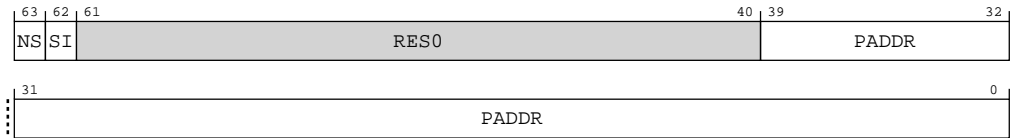
Note

Where the reset reads xxxx, see individual bits.



## Bit descriptions

**Figure B-224: ext\_err0addr bit assignments**



**Table B-435: ERR0ADDR bit descriptions**

Bits	Name	Description	Reset
[63]	NS	Non-secure attribute.  <b>0b0</b> ERR<n>ADDR.PADDR is a Secure address.  <b>0b1</b> ERR<n>ADDR.PADDR is a Non-secure address.	x
[62]	SI	Secure Incorrect. Indicates whether ERR<n>ADDR.NS is valid.  <b>0b0</b> ERR<n>ADDR.NS is correct. That is, it matches the programmers' view of the Non-secure attribute for the recorded location.  <b>0b1</b> ERR<n>ADDR.NS might not be correct, and might not match the programmers' view of the Non-secure attribute for the recorded location.	x
[61:40]	RES0	Reserved	RES0
[39:0]	PADDR	Physical Address [39:0]. Address of the recorded location	40 { x }

### Accessibility

Component	Offset	Instance	Range
RAS	0x18	ERR0ADDR	None

This interface is accessible as follows:

**When ERRPFGF[FirstRecordOfNode].AV == '0' && ext-ERR0STATUS.AV == '1'**

RO

**Otherwise**

RW

## B.8.5 ERR0MISC0, Error Record <n> Miscellaneous Register 0

**IMPLEMENTATION DEFINED** error syndrome register. The miscellaneous syndrome registers might contain:

- Information to locate where the error was detected.
- If the error was detected within a FRU, the identity of the FRU.

- A Corrected error counter or counters.
- Other state information not present in the corresponding status and address registers.

If the node that owns error record <n> implements a standard format Corrected error counter or counters (ERRFR[FirstRecordOfNode(n)].CEC != 0b000), then it is IMPLEMENTATION DEFINED whether error record <n> can record countable errors, and:

- If error record <n> records countable errors, then ERR<n>MISCO implements the standard format Corrected error counter or counters for error record <n>.
- If error record <n> does not record countable errors, then it is recommended that the fields in ERR<n>MISCO defined for the standard format counter or counters are **RESO**. That is, the fields behave like counters that never count.

## Configurations

ERRFR[FirstRecordOfNode(n)] describes the features implemented by the node that owns error record <n>. FirstRecordOfNode(n) is the index of the first error record owned by the same node as error record <n>. If the node owns a single record then FirstRecordOfNode(n) = n.

For IMPLEMENTATION DEFINED fields in ERR<n>MISCO, writing zero returns the error record to an initial quiescent state.

In particular, if any IMPLEMENTATION DEFINED syndrome fields might generate a Fault Handling or Error Recovery Interrupt request, writing zero is sufficient to deactivate the Interrupt request.

Fields that are read-only, nonzero, and ignore writes are compliant with this requirement.



Arm recommends that any IMPLEMENTATION DEFINED syndrome field that can generate a Fault Handling, Error Recovery, Critical, or IMPLEMENTATION DEFINED, interrupt request is disabled at Cold reset and is enabled by software writing an IMPLEMENTATION DEFINED nonzero value to an IMPLEMENTATION DEFINED field in ERRCTLR[FirstRecordOfNode(n)].

## Attributes

### Width

64

### Component

RAS

### Register offset

0x20

### Access type

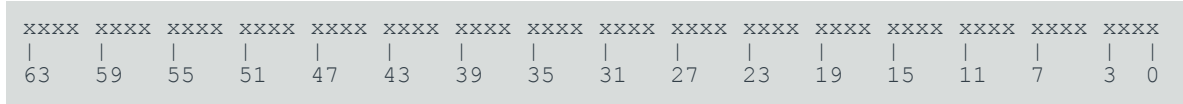
#### Read

R

#### Write

W

### Reset value



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure B-225: ext\_err0misc0 bit assignments

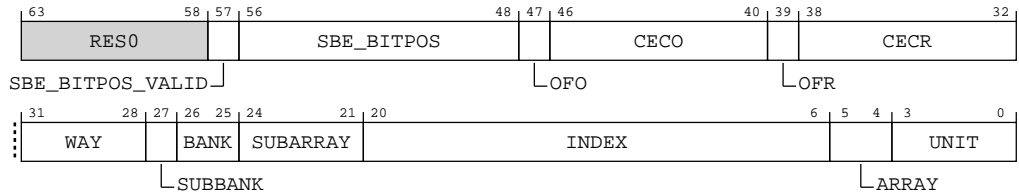


Table B-437: ERR0MISC0 bit descriptions

Bits	Name	Description	Reset
[63:58]	RES0	Reserved	RES0
[57]	SBE_BITPOS_VALID	Single Bit Error (SBE) bit position field ERXMISC0_EL1.SBE_BITPOS contains valid data  <b>0b0</b> ERXMISC0_EL1.SBE_BITPOS does not contain valid data.  <b>0b1</b> ERXMISC0_EL1.SBE_BITPOS contains valid data.	x
[56:48]	SBE_BITPOS	Single Bit Error (SBE) bit position. For a correctable error in a RAM with ECC (L1 data cache, L2 cache), indicates the bit position of the corrected error. Valid when ERXMISC0_EL1.SBE_BITPOS_VALID is 1'b1	9 { x }
[47]	OFO	Sticky overflow bit, other. Set to 1 when ERXMISC0_EL1.CECO is incremented and wraps through zero.  <b>0b0</b> Other counter has not overflowed.  <b>0b1</b> Other counter has overflowed.  A direct write that modifies this bit might indirectly set ERXSTATUS_EL1.OF to an <b>UNKNOWN</b> value and a direct write to ERXSTATUS_EL1.OF that clears it to zero might indirectly set this bit to an <b>UNKNOWN</b> value.  Unaffected by Cold or Warm reset.	x

Bits	Name	Description	Reset
[46:40]	CECO	Corrected error count, other. Incremented for each countable error that is not accounted for by incrementing ERXMISCO_EL1.CECR.  Unaffected by Cold or Warm reset.	7 {x}
[39]	OFR	Sticky overflow bit, repeat. Set to 1 when ERXMISCO_EL1.CECR is incremented and wraps through zero.  <b>0b0</b> Repeat counter has not overflowed.  <b>0b1</b> Repeat counter has overflowed.  A direct write that modifies this bit might indirectly set ERXSTATUS_EL1.OF to an <b>UNKNOWN</b> value and a direct write to ERXSTATUS_EL1.OF that clears it to zero might indirectly set this bit to an <b>UNKNOWN</b> value.  Unaffected by Cold or Warm reset.	x
[38:32]	CECR	Corrected error count, repeat. Incremented for the first countable error, which also records other syndrome for the error, and subsequently for each countable error that matches the recorded other syndrome.  This field resets to an IMPLEMENTATION DEFINED which might be <b>UNKNOWN</b> on a Cold reset. If the reset value is <b>UNKNOWN</b> , then the value of this field remains <b>UNKNOWN</b> until software initializes it.  Unaffected by Cold or Warm reset.	7 {x}
[31:28]	WAY	The encoding is dependent on the unit from which the error being recorded was detected. The possible values are:  [L1 Data Cache] <ul style="list-style-type: none"> <li>Indicates which Tag RAM way or data RAM way detected the error. Upper 2 bits are unused.</li> </ul> [L2 TLB] <ul style="list-style-type: none"> <li>Indicates which RAM detected an error. The possible values are 0 (RAM 1) to 9 (RAM 10).</li> </ul> [L1 Instruction Cache] <ul style="list-style-type: none"> <li>Indicates which way detected the error. Upper 2 bits are unused.</li> </ul> [L2 Cache] <ul style="list-style-type: none"> <li>Indicates which way detected the error.</li> </ul> Unaffected by Cold or Warm reset.	xxxx
[27]	SUBBANK	The encoding is dependent on the unit from which the error being recorded was detected. The possible values are:  [L1 Instruction Cache] <ul style="list-style-type: none"> <li>Indicates which subbank detected the error, valid for Instruction Data Cache. For Tag errors this field is zero.</li> </ul> Unaffected by Cold or Warm reset.	x

Bits	Name	Description	Reset
[26:25]	BANK	<p>The encoding is dependent on the unit from which the error being recorded was detected. The possible values are:</p> <p>[L2 Cache]</p> <ul style="list-style-type: none"> <li>Indicates which L2 bank detected the error. Upper 1 bit is unused.</li> </ul> <p>[L1 Instruction Cache]</p> <ul style="list-style-type: none"> <li>Indicates which bank detected the error, valid for Instruction Data Cache. For Tag errors this field is zero.</li> </ul> <p>Unaffected by Cold or Warm reset.</p>	xx
[24:21]	SUBARRAY	<p>The encoding is dependent on the unit from which the error being recorded was detected. The possible values are:</p> <p>[L2 Cache]</p> <ul style="list-style-type: none"> <li>Indicates which L2 data doubleword detected the error. Upper 1 bit is unused.</li> </ul> <p>[L1 Data Cache]</p> <ul style="list-style-type: none"> <li>Indicates for L1 Data RAM which word had the error detected. For L1 Tag RAMs which bank had the error (0b0000: bank0 , 0b0001: bank1)</li> </ul> <p>Unaffected by Cold or Warm reset.</p>	xxxx
[20:6]	INDEX	<p>The encoding is dependent on the unit from which the error being recorded was detected. The possible values are:</p> <p>[L2 Cache]</p> <ul style="list-style-type: none"> <li>Indicates which index detected the error. Upper bits of the index are unused depending on the cache size.</li> </ul> <p>[L1 Data Cache]</p> <ul style="list-style-type: none"> <li>Indicates which index detected the error. Upper bits of the index are unused depending on the cache size</li> </ul> <p>[L2 TLB]</p> <ul style="list-style-type: none"> <li>Index of TLB RAM. Upper 4 bits are unused.</li> </ul> <p>[L1 Instruction Cache]</p> <ul style="list-style-type: none"> <li>Indicates which index detected the error. Upper bits of the index are unused depending on the cache size.</li> </ul> <p>Unaffected by Cold or Warm reset.</p>	15 {x}

Bits	Name	Description	Reset
[5:4]	ARRAY	<p>The encoding is dependent on the unit from which the error being recorded was detected. The possible values are:</p> <p>[L2 Cache]</p> <p>Indicates which array detected the error. The possible values are:</p> <ul style="list-style-type: none"> <li>0b00 L2 Tag RAM.</li> <li>0b01 L2 Data RAM.</li> <li>0b10 L2 TQ Data RAM.</li> <li>0b11 CHI Error.</li> </ul> <p>[L1 Data Cache]</p> <p>Indicates which array detected the error. The possible values are:</p> <ul style="list-style-type: none"> <li>00 LS Tag RAM 0.</li> <li>01 LS Tag RAM 1.</li> <li>10 LS Data RAM.</li> <li>11 LS Tag RAM 2.</li> </ul> <p>[L2 TLB]</p> <p>Indicates which array detected the error. The possible values are:</p> <ul style="list-style-type: none"> <li>00 Translation cache.</li> <li>01 GPT cache (when LEGACY_TZ_EN is 0).</li> <li>10 Reserved.</li> <li>11 Reserved.</li> </ul> <p>[L1 Instruction Cache]</p> <p>Indicates which array that detected the error, Data Array has higher priority. The possible values are:</p> <ul style="list-style-type: none"> <li>0b00 Tag.</li> <li>0b01 Data.</li> </ul> <p>Unaffected by Cold or Warm reset.</p>	xx
[3:0]	UNIT	<p>Indicates the unit which detected the error. The possible values are:</p> <p><b>0b0001</b> L1 Instruction Cache.</p> <p><b>0b0010</b> L2 TLB.</p> <p><b>0b0100</b> L1 Data Cache.</p> <p><b>0b1000</b> L2 Cache.</p>	xxxx

## Access

Reads from ERR<n>MISCO return an **IMPLEMENTATION DEFINED** value and writes have **IMPLEMENTATION DEFINED** behavior.

If the Common Fault Injection Mechanism is implemented by the node that owns this error record, and ERRPFGF[FirstRecordOfNode(n)].MV is 1, then some parts of this register are read/write when ext-ERR<n>STATUS.MV is 0. See ext-ERR<n>PFGF.MV for more information.

For other parts of this register, or if the Common Fault Injection Mechanism is not implemented, then Arm recommends that:

- Miscellaneous syndrome for multiple errors, such as a corrected error counter, is read/write.
- When ext-ERR<n>STATUS.MV is 1, the miscellaneous syndrome specific to the most recently recorded error ignores writes.



These recommendations allow a counter to be reset in the presence of a persistent error, while preventing specific information, such as that identifying a FRU, from being lost if an error is detected while the previous error is being logged.

## Accessibility

Reads from ERR<n>MISCO return an **IMPLEMENTATION DEFINED** value and writes have **IMPLEMENTATION DEFINED** behavior.

If the Common Fault Injection Mechanism is implemented by the node that owns this error record, and ERRPFGF[FirstRecordOfNode(n)].MV is 1, then some parts of this register are read/write when ext-ERR<n>STATUS.MV is 0. See ext-ERR<n>PFGF.MV for more information.

For other parts of this register, or if the Common Fault Injection Mechanism is not implemented, then Arm recommends that:

- Miscellaneous syndrome for multiple errors, such as a corrected error counter, is read/write.
- When ext-ERR<n>STATUS.MV is 1, the miscellaneous syndrome specific to the most recently recorded error ignores writes.



These recommendations allow a counter to be reset in the presence of a persistent error, while preventing specific information, such as that identifying a FRU, from being lost if an error is detected while the previous error is being logged.

Component	Offset	Instance	Range
RAS	0x20	ERRMISCO	None

This interface is accessible as follows:

RW

## B.8.6 ERR0MISC1, Error Record <n> Miscellaneous Register 1

**IMPLEMENTATION DEFINED** error syndrome register. The miscellaneous syndrome registers might contain:

- Information to locate where the error was detected.
- If the error was detected within a FRU, the identity of the FRU.
- A Corrected error counter or counters.
- Other state information not present in the corresponding status and address registers.

### Configurations

ERRFR[FirstRecordOfNode(n)] describes the features implemented by the node that owns error record <n>. FirstRecordOfNode(n) is the index of the first error record owned by the same node as error record <n>. If the node owns a single record then FirstRecordOfNode(n) = n.

For IMPLEMENTATION DEFINED fields in ERR<n>MISC1, writing zero returns the error record to an initial quiescent state.

In particular, if any IMPLEMENTATION DEFINED syndrome fields might generate a Fault Handling or Error Recovery Interrupt request, writing zero is sufficient to deactivate the Interrupt request.

Fields that are read-only, nonzero, and ignore writes are compliant with this requirement.



Arm recommends that any IMPLEMENTATION DEFINED syndrome field that can generate a Fault Handling, Error Recovery, Critical, or IMPLEMENTATION DEFINED, interrupt request is disabled at Cold reset and is enabled by software writing an IMPLEMENTATION DEFINED nonzero value to an IMPLEMENTATION DEFINED field in ERRCTRL[FirstRecordOfNode(n)].

### Attributes

#### Width

64

#### Component

RAS

#### Register offset

0x28

#### Access type

##### Read

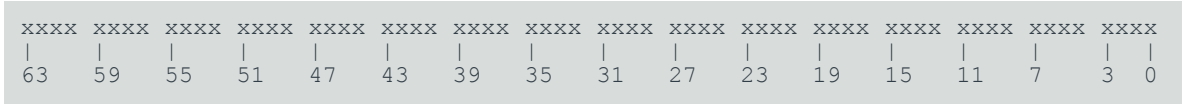
R

##### Write

W



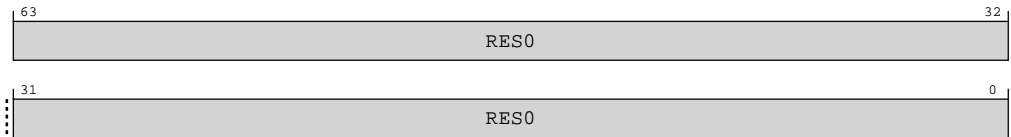
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-226: ext\_err0misc1 bit assignments**



**Table B-439: ERR0MISC1 bit descriptions**

Bits	Name	Description	Reset
[63:0]	RES0	Reserved	RES0

**Access**

Reads from ERR<n>MISC1 return an **IMPLEMENTATION DEFINED** value and writes have **IMPLEMENTATION DEFINED** behavior.

If the Common Fault Injection Mechanism is implemented by the node that owns this error record, and ERRPFGF[FirstRecordOfNode(n)].MV is 1, then some parts of this register are read/write when ext-ERR<n>STATUS.MV is 0. See ext-ERR<n>PFGF.MV for more information.

For other parts of this register, or if the Common Fault Injection Mechanism is not implemented, then Arm recommends that:

- Miscellaneous syndrome for multiple errors, such as a corrected error counter, is read/write.
- When ext-ERR<n>STATUS.MV is 1, the miscellaneous syndrome specific to the most recently recorded error ignores writes.



These recommendations allow a counter to be reset in the presence of a persistent error, while preventing specific information, such as that identifying a FRU, from being lost if an error is detected while the previous error is being logged.

## Accessibility

Reads from ERR<n>MISC1 return an IMPLEMENTATION DEFINED value and writes have IMPLEMENTATION DEFINED behavior.

If the Common Fault Injection Mechanism is implemented by the node that owns this error record, and ERRPFGF[FirstRecordOfNode(n)].MV is 1, then some parts of this register are read/write when ext-ERR<n>STATUS.MV is 0. See ext-ERR<n>PFGF.MV for more information.

For other parts of this register, or if the Common Fault Injection Mechanism is not implemented, then Arm recommends that:

- Miscellaneous syndrome for multiple errors, such as a corrected error counter, is read/write.
- When ext-ERR<n>STATUS.MV is 1, the miscellaneous syndrome specific to the most recently recorded error ignores writes.



These recommendations allow a counter to be reset in the presence of a persistent error, while preventing specific information, such as that identifying a FRU, from being lost if an error is detected while the previous error is being logged.

Component	Offset	Instance	Range
RAS	0x28	ERR0MISC1	None

This interface is accessible as follows:

RW

## B.8.7 ERR0MISC2, Error Record <n> Miscellaneous Register 2

**IMPLEMENTATION DEFINED** error syndrome register. The miscellaneous syndrome registers might contain:

- Information to locate where the error was detected.
- If the error was detected within a FRU, the identity of the FRU.
- A Corrected error counter or counters.
- Other state information not present in the corresponding status and address registers.

### Configurations

ERRFR[FirstRecordOfNode(n)] describes the features implemented by the node that owns error record <n>. FirstRecordOfNode(n) is the index of the first error record owned by the same node as error record <n>. If the node owns a single record then FirstRecordOfNode(n) = n.

For IMPLEMENTATION DEFINED fields in ERR<n>MISC2, writing zero returns the error record to an initial quiescent state.

In particular, if any IMPLEMENTATION DEFINED syndrome fields might generate a Fault Handling or Error Recovery Interrupt request, writing zero is sufficient to deactivate the Interrupt request.

Fields that are read-only, nonzero, and ignore writes are compliant with this requirement.

Arm recommends that if RAS System Architecture v1.1 is not implemented then ERR<n>MISC2 does not require zeroing to return the record to a quiescent state.



Arm recommends that any IMPLEMENTATION DEFINED syndrome field that can generate a Fault Handling, Error Recovery, Critical, or IMPLEMENTATION DEFINED, interrupt request is disabled at Cold reset and is enabled by software writing an IMPLEMENTATION DEFINED nonzero value to an IMPLEMENTATION DEFINED field in ERRCTLR[FirstRecordOfNode(n)].

## Attributes

### Width

64

### Component

RAS

### Register offset

0x30

### Access type

#### Read

R

#### Write

W

### Reset value

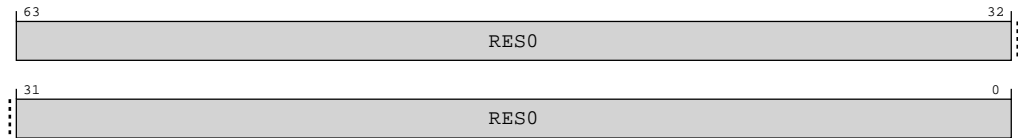
xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
															0



Where the reset reads xxxx, see individual bits.

## Bit descriptions

**Figure B-227: ext\_err0misc2 bit assignments**



**Table B-441: ERRORMISC2 bit descriptions**

Bits	Name	Description	Reset
[63:0]	RES0	Reserved	RES0

### Access

Reads from ERR<n>MISC2 return an **IMPLEMENTATION DEFINED** value and writes have **IMPLEMENTATION DEFINED** behavior.

If the Common Fault Injection Mechanism is implemented by the node that owns this error record, and ERRPFGF[FirstRecordOfNode(n)].MV is 1, then some parts of this register are read/write when ext-ERR<n>STATUS.MV is 0. See ext-ERR<n>PFGF.MV for more information.

For other parts of this register, or if the Common Fault Injection Mechanism is not implemented, then Arm recommends that:

- Miscellaneous syndrome for multiple errors, such as a corrected error counter, is read/write.
- When ext-ERR<n>STATUS.MV is 1, the miscellaneous syndrome specific to the most recently recorded error ignores writes.



These recommendations allow a counter to be reset in the presence of a persistent error, while preventing specific information, such as that identifying a FRU, from being lost if an error is detected while the previous error is being logged.

### Accessibility

Reads from ERR<n>MISC2 return an **IMPLEMENTATION DEFINED** value and writes have **IMPLEMENTATION DEFINED** behavior.

If the Common Fault Injection Mechanism is implemented by the node that owns this error record, and ERRPFGF[FirstRecordOfNode(n)].MV is 1, then some parts of this register are read/write when ext-ERR<n>STATUS.MV is 0. See ext-ERR<n>PFGF.MV for more information.

For other parts of this register, or if the Common Fault Injection Mechanism is not implemented, then Arm recommends that:

- Miscellaneous syndrome for multiple errors, such as a corrected error counter, is read/write.

- When ext-ERR<n>STATUS.MV is 1, the miscellaneous syndrome specific to the most recently recorded error ignores writes.



These recommendations allow a counter to be reset in the presence of a persistent error, while preventing specific information, such as that identifying a FRU, from being lost if an error is detected while the previous error is being logged.

Component	Offset	Instance	Range
RAS	0x30	ERR0MISC2	None

This interface is accessible as follows:

RW

### B.8.8 ERR0MISC3, Error Record <n> Miscellaneous Register 3

**IMPLEMENTATION DEFINED** error syndrome register. The miscellaneous syndrome registers might contain:

- Information to locate where the error was detected.
- If the error was detected within a FRU, the identity of the FRU.
- A Corrected error counter or counters.
- Other state information not present in the corresponding status and address registers.

If the node that owns error record *n* supports the RAS Timestamp Extension (ERRFR[FirstRecordOfNode(*n*)].TS != 0b00), then ERR<*nn* when the error was detected. Otherwise the contents of ERR<*n*

#### Configurations

ERRFR[FirstRecordOfNode(*n*)] describes the features implemented by the node that owns error record <*n*>. FirstRecordOfNode(*n*) is the index of the first error record owned by the same node as error record <*n*>. If the node owns a single record then FirstRecordOfNode(*n*) = *n*.

For IMPLEMENTATION DEFINED fields in ERR<*n*

In particular, if any IMPLEMENTATION DEFINED syndrome fields might generate a Fault Handling or Error Recovery Interrupt request, writing zero is sufficient to deactivate the Interrupt request.

Fields that are read-only, nonzero, and ignore writes are compliant with this requirement.

Arm recommends that if RAS System Architecture v1.1 is not implemented then ERR<*n*



Arm recommends that any IMPLEMENTATION DEFINED syndrome field that can generate a Fault Handling, Error Recovery, Critical, or IMPLEMENTATION DEFINED, interrupt request is disabled at Cold reset and is enabled by software writing an IMPLEMENTATION DEFINED nonzero value to an IMPLEMENTATION DEFINED field in ERRCTRL[FirstRecordOfNode(n)].

**Attributes**

**Width**

64

**Component**

RAS

**Register offset**

0x38

**Access type**

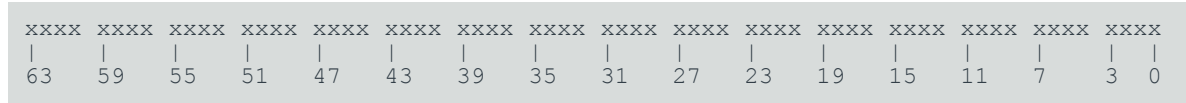
**Read**

R

**Write**

W

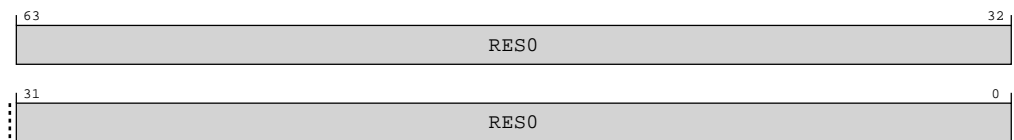
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-228: ext\_err0misc3 bit assignments**



**Table B-443: ERR0MISC3 bit descriptions**

Bits	Name	Description	Reset
[63:0]	RES0	Reserved	RES0

## Access

Reads from ERR<n>MISC3 return an **IMPLEMENTATION DEFINED** value and writes have **IMPLEMENTATION DEFINED** behavior.

If the Common Fault Injection Mechanism is implemented by the node that owns this error record, and ERRPFGF[FirstRecordOfNode(n)].MV is 1, then some parts of this register are read/write when ext-ERR<n>STATUS.MV is 0. See ext-ERR<n>PFGF.MV for more information.

For other parts of this register, or if the Common Fault Injection Mechanism is not implemented, then Arm recommends that:

- Miscellaneous syndrome for multiple errors, such as a corrected error counter, is read/write.
- When ext-ERR<n>STATUS.MV is 1, the miscellaneous syndrome specific to the most recently recorded error ignores writes.



These recommendations allow a counter to be reset in the presence of a persistent error, while preventing specific information, such as that identifying a FRU, from being lost if an error is detected while the previous error is being logged.

## Accessibility

Reads from ERR<n>MISC3 return an **IMPLEMENTATION DEFINED** value and writes have **IMPLEMENTATION DEFINED** behavior.

If the Common Fault Injection Mechanism is implemented by the node that owns this error record, and ERRPFGF[FirstRecordOfNode(n)].MV is 1, then some parts of this register are read/write when ext-ERR<n>STATUS.MV is 0. See ext-ERR<n>PFGF.MV for more information.

For other parts of this register, or if the Common Fault Injection Mechanism is not implemented, then Arm recommends that:

- Miscellaneous syndrome for multiple errors, such as a corrected error counter, is read/write.
- When ext-ERR<n>STATUS.MV is 1, the miscellaneous syndrome specific to the most recently recorded error ignores writes.



These recommendations allow a counter to be reset in the presence of a persistent error, while preventing specific information, such as that identifying a FRU, from being lost if an error is detected while the previous error is being logged.

Component	Offset	Instance	Range
RAS	0x38	ERR0MISC3	None

This interface is accessible as follows:

RW

## B.8.9 ERR1FR, Error Record <n> Feature Register

Defines whether error record <n> is the first record owned by a node:

- If error record <n> is the first error record owned by a node, then ERR<n>FR.ED is not 0b00.
- If error record <n> is not the first error record owned by a node, then ERR<n>FR.ED is 0b00.

If error record <n> is the first record owned by the node, defines which of the common architecturally-defined features are implemented by the node and, of the implemented features, which are software programmable.

### Configurations

This register is available in all configurations.

### Attributes

#### Width

64

#### Component

RAS

#### Register offset

0x40

#### Access type

RO

#### Reset value

xxxx	xxxx	x101	0001	xxxx	xxxx	xxxx	xxxx	1xxx	xx00	0001	0000	1010	1001	1010	xx10
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Note

Where the reset reads xxxx, see individual bits.



### Bit descriptions

Figure B-229: ext\_err1fr bit assignments

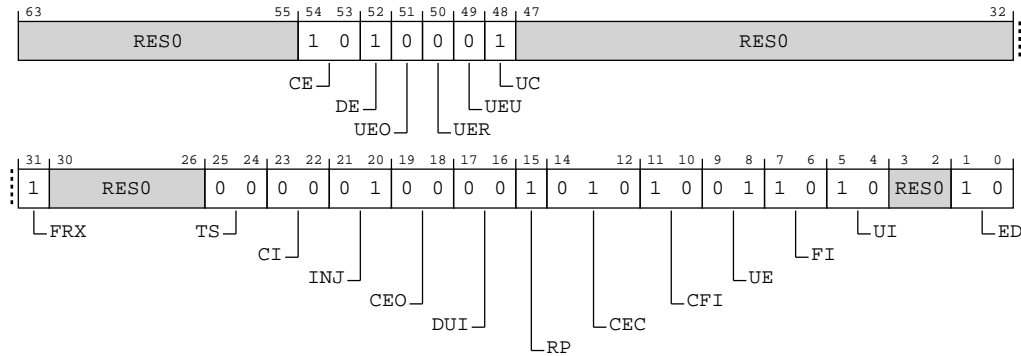


Table B-445: ERR1FR bit descriptions

Bits	Name	Description	Reset
[63:55]	RES0	Reserved	RES0
[54:53]	CE	Corrected Error recording. Describes the types of Corrected errors the node can record, if any. <b>0b10</b> Records only non-specific Corrected errors. That is, Corrected errors recorded by setting ERXSTATUS_EL1.CE to 0b10.	0b10
[52]	DE	Deferred Error recording. Describes whether the node supports recording Deferred errors. <b>0b1</b> Records Deferred errors.	0b1
[51]	UEO	Latent or Restartable Error recording. Describes whether the node supports recording Latent or Restartable errors. <b>0b0</b> Does not record Latent or Restartable errors.	0b0
[50]	UER	Signaled or Recoverable Error recording. Describes whether the node supports recording Signaled or Recoverable errors. <b>0b0</b> Does not record Signaled or Recoverable errors.	0b0
[49]	UEU	Uncontainable Error recording. Describes whether the node supports recording Uncontainable errors. <b>0b0</b> Uncontainable Error recording. Describes whether the node supports recording Uncontainable errors.	0b0
[48]	UC	Uncontainable Error recording. Describes whether the node supports recording Uncontainable errors. <b>0b1</b> Uncontainable Error recording. Describes whether the node supports recording Uncontainable errors.	0b1
[47:32]	RES0	Reserved	RES0
[31]	FRX	Feature Register extension. Defines whether ERXFR_EL1[63:48] are architecturally defined. <b>0b1</b> ERXFR_EL1[63:48] are defined by the architecture.	0b1
[30:26]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[25:24]	TS	Timestamp Extension. Indicates whether, for each error record <m> owned by this node, ERXMISC3_EL1 is used as the timestamp register, and, if it is, the timebase used by the timestamp.  <b>0b00</b> The node does not support a timestamp register.	0b00
[23:22]	CI	Critical error interrupt. Indicates whether the critical error interrupt and associated controls are implemented.  <b>0b00</b> Does not support the critical error interrupt. ERXCTLR_EL1.CI is <b>RES0</b> .	0b00
[21:20]	INJ	Fault Injection Extension. Indicates whether the RAS Common Fault Injection Model Extension is implemented.  <b>0b01</b> The node implements the RAS Common Fault Injection Model Extension. See ERXPFGF_EL1 for more information.	0b01
[19:18]	CEO	Corrected Error overwrite. Indicates the behavior when a second Corrected error is detected after a first Corrected error has been recorded by an error record <m> owned by the node.  <b>0b00</b> Counts Corrected errors if a counter is implemented. Keeps the previous error syndrome. If the counter overflows, or no counter is implemented, then ERXSTATUS_EL1.OF is set to 0b1.	0b00
[17:16]	DUI	Error recovery interrupt for deferred errors control. Indicates whether the control for enabling error recovery interrupts on deferred errors are implemented.  <b>0b00</b> Does not support the control for enabling error recovery interrupts on deferred errors. ERXCTLR_EL1.DUI is <b>RES0</b> .	0b00
[15]	RP	Repeat counter. Indicates whether the node implements the repeat Corrected error counter in ERXMISCO_EL1 for each error record <m> owned by the node that implements the standard Corrected error counter.  <b>0b1</b> A first (repeat) counter and a second (other) counter are implemented. The repeat counter is the same size as the primary error counter.	0b1
[14:12]	CEC	Corrected Error Counter. Indicates whether the node implements the standard Corrected error counter (CE counter) mechanisms in ERXMISCO_EL1 for each error record <m> owned by the node that can record countable errors.  <b>0b010</b> Implements an 8-bit Corrected error counter in ERXMISCO_EL1[39:32].	0b010
[11:10]	CFI	Fault handling interrupt for corrected errors. Indicates whether the control for enabling fault handling interrupts on corrected errors are implemented.  <b>0b10</b> Control for enabling fault handling interrupts on corrected errors is supported and controllable using ERXCTLR_EL1.CFI.	0b10
[9:8]	UE	In-band uncorrected error reporting. Indicates whether the in-band uncorrected error reporting (External Aborts) and associated controls are implemented.  <b>0b01</b> In-band uncorrected error reporting (External Aborts) is supported and always enabled. ERXCTLR_EL1.UE is <b>RES0</b> .	0b01
[7:6]	FI	Fault handling interrupt. Indicates whether the fault handling interrupt and associated controls are implemented.  <b>0b10</b> Fault handling interrupt is supported and controllable using ERXCTLR_EL1.FI.	0b10

Bits	Name	Description	Reset
[5:4]	UI	Error recovery interrupt for uncorrected errors. Indicates whether the error handling interrupt and associated controls are implemented.  <b>0b10</b> Error handling interrupt is supported and controllable using ERXCTLR_EL1.UI.	0b10
[3:2]	RES0	Reserved	RES0
[1:0]	ED	Error reporting and logging. Indicates whether error record <n> is the first record owned the node, and, if so, whether it implements the controls for enabling and disabling error reporting and logging.  <b>0b10</b> Error reporting and logging is controllable using ERXCTLR_EL1.ED.	0b10

## Accessibility

Component	Offset	Instance	Range
RAS	0x40	ERR1FR	None

This interface is accessible as follows:

RO

## B.8.10 ERR1CTLR, Error Record <n> Control Register

The error control register contains enable bits for the node that writes to this record:

- Enabling error detection and correction.
- Enabling the critical error, error recovery, and fault handling interrupts.
- Enabling in-band error response for uncorrected errors.

For each bit, if the node does not support the feature, then the bit is **RES0**. The definition of each record is IMPLEMENTATION DEFINED.

### Configurations

ext-ERR<n>FR describes the features implemented by the node.

### Attributes

#### Width

64

#### Component

RAS

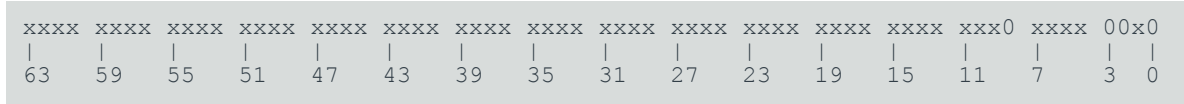
#### Register offset

0x48

#### Access type

RW

### Reset value



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure B-230: ext\_err1ctrlr bit assignments

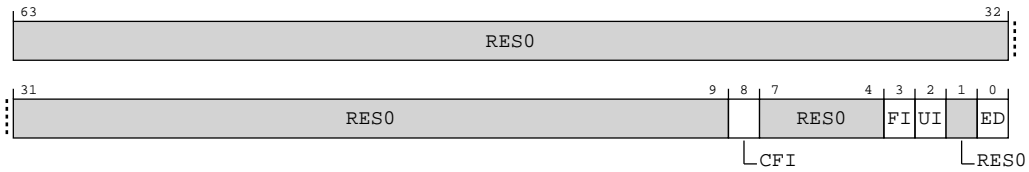


Table B-447: ERR1CTLR bit descriptions

Bits	Name	Description	Reset
[63:9]	RES0	Reserved	RES0
[8]	CFI	<p>Fault handling interrupt for Corrected errors enable.</p> <p>This control applies to errors arising from both reads and writes.</p> <p>The fault handling interrupt is generated when one of the standard CE counters on ERXMISCO_EL1 overflows and the overflow bit is set. The possible values are:</p> <p><b>0b0</b></p> <p>Fault handling interrupt not generated for Corrected errors.</p> <p><b>0b1</b></p> <p>Fault handling interrupt generated for Corrected errors.</p> <p>The interrupt is generated even if the error syndrome is discarded because the error record already records a higher priority error.</p> <p>Cold reset only. Unaffected by Warm reset</p>	0b0
[7:4]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[3]	FI	<p>Fault handling interrupt enable.</p> <p>This control applies to errors arising from both reads and writes.</p> <p>The fault handling interrupt is generated for all detected Deferred errors and Uncorrected errors. The possible values are:</p> <p><b>0b0</b> Fault handling interrupt disabled.</p> <p><b>0b1</b> Fault handling interrupt enabled.</p> <p>The interrupt is generated even if the error syndrome is discarded because the error record already records a higher priority error.</p> <p>Cold reset only. Unaffected by Warm reset</p>	0b0
[2]	UI	<p>Uncorrected error recovery interrupt enable.</p> <p>This control applies to errors arising from both reads and writes.</p> <p>When enabled, the error recovery interrupt is generated for all detected Uncorrected errors that are not deferred.</p> <p><b>0b0</b> Error recovery interrupt disabled.</p> <p><b>0b1</b> Error recovery interrupt enabled.</p> <p>The interrupt is generated even if the error syndrome is discarded because the error record already records a higher priority error.</p> <p>Cold reset only. Unaffected by Warm reset</p>	0b0
[1]	RES0	Reserved	RES0
[0]	ED	<p>Error Detection and correction enable. The possible values are:</p> <p><b>0b0</b> Error detection and correction disabled.</p> <p><b>0b1</b> Error detection and correction enabled.</p> <p>Cold reset only. Unaffected by Warm reset</p>	0b0

## Accessibility

Component	Offset	Instance	Range
RAS	0x48	ERR1CTLR	None

This interface is accessible as follows:

RW

## B.8.11 ERR1STATUS, Error Record <n> Primary Status Register

Contains status information for error record <n>, including:

- Whether any error has been detected (valid).
- Whether any detected error was not corrected, and returned to a Requester.
- Whether any detected error was not corrected and deferred.
- Whether an error record has been discarded because additional errors have been detected before the first error was handled by software (overflow).
- Whether any error has been reported.
- Whether the other error record registers contain valid information.
- Whether the error was reported because poison data was detected or because a corrupt value was detected by an error detection code.
- A primary error code.
- An **IMPLEMENTATION DEFINED** extended error code.

Within this register:

- ERR<n>STATUS.{AV, V, MV} are valid bits that define whether error record <n> registers are valid.
- ERR<n>STATUS.{UE, OF, CE, DE, UET} encode the types of error or errors recorded.
- ERR<n>STATUS.{CI, ER, PN, IERR, SERR} are syndrome fields.

### Configurations

ext-ERR<n>FR describes the features implemented by the node.

### Attributes

#### Width

64

#### Component

RAS

#### Register offset

0x50

#### Access type

##### Read

R

##### Write

W

#### Reset value

```
xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx 0000 0000 0000 xxxx xxxx xxxx xxx0 0000
```



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure B-231: ext\_err1status bit assignments

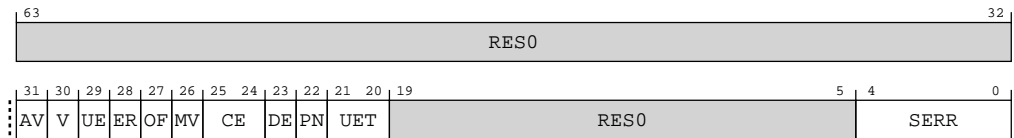


Table B-449: ERR1STATUS bit descriptions

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31]	AV	Address Valid. The possible values are: <b>0b0</b> ERXADDR_EL1 not valid. <b>0b1</b> ERXADDR_EL1 contains an address associated with the highest priority error recorded by this record.  This bit is read/write-one-to-clear.  Cold reset only. Unaffected by Warm reset	0b0
[30]	V	Status Register Valid. The possible values are: <b>0b0</b> ERXSTATUS_EL1 not valid. <b>0b1</b> ERXSTATUS_EL1 valid. At least one error has been recorded.  This bit is read/write-one-to-clear.  Cold reset only. Unaffected by Warm reset	0b0

Bits	Name	Description	Reset
[29]	UE	<p>Uncorrected Error. The possible values are:</p> <p><b>0b0</b> No errors have been detected, or all detected errors have been either corrected or deferred.</p> <p><b>0b1</b> At least one detected error was not corrected and not deferred.</p> <p>When clearing ERXSTATUS_EL1.V to 0b0, if this bit is nonzero, then Arm recommends that software write 0b1 to this bit to clear this bit to zero.</p> <p>This bit is not valid and reads <b>UNKNOWN</b> if ERXSTATUS_EL1.V == 0b0.</p> <p>This bit is read/write-one-to-clear.</p> <p>Cold reset only. Unaffected by Warm reset</p>	0b0
[28]	ER	<p>Error Reported. The possible values are:</p> <p><b>0b0</b> No in-band error (External Abort) reported.</p> <p><b>0b1</b> An External Abort was signaled by the node to the master making the access or other transaction.</p> <p>This bit is read/write-one-to-clear.</p> <p>Cold reset only. Unaffected by Warm reset</p> <p><b>Note:</b> An External Abort signaled by the node might be masked and not generate any exception.</p>	0b0
[27]	OF	<p>Overflow. The possible values are:</p> <p><b>0b0</b> If UE == 1, then no error status for an Uncorrected error has been discarded. If UE == 0 and DE == 1, then no error status for a Deferred error has been discarded. If UE == 0, DE == 0, and CE != 0b00, then the corrected error counter has not overflowed.</p> <p><b>0b1</b> More than one error has occurred and so details of the other error have been discarded.</p> <p>When clearing ERXSTATUS_EL1.V to 0b0, if this bit is nonzero, then Arm recommends that software write 0b1 to this bit to clear this bit to zero.</p> <p>This bit is not valid and reads <b>UNKNOWN</b> if ERXSTATUS_EL1.V == 0b0.</p> <p>Cold reset only. Unaffected by Warm reset</p> <p>This bit is read/write-one-to-clear.</p>	0b0



Bits	Name	Description	Reset
[26]	MV	<p>Miscellaneous Registers Valid. The possible values are:</p> <p><b>0b0</b> ERXMISC&lt;m&gt;_EL1 not valid.</p> <p><b>0b1</b> This bit indicates that the ERXMISC&lt;m&gt;_EL1 registers contain additional information for an error recorded by this record.</p> <p>This bit is read/write-one-to-clear.</p> <p>Cold reset only. Unaffected by Warm reset</p> <p><b>Note:</b> If the ERXMISC&lt;m&gt;_EL1 registers can contain additional information for a previously recorded error, then the contents must be self-describing to software or a user. For example, certain fields might relate only to Corrected errors, and other fields only to the most recent error that was not discarded.</p>	0b0
[25:24]	CE	<p>Corrected Error. The possible values are:</p> <p><b>0b00</b> No errors were corrected.</p> <p><b>0b01</b> At least one transient error was corrected.</p> <p><b>0b10</b> At least one error was corrected.</p> <p><b>0b11</b> At least one persistent error was corrected.</p> <p>When clearing ERXSTATUS_EL1.V to 0b0, if this field is nonzero, then Arm recommends that software write ones to this field to clear this field to zero.</p> <p>This field is not valid and reads <b>UNKNOWN</b> if ERXSTATUS_EL1.V == 0b0.</p> <p>This field is read/write-ones-to-clear. Writing a value other than all-zeros or all-ones sets this field to an <b>UNKNOWN</b> value.</p> <p>Cold reset only. Unaffected by Warm reset</p>	0b00
[23]	DE	<p>Deferred Error. The possible values are:</p> <p><b>0b0</b> No errors were deferred.</p> <p><b>0b1</b> At least one error was not corrected and deferred.</p> <p>When clearing ERXSTATUS_EL1.V to 0b0, if this bit is nonzero, then Arm recommends that software write 0b1 to this bit to clear this bit to zero.</p> <p>This bit is not valid and reads <b>UNKNOWN</b> if ERXSTATUS_EL1.V == 0b0.</p> <p>This bit is read/write-one-to-clear.</p> <p>Cold reset only. Unaffected by Warm reset</p>	0b0

Bits	Name	Description	Reset
[22]	PN	<p>Poison. The value is:</p> <p><b>0b0</b></p> <p>This core cannot distinguish a poisoned value from a corrupted value.</p> <p>When clearing ERXSTATUS_EL1.V to 0b0, if this bit is nonzero, then Arm recommends that software write 0b1 to this bit to clear this bit to zero.</p> <p>This bit is not valid and reads <b>UNKNOWN</b> if any of the following are true:</p> <ul style="list-style-type: none"> <li>ERXSTATUS_EL1.V == 0b0.</li> <li>ERXSTATUS_EL1.{DE,UE} == {0,0}.</li> </ul> <p>This bit is read/write-one-to-clear.</p> <p>Cold reset only. Unaffected by Warm reset</p>	0b0
[21:20]	UET	<p>Uncorrected Error Type. The value is:</p> <p><b>0b00</b></p> <p>Uncorrected error, Uncontainable error (UC).</p> <p>Cold reset only. Unaffected by Warm reset</p>	0b00
[19:5]	RES0	Reserved	RES0
[4:0]	SERR	<p>Primary error code.</p> <p>The primary error code might be used by a fault handling agent to triage an error without requiring device-specific code. For example, to count and threshold corrected errors in software, or generate a short log entry.</p> <p>The possible values are:</p> <p><b>0b00000</b> No error</p> <p><b>0b00010</b> ECC error from internal data buffer.</p> <p><b>0b00110</b> ECC error on cache data RAM.</p> <p><b>0b00111</b> ECC error on cache tag or dirty RAM.</p> <p><b>0b01000</b> Parity error on TLB data RAM.</p> <p><b>0b10010</b> Error response for a cache copyback.</p> <p><b>0b10101</b> Deferred error from slave not supported at the consumer. For example, poisoned data received from a slave by a master that cannot defer the error further.</p> <p>Cold reset only. Unaffected by Warm reset</p>	0b00000

## Access

ERR<n>STATUS.{AV, V, UE, ER, OF, MV, CE, DE, PN, UET, CI} are write-one-to-clear (W1C) fields, meaning writes of zero are ignored, and a write of one or all-ones to the field clears the field to zero. ERR<n>STATUS.{IERR, SERR} are read/write (RW) fields, although the set of implemented valid values is **IMPLEMENTATION DEFINED**. See also ext-ERR<n>PFGF.SYN.

After reading ERR<n>STATUS, software must clear the valid fields in the register to allow new errors to be recorded. However, between reading the register and clearing the valid fields, a new error might have overwritten the register. To prevent this error being lost by software, the register prevents updates to fields that might have been updated by a new error.

When RAS System Architecture v1.0 is implemented:

- Writes to ERR<n>STATUS.{UE, DE, CE} are ignored if ERR<n>STATUS.OF is 1 and is not being cleared to 0.
- Writes to ERR<n>STATUS.V are ignored if any of ERR<n>STATUS.{UE, DE, CE} are nonzero and are not being cleared to zero.
- Writes to ERR<n>STATUS.{AV, MV} and the ERR<n>STATUS.{ER, PN, UET, IERR, SERR} syndrome fields are ignored if the highest priority nonzero error status field is not being cleared to zero. The error status fields in priority order from highest to lowest, are ERR<n>STATUS.UE, ERR<n>STATUS.DE, and ERR<n>STATUS.CE.

When RAS System Architecture v1.1 is implemented, a write to the register is ignored if all of:

- Any of ERR<n>STATUS.{V, UE, OF, CE, DE} are nonzero before the write.
- The write does not clear the nonzero ERR<n>STATUS.{V, UE, OF, CE, DE} fields to zero by writing ones to the applicable field or fields.

Some of the fields in ERR<n>STATUS are also defined as **UNKNOWN** where certain combinations of ERR<n>STATUS.{V, DE, UE} are zero. The rules for writes to ERR<n>STATUS allow a node to implement such a field as a fixed read-only value.

For example, when RAS System Architecture v1.1 is implemented, a write to ERR<n>STATUS when ERR<n>STATUS.V is 1 results in either ERR<n>STATUS.V field being cleared to zero, or ERR<n>STATUS.V not changing. Since all fields in ERR<n>STATUS, other than ERR<n>STATUS.{AV, V, MV}, usually read as **UNKNOWN** values when ERR<n>STATUS.V is zero, this means those fields can be implemented as read-only if applicable.

To ensure correct and portable operation, when software is clearing the valid fields in the register to allow new errors to be recorded, Arm recommends that software performs the following sequence of operations in order:

- Read ERR<n>STATUS and determine which fields need to be cleared to zero.
- In a single write to ERR<n>STATUS:
  - Write ones to all the W1C fields that are nonzero in the read value.
  - Write zero to all the W1C fields that are zero in the read value.
  - Write zero to all the RW fields.

- Read back ERR<n>STATUS after the write to confirm no new fault has been recorded.

Otherwise, these fields might not have the correct value when a new fault is recorded.

### Accessibility

ERR<n>STATUS.{AV, V, UE, ER, OF, MV, CE, DE, PN, UET, CI} are write-one-to-clear (W1C) fields, meaning writes of zero are ignored, and a write of one or all-ones to the field clears the field to zero. ERR<n>STATUS.{IERR, SERR} are read/write (RW) fields, although the set of implemented valid values is IMPLEMENTATION DEFINED. See also ext-ERR<n>PFGF.SYN.

After reading ERR<n>STATUS, software must clear the valid fields in the register to allow new errors to be recorded. However, between reading the register and clearing the valid fields, a new error might have overwritten the register. To prevent this error being lost by software, the register prevents updates to fields that might have been updated by a new error.

When RAS System Architecture v1.0 is implemented:

- Writes to ERR<n>STATUS.{UE, DE, CE} are ignored if ERR<n>STATUS.OF is 1 and is not being cleared to 0.
- Writes to ERR<n>STATUS.V are ignored if any of ERR<n>STATUS.{UE, DE, CE} are nonzero and are not being cleared to zero.
- Writes to ERR<n>STATUS.{AV, MV} and the ERR<n>STATUS.{ER, PN, UET, IERR, SERR} syndrome fields are ignored if the highest priority nonzero error status field is not being cleared to zero. The error status fields in priority order from highest to lowest, are ERR<n>STATUS.UE, ERR<n>STATUS.DE, and ERR<n>STATUS.CE.

When RAS System Architecture v1.1 is implemented, a write to the register is ignored if all of:

- Any of ERR<n>STATUS.{V, UE, OF, CE, DE} are nonzero before the write.
- The write does not clear the nonzero ERR<n>STATUS.{V, UE, OF, CE, DE} fields to zero by writing ones to the applicable field or fields.

Some of the fields in ERR<n>STATUS are also defined as UNKNOWN where certain combinations of ERR<n>STATUS.{V, DE, UE} are zero. The rules for writes to ERR<n>STATUS allow a node to implement such a field as a fixed read-only value.

For example, when RAS System Architecture v1.1 is implemented, a write to ERR<n>STATUS when ERR<n>STATUS.V is 1 results in either ERR<n>STATUS.V field being cleared to zero, or ERR<n>STATUS.V not changing. Since all fields in ERR<n>STATUS, other than ERR<n>STATUS.{AV, V, MV}, usually read as UNKNOWN values when ERR<n>STATUS.V is zero, this means those fields can be implemented as read-only if applicable.

To ensure correct and portable operation, when software is clearing the valid fields in the register to allow new errors to be recorded, Arm recommends that software performs the following sequence of operations in order:

- Read ERR<n>STATUS and determine which fields need to be cleared to zero.
- In a single write to ERR<n>STATUS:
  - Write ones to all the W1C fields that are nonzero in the read value.

- Write zero to all the W1C fields that are zero in the read value.
- Write zero to all the RW fields.
- Read back ERR<n>STATUS after the write to confirm no new fault has been recorded.

Otherwise, these fields might not have the correct value when a new fault is recorded.

Component	Offset	Instance	Range
RAS	0x50	ERR1STATUS	None

This interface is accessible as follows:

RW

## B.8.12 ERR1ADDR, Error Record <n> Address Register

If an address is associated with a detected error, then it is written to ERR<n>ADDR when the error is recorded. It is **IMPLEMENTATION DEFINED** how the recorded address maps to the software-visible physical address. Software might have to reconstruct the actual physical addresses using the identity of the node and knowledge of the system.

### Configurations

ERRFR[FirstRecordOfNode(n)] describes the features implemented by the node that owns error record <n>. FirstRecordOfNode(n) is the index of the first error record owned by the same node as error record <n>. If the node owns a single record then FirstRecordOfNode(n) = n.

### Attributes

#### Width

64

#### Component

RAS

#### Register offset

0x58

#### Access type

See bit descriptions

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0

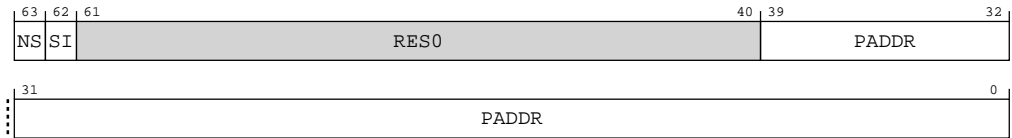


Note

Where the reset reads xxxx, see individual bits.

## Bit descriptions

**Figure B-232: ext\_err1addr bit assignments**



**Table B-451: ERR1ADDR bit descriptions**

Bits	Name	Description	Reset
[63]	NS	Non-secure attribute. <b>0b0</b> ERR<n>ADDR.PADDR is a Secure address. <b>0b1</b> ERR<n>ADDR.PADDR is a Non-secure address.	x
[62]	SI	Secure Incorrect. Indicates whether ERR<n>ADDR.NS is valid. <b>0b0</b> ERR<n>ADDR.NS is correct. That is, it matches the programmers' view of the Non-secure attribute for the recorded location. <b>0b1</b> ERR<n>ADDR.NS might not be correct, and might not match the programmers' view of the Non-secure attribute for the recorded location.	x
[61:40]	RES0	Reserved	RES0
[39:0]	PADDR	Physical Address [39:0]. Address of the recorded location	40 { x }

### Accessibility

Component	Offset	Instance	Range
RAS	0x58	ERR1ADDR	None

This interface is accessible as follows:

**When ERRPFGF[FirstRecordOfNode].AV == '0' && ext-ERR1STATUS.AV == '1'**

RO

**Otherwise**

RW

### B.8.13 ERR1MISC0, Error Record <n> Miscellaneous Register 0

**IMPLEMENTATION DEFINED** error syndrome register. The miscellaneous syndrome registers might contain:

- Information to locate where the error was detected.
- If the error was detected within a FRU, the identity of the FRU.

- A Corrected error counter or counters.
- Other state information not present in the corresponding status and address registers.

If the node that owns error record <n> implements a standard format Corrected error counter or counters (ERRFR[FirstRecordOfNode(n)].CEC != 0b000), then it is IMPLEMENTATION DEFINED whether error record <n> can record countable errors, and:

- If error record <n> records countable errors, then ERR<n>MISCO implements the standard format Corrected error counter or counters for error record <n>.
- If error record <n> does not record countable errors, then it is recommended that the fields in ERR<n>MISCO defined for the standard format counter or counters are **RESO**. That is, the fields behave like counters that never count.

## Configurations

ERRFR[FirstRecordOfNode(n)] describes the features implemented by the node that owns error record <n>. FirstRecordOfNode(n) is the index of the first error record owned by the same node as error record <n>. If the node owns a single record then FirstRecordOfNode(n) = n.

For IMPLEMENTATION DEFINED fields in ERR<n>MISCO, writing zero returns the error record to an initial quiescent state.

In particular, if any IMPLEMENTATION DEFINED syndrome fields might generate a Fault Handling or Error Recovery Interrupt request, writing zero is sufficient to deactivate the Interrupt request.

Fields that are read-only, nonzero, and ignore writes are compliant with this requirement.



Arm recommends that any IMPLEMENTATION DEFINED syndrome field that can generate a Fault Handling, Error Recovery, Critical, or IMPLEMENTATION DEFINED, interrupt request is disabled at Cold reset and is enabled by software writing an IMPLEMENTATION DEFINED nonzero value to an IMPLEMENTATION DEFINED field in ERRCTLR[FirstRecordOfNode(n)].

## Attributes

### Width

64

### Component

RAS

### Register offset

0x60

### Access type

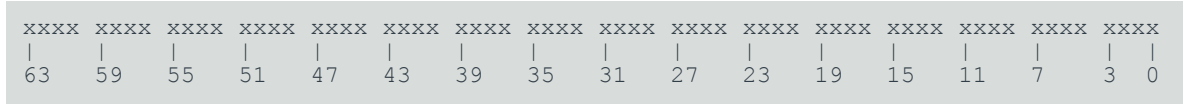
#### Read

R

#### Write

W

### Reset value



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure B-233: ext\_err1misc0 bit assignments

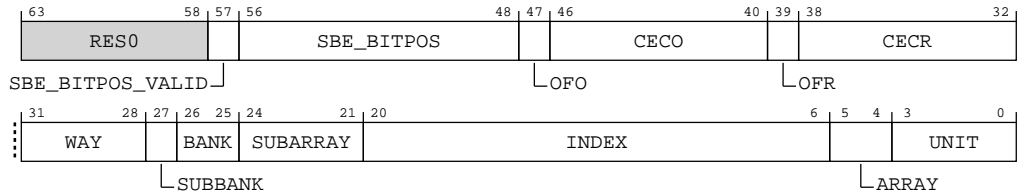


Table B-453: ERR1MISC0 bit descriptions

Bits	Name	Description	Reset
[63:58]	RES0	Reserved	RES0
[57]	SBE_BITPOS_VALID	Single Bit Error (SBE) bit position field ERXMISC0_EL1.SBE_BITPOS contains valid data  <b>0b0</b> ERXMISC0_EL1.SBE_BITPOS does not contain valid data.  <b>0b1</b> ERXMISC0_EL1.SBE_BITPOS contains valid data.	x
[56:48]	SBE_BITPOS	Single Bit Error (SBE) bit position. For a correctable error in a RAM with ECC (L1 data cache, L2 cache), indicates the bit position of the corrected error. Valid when ERXMISC0_EL1.SBE_BITPOS_VALID is 1'b1	9 { x }
[47]	OFO	Sticky overflow bit, other. Set to 1 when ERXMISC0_EL1.CECO is incremented and wraps through zero.  <b>0b0</b> Other counter has not overflowed.  <b>0b1</b> Other counter has overflowed.  A direct write that modifies this bit might indirectly set ERXSTATUS_EL1.OF to an <b>UNKNOWN</b> value and a direct write to ERXSTATUS_EL1.OF that clears it to zero might indirectly set this bit to an <b>UNKNOWN</b> value.  Unaffected by Cold or Warm reset.	x



Bits	Name	Description	Reset
[46:40]	CECO	Corrected error count, other. Incremented for each countable error that is not accounted for by incrementing ERXMISCO_EL1.CECR.  Unaffected by Cold or Warm reset.	7 {x}
[39]	OFR	Sticky overflow bit, repeat. Set to 1 when ERXMISCO_EL1.CECR is incremented and wraps through zero.  <b>0b0</b> Repeat counter has not overflowed.  <b>0b1</b> Repeat counter has overflowed.  A direct write that modifies this bit might indirectly set ERXSTATUS_EL1.OF to an <b>UNKNOWN</b> value and a direct write to ERXSTATUS_EL1.OF that clears it to zero might indirectly set this bit to an <b>UNKNOWN</b> value.  Unaffected by Cold or Warm reset.	x
[38:32]	CECR	Corrected error count, repeat. Incremented for the first countable error, which also records other syndrome for the error, and subsequently for each countable error that matches the recorded other syndrome.  This field resets to an IMPLEMENTATION DEFINED which might be <b>UNKNOWN</b> on a Cold reset. If the reset value is <b>UNKNOWN</b> , then the value of this field remains <b>UNKNOWN</b> until software initializes it.  Unaffected by Cold or Warm reset.	7 {x}
[31:28]	WAY	The encoding is dependent on the unit from which the error being recorded was detected. The possible values are:  [L1 Data Cache] <ul style="list-style-type: none"> <li>Indicates which Tag RAM way or data RAM way detected the error. Upper 2 bits are unused.</li> </ul> [L2 TLB] <ul style="list-style-type: none"> <li>Indicates which RAM detected an error. The possible values are 0 (RAM 1) to 9 (RAM 10).</li> </ul> [L1 Instruction Cache] <ul style="list-style-type: none"> <li>Indicates which way detected the error. Upper 2 bits are unused.</li> </ul> [L2 Cache] <ul style="list-style-type: none"> <li>Indicates which way detected the error.</li> </ul> Unaffected by Cold or Warm reset.	xxxx
[27]	SUBBANK	The encoding is dependent on the unit from which the error being recorded was detected. The possible values are:  [L1 Instruction Cache] <ul style="list-style-type: none"> <li>Indicates which subbank detected the error, valid for Instruction Data Cache. For Tag errors this field is zero.</li> </ul> Unaffected by Cold or Warm reset.	x

Bits	Name	Description	Reset
[26:25]	BANK	<p>The encoding is dependent on the unit from which the error being recorded was detected. The possible values are:</p> <p>[L2 Cache]</p> <ul style="list-style-type: none"> <li>Indicates which L2 bank detected the error. Upper 1 bit is unused.</li> </ul> <p>[L1 Instruction Cache]</p> <ul style="list-style-type: none"> <li>Indicates which bank detected the error, valid for Instruction Data Cache. For Tag errors this field is zero.</li> </ul> <p>Unaffected by Cold or Warm reset.</p>	xx
[24:21]	SUBARRAY	<p>The encoding is dependent on the unit from which the error being recorded was detected. The possible values are:</p> <p>[L2 Cache]</p> <ul style="list-style-type: none"> <li>Indicates which L2 data doubleword detected the error. Upper 1 bit is unused.</li> </ul> <p>[L1 Data Cache]</p> <ul style="list-style-type: none"> <li>Indicates for L1 Data RAM which word had the error detected. For L1 Tag RAMs which bank had the error (0b0000: bank0 , 0b0001: bank1)</li> </ul> <p>Unaffected by Cold or Warm reset.</p>	xxxx
[20:6]	INDEX	<p>The encoding is dependent on the unit from which the error being recorded was detected. The possible values are:</p> <p>[L2 Cache]</p> <ul style="list-style-type: none"> <li>Indicates which index detected the error. Upper bits of the index are unused depending on the cache size.</li> </ul> <p>[L1 Data Cache]</p> <ul style="list-style-type: none"> <li>Indicates which index detected the error. Upper bits of the index are unused depending on the cache size</li> </ul> <p>[L2 TLB]</p> <ul style="list-style-type: none"> <li>Index of TLB RAM. Upper 4 bits are unused.</li> </ul> <p>[L1 Instruction Cache]</p> <ul style="list-style-type: none"> <li>Indicates which index detected the error. Upper bits of the index are unused depending on the cache size.</li> </ul> <p>Unaffected by Cold or Warm reset.</p>	15 { x }

Bits	Name	Description	Reset
[5:4]	ARRAY	<p>The encoding is dependent on the unit from which the error being recorded was detected. The possible values are:</p> <p>[L2 Cache]</p> <p>Indicates which array detected the error. The possible values are:</p> <ul style="list-style-type: none"> <li>0b00 L2 Tag RAM.</li> <li>0b01 L2 Data RAM.</li> <li>0b10 L2 TQ Data RAM.</li> <li>0b11 CHI Error.</li> </ul> <p>[L1 Data Cache]</p> <p>Indicates which array detected the error. The possible values are:</p> <ul style="list-style-type: none"> <li>00 LS Tag RAM 0.</li> <li>01 LS Tag RAM 1.</li> <li>10 LS Data RAM.</li> <li>11 LS Tag RAM 2.</li> </ul> <p>[L2 TLB]</p> <p>Indicates which array detected the error. The possible values are:</p> <ul style="list-style-type: none"> <li>00 Translation cache.</li> <li>01 GPT cache (when LEGACY_TZ_EN is 0).</li> <li>10 Reserved.</li> <li>11 Reserved.</li> </ul> <p>[L1 Instruction Cache]</p> <p>Indicates which array that detected the error, Data Array has higher priority. The possible values are:</p> <ul style="list-style-type: none"> <li>0b00 Tag.</li> <li>0b01 Data.</li> </ul> <p>Unaffected by Cold or Warm reset.</p>	xx
[3:0]	UNIT	<p>Indicates the unit which detected the error. The possible values are:</p> <p><b>0b0001</b> L1 Instruction Cache.</p> <p><b>0b0010</b> L2 TLB.</p> <p><b>0b0100</b> L1 Data Cache.</p> <p><b>0b1000</b> L2 Cache.</p>	xxxx

## Access

Reads from ERR<n>MISC0 return an **IMPLEMENTATION DEFINED** value and writes have **IMPLEMENTATION DEFINED** behavior.

If the Common Fault Injection Mechanism is implemented by the node that owns this error record, and ERRPFGF[FirstRecordOfNode(n)].MV is 1, then some parts of this register are read/write when ext-ERR<n>STATUS.MV is 0. See ext-ERR<n>PFGF.MV for more information.

For other parts of this register, or if the Common Fault Injection Mechanism is not implemented, then Arm recommends that:

- Miscellaneous syndrome for multiple errors, such as a corrected error counter, is read/write.
- When ext-ERR<n>STATUS.MV is 1, the miscellaneous syndrome specific to the most recently recorded error ignores writes.



These recommendations allow a counter to be reset in the presence of a persistent error, while preventing specific information, such as that identifying a FRU, from being lost if an error is detected while the previous error is being logged.

## Accessibility

Reads from ERR<n>MISC0 return an **IMPLEMENTATION DEFINED** value and writes have **IMPLEMENTATION DEFINED** behavior.

If the Common Fault Injection Mechanism is implemented by the node that owns this error record, and ERRPFGF[FirstRecordOfNode(n)].MV is 1, then some parts of this register are read/write when ext-ERR<n>STATUS.MV is 0. See ext-ERR<n>PFGF.MV for more information.

For other parts of this register, or if the Common Fault Injection Mechanism is not implemented, then Arm recommends that:

- Miscellaneous syndrome for multiple errors, such as a corrected error counter, is read/write.
- When ext-ERR<n>STATUS.MV is 1, the miscellaneous syndrome specific to the most recently recorded error ignores writes.



These recommendations allow a counter to be reset in the presence of a persistent error, while preventing specific information, such as that identifying a FRU, from being lost if an error is detected while the previous error is being logged.

Component	Offset	Instance	Range
RAS	0x60	ERR1MISC0	None

This interface is accessible as follows:

RW

## B.8.14 ERR1MISC1, Error Record <n> Miscellaneous Register 1

**IMPLEMENTATION DEFINED** error syndrome register. The miscellaneous syndrome registers might contain:

- Information to locate where the error was detected.
- If the error was detected within a FRU, the identity of the FRU.
- A Corrected error counter or counters.
- Other state information not present in the corresponding status and address registers.

### Configurations

ERRFR[FirstRecordOfNode(n)] describes the features implemented by the node that owns error record <n>. FirstRecordOfNode(n) is the index of the first error record owned by the same node as error record <n>. If the node owns a single record then FirstRecordOfNode(n) = n.

For IMPLEMENTATION DEFINED fields in ERR<n>MISC1, writing zero returns the error record to an initial quiescent state.

In particular, if any IMPLEMENTATION DEFINED syndrome fields might generate a Fault Handling or Error Recovery Interrupt request, writing zero is sufficient to deactivate the Interrupt request.

Fields that are read-only, nonzero, and ignore writes are compliant with this requirement.



Arm recommends that any IMPLEMENTATION DEFINED syndrome field that can generate a Fault Handling, Error Recovery, Critical, or IMPLEMENTATION DEFINED, interrupt request is disabled at Cold reset and is enabled by software writing an IMPLEMENTATION DEFINED nonzero value to an IMPLEMENTATION DEFINED field in ERRCTLR[FirstRecordOfNode(n)].

### Attributes

#### Width

64

#### Component

RAS

#### Register offset

0x68

#### Access type

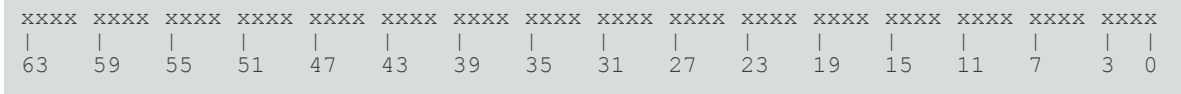
##### Read

R

##### Write

W

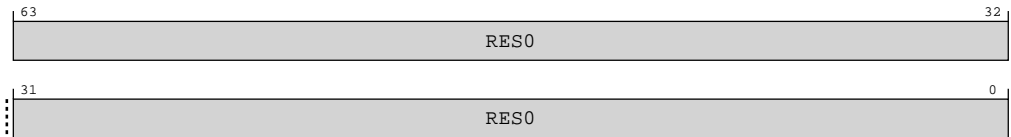
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-234: ext\_err1misc1 bit assignments**



**Table B-455: ERR1MISC1 bit descriptions**

Bits	Name	Description	Reset
[63:0]	RES0	Reserved	RES0

**Access**

Reads from ERR<n>MISC1 return an **IMPLEMENTATION DEFINED** value and writes have **IMPLEMENTATION DEFINED** behavior.

If the Common Fault Injection Mechanism is implemented by the node that owns this error record, and ERRPFGF[FirstRecordOfNode(n)].MV is 1, then some parts of this register are read/write when ext-ERR<n>STATUS.MV is 0. See ext-ERR<n>PFGF.MV for more information.

For other parts of this register, or if the Common Fault Injection Mechanism is not implemented, then Arm recommends that:

- Miscellaneous syndrome for multiple errors, such as a corrected error counter, is read/write.
- When ext-ERR<n>STATUS.MV is 1, the miscellaneous syndrome specific to the most recently recorded error ignores writes.



These recommendations allow a counter to be reset in the presence of a persistent error, while preventing specific information, such as that identifying a FRU, from being lost if an error is detected while the previous error is being logged.

## Accessibility

Reads from ERR<n>MISC1 return an IMPLEMENTATION DEFINED value and writes have IMPLEMENTATION DEFINED behavior.

If the Common Fault Injection Mechanism is implemented by the node that owns this error record, and ERRPFGF[FirstRecordOfNode(n)].MV is 1, then some parts of this register are read/write when ext-ERR<n>STATUS.MV is 0. See ext-ERR<n>PFGF.MV for more information.

For other parts of this register, or if the Common Fault Injection Mechanism is not implemented, then Arm recommends that:

- Miscellaneous syndrome for multiple errors, such as a corrected error counter, is read/write.
- When ext-ERR<n>STATUS.MV is 1, the miscellaneous syndrome specific to the most recently recorded error ignores writes.



These recommendations allow a counter to be reset in the presence of a persistent error, while preventing specific information, such as that identifying a FRU, from being lost if an error is detected while the previous error is being logged.

Component	Offset	Instance	Range
RAS	0x68	ERR1MISC1	None

This interface is accessible as follows:

RW

## B.8.15 ERR1MISC2, Error Record <n> Miscellaneous Register 2

**IMPLEMENTATION DEFINED** error syndrome register. The miscellaneous syndrome registers might contain:

- Information to locate where the error was detected.
- If the error was detected within a FRU, the identity of the FRU.
- A Corrected error counter or counters.
- Other state information not present in the corresponding status and address registers.

### Configurations

ERRFR[FirstRecordOfNode(n)] describes the features implemented by the node that owns error record <n>. FirstRecordOfNode(n) is the index of the first error record owned by the same node as error record <n>. If the node owns a single record then FirstRecordOfNode(n) = n.

For IMPLEMENTATION DEFINED fields in ERR<n>MISC2, writing zero returns the error record to an initial quiescent state.

In particular, if any IMPLEMENTATION DEFINED syndrome fields might generate a Fault Handling or Error Recovery Interrupt request, writing zero is sufficient to deactivate the Interrupt request.

Fields that are read-only, nonzero, and ignore writes are compliant with this requirement.

Arm recommends that if RAS System Architecture v1.1 is not implemented then ERR<n>MISC2 does not require zeroing to return the record to a quiescent state.



Arm recommends that any IMPLEMENTATION DEFINED syndrome field that can generate a Fault Handling, Error Recovery, Critical, or IMPLEMENTATION DEFINED, interrupt request is disabled at Cold reset and is enabled by software writing an IMPLEMENTATION DEFINED nonzero value to an IMPLEMENTATION DEFINED field in ERRCTLR[FirstRecordOfNode(n)].

## Attributes

### Width

64

### Component

RAS

### Register offset

0x70

### Access type

#### Read

R

#### Write

W

### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3
0															

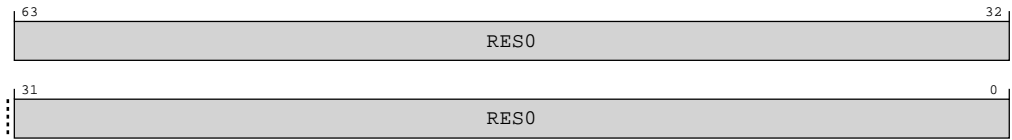


Where the reset reads xxxx, see individual bits.



## Bit descriptions

**Figure B-235: ext\_err1misc2 bit assignments**



**Table B-457: ERR1MISC2 bit descriptions**

Bits	Name	Description	Reset
[63:0]	RES0	Reserved	RES0

### Access

Reads from ERR<n>MISC2 return an **IMPLEMENTATION DEFINED** value and writes have **IMPLEMENTATION DEFINED** behavior.

If the Common Fault Injection Mechanism is implemented by the node that owns this error record, and ERRPFGF[FirstRecordOfNode(n)].MV is 1, then some parts of this register are read/write when ext-ERR<n>STATUS.MV is 0. See ext-ERR<n>PFGF.MV for more information.

For other parts of this register, or if the Common Fault Injection Mechanism is not implemented, then Arm recommends that:

- Miscellaneous syndrome for multiple errors, such as a corrected error counter, is read/write.
- When ext-ERR<n>STATUS.MV is 1, the miscellaneous syndrome specific to the most recently recorded error ignores writes.



These recommendations allow a counter to be reset in the presence of a persistent error, while preventing specific information, such as that identifying a FRU, from being lost if an error is detected while the previous error is being logged.

### Accessibility

Reads from ERR<n>MISC2 return an **IMPLEMENTATION DEFINED** value and writes have **IMPLEMENTATION DEFINED** behavior.

If the Common Fault Injection Mechanism is implemented by the node that owns this error record, and ERRPFGF[FirstRecordOfNode(n)].MV is 1, then some parts of this register are read/write when ext-ERR<n>STATUS.MV is 0. See ext-ERR<n>PFGF.MV for more information.

For other parts of this register, or if the Common Fault Injection Mechanism is not implemented, then Arm recommends that:

- Miscellaneous syndrome for multiple errors, such as a corrected error counter, is read/write.

- When ext-ERR<n>STATUS.MV is 1, the miscellaneous syndrome specific to the most recently recorded error ignores writes.



These recommendations allow a counter to be reset in the presence of a persistent error, while preventing specific information, such as that identifying a FRU, from being lost if an error is detected while the previous error is being logged.

Component	Offset	Instance	Range
RAS	0x70	ERR1MISC2	None

This interface is accessible as follows:

RW

### B.8.16 ERR1MISC3, Error Record <n> Miscellaneous Register 3

**IMPLEMENTATION DEFINED** error syndrome register. The miscellaneous syndrome registers might contain:

- Information to locate where the error was detected.
- If the error was detected within a FRU, the identity of the FRU.
- A Corrected error counter or counters.
- Other state information not present in the corresponding status and address registers.

If the node that owns error record *n* supports the RAS Timestamp Extension (ERRFR[FirstRecordOfNode(*n*)].TS != 0b00), then ERR<*nn* when the error was detected. Otherwise the contents of ERR<*n*

#### Configurations

ERRFR[FirstRecordOfNode(*n*)] describes the features implemented by the node that owns error record <*n*>. FirstRecordOfNode(*n*) is the index of the first error record owned by the same node as error record <*n*>. If the node owns a single record then FirstRecordOfNode(*n*) = *n*.

For IMPLEMENTATION DEFINED fields in ERR<*n*

In particular, if any IMPLEMENTATION DEFINED syndrome fields might generate a Fault Handling or Error Recovery Interrupt request, writing zero is sufficient to deactivate the Interrupt request.

Fields that are read-only, nonzero, and ignore writes are compliant with this requirement.

Arm recommends that if RAS System Architecture v1.1 is not implemented then ERR<*n*



Arm recommends that any IMPLEMENTATION DEFINED syndrome field that can generate a Fault Handling, Error Recovery, Critical, or IMPLEMENTATION DEFINED, interrupt request is disabled at Cold reset and is enabled by software writing an IMPLEMENTATION DEFINED nonzero value to an IMPLEMENTATION DEFINED field in ERRCTLR[FirstRecordOfNode(n)].

**Attributes**

**Width**

64

**Component**

RAS

**Register offset**

0x78

**Access type**

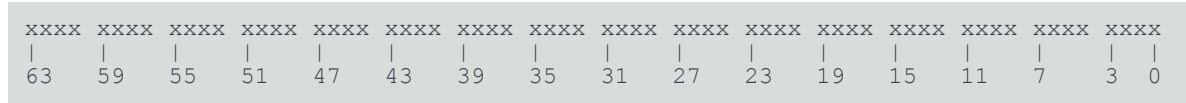
**Read**

R

**Write**

W

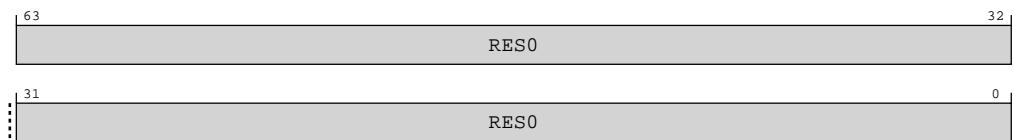
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-236: ext\_err1misc3 bit assignments**



**Table B-459: ERR1MISC3 bit descriptions**

Bits	Name	Description	Reset
[63:0]	RES0	Reserved	RES0

## Access

Reads from ERR<n>MISC3 return an **IMPLEMENTATION DEFINED** value and writes have **IMPLEMENTATION DEFINED** behavior.

If the Common Fault Injection Mechanism is implemented by the node that owns this error record, and ERRPFGF[FirstRecordOfNode(n)].MV is 1, then some parts of this register are read/write when ext-ERR<n>STATUS.MV is 0. See ext-ERR<n>PFGF.MV for more information.

For other parts of this register, or if the Common Fault Injection Mechanism is not implemented, then Arm recommends that:

- Miscellaneous syndrome for multiple errors, such as a corrected error counter, is read/write.
- When ext-ERR<n>STATUS.MV is 1, the miscellaneous syndrome specific to the most recently recorded error ignores writes.



These recommendations allow a counter to be reset in the presence of a persistent error, while preventing specific information, such as that identifying a FRU, from being lost if an error is detected while the previous error is being logged.

## Accessibility

Reads from ERR<n>MISC3 return an **IMPLEMENTATION DEFINED** value and writes have **IMPLEMENTATION DEFINED** behavior.

If the Common Fault Injection Mechanism is implemented by the node that owns this error record, and ERRPFGF[FirstRecordOfNode(n)].MV is 1, then some parts of this register are read/write when ext-ERR<n>STATUS.MV is 0. See ext-ERR<n>PFGF.MV for more information.

For other parts of this register, or if the Common Fault Injection Mechanism is not implemented, then Arm recommends that:

- Miscellaneous syndrome for multiple errors, such as a corrected error counter, is read/write.
- When ext-ERR<n>STATUS.MV is 1, the miscellaneous syndrome specific to the most recently recorded error ignores writes.



These recommendations allow a counter to be reset in the presence of a persistent error, while preventing specific information, such as that identifying a FRU, from being lost if an error is detected while the previous error is being logged.

Component	Offset	Instance	Range
RAS	0x78	ERR1MISC3	None

This interface is accessible as follows:

RW

## B.8.17 ERROPFGF, Error Record <n> Pseudo-fault Generation Feature Register

Defines which common architecturally-defined fault generation features are implemented.

### Configurations

ext-ERR<n>FR describes the features implemented by the node.

### Attributes

#### Width

64

#### Component

RAS

#### Register offset

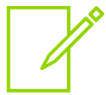
0x800

#### Access type

RO

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	x100	xxxx	xxxx	xxxx	xxx0	0000	0110	0010	
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3	0

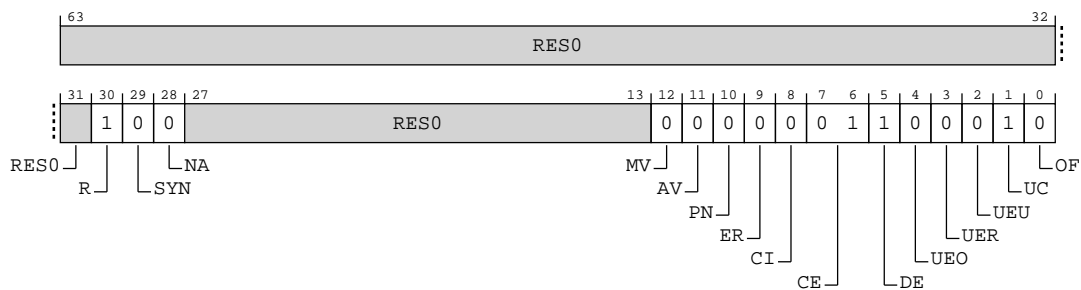


Note

Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure B-237: ext\_errOpfgf bit assignments



**Table B-461: ERR0PFGF bit descriptions**

Bits	Name	Description	Reset
[63:31]	RES0	Reserved	RES0
[30]	R	Restartable. Support for Error Generation Counter restart mode.  <b>0b1</b> Error Generation Counter restart mode is implemented and is controlled by ext-ERR<n>PFGCTL.R.	0b1
[29]	SYN	Syndrone. Fault syndrome injection.  <b>0b0</b> When an injected error is recorded, the node sets ext-ERR<n>STATUS.{IERR, SERR} to IMPLEMENTATION DEFINED values. ext-ERR<n>STATUS.{IERR, SERR} are <b>UNKNOWN</b> when ext-ERR<n>STATUS.V is 0.	0b0
[28]	NA	No access required. Defines whether this component fakes detection of the error on an access to the component or spontaneously in the fault injection state.  <b>0b0</b> The component fakes detection of the error on an access to the component.	0b0
[27:13]	RES0	Reserved	RES0
[12]	MV	Miscellaneous syndrome.  Defines whether software can control all or part of the syndrome recorded in the ERR<n>MISC<m> registers when an injected error is recorded.  <b>0b0</b> When an injected error is recorded, the node might update the ERR<n>MISC<m> registers: <ul style="list-style-type: none"> <li>• If any syndrome is recorded by the node in the ERR&lt;n&gt;MISC&lt;m&gt; registers, then ext-ERR&lt;n&gt;STATUS.MV is set to 1.</li> <li>• Otherwise, ext-ERR&lt;n&gt;STATUS.MV is unchanged.</li> </ul>	0b0
[11]	AV	Address syndrome. Defines whether software can control the address recorded in ext-ERR<n>ADDR when an injected error is recorded.  <b>0b0</b> When an injected error is recorded, the node might record an address in ext-ERR<n>ADDR. If an address is recorded in ext-ERR<n>ADDR, then ext-ERR<n>STATUS.AV is set to 1. Otherwise, ext-ERR<n>ADDR and ext-ERR<n>STATUS.AV are unchanged.	0b0
[10]	PN	Poison flag. Describes how the fault generation feature of the node sets the ext-ERR<n>STATUS.PN status flag.  <b>0b0</b> When an injected error is recorded, the node sets ext-ERR<n>STATUS.PN to 0.	0b0
[9]	ER	Error Reported flag. Describes how the fault generation feature of the node sets the ext-ERR<n>STATUS.ER status flag.  <b>0b0</b> When an injected error is recorded, the node sets ext-ERR<n>STATUS.ER according to the architecture-defined rules for setting the ER field.	0b0
[8]	CI	Critical Error flag. Describes how the fault generation feature of the node sets the ext-ERR<n>STATUS.CI status flag.  <b>0b0</b> The node does not support this type of flag. This behavior replaces the architecture-defined rules for setting the CI bit.	0b0

Bits	Name	Description	Reset
[7:6]	CE	Corrected Error generation. Describes the types of Corrected error that the fault generation feature of the node can generate.  <b>0b01</b> The fault generation feature of the node allows generation of a non-specific Corrected error, that is, a Corrected error that is recorded by setting ext-ERR<n>STATUS.CE to 0b10.	0b01
[5]	DE	Deferred Error generation. Describes whether the fault generation feature of the node can generate Deferred errors.  <b>0b1</b> The fault generation feature of the node allows generation of Deferred errors.	0b1
[4]	UEO	Latent or Restartable Error generation. Describes whether the fault generation feature of the node can generate Latent or Restartable errors.  <b>0b0</b> The fault generation feature of the node does not generate Latent or Restartable errors.	0b0
[3]	UER	Signaled or Recoverable Error generation. Describes whether the fault generation feature of the node can generate Signaled or Recoverable errors.  <b>0b0</b> The fault generation feature of the node does not generate Signaled or Recoverable errors.	0b0
[2]	UEU	Unrecoverable Error generation. Describes whether the fault generation feature of the node can generate Unrecoverable errors.  <b>0b0</b> The fault generation feature of the node does not generate Unrecoverable errors.	0b0
[1]	UC	Uncontainable Error generation. Describes whether the fault generation feature of the node can generate Uncontainable errors.  <b>0b1</b> The fault generation feature of the node allows generation of Uncontainable errors.	0b1
[0]	OF	Overflow flag. Describes how the fault generation feature of the node sets the ext-ERR<n>STATUS.OF status flag.  <b>0b0</b> When an injected error is recorded, the node sets ext-ERR<n>STATUS.OF according to the architecture-defined rules for setting the OF field	0b0

## Accessibility

Component	Offset	Instance	Range
RAS	0x800	ERROPFGF	None

This interface is accessible as follows:

RO

## B.8.18 ERROPFGCTL, Error Record <n> Pseudo-fault Generation Control Register

Enables controlled fault generation.

### Configurations

ext-ERR<n>PFGF describes the Common Fault Injection features implemented by the node.

ext-ERR<n>FR describes the features implemented by the node.

### Attributes

#### Width

64

#### Component

RAS

#### Register offset

0x808

#### Access type

RW

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	00xx	xxxx	xxxx	xxxx	xxx1	x0x0	000x	xx00
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure B-238: ext\_err0pfgctl bit assignments

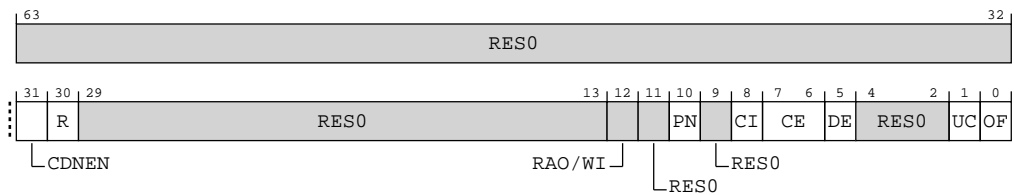


Table B-463: ERROPFGCTL bit descriptions

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0



Bits	Name	Description	Reset
[31]	CDNEN	<p>Countdown Enable. Controls transfers from the value that is held in the ERXPFGCDN_EL1 into the Error Generation Counter and enables this counter.</p> <p><b>0b0</b> The Error Generation Counter is disabled.</p> <p><b>0b1</b> The Error Generation Counter is enabled. On a write of 0b1 to this bit, the Error Generation Counter is set to ERXPFGCDN_EL1.CDN.</p> <p>Cold reset only. Unaffected by Warm reset</p>	0b0
[30]	R	<p>Restart. Controls whether, upon reaching zero, the Error Generation Counter restarts from the ERXPFGCDN_EL1 value or stops.</p> <p><b>0b0</b> On reaching 0, the Error Generation Counter will stop.</p> <p><b>0b1</b> On reaching 0, the Error Generation Counter is set to ERXPFGCDN_EL1.CDN.</p> <p>Cold reset only. Unaffected by Warm reset</p>	0b0
[29:13]	RES0	Reserved	RES0
[12]	RAO/WI	Reserved	RAO/WI
[11]	RES0	Reserved	RES0
[10]	PN	<p>Poison flag. The value that is written to AArch64-ERXSTATUS.PN when an injected error is recorded.</p> <p><b>0b00</b> AArch64-ERXSTATUS.PN is set to 0 when an injected error is recorded.</p> <p><b>0b01</b> AArch64-ERXSTATUS.PN is set to 1 when an injected error is recorded.</p>	0b0
[9]	RES0	Reserved	RES0
[8]	CI	<p>Critical Error flag. The value that is written to AArch64-ERXSTATUS.CI when an injected error is recorded.</p> <p><b>0b0</b> AArch64-ERXSTATUS.CI is set to 0 when an injected error is recorded.</p> <p><b>0b1</b> AArch64-ERXSTATUS.CI is set to 1 when an injected error is recorded.</p>	0b0
[7:6]	CE	<p>Corrected Error generation enable. Controls the type of Corrected Error condition that might be generated. The possible values are:</p> <p><b>0b00</b> No error of this type will be generated.</p> <p><b>0b01</b> A non-specific Corrected Error, that is, a Corrected Error that is recorded as ERXSTATUS_EL1.CE == 0b10, might be generated when the Error Generation Counter decrements to zero.</p> <p>Cold reset only. Unaffected by Warm reset</p>	0b00

Bits	Name	Description	Reset
[5]	DE	Deferred Error generation enable. The possible values are:  <b>0b0</b> No error of this type will be generated.  <b>0b1</b> An error of this type might be generated when the Error Generation Counter decrements to zero.  Cold reset only. Unaffected by Warm reset	0b0
[4:2]	RES0	Reserved	RES0
[1]	UC	Uncontainable Error generation enable. The possible values are:  <b>0b0</b> No error of this type will be generated.  <b>0b1</b> An error of this type might be generated when the Error Generation Counter decrements to zero.  Cold reset only. Unaffected by Warm reset	0b0
[0]	OF	Uncontainable Error generation enable. The possible values are:  <b>0b0</b> No error of this type will be generated.  <b>0b1</b> An error of this type might be generated when the Error Generation Counter decrements to zero.  Cold reset only. Unaffected by Warm reset	0b0

### Accessibility

Component	Offset	Instance	Range
RAS	0x808	ERROPFGCTL	None

This interface is accessible as follows:

RW

## B.8.19 ERROPFGCDN, Error Record <n> Pseudo-fault Generation Countdown Register

Generates one of the errors enabled in the corresponding ext-ERR<n>PFGCTL register.

### Configurations

ext-ERR<n>FR describes the features implemented by the node.

### Attributes

#### Width

64

**Component**

RAS

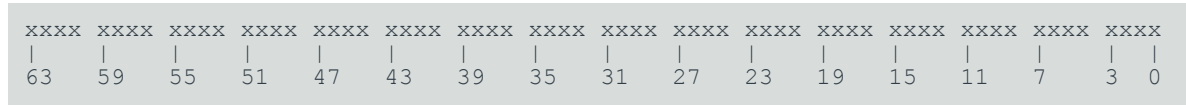
**Register offset**

0x810

**Access type**

RW

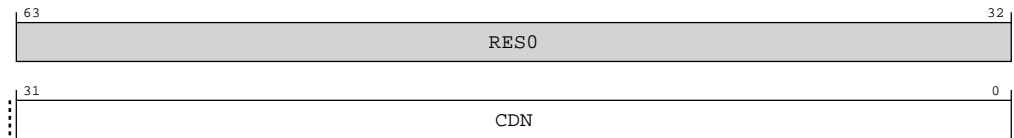
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-239: ext\_err0pfgcdn bit assignments**



**Table B-465: ERROPFGCDN bit descriptions**

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31:0]	CDN	Countdown value.  This field is copied to Error Generation Counter when either: <ul style="list-style-type: none"> <li>• Software writes ERXPFGCTL_EL1.CDNEN with 1.</li> <li>• The Error Generation Counter decrements to zero and ERXPFGCTL_EL1.R == 0b1.</li> </ul> Unaffected by Cold or Warm reset.  <b>Note:</b> The current Error Generation Counter value is not visible to software.	32 {x}

**Accessibility**

Component	Offset	Instance	Range
RAS	0x810	ERROPFGCDN	None

This interface is accessible as follows:

RW

## B.8.20 ERR1PFGF, Error Record <n> Pseudo-fault Generation Feature Register

Defines which common architecturally-defined fault generation features are implemented.

### Configurations

ext-ERR<n>FR describes the features implemented by the node.

### Attributes

#### Width

64

#### Component

RAS

#### Register offset

0x840

#### Access type

RO

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	x100	xxxx	xxxx	xxxx	xxx0	0000	0110	0010	
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3	0

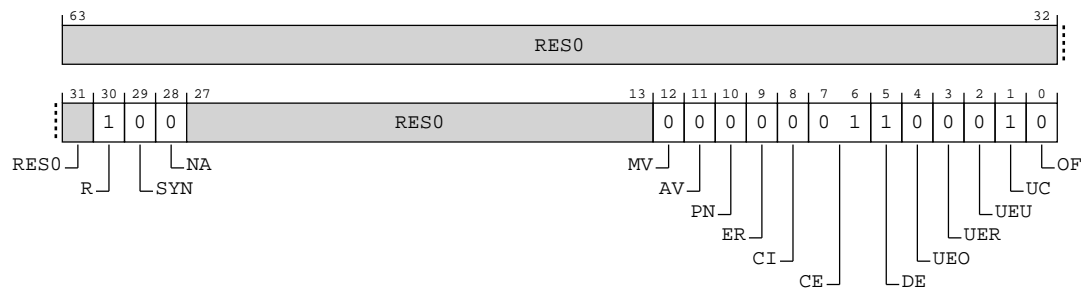


Note

Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure B-240: ext\_err1pfgf bit assignments



**Table B-467: ERR1PFGF bit descriptions**

Bits	Name	Description	Reset
[63:31]	RES0	Reserved	RES0
[30]	R	Restartable. Support for Error Generation Counter restart mode.  <b>0b1</b> Error Generation Counter restart mode is implemented and is controlled by ext-ERR<n>PFGCTL.R.	0b1
[29]	SYN	Syndrome. Fault syndrome injection.  <b>0b0</b> When an injected error is recorded, the node sets ext-ERR<n>STATUS.{IERR, SERR} to IMPLEMENTATION DEFINED values. ext-ERR<n>STATUS.{IERR, SERR} are <b>UNKNOWN</b> when ext-ERR<n>STATUS.V is 0.	0b0
[28]	NA	No access required. Defines whether this component fakes detection of the error on an access to the component or spontaneously in the fault injection state.  <b>0b0</b> The component fakes detection of the error on an access to the component.	0b0
[27:13]	RES0	Reserved	RES0
[12]	MV	Miscellaneous syndrome.  Defines whether software can control all or part of the syndrome recorded in the ERR<n>MISC<m> registers when an injected error is recorded.  <b>0b0</b> When an injected error is recorded, the node might update the ERR<n>MISC<m> registers: <ul style="list-style-type: none"> <li>• If any syndrome is recorded by the node in the ERR&lt;n&gt;MISC&lt;m&gt; registers, then ext-ERR&lt;n&gt;STATUS.MV is set to 1.</li> <li>• Otherwise, ext-ERR&lt;n&gt;STATUS.MV is unchanged.</li> </ul>	0b0
[11]	AV	Address syndrome. Defines whether software can control the address recorded in ext-ERR<n>ADDR when an injected error is recorded.  <b>0b0</b> When an injected error is recorded, the node might record an address in ext-ERR<n>ADDR. If an address is recorded in ext-ERR<n>ADDR, then ext-ERR<n>STATUS.AV is set to 1. Otherwise, ext-ERR<n>ADDR and ext-ERR<n>STATUS.AV are unchanged.	0b0
[10]	PN	Poison flag. Describes how the fault generation feature of the node sets the ext-ERR<n>STATUS.PN status flag.  <b>0b0</b> When an injected error is recorded, the node sets ext-ERR<n>STATUS.PN to 0.	0b0
[9]	ER	Error Reported flag. Describes how the fault generation feature of the node sets the ext-ERR<n>STATUS.ER status flag.  <b>0b0</b> When an injected error is recorded, the node sets ext-ERR<n>STATUS.ER according to the architecture-defined rules for setting the ER field.	0b0
[8]	CI	Critical Error flag. Describes how the fault generation feature of the node sets the ext-ERR<n>STATUS.CI status flag.  <b>0b0</b> The node does not support this type of flag. This behavior replaces the architecture-defined rules for setting the CI bit.	0b0

Bits	Name	Description	Reset
[7:6]	CE	Corrected Error generation. Describes the types of Corrected error that the fault generation feature of the node can generate.  <b>0b01</b> The fault generation feature of the node allows generation of a non-specific Corrected error, that is, a Corrected error that is recorded by setting ext-ERR<n>STATUS.CE to 0b10.	0b01
[5]	DE	Deferred Error generation. Describes whether the fault generation feature of the node can generate Deferred errors.  <b>0b1</b> The fault generation feature of the node allows generation of Deferred errors.	0b1
[4]	UEO	Latent or Restartable Error generation. Describes whether the fault generation feature of the node can generate Latent or Restartable errors.  <b>0b0</b> The fault generation feature of the node does not generate Latent or Restartable errors.	0b0
[3]	UER	Signaled or Recoverable Error generation. Describes whether the fault generation feature of the node can generate Signaled or Recoverable errors.  <b>0b0</b> The fault generation feature of the node does not generate Signaled or Recoverable errors.	0b0
[2]	UEU	Unrecoverable Error generation. Describes whether the fault generation feature of the node can generate Unrecoverable errors.  <b>0b0</b> The fault generation feature of the node does not generate Unrecoverable errors.	0b0
[1]	UC	Uncontainable Error generation. Describes whether the fault generation feature of the node can generate Uncontainable errors.  <b>0b1</b> The fault generation feature of the node allows generation of Uncontainable errors.	0b1
[0]	OF	Overflow flag. Describes how the fault generation feature of the node sets the ext-ERR<n>STATUS.OF status flag.  <b>0b0</b> When an injected error is recorded, the node sets ext-ERR<n>STATUS.OF according to the architecture-defined rules for setting the OF field	0b0

## Accessibility

Component	Offset	Instance	Range
RAS	0x840	ERR1PFGF	None

This interface is accessible as follows:

RO

## B.8.21 ERR1PFGCTL, Error Record <n> Pseudo-fault Generation Control Register

Enables controlled fault generation.

### Configurations

ext-ERR<n>PFGF describes the Common Fault Injection features implemented by the node.

ext-ERR<n>FR describes the features implemented by the node.

### Attributes

#### Width

64

#### Component

RAS

#### Register offset

0x848

#### Access type

RW

#### Reset value

xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	xxxx	00xx	xxxx	xxxx	xxxx	xxxx	x0x0	000x	xx00
63	59	55	51	47	43	39	35	31	27	23	19	15	11	7	3 0



Where the reset reads xxxx, see individual bits.

### Bit descriptions

Figure B-241: ext\_err1pfgctl bit assignments

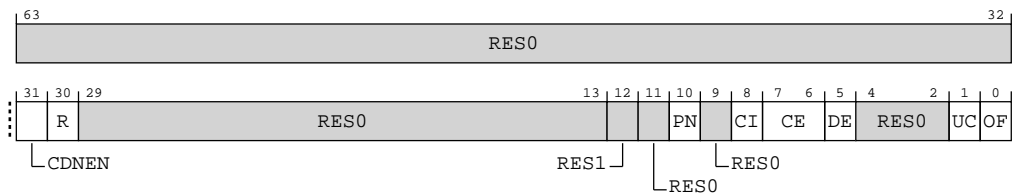


Table B-469: ERR1PFGCTL bit descriptions

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0

Bits	Name	Description	Reset
[31]	CDNEN	<p>Countdown Enable. Controls transfers from the value that is held in the ERXPFGCDN_EL1 into the Error Generation Counter and enables this counter.</p> <p><b>0b0</b> The Error Generation Counter is disabled.</p> <p><b>0b1</b> The Error Generation Counter is enabled. On a write of 0b1 to this bit, the Error Generation Counter is set to ERXPFGCDN_EL1.CDN.</p> <p>Cold reset only. Unaffected by Warm reset</p>	0b0
[30]	R	<p>Restart. Controls whether, upon reaching zero, the Error Generation Counter restarts from the ERXPFGCDN_EL1 value or stops.</p> <p><b>0b0</b> On reaching 0, the Error Generation Counter will stop.</p> <p><b>0b1</b> On reaching 0, the Error Generation Counter is set to ERXPFGCDN_EL1.CDN.</p> <p>Cold reset only. Unaffected by Warm reset</p>	0b0
[29:13]	RES0	Reserved	RES0
[12]	RES1	Reserved	RES1
[11]	RES0	Reserved	RES0
[10]	PN	<p>Poison flag. The value that is written to AArch64-ERXSTATUS.PN when an injected error is recorded.</p> <p><b>0b00</b> AArch64-ERXSTATUS.PN is set to 0 when an injected error is recorded.</p> <p><b>0b01</b> AArch64-ERXSTATUS.PN is set to 1 when an injected error is recorded.</p>	0b0
[9]	RES0	Reserved	RES0
[8]	CI	<p>Critical Error flag. The value that is written to AArch64-ERXSTATUS.CI when an injected error is recorded.</p> <p><b>0b0</b> AArch64-ERXSTATUS.CI is set to 0 when an injected error is recorded.</p> <p><b>0b1</b> AArch64-ERXSTATUS.CI is set to 1 when an injected error is recorded.</p>	0b0
[7:6]	CE	<p>Corrected Error generation enable. Controls the type of Corrected Error condition that might be generated. The possible values are:</p> <p><b>0b00</b> No error of this type will be generated.</p> <p><b>0b01</b> A non-specific Corrected Error, that is, a Corrected Error that is recorded as ERXSTATUS_EL1.CE == 0b10, might be generated when the Error Generation Counter decrements to zero.</p> <p>Cold reset only. Unaffected by Warm reset</p>	0b00



Bits	Name	Description	Reset
[5]	DE	Deferred Error generation enable. The possible values are:  <b>0b0</b> No error of this type will be generated.  <b>0b1</b> An error of this type might be generated when the Error Generation Counter decrements to zero.  Cold reset only. Unaffected by Warm reset	0b0
[4:2]	RES0	Reserved	RES0
[1]	UC	Uncontainable Error generation enable. The possible values are:  <b>0b0</b> No error of this type will be generated.  <b>0b1</b> An error of this type might be generated when the Error Generation Counter decrements to zero.  Cold reset only. Unaffected by Warm reset	0b0
[0]	OF	Uncontainable Error generation enable. The possible values are:  <b>0b0</b> No error of this type will be generated.  <b>0b1</b> An error of this type might be generated when the Error Generation Counter decrements to zero.  Cold reset only. Unaffected by Warm reset	0b0

### Accessibility

Component	Offset	Instance	Range
RAS	0x848	ERR1PFGCTL	None

This interface is accessible as follows:

RW

## B.8.22 ERR1PFGCDN, Error Record <n> Pseudo-fault Generation Countdown Register

Generates one of the errors enabled in the corresponding ext-ERR<n>PFGCTL register.

### Configurations

ext-ERR<n>FR describes the features implemented by the node.

### Attributes

#### Width

64

**Component**

RAS

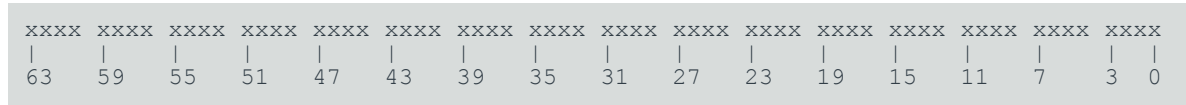
**Register offset**

0x850

**Access type**

RW

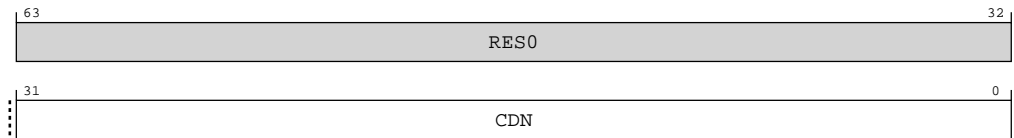
**Reset value**



Where the reset reads xxxx, see individual bits.

**Bit descriptions**

**Figure B-242: ext\_err1pfgcdn bit assignments**



**Table B-471: ERR1PFGCDN bit descriptions**

Bits	Name	Description	Reset
[63:32]	RES0	Reserved	RES0
[31:0]	CDN	Countdown value.  This field is copied to Error Generation Counter when either: <ul style="list-style-type: none"> <li>• Software writes ERXPFGCTL_EL1.CDNEN with 1.</li> <li>• The Error Generation Counter decrements to zero and ERXPFGCTL_EL1.R == 0b1.</li> </ul> Unaffected by Cold or Warm reset.  <b>Note:</b> The current Error Generation Counter value is not visible to software.	32 {x}

**Accessibility**

Component	Offset	Instance	Range
RAS	0x850	ERR1PFGCDN	None

This interface is accessible as follows:

RW

# Appendix C Document revisions

This appendix records the changes between released issues of this document.

## C.1 Revisions

Changes between released issues of this book are summarized in tables.

The first table is for the first release. Then, each table compares the new issue of the book with the last released issue of the book. Release numbers match the revision history in [Release Information](#) on page 2.

**Table C-1: Issue 0000-01**

Change	Location
First beta release for r0p0	-

**Table C-2: Differences between issue 0000-01 and issue 0000-02**

Change	Location
First limited access release for r0p0	-
Editorial changes	Throughout document
Updated all tables to include both the implemented and not implemented features	<a href="#">2.4 Supported standards and specifications</a> on page 31
Expanded caution note	<a href="#">5.4 Core power modes</a> on page 51
New section added for PPM	<a href="#">5.5 Performance and power management</a> on page 56
Expanded content on external aborts and added information on conflict aborts	<a href="#">6.6 Responses</a> on page 64
Updated Non-shareable memory to indicate that it is treated as Non-cacheable in Table 6-3	<a href="#">6.7 Memory behavior and supported memory types</a> on page 66
New section added for PBHA	<a href="#">6.8 Page-based hardware attributes</a> on page 67
Updated the predicted and non-predicted instructions and the Return stack subsections	<a href="#">7.3 Program flow prediction</a> on page 70
Clarification added about Debug recovery mode	<a href="#">8.1 L1 data cache behavior</a> on page 73
Additional information added to Direct access to internal memory topic	<a href="#">10. Direct access to internal memory</a> on page 80
Added clarification to the Fault handling interrupts and the Error recovery interrupts subsections	<a href="#">11.3 Fault detection and reporting</a> on page 100
New chapter added for utility bus	<a href="#">12. Utility bus</a> on page 103
Removed <i>External access permissions to Debug registers</i> section	<a href="#">17. Debug</a> on page 117
New PMU events added	<a href="#">18.1 Performance monitors events</a> on page 128
Editorial changes	<a href="#">A. AArch64 registers</a> on page 173
Editorial changes	<a href="#">B. ext registers</a> on page 970
IMP_CPUBUSQOS_EL1 removed	<a href="#">A.1 AArch64 Generic System Control registers summary</a> on page 173

Change	Location
IMP_DESIGNMUTATION_EL1 and IMP_DESIGNMUTATION2_EL1 name corrected to IMP_CPUACTLR8_EL1 and IMP_CPUACTLR9_EL1 respectively	<a href="#">A.1 AArch64 Generic System Control registers summary</a> on page 173
ID_AA64MMFR1_EL1 bit descriptions table updated	<a href="#">A.5.15 ID_AA64MMFR1_EL1, AArch64 Memory Model Feature Register 1</a> on page 416
PMMIR_EL1 bit bit descriptions table updated	<a href="#">A.7.1 PMMIR_EL1, Performance Monitors Machine Identification Register</a> on page 441
CPUMPMCR added	<a href="#">B.2 External PPM registers summary</a> on page 991
PMCFGR bit descriptions table updated	<a href="#">B.3.37 PMCFGR, Performance Monitors Configuration Register</a> on page 1048

**Table C-3: Differences between 0000-02 and 0001-03**

Change	Location
First early access release for r0p1	-
Editorial revisions	Throughout document
Added new feature, FEAT_ECBHB	<a href="#">2.4 Supported standards and specifications</a> on page 31
Added values for CTI register	<a href="#">17.7 CTI register identification values</a> on page 122
Updated bit descriptions for table	<a href="#">10.2.2 L2 data RAM returned data</a> on page 93
Added new tables and updated old table values	<a href="#">10.2 L2 cache encodings</a> on page 89
Added note	<a href="#">8.1 L1 data cache behavior</a> on page 73
Removed sentence	<a href="#">5.4.5 Debug recovery mode</a> on page 55
Editorial changes	<a href="#">A. AArch64 registers</a> on page 173
Editorial changes	<a href="#">B. ext registers</a> on page 970

**Table C-4: Differences between 0001-03 and 0001-04**

Change	Location
Second early access release for r0p1	-
Editorial revisions	Throughout document
Updated product name to Cortex-X4	Throughout document
Added values for CTI register	<a href="#">17.7 CTI register identification values</a> on page 122
Updated values in table	<a href="#">10. Direct access to internal memory</a> on page 80
Editorial changes	<a href="#">2.2 Cortex-X4 core configuration options</a> on page 29
Editorial changes	<a href="#">5.1 Voltage and power domains</a> on page 47
Editorial changes	<a href="#">5.4.2 Off mode</a> on page 53
Updated technical data	<a href="#">7.4 Instruction Prefetch</a> on page 71
Editorial changes	<a href="#">A. AArch64 registers</a> on page 173
Editorial changes	<a href="#">B. ext registers</a> on page 970