

ARM64 Machine Code Translation Tables

Information parsed from developer.arm.com/documentation/ddi0602/2025-09/Index-by-Encoding by Caio Batista de Melo

This document was last updated on Oct 7, 2025

Section 1 - Start here.....	2
Section 2 - Identify instruction type.....	3
Section 3 - Identify instruction family.....	4
3.1 - Data Processing -- Immediate.....	4
3.2 - Branches, Exception Generating and System instructions.....	5
3.3 - Data Processing -- Register.....	6
3.4 - Loads and Stores.....	7
Section 4 - Decode instruction.....	8
4.01 - Add/subtract (immediate): add(s) / sub(s).....	8
4.02 - Move wide (immediate): mov(z).....	8
4.03 - Unconditional branch (immediate): b(l).....	8
4.04 - Unconditional branch (register): b(l)r.....	8
4.05 - Conditional branch (immediate): b.cc.....	8
4.06 - Compare and branch (immediate): cb(n)z.....	8
4.07 - Data-processing (2 source): [s u]div.....	9
4.08 - Logical (shifted register): and(s)/bic(s)/orr/eor.....	9
4.09 - Add/subtract (shifted register): add(s) / sub(s).....	9
4.10 - Data-processing (3 source): madd / msub / [s u]maddl / [s u]msubl.....	9
4.11 - Data-processing (3 source): [s u]mulh.....	9
4.12 - Load/store register pair (offset): stp / ldp.....	10
4.13 - Load/store register (unsigned immediate): str(b h) / ldr(b h sb sh sw).....	10
4.14 - Load/store register (pre-index, post-index): str(b h) / ldr(b h sb sh sw).....	10
4.15 - Load/store register (register offset): str(b h) / ldr(b h sb sh sw).....	10
4.16 - Hints: nop.....	10

Section 1 - Start here

Disclaimer

This document does not (intend to) cover all instructions in the arm64 architecture; the tables presented here only include some of the *instruction families* for each *instruction type*, and some of the specific instructions for each instruction family.

Please refer to the official docs for a complete listing: developer.arm.com/documentation/ddi0602/2025-09/Index-by-Encoding

Using this document

1. Going from machine code to assembly instruction
 - a. Expand your instruction to 32-bits (e.g., 0x12345678 -> 0001 0010 0011 0100 0101 0110 0111 1000)
 - b. Then, start in [Section 2](#) and identify the type of instruction you have
 - c. Go to the subsection in [Section 3](#) that corresponds to the type you identified and find the instruction family
 - d. Go to the subsection in [Section 4](#) that corresponds to the instruction family you identified
 - e. Find the specific instruction and its action by filling in the placeholder bits with the bits you have
2. Going from assembly instruction to machine code
 - a. Find the instruction in [Section 4](#) and fill in any placeholder bits according to the arguments you have in assembly

Register recap

- x0 ~ x30 are 64-bit integer general purpose registers and w0 ~ w30 are 32-bit integer general purpose registers
- x29 is generally used as the frame pointer (fp) -> points to the start of subroutine's stack frame (doesn't happen automatically)
- x30 is generally reserved to be your link register (lr) -> stores the return address for your subroutine (can be set with bl or blr)
- x31 can be either a zero-filled register (xzr) or the stack pointer (sp) depending on the instruction

Understanding section 4

- The *Format* starts with the MSB (bit 31) on the left and ends with the LSB (bit 0) on the right.
- A 0 or 1 in the format string means the bit is already filled. An x means a bit to be filled based on the instruction description.
- *Count* helps you find a specific bit in the format. It has 1 below bit 31, 0 below bit 30, 9 below bit 29, 8 below bit 28, and so on.

Section 2 - Identify instruction type

Instruction format

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Value	op0			op1												
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Value																

Decoding table

Decode fields		Instruction type
op0	op1	
0	0000	Reserved
1	0000	Scalable Matrix Extension (SME)
	0010	Scalable Vector Extension (SVE)
	00x1	UNALLOCATED
	100x	Data Processing -- Immediate
	101x	Branches, Exception Generating and System instructions
	x101	Data Processing -- Register
	x111	Data Processing -- Scalar Floating-Point and Advanced SIMD
	x1x0	Loads and Stores

Section 3 - Identify instruction family

3.1 - Data Processing -- Immediate

Instruction format

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Value		op0		1	0	0	op1									
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Value																

Decoding table

Decode fields		Instruction family
op0	op1	
11	111x	Data-processing (1 source immediate)
	00xx	PC-rel. addressing
	010x	Add/subtract (immediate)
	0111	Min/max (immediate)
	100x	Logical (immediate)
	101x	Move wide (immediate)

3.2 - Branches, Exception Generating and System instructions

Instruction format

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Value	op0			1	0	1	op1									
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Value	op1 (continued)											op2				

Decoding table

Decode fields			Instruction family
op0	op1	op2	
010	00xxxxxxxxxxxxx		Conditional branch (immediate)
110	00xxxxxxxxxxxxx		Exception generation
110	01000000110010	11111	Hints
110	1xxxxxxxxxxxxxx		Unconditional branch (register)
x00			Unconditional branch (immediate)
x01	0xxxxxxxxxxxxxx		Compare and branch (immediate)
x01	1xxxxxxxxxxxxxx		Test and branch (immediate)

3.3 - Data Processing -- Register

Instruction format

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Value		op0		op1	1	0	1	op2								
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Value	op3															

Decoding table

Decode fields				Instruction family
op0	op1	op2	op3	
0	1	0110		Data-processing (2 source)
1	1	0110		Data-processing (1 source)
	0	0xxx		Logical (shifted register)
	0	1xx0		Add/subtract (shifted register)
	0	1xx1		Add/subtract (extended register)
	1	0000	000000	Add/subtract (with carry)
	1	0100		Conditional select
	1	1xxx		Data-processing (3 source)

3.4 - Loads and Stores

Instruction format

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Value	op0				1	op1	0	op2								
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Value	op2 (continued)															

Decoding table

Decode fields			Instruction family
op0	op1	op2	
xx00	0	01xxxxxxxxxxxx	Compare and swap
xx01		0xxxxxxxxxxxxx	Load register (literal)
xx01		10xxxxxxxxxxxx	Load/store register pair (offset)
xx01		11xxxxxxxxxxxx	Load/store register pair (pre-indexed)
xx11		0xx0xxxxxxxx01	Load/store register (immediate post-indexed)
xx11		0xx0xxxxxxxx11	Load/store register (immediate pre-indexed)
xx11		0xx1xxxxxxxx10	Load/store register (register offset)
xx11		1xxxxxxxxxxxxx	Load/store register (unsigned immediate)

Section 4 - Decode instruction

4.01 - Add/subtract (immediate): add(s) / sub(s)

Action: $Rd = Rn \pm ((imm \ll 12) \text{ if sf else } imm)$
Format: xxx1 0001 0xxx xxxx xxxx xxxx xxxx xxxx
Count: 1098 7654 3210 9876 5432 1098 7654 3210
Bit 31 (sf): 0 if 32-bit regs, 1 if 64-bit
Bit 30 (op): 0 if add, 1 if sub
Bit 29 (S): 0 to not set CCs, 1 to set CCs
Bit 22 (sh): 1 if $imm \ll 12$, 0 if no shift
Bits 21 ~ 10 (imm): signed immediate
Bits 9 ~ 5 (Rn): source register number
Bits 4 ~ 0 (Rd): destination register number

4.02 - Move wide (immediate): mov(z)

Action: $Rd = imm \ll (16 * hw)$
Format: x101 0010 1xxx xxxx xxxx xxxx xxxx xxxx
Count: 1098 7654 3210 9876 5432 1098 7654 3210
Bit 31 (sf): 0 if 32-bit regs, 1 if 64-bit
Bits 22 ~ 21 (hw): shift/16 (xx if sf else 0x)
Bits 20 ~ 5 (imm): signed immediate
Bits 4 ~ 0 (Rd): destination register number

4.03 - Unconditional branch (immediate): b(l)

Action: $PC = PC + imm$ and $X30 = PC + 4$ if op
Format: x001 01xx xxxx xxxx xxxx xxxx xxxx xxxx
Count: 1098 7654 3210 9876 5432 1098 7654 3210
Bit 31 (op): 1 for linking, 0 for no linking
Bits 25 ~ 0 (imm): signed immediate

4.04 - Unconditional branch (register): b(l)r

Action: $PC = Rn$ and $X30 = PC + 4$ if op
Format: 1101 0110 00x1 1111 0000 00xx xxx0 0000
Count: 1098 7654 3210 9876 5432 1098 7654 3210
Bit 21 (op): 1 for linking, 0 for no linking
Bits 9 ~ 5 (Rn): address register number

4.05 - Conditional branch (immediate): b.cc

Action: $PC = (PC + imm) \text{ if CC else } (PC + 4)$
Format: 0101 0100 xxxx xxxx xxxx xxxx xxx0 xxxx
Count: 1098 7654 3210 9876 5432 1098 7654 3210
Bits 23 ~ 5 (imm): signed immediate
Bits 3~0 (CC): in order from 0000 to 1111:
 (0000) EQ, NE, CS, CC, MI, PL, VS, VC, (0111)
 (1000) HI, LS, GE, LT, GT, LE, AL, NV (1111)

4.06 - Compare and branch (immediate): cb(n)z

Action: $PC = (PC + imm) \text{ if } (Rt \text{ op } 0) \text{ else } (PC + 4)$
Format: x011 010x xxxx xxxx xxxx xxxx xxxx xxxx
Count: 1098 7654 3210 9876 5432 1098 7654 3210
Bit 31 (sf): 0 if 32-bit reg, 1 if 64-bit
Bit 24 (op): 0 for ==, 1 for !=
Bits 23 ~ 5 (imm): signed immediate
Bits 4 ~ 0 (Rt): source register number

4.07 - Data-processing (2 source): [s|u]div

Action: $Rd = Rn / Rm$

Format: $x001\ 1010\ 110x\ xxxx\ 0000\ 1xxx\ xxxx\ xxxx$

Count: 1098 7654 3210 9876 5432 1098 7654 3210

Bit 31 (sf): 0 if 32-bit reg, 1 if 64-bit

Bits 20 ~ 16 (Rm): source register number

Bit 10: 1 for signed division, 0 for unsigned

Bits 9 ~ 5 (Rn): source register number

Bits 4 ~ 0 (Rd): destination register number

4.08 - Logical (shifted register): and(s)/bic(s)/orr/eor

Action: $Rd = Rn\ op\ (N(Rm) \ll uimm)$

Format: $xxx0\ 1010\ 00xx\ xxxx\ xxxx\ xxxx\ xxxx\ xxxx$

Count: 1098 7654 3210 9876 5432 1098 7654 3210

Bit 31 (sf): 0 if 32-bit reg, 1 if 64-bit

Bits 30 ~ 29 (op): 00 and, 01 or,
10 xor, 11 ands

Bit 21 (N): 1 flip bits of Rm, 0 does not

Bits 20 ~ 16 (Rm): source register number

Bits 15 ~ 10 (uimm): unsigned immediate

Bits 9 ~ 5 (Rn): source register number

Bits 4 ~ 0 (Rd): destination register number

4.09 - Add/subtract (shifted register): add(s) / sub(s)

Action: $Rd = Rn \pm (Rm \ll uimm)$

Format: $xxx0\ 1011\ 000x\ xxxx\ xxxx\ xxxx\ xxxx\ xxxx$

Count: 1098 7654 3210 9876 5432 1098 7654 3210

Bit 31 (sf): 0 if 32-bit regs, 1 if 64-bit

Bit 30 (op): 0 if add, 1 if sub

Bit 29 (S): 0 to not set CCs, 1 to set CCs

Bits 20 ~ 16 (Rm): source register number

Bits 15 ~ 10 (uimm): unsigned immediate

Bits 9 ~ 5 (Rn): source register number

Bits 4 ~ 0 (Rd): destination register number

4.10 - Data-processing (3 source): madd / msub / [s|u]maddl / [s|u]msubl

Action: $Rd = Ra \pm Rn * Rm$

Format: $x001\ 1011\ xxxx\ xxxx\ xxxx\ xxxx\ xxxx\ xxxx$

Count: 1098 7654 3210 9876 5432 1098 7654 3210

Bit 31 (sf): 0 if 32-bit result, 1 if 64-bit

Bits 23~21 (op): 000 for madd/msub,
001 for smaddl/smsubl,
101 for umaddl/umsubl,
x10 see 4.11 for smulh/umulh

Bits 20 ~ 16 (Rm): source register number

Bit 15 ($\pm$): 0 for add, 1 for sub

Bits 14 ~ 10 (Ra): source register number

Bits 9 ~ 5 (Rn): source register number

Bits 4 ~ 0 (Rd): destination register number

4.11 - Data-processing (3 source): [s|u]mulh

Action: $Rd = (Rn * Rm) \gg 64$

Format: $1001\ 1011\ x10x\ xxxx\ 0111\ 11xx\ xxxx\ xxxx$

Count: 1098 7654 3210 9876 5432 1098 7654 3210

Bit 23 (s): 1 for signed, 0 for unsigned

Bits 20 ~ 16 (Rm): source register number

Bits 9 ~ 5 (Rn): source register number

Bits 4 ~ 0 (Rd): destination register number

