

PRU Assembly Instruction User Guide

This document describes the assembly language instructions for the PRU subsystem included in the OMAP-L1x8/C674m/AM18xx/AM335x/AM437x/AM57xx/66AK2Gx devices.

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1 Instruction Set Syntax Terminology

Table 1 provides the terminology needed to understand the syntax for the instruction set.

Table 1. Instruction Set Syntax Terminology

PARAMETER	MEANING	EXAMPLES
REG, REG1, REG2, ...	Any register field from 8 to 32 bits	r0, r1.w0, r3.b2
Rn, Rn1, Rn2, ...	Any 32 bit register field (r0 through r31)	r0, r1
Rn.tx	Any 1 bit register field (x denotes the bit position)	r0.t23, r1.b2.t5
Rn.bx	Specifies a byte field that must be b0, b1, b2, or b3 – denoting r0.b0, r0.b1, r0.b2, and r0.b3, respectively.	b0, b1
Rn.wx	Specifies a two-byte (word) field that must be w0, w1, or w2 - denoting r0.w0, r0.w1, and r0.w2, respectively. w0 spans bytes 0 and 1; w1 spans bytes 1 and 2; w2 spans bytes 2 and 3.	w0, w1
Cn, Cn1, Cn2, ...	Any 32 bit constant table entry (c0 through c31)	c0,c1
LABEL	Any valid label, specified with or without parenthesis. An immediate value denoting an instruction address is also acceptable.	loop1, (loop1), 0x0000
IM(n)	An immediate value from 0 to n. In clpru immediate values should be specified without a leading hash "\#\#". In pasm, the leading "\#\#" is accepted, but optional. Immediate values, labels, and register addresses are all acceptable.	#23, 0b0110, 0xF2, 2+2, &r3.w2
OP(n)	The union of REG and IM(n)	r0, r1.w0, #0x7F, 1<<3, loop1, &r1.w0

For example, the following is the definition for the ADD instruction:

```
ADD REG1, REG2, OP(255)
```

This means that the first and second parameters can be any register field from 8 to 32 bits. The third parameter can be any register field from 8 to 32 bits, or an immediate value from 0 to 255. Thus, the following are all legal ADD instructions:

```
ADD R1, R1, #0x25 // r1 += 37
ADD r1, r1, 0x25 // r1 += 37
ADD r3, r1, r2 // r3 = r1 + r2
ADD r1.b0, r1.b0, 0b100 // r1.b0 += 4
ADD r2, r1.w0, 1<<3 // r2 = r1.w0 + 8
```

2 Instruction Set

2.1 Arithmetic and Logical

All operations are 32 bits wide (with a 33-bit result in the case of arithmetic). The source values are zero extended prior to the operation. If the destination is too small to accept the result, the result is truncated. On arithmetic operations, the first bit to the left of the destination width becomes the carry value. Thus, if the destination register is an 8-bit field, bit 8 of the result becomes the carry. For 16- and 32-bit destinations, bit 16 and bit 32 are used as the carry bit, respectively.

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Load Byte Burst (LBBO) —The LBBO instruction is used to read a block of data from memory into the register file. The memory address to read from is specified by a 32-bit register (Rn2), using an optional offset. The destination in the register file can be specified as a direct register, or indirectly through a register pointer. NOTE: In the pasm assembler, either the traditional direct register syntax or the more recent register address offset syntax can be used for the first parameter.	27
Store Byte Burst (SBBO) —The SBBO instruction is used to write a block of data from the register file into memory. The memory address to write to is specified by a 32-bit register (Rn2), using an optional offset. The source in the register file can be specified as a direct register, or indirectly through a register pointer. NOTE: In the pasm assembler, either the traditional direct register syntax or the more recent register address offset syntax can be used for the first parameter.	28
Load Byte Burst with Constant Table Offset (LBCO) —The LBCO instruction is used to read a block of data from memory into the register file. The memory address to read from is specified by a 32-bit constant register (Cn2), using an optional offset from an immediate or register value. The destination in the register file is	

Table 2. Instruction Descriptions (continued)

specified as a direct register. NOTE: In the pasm assembler, either the traditional direct register syntax or the more recent register address offset syntax can be used for the first parameter. 29

Store Byte Burst with Constant Table Offset (SBCO) —The SBCO instruction is used to write a block of data from the register file into memory. The memory address to write to is specified by a 32-bit constant register (Cn2), using an optional offset from an immediate or register value. The source in the register file is specified as a direct register. NOTE: In the pasm assembler either the traditional direct register syntax or the more recent register address offset syntax can be used for the first parameter. 30

Clear Register Space (ZERO) —This pseudo-op is used to clear space in the register file (set to zero). 31

Register Transfer In, Out, and Exchange (XIN, XOUT, XCHG) —These XFR pseudo-ops use the XFR wide transfer bus to read in a range of bytes into the register file, write out a range of bytes from the register file, or exchange the range of bytes to/from the register file. CAUTION: exchange (XCHG) is apparently not supported. Based on some quick tests on an AM335x it seems to behave like XIN. 32

Unconditional Jump (JMP) —Unconditional jump to a 16-bit instruction address, specified by register or immediate value. 33

Unconditional Jump and Link (JAL) —Unconditional jump to a 16-bit instruction address, specified by register or immediate value. The address following the JAL instruction is stored into REG1, so that REG1 can later be used as a "return" address. 34

Quick Branch if Greater Than (QBGT) —Jumps if the value of OP(255) is greater than REG1. 35

Quick Branch if Greater Than or Equal (QBGE) —Jumps if the value of OP(255) is greater than or equal to REG1. . 36

Quick Branch if Less Than (QBLT) —Jumps if the value of OP(255) is less than REG1. 37

Quick Branch if Less Than or Equal (QBLE) —Jumps if the value of OP(255) is less than or equal to REG1. 38

Quick Branch if Equal (QBEQ) —Jumps if the value of OP(255) is equal to REG1. 39

Quick Branch if Not Equal (QBNE) —Jumps if the value of OP(255) is NOT equal to REG1. 40

Quick Branch Always (QBA) —Jump always. This is similar to the JMP instruction, only QBA uses an address offset and thus can be relocated in memory. 41

Quick Branch if Bit is Set (QBBS) —Jumps if the bit OP(31) is set in REG1. 42

Quick Branch if Bit is Clear (QBBC) —Jumps if the bit OP(31) is clear in REG1. 43

Wait until Bit Set (WBS) —The WBS instruction is a pseudo op that uses the QBBC instruction. It is used to poll on a status bit, spinning until the bit is set. In this case, REG1 is almost certainly R31, else this instruction could lead to an infinite loop. 44

Wait until Bit Clear (WBC) —The WBC instruction is a pseudo op that uses the QBBS instruction. It is used to poll on a status bit, spinning until the bit is clear. In this case, REG1 is almost certainly R31, else this instruction could lead to an infinite loop. 45

Halt Operation (HALT) —The HALT instruction disables the PRU. This instruction is used to implement software breakpoints in a debugger. The PRU program counter remains at its current location (the location of the HALT). When the PRU is re-enabled, the instruction is re-fetched from instruction memory. 46

Sleep Operation (SLP) —The SLP instruction will sleep the PRU, causing it to disable its clock. This instruction can specify either a permanent sleep or a "wake on event". When the wake on event option is set to "1", the PRU will wake on any event that is enabled in the PRU Wakeup Enable register. Otherwise, the core can only be woken by manually clearing the SLEEPING bit of the core's CTRL register, or by resetting the PRU core. When profiling stall cycles, note that due to clock gating only one stall cycle will normally be recorded for any amount of sleep. However, accessing the core's control registers while it is sleeping will briefly reenable its clock, resulting in additional stall cycles being recorded. 47

Hardware Loop Assist (LOOP) —Defines a hardware-assisted loop operation. The loop is non-interruptible (LOOP). The loop operation works by detecting when the instruction pointer would normal hit the instruction at the designated target label, and instead decrementing a loop counter and jumping back to the instruction immediately following the loop instruction. 48

Unsigned Integer Add (ADD) *Performs 32-bit add on two 32-bit zero extended source values.*

Syntax

```
ADD REG1, REG2, OP(255)
```

Operation

```
REG1 = REG2 + OP(255)  
carry = (( REG2 + OP(255) ) >> bitwidth(REG1)) & 1
```

Example

```
add    r3, r1, r2  
add    r3, r1.b0, r2.w2  
add    r3, r3, 10
```

Unsigned Integer Add with Carry (ADC) *Performs 32-bit add on two 32-bit zero extended source values, plus a stored carry bit.*

Definition

```
ADC REG1, REG2, OP(255)
```

Operation

```
REG1 = REG2 + OP(255) + carry  
carry = (( REG2 + OP(255) + carry) >> bitwidth(REG1)) & 1
```

Example

```
adc    r3, r1, r2  
adc    r3, r1.b0, r2.w2  
adc    r3, r3, 10
```

Unsigned Integer Subtract (SUB) *Performs 32-bit subtract on two 32-bit zero extended source values.*

Definition

```
SUB REG1, REG2, OP(255)
```

Operation

```
REG1 = REG2 + OP(255)  
carry = (( REG2 + OP(255) ) >> bitwidth(REG1)) & 1
```

Example

```
sub    r3, r1, r2  
sub    r3, r1.b0, r2.w2  
sub    r3, r3, 10
```

Unsigned Integer Subtract with Carry (SUC) *Performs 32-bit subtract on two 32-bit zero extended source values with carry (borrow)*

Definition

```
SUC REG1, REG2, OP(255)
```

Operation

```
REG1 = REG2 + OP(255) - carry  
carry = (( REG2 + OP(255) - carry ) >> bitwidth(REG1)) & 1
```

Example

```
suc    r3, r1, r2  
suc    r3, r1.b0, r2.w2  
suc    r3, r3, 10
```

Reverse Unsigned Integer Subtract (RSB) *Performs 32-bit subtract on two 32-bit zero extended source values. Source values reversed.*

Definition

```
RSB REG1, REG2, or OP(255)
```

Operation

```
REG1 = OP(255) - REG2  
carry = (( OP(255) - REG2 ) >> bitwidth(REG1)) & 1
```

Example

```
rsb    r3, r1, r2  
rsb    r3, r1.b0, r2.w2  
rsb    r3, r3, 10
```

Reverse Unsigned Integer Subtract with Carry (RSC) *Performs 32-bit subtract on two 32-bit zero extended source values with carry (borrow). Source values reversed.*

Definition

```
RSC REG1, REG2, or OP(255)
```

Operation

```
REG1 = OP(255) - REG2 - carry  
carry = (( OP(255) - REG2 - carry ) >> bitwidth(REG1)) & 1
```

Example

```
rsc    r3, r1, r2  
rsc    r3, r1.b0, r2.w2  
rsc    r3, r3, 10
```

Logical Shift Left (LSL) *Performs 32-bit shift left of the zero extended source value.*

Definition LSL REG1, REG2, OP(31)**Operation** REG1 = REG2 << (OP(31) & 0x1f)**Example**
lsl r3, r3, 2
lsl r3, r3, r1.b0
lsl r3, r3.b0, 10

Logical Shift Right (LSR) *Performs 32-bit shift right of the zero extended source value.*

Definition LSR REG1, REG2, OP(31)

Operation REG1 = REG2 >> (OP(31) & 0x1f)

Example lsr r3, r3, 2
 lsr r3, r3, r1.b0
 lsr r3, r3.b0, 10

Bitwise AND (AND) *Performs 32-bit logical AND on two 32-bit zero extended source values.*

Definition AND REG1, REG2, OP(255)**Operation** REG1 = REG2 & OP(255)**Example** and r3, r1, r2
 and r3, r1.b0, r2.w2
 and r3.b0, r3.b0, ~(1<<3) // Clear bit 3

Bitwise OR (OR) *Performs 32-bit logical OR on two 32-bit zero extended source values.*

Definition OR REG1, REG2, OP(255)

Operation REG1 = REG2 | OP(255)

Example

```
or    r3, r1, r2
or    r3, r1.b0, r2.w2
or    r3.b0, r3.b0, (1<<3)    // Set bit 3
```

Bitwise Exclusive OR (XOR) *Performs 32-bit logical XOR on two 32-bit zero extended source values.*

Definition XOR REG1, REG2, OP(255)

Operation REG1 = REG2 ^ OP(255)

Example

```
xor    r3, r1, r2
xor    r3, r1.b0, r2.w2
xor    r3.b0, r3.b0, (1<<3)    // Toggle bit 3
```

Bitwise NOT (NOT) *Performs 32-bit logical NOT on the 32-bit zero extended source value.*

Definition NOT REG1, REG2**Operation** REG1 = ~REG2**Example**
not r3, r3
not r1.w0, r1.b0

Copy Minimum (MIN) *Compares two 32-bit zero extended source values and copies the minimum value to the destination register.*

Definition

```
MIN REG1, REG2, OP(255)
```

Operation

```
if( OP(255) > REG2 )  
    REG1 = REG2;  
else  
    REG1 = OP(255);
```

Example

```
min    r3, r1, r2  
min    r1.w2, r1.b0, 127
```

Copy Maximum (MAX) *Compares two 32-bit zero extended source values and copies the maximum value to the destination register.*

Definition

```
MAX REG1, REG2, OP(255)
```

Operation

```
if( OP(255) > REG2 )
    REG1 = OP(255);
else
    REG1 = REG2;
```

Example

```
max    r3, r1, r2
max    r1.w2, r1.b0, 127
```

Clear Bit (CLR) *Clears the specified bit in the source and copies the result to the destination. Various calling formats are supported.*

Format 1**Definition**

```
CLR REG1, REG2, OP(31)
```

Operation

```
REG1 = REG2 & ~( 1 << (OP(31) & 0x1f) )
```

Example

```
clr    r3, r1, r2        // r3 = r1 & ~(1<<r2)
clr    r1.b1, r1.b0, 5   // r1.b1 = r1.b0 & ~(1<<5)
```

Format 2

(same source and destination)

NOTE: This format is only supported in the pasm assembler.

Definition

```
CLR REG1, OP(31)
```

Operation

```
REG1 = REG1 & ~( 1 << (OP(31) & 0x1f) )
```

Example

```
clr    r3, r1           // r3 = r3 & ~(1<<r1)
clr    r1.b1, 5         // r1.b1 = r1.b1 & ~(1<<5)
```

Format 3

(source abbreviated)

Definition

```
CLR REG1, Rn.tx
```

Operation

```
REG1 = Rn & ~(1<<x)
```

Example

```
clr    r3, r1.t2        // r3 = r1 & ~(1<<2)
clr    r1.b1, r1.b0.t5  // r1.b1 = r1.b0 & ~(1<<5)
```

Format 4

(same source and destination – abbreviated)

NOTE: This format is only supported in the pasm assembler.

Definition

```
CLR Rn.tx
```

Operation

```
REG1 = Rn & ~(1<<x)
```

Example

```
clr    r3, t2           // r3 = r3 & ~(1<<2)
```

Set Bit (SET)

Sets the specified bit in the source and copies the result to the destination. Various calling formats are supported. NOTE: Whenever R31 is selected as the source operand to a SET, the resulting source bits will be NULL, and not reflect the current input event flags that are normally obtained by reading R31.

Format 1
Definition

```
SET REG1, REG2, OP(31)
```

Operation

```
REG1 = REG2 | ( 1 << (OP(31) & 0x1f) )
```

Example

```
set    r3, r1, r2           // r3 = r1 | (1<<r2)
set    r1.b1, r1.b0, 5     // r1.b1 = r1.b0 | (1<<5)
```

Format 2

(same source and destination)

NOTE: This format is only supported in the pasm assembler.

Definition

```
SET REG1, OP(31)
```

Operation

```
REG1 = REG1 | ( 1 << (OP(31) & 0x1f) )
```

Example

```
set    r3, r1               // r3 = r3 | (1<<r1)
set    r1.b1, 5             // r1.b1 = r1.b1 | 1<<5)
```

Format 3

(source abbreviated)

Definition

```
SET REG1, Rn.tx
```

Operation

```
REG1 = Rn | (1<<x)
```

Example

```
set    r3, r1.t2           // r3 = r1 | (1<<2)
set    r1.b1, r1.b0.t5     // r1.b1 = r1.b0 | (1<<5)
```

Format 4

(same source and destination – abbreviated)

NOTE: This format is only supported in the pasm assembler.

Definition

```
SET Rn.tx
```

Operation

```
REG1 = Rn | (1<<x)
```

Example

```
set    r3.t2               // r3 = r3 | (1<<2)
```

Register Field Scan (SCAN) *The SCAN instruction scans the register file for a particular value. It includes a configurable field width and stride. The width of the field to match can be set to 1, 2, or 4 bytes. The span between fields in bytes is programmable from 1 to 4 bytes. (Having a stride independent of width allows the programmer to scan for non-byte values on byte boundaries. For example, scan for "7F03" on a byte by byte basis). This instruction is deprecated and not available on all PRU cores. NOTE: This instruction is only supported in the pasm assembler.*

Definition

SCAN Rn, OP(255)

Operation

The register "Rn" serves as both the source and results register. It is coded as follows:

Rn.b0	Byte offset from the start of the register file to begin the scan (see section 3.3 for details on register addressing)
Rn.b1	Number of fields to scan
Rn.b2	Byte width of field to scan for (1, 2, 4)
Rn.b3	Byte stride of consecutive fields (1 to 4)

The instruction scans for the value specified in OP(255). On completion, the Rn register holds the results of the scan. It is coded as follows:

Rn.b0	Byte offset from R0.b0 to the matching field (or 0xFF if no match)
Rn.b1	Number of fields left to scan (including the matched field if any)
Rn.b2	Not altered
Rn.b3	Not altered

To continue a scan after a match, the programmer can write:

```
ADD    R1.w0, R1.w0, #0xFF01 // Inc byte offset, dec count
SCAN  R1, OP(255)
```

Example

Scan the register file for the sequence "0x7F 0x03" starting at R2.b1 and extending for 18 bytes. Do not assume the sequence is word-aligned.

```
LDI    R1.w0, 0x7F | 0x03<<8 // 0x7F 0x03 in little endian
LDI    R30.w2, 2 | 1<<8 // Field width of 2, stride of 1
LDI    R30.w0, &r2.b1 | 18<<8 // Start at R2.b1, scan 18 bytes
SCAN  R30, R1.w0 // Scan for byte sequence
QBEQ  NOT_FOUND, R30.b1, 0 // Jump if sequence not found
```

Left-Most Bit Detect (LMBD) Scans REG2 from its left-most bit for a bit value matching bit 0 of OP(255), and writes the bit number in REG1 (writes 32 to REG1 if the bit is not found).

Definition

LMBD REG1, REG2, OP(255)

Operation

```

for( i=(bitwidth(REG2)-1); i>=0; i-- )
if( !((( REG2>>i) ^ OP(255))&1) )
    break;
if( i<0 )
    REG1 = 32;
else
    REG1 = i;

```

Example

```

lmbd    r3, r1, r2
lmbd    r3, r1, 1
lmbd    r3.b3, r3.w0, 0

```

2.2 Register Load and Store

Copy Value (MOV) *The MOV instruction moves the value from REG2, zero extends it, and stores it into REG1. The instruction is a pseudo op, and is coded with the instruction AND REG1, REG2, REG2. To load an immediate value into a register, see the LDI instruction.*

Definition

```
MOV REG1, REG2
```

Operation

```
REG1 = REG2
```

Example

```
mov    r3, r1
mov    r3, r1.b0    // Zero extend r1.b0 into r3
```

The pasm assembler supports MOV REG1, OP(65535). Examples of this form are:

```
mov    r1, 10        // Move 10 into r1
mov    r1, #10       // Move 10 into r1
mov    r1, 0b10 + 020/2 // Move 10 into r1
mov    r30.b0, &r2    // Move the offset of r2 into r30.b0
```

NOTE: This instruction is not supported in the clpru assembler.

Load Immediate (LDI) *The LDI instruction moves the value from IM(65535), zero extends it, and stores it into REG1.*

Definition

```
LDI REG1, IM(65535)
```

Operation

```
REG1 = IM(65535)
```

Example

```
ldi    r1, 10           // Load 10 into r1
ldi    r1, 0b10 + 020/2 // Load 10 into r1
ldi    r30.b0, &r2      // Load the offset of r2 into r30.b0
```

Move Register File Indirect (MVlx) *The MVlx instruction family moves an 8-bit, 16-bit, or 32-bit value from the source to the destination. The size of the value is determined by the exact instruction used; MVIB, MVIW, and MVID, for 8-bit, 16-bit, and 32-bit values, respectively. The source, destination, or both must be a register pointer. There is an option for auto-increment and auto-decrement on register pointers. These instructions are only supported for core revisions V2 and later.*

Definition

```
MVIB    [*][--]REG1[++], [*][--]REG2[++]
MVIW    [*][--]REG1[++], [*][--]REG2[++]
MVID    [*][--]REG1[++], [*][--]REG2[++]
```

Operation

- Either the source or destination must be a register pointer restricted to r1.b0, r1.b1, r1.b2, or r1.b3
- Register pointers are byte offsets into the register file
- Auto increment and decrement operations are done by the byte width of the operation
 - Increments are post-increment; incremented after the register offset is used
 - Decrements are pre-decrement; decremented before the register offset is used
- When the source or destination registers are not expressed as register pointers, the size of the data read or written is determined by the field width of the register. If the data transfer size is less than the width of the destination, the data is zero extended. Size conversion occurs after indirect reads, and before indirect writes.

Load Byte Burst (LBBO) *The LBBO instruction is used to read a block of data from memory into the register file. The memory address to read from is specified by a 32-bit register (Rn2), using an optional offset. The destination in the register file can be specified as a direct register, or indirectly through a register pointer. NOTE: In the pasm assembler, either the traditional direct register syntax or the more recent register address offset syntax can be used for the first parameter.*

Format 1 (immediate count)

Definition LBBO ®1, Rn2, OP(255), IM(124)

Operation memcpy(offset(REG1), Rn2+OP(255), IM(124));

Example

```
lbbo    &r2, r1, 5, 8    // Copy 8 bytes into r2/r3 from the
                        // memory address r1+5
```

Format 2 (register count)

Definition LBBO ®1, Rn2, OP(255), bn

Operation memcpy(offset(REG1), Rn2+OP(255), bn);

Example

```
lbbo    &r3, r1, r2.w0, b0 // Copy "r0.b0" bytes into r3 from the
                        // memory address r1+r2.w0
```

NOTE: For Format 2, do not use a byte count of 0 provided in R0.bn. It could cause the PRU to hang.

Store Byte Burst (SBBO) *The SBBO instruction is used to write a block of data from the register file into memory. The memory address to write to is specified by a 32-bit register (Rn2), using an optional offset. The source in the register file can be specified as a direct register, or indirectly through a register pointer. NOTE: In the pasm assembler, either the traditional direct register syntax or the more recent register address offset syntax can be used for the first parameter.*

Format 1 (immediate count)

Definition SBBO ®1, Rn2, OP(255), IM(124)

Operation memcpy(Rn2+OP(255), offset(REG1), IM(124));

Example

```
sbbo    &r2, r1, 5, 8    // Copy 8 bytes from r2/r3 to the
                        // memory address r1+5
```

Format 2 (register count)

Definition SBBO ®1, Rn2, OP(255), bn

Operation memcpy(Rn2+OP(255), offset(REG1), bn);

Example

```
sbbo    &r3, r1, r2.w0, b0 // Copy "r0.b0" bytes from r3 to the
                        // memory address r1+r2.w0
```

NOTE: For Format 2, do not use a byte count of 0 provided in R0.bn. It could cause the PRU to hang.

Load Byte Burst with Constant Table Offset (LBCO) *The LBCO instruction is used to read a block of data from memory into the register file. The memory address to read from is specified by a 32-bit constant register (Cn2), using an optional offset from an immediate or register value. The destination in the register file is specified as a direct register. NOTE: In the pasm assembler, either the traditional direct register syntax or the more recent register address offset syntax can be used for the first parameter.*

Format 1 (immediate count)

Definition LBCO ®1, Cn2, OP(255), IM(124)

Operation memcpy(offset(REG1), Cn2+OP(255), IM(124));

Example

```
lbco    &r2, c1, 5, 8    // Copy 8 bytes into r2/r3 from the
                        // memory address c1+5
```

Format 2 (register count)

Definition LBCO ®1, Cn2, OP(255), bn

Operation memcpy(offset(REG1), Cn2+OP(255), bn);

Example

```
lbco    &r3, c1, r2.w0, b0 // Copy "r0.b0" bytes into r3 from the
                        // memory address c1+r2.w0
```

NOTE: For Format 2, do not use a byte count of 0 provided in R0.bn. It could cause the PRU to hang.

Store Byte Burst with Constant Table Offset (SBCO) *The SBCO instruction is used to write a block of data from the register file into memory. The memory address to write to is specified by a 32-bit constant register (Cn2), using an optional offset from an immediate or register value. The source in the register file is specified as a direct register. NOTE: In the pasm assembler either the traditional direct register syntax or the more recent register address offset syntax can be used for the first parameter.*

Format 1 (immediate count)

Definition SBCO ®1, Cn2, OP(255), IM(124)

Operation memcpy(Cn2+OP(255), offset(REG1), IM(124));

Example

```
sbco    &r2, c1, 5, 8    // Copy 8 bytes from r2/r3 to the
                        // memory address c1+5
```

Format 2 (register count)

Definition SBCO ®1, Cn2, OP(255), bn

Operation memcpy(Cn2+OP(255), offset(REG1), bn);

Example

```
sbco    &r3, c1, r2.w0, b0 // Copy "r0.b0" bytes from r3 to the
                        // memory address c1+r2.w0
```

NOTE: For Format 2, do not use a byte count of 0 provided in R0.bn. It could cause the PRU to hang.

Clear Register Space (ZERO) *This pseudo-op is used to clear space in the register file (set to zero).*

Definition

```
ZERO IM(123), IM(124)
ZERO &REG1, IM(124)
```

Operation

The register file data starting at offset IM(123) (or ®1) with a length of IM(124) is cleared to zero.

Example

```
zero    0, 8    // Set R0 and R1 to zero
zero    &r0, 8   // Set R0 and R1 to zero
           // Set all elements in myStruct zero
zero    &myStruct, SIZE(myStruct)
```

This pseudo-op generates the necessary LDI instructions to clear the specified register range to zero. The instructions generated are optimized based on the starting register alignment and length.

Register Transfer In, Out, and Exchange (XIN, XOUT, XCHG) *These XFR pseudo-ops use the XFR wide transfer bus to read in a range of bytes into the register file, write out a range of bytes from the register file, or exchange the range of bytes to/from the register file. CAUTION: exchange (XCHG) is apparently not supported. Based on some quick tests on an AM335x it seems to behave like XIN.*

Definition

```
XIN IM(253), REG, IM(124)
XIN IM(253), REG, bn
XOUT IM(253), REG, IM(124)
XOUT IM(253), REG, bn
XCHG IM(253), REG, IM(124)
XCHG IM(253), REG, bn
```

Operation

On XIN, the register file data starting at the register REG with a length of IM(124) is read in from the parallel XFR interface from the hardware device with the device id specified in IM(253).

On XOUT, the register file data starting at the register REG with a length of IM(124) is written out to the parallel XFR interface to the hardware device with the device id specified in IM(253).

On XCHG, the register file data starting at the register REG with a length of IM(124) is exchanged on the parallel XFR interface between the register file and the hardware device with the device id specified in IM(253).

Example

```
XIN XID_SCRATCH, R2, 8 // Read 8 bytes from scratch to R2:R3
XOUT XID_SCRATCH, R2, b2 // Write 'b2' byte to scratch starting at R2
XCHG XID_SCRATCH, R2, 8 // Exchange the values of R2:R3 with 8 bytes
// from scratch
XIN XID_PKT_FIFO, R6, 24 // Read 24 bytes from the "Packet FIFO"
// info R6:R7:R8:R9
```

Transfer Bus Hardware Connection: The transfer bus coming out of the PRU consists of 124 bytes of data and a sufficient number of control lines to control the transfer. Any given transfer consists of a direction (in or out of the PRU), a peripheral ID, a starting byte offset, and a length. These can be represented in hardware as register and byte enable signals as needed for a proper implementation (which is beyond the scope of this description).

How the bus transfer is used is entirely up to the peripherals that connect to it. The number of registers that are implemented on the peripheral and how they align to the PRU register file is determined by the peripheral connection. For example, the system below connects PRU registers R1::R3 to "peripheral A" registers A0::A2, and connects PRU registers R2::R4 to "peripheral B" registers B0::B2.

2.3 Control Flow

Unconditional Jump (JMP) *Unconditional jump to a 16-bit instruction address, specified by register or immediate value.*

Definition

JMP OP(65535)

Operation

PRU Instruction Pointer = OP(65535)

Example

```
jmp    r2.w0    // Jump to the address stored in r2.w0
jmp    myLabel  // Jump to the supplied code label
```

Unconditional Jump and Link (JAL) *Unconditional jump to a 16-bit instruction address, specified by register or immediate value. The address following the JAL instruction is stored into REG1, so that REG1 can later be used as a "return" address.*

Definition

```
JAL REG1, OP(65535)
```

Operation

```
REG1 = Current PRU Instruction Pointer + 1  
PRU Instruction Pointer = OP(65535)
```

Example

```
jal    r2.w2, r2.w0    // Jump to the address stored in r2.w0  
                        // put return location in r2.w2  
jal    r30.w0, myLabel // Jump to the supplied code label and  
                        // put the return location in r30.w0
```

Quick Branch if Greater Than (QBGT) *Jumps if the value of OP(255) is greater than REG1.*

Definition QBGT LABEL, REG1, OP(255)

Operation Branch to LABEL if OP(255) > REG1

Example

```
qbge    myLabel, r2.w0, 5 // Branch if 5 > r2.w0
qbge    myLabel, r3, r4   // Branch if r4 > r3
```

Quick Branch if Greater Than or Equal (QBGE) *Jumps if the value of OP(255) is greater than or equal to REG1.*

Definition

```
QBGE LABEL, REG1, OP(255)
```

Operation

```
Branch to LABEL if OP(255) >= REG1
```

Example

```
qbgt    myLabel, r2.w0, 5 // Branch if 5 >= r2.w0  
qbgt    myLabel, r3, r4   // Branch if r4 >= r3
```

Quick Branch if Less Than (QBLT) *Jumps if the value of OP(255) is less than REG1.*

Definition QBLT LABEL, REG1, OP(255)**Operation** Branch to LABEL if OP(255) < REG1**Example**
qblt myLabel, r2.w0, 5 // Branch if 5 < r2.w0
qblt myLabel, r3, r4 // Branch if r4 < r3

Quick Branch if Less Than or Equal (QBLE) *Jumps if the value of OP(255) is less than or equal to REG1.*

Definition

```
QBLE LABEL, REG1, OP(255)
```

Operation

```
Branch to LABEL if OP(255) <= REG1
```

Example

```
qble    myLabel, r2.w0, 5    // Branch if 5 <= r2.w0
qble    myLabel, r3, r4     // Branch if r4 <= r3
```

Quick Branch if Equal (QBEQ) *Jumps if the value of OP(255) is equal to REG1.*

Definition QBEQ LABEL, REG1, OP(255)**Operation** Branch to LABEL if OP(255) == REG1**Example** qbeq myLabel, r2.w0, 5 // Branch if r2.w0==5
 qbeq myLabel, r3, r4 // Branch if r4==r3

Quick Branch if Not Equal (QBNE) *Jumps if the value of OP(255) is NOT equal to REG1.*

Definition QBNE LABEL, REG1, OP(255)

Operation Branch to LABEL if OP(255) != REG1

Example qbne myLabel, r2.w0, 5 // Branch if r2.w0!=5
 qbne myLabel, r3, r4 // Branch if r4!=r3

Quick Branch Always (QBA) *Jump always. This is similar to the JMP instruction, only QBA uses an address offset and thus can be relocated in memory.*

Definition	QBA LABEL
Operation	Branch to LABEL
Example	qba myLabel // Branch

Quick Branch if Bit is Set (QBBS) *Jumps if the bit OP(31) is set in REG1.*
Format 1
Definition

QBBS LABEL, REG1, OP(31)

Operation

Branch to LABEL if(REG1 & (1 << (OP(31) & 0x1f)))

Example

```
qbbs    myLabel r3, r1    // Branch if( r3&(1<<r1) )
qbbs    myLabel, r1.b1, 5 // Branch if( r1.b1 & 1<<5 )
```

Format 2
Definition

QBBS LABEL, Rn.tx

Operation

Branch to LABEL if(Rn & Rn.tx)

Example

```
qbbs    myLabel, r1.b1.t5 // Branch if( r1.b1 & 1<<5 )
qbbs    myLabel, r0.t0    // Branch if bit 0 in R0 is set
```

Quick Branch if Bit is Clear (QBBC) *Jumps if the bit OP(31) is clear in REG1.*

Format 1
Definition

QBBC LABEL, REG1, OP(31)

Operation

Branch to LABEL if(!(REG1 & (1 << (OP(31) & 0x1f))))

Example

```
qbbc    myLabel r3, r1    // Branch if( !(r3&(1<<r1)) )
qbbc    myLabel, r1.bl, 5 // Branch if( !(r1.bl & 1<<5) )
```

Format 2
Definition

QBBC LABEL, Rn.tx

Operation

Branch to LABEL if(!(Rn & Rn.tx))

Example

```
qbbc    myLabel, r1.bl.t5 // Branch if( !(r1.bl & 1<<5) )
qbbc    myLabel, r0.t0    // Branch if bit 0 in R0 is clear
```

Wait until Bit Set (WBS) *The WBS instruction is a pseudo op that uses the QBBC instruction. It is used to poll on a status bit, spinning until the bit is set. In this case, REG1 is almost certainly R31, else this instruction could lead to an infinite loop.*

Format 1
Definition

WBS REG1, OP(31)

Operation

QBBC \$, REG1, OP(31)

Example

```
wbs    r31, r1           // Spin here while ( !(r31&(1<<r1)) )
wbs    r31.b1, 5        // Spin here while ( !(r31.b1 & 1<<5) )
```

Format 2
Definition

WBS Rn.tx

Operation

QBBC \$, Rn.tx

Example

```
wbs    r31.b1.t5        // Spin here while ( !(r31.b1 & 1<<5) )
wbs    r31.t0           // Spin here while bit 0 in R31 is clear
```

Wait until Bit Clear (WBC) *The WBC instruction is a pseudo op that uses the QBBS instruction. It is used to poll on a status bit, spinning until the bit is clear. In this case, REG1 is almost certainly R31, else this instruction could lead to an infinite loop.*

Format 1
Definition

WBC REG1, OP(31)

Operation

QBBS \$, REG1, OP(31)

Example

```
wbc    r31, r1           // Spin here while ( r31&(1<<r1) )
wbc    r31.b1, 5        // Spin here while ( r31.b1 & 1<<5 )
```

Format 2
Definition

WBC Rn.tx

Operation

QBBS \$, Rn.tx

Example

```
wbc    r31.b1.t5        // Spin here while ( r31.b1 & 1<<5 )
wbc    r31.t0           // Spin here while bit 0 in R31 is set
```

Halt Operation (HALT) *The HALT instruction disables the PRU. This instruction is used to implement software breakpoints in a debugger. The PRU program counter remains at its current location (the location of the HALT). When the PRU is re-enabled, the instruction is re-fetched from instruction memory.*

Definition	HALT
Operation	Disable PRU
Example	halt

Sleep Operation (SLP) *The SLP instruction will sleep the PRU, causing it to disable its clock. This instruction can specify either a permanent sleep or a "wake on event". When the wake on event option is set to "1", the PRU will wake on any event that is enabled in the PRU Wakeup Enable register. Otherwise, the core can only be woken by manually clearing the SLEEPING bit of the core's CTRL register, or by resetting the PRU core. When profiling stall cycles, note that due to clock gating only one stall cycle will normally be recorded for any amount of sleep. However, accessing the core's control registers while it is sleeping will briefly reenable its clock, resulting in additional stall cycles being recorded.*

Definition

SLP IM(1)

Operation

Sleep the PRU with optional "wake on event" flag.

Example

```
SLP 0    // Sleep without wake events
SLP 1    // Sleep until wake event set
```

Hardware Loop Assist (LOOP) Defines a hardware-assisted loop operation. The loop is non-interruptible (LOOP). The loop operation works by detecting when the instruction pointer would normal hit the instruction at the designated target label, and instead decrementing a loop counter and jumping back to the instruction immediately following the loop instruction.

Definition

```
LOOP LABEL, OP(256)
```

Operation

```
LoopCounter = OP(256)
LoopTop = $+1
While (LoopCounter>0)
{
    If (InstructionPointer==LABEL)
    {
        LoopCounter--;
        InstructionPointer = LoopTop;
    }
}
```

Example 1

```
loop EndLoop, 5 // Perform the loop 5 times
mvi r2, *r1.b0 // Get value
xor r2, r2, r3 // Change value
mvi *r1.b0++, r1 // Save value
EndLoop:
```

Example 2

```
mvi r2, *r1.b0++ // Get the number of elements
loop EndLoop, r2 // Perform the loop for each element
mvi r2, *r1.b0 // Get value
call ProcessValue // It is legal to jump outside the loop
mvi *r1.b0++, r1 // Save value
EndLoop:
```

NOTE: When the loop count is set from a register, only the 16 LS bits are used (regardless of the field size). If this 16-bit value is zero, the instruction jumps directly to the end of loop.

3 Appendix A: PRU Core Revision

There are two main PRU Core Revisions that have been implemented on TI devices. [Table 3](#) summarizes the difference between the supported assembly set for each revision. Though some of these functions are supported by a particular core revision, there may be additional hardware dependencies that are not implemented on a given device.

In general, core revision 1 has the largest common instruction set, and thus when uncertain about the target core or when binary support for multiple core revisions is needed, assemble with the `-V1` option. Code written for a revision 1 core can execute on later cores by avoiding the `SCAN` instruction, but assembling for later cores increases the efficiency of some instructions.

Table 3. PRU Core Revision Comparison

Assembler Instruction	V1	V3
LFC / STC	–	–
SCAN	Yes	–
MVI	Pseudo Op (limited)	Yes
SLP	Yes (adds trailing NOP)	Yes
ZERO	Pseudo Op (multi-cycle)	Yes
FILL	–	Yes
XIN / XOUT	–	Yes
LOOP / ILOOP	–	Yes

Table 3. PRU Core Revision Comparison (continued)

Assembler Instruction	V1	V3
NOPn	–	Yes

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