

[A]		Bits [11:8]															
		0,1		2,3		4,5		6,7		8,9		A,B		C,D		E,F	
0		LSLS i5								LSRS i5							
1		ASRS i5								ADDS r		SUBS r		ADDS i3		SUBS i3	
2		MOVS i8								CMP i8							
3		ADDS i8								SUBS i8							
4		[B]								LDR pc							
5		STR r		STRH r		STRB r		LDRSB r		LDR r		LDRH r		LDRB r		LDRSH r	
6		STR i5								LDR i5							
7		STRB i5								LDRB i5							
8		STRH i5								LDRH i5							
9		STR sp								LDR sp							
A		ADD pc								ADD sp							
B		[C]															
C		STM								LDM							
D		[D]															
E		B								[E]							
F																	

Bits [15:12]

LSLS/LSRS/ASRS r1, r2, #imm5

ADDS/SUBS r1, r2, r3

ADDS/SUBS r1, r2, #imm3

MOVS/CMP/ADDS/SUBS r1, #imm8

LDR r1, [pc, #4*imm8] (aka LDR r1, =const)

STRx/LDRx r1, [r2, r3]

STRx/LDRx r1, [r2, #s*imm5]

STR/LDR r1, [sp, #4*imm8]

ADD r1, pc, #4*imm8 (aka ADR r1, label)

ADD r1, sp, #4*imm8

STM/LDM r1!, {regs}

B 2*disp11

[C]	Bits [7:4]			
	0,1,2,3	4,5,6,7	8,9,A,B	C,D,E,F
B0	ADD sp		SUB sp	
B1	(CBZ)			
B2	SXTH	SXTB	UXTH	UXTB
B3	(CBZ)			
B4	PUSH			
B5				
B6	CPS			
B7				
B8				
B9	(CBNZ)			
BA	REV	REV16	REVSH	
BB	(CBNZ)			
BC	POP			
BD				
BE	BKPT			
BF	[F]			

Bits [15:8]

ADD/SUB sp, sp, #4*imm7

(CBZ r1, 2*disp5)

SXTH/SXTB/UXTH/UXTB r1, r2

PUSH/POP {regs}

CPSIE/CPSID i

(CBNZ r1, 2*disp5)

REV/REV16/REVSH r1, r2

BKPT #imm8

[B]		Bits [7:4]			
		0,1,2,3	4,5,6,7	8,9,A,B	C,D,E,F
Bits [15:8]	40	ANDS	EORS	LSLS	LSRS
	41	ASRS	ADCS	SBCS	RORS
	42	TST	NEGS	CMP	CMN
	43	ORRS	MULS	BICS	MVNS
	44	ADD			
	45	CMP			
	46	MOV			
47	BX		BLX		

Bits [15:8]

[D]					
	D0	D1	D2	D3	
	BEQ	BNE	BCS, BHS	BCC, BLO	Bcc 2*disp8
	BMI	BPL	BVS	BVC	
	BHI	BLS	BGE	BLT	
		BGT	BLE		SVC #imm8

Bits [15:8]

[E] 32-bit instructions:

F38x 88xx MSR special, r1
 F3EF 8xxx MRS r1, special
 F3BF8F4x DSB
 F3BF8F5x DMB
 F3BF8F6x ISB
 Fxxx Fxxx BL 2*disp22

[F] Special instructions:

BF80 NOP
 BF90 YIELD
 BFA0 WFE
 BFB0 WFI
 BFC0 SEV
 BF?? (ITEcc)