

### Arithmetic and Logic Instructions

<i>Mnemonic</i>	<i>Operands</i>	<i>Description</i>	<i>Operation</i>	<i>Flags</i>	<i>Cycles</i>
ADD	Rd,Rr	Add without Carry	$Rd = Rd + Rr$	Z,C,N,V,H,S	1
ADC	Rd,Rr	Add with Carry	$Rd = Rd + Rr + C$	Z,C,N,V,H,S	1
ADIW	Rd, K	Add Immediate To Word	$Rd+1:Rd, K$	Z,C,N,V,S	2
SUB	Rd,Rr	Subtract without Carry	$Rd = Rd - Rr$	Z,C,N,V,H,S	1
SUBI	Rd,K8	Subtract Immediate	$Rd = Rd - K8$	Z,C,N,V,H,S	1
SBC	Rd,Rr	Subtract with Carry	$Rd = Rd - Rr - C$	Z,C,N,V,H,S	1
SBCI	Rd,K8	Subtract with Carry Immediate	$Rd = Rd - K8 - C$	Z,C,N,V,H,S	1
AND	Rd,Rr	Logical AND	$Rd = Rd \cdot Rr$	Z,N,V,S	1
ANDI	Rd,K8	Logical AND with Immediate	$Rd = Rd \cdot K8$	Z,N,V,S	1
OR	Rd,Rr	Logical OR	$Rd = Rd \vee Rr$	Z,N,V,S	1
ORI	Rd,K8	Logical OR with Immediate	$Rd = Rd \vee K8$	Z,N,V,S	1
EOR	Rd,Rr	Logical Exclusive OR	$Rd = Rd \oplus Rr$	Z,N,V,S	1
COM	Rd	One's Complement	$Rd = \$FF - Rd$	Z,C,N,V,S	1
NEG	Rd	Two's Complement	$Rd = \$00 - Rd$	Z,C,N,V,H,S	1
SBR	Rd,K8	Set Bit(s) in Register	$Rd = Rd \vee K8$	Z,C,N,V,S	1
CBR	Rd,K8	Clear Bit(s) in Register	$Rd = Rd \cdot (\$FF - K8)$	Z,C,N,V,S	1
INC	Rd	Increment Register	$Rd = Rd + 1$	Z,N,V,S	1
DEC	Rd	Decrement Register	$Rd = Rd - 1$	Z,N,V,S	1
TST	Rd	Test for Zero or Negative	$Rd = Rd \cdot Rd$	Z,C,N,V,S	1
CLR	Rd	Clear Register	$Rd = 0$	Z,C,N,V,S	1
SER	Rd	Set Register	$Rd = \$FF$	None	1
SBIW	Rd1,K6	Subtract Immediate from Word	$Rdh:Rd1 = Rdh:Rd1 - K6$	Z,C,N,V,S	2
MUL	Rd,Rr	Multiply Unsigned	$R1:R0 = Rd * Rr$	Z,C	2
MULS	Rd,Rr	Multiply Signed	$R1:R0 = Rd * Rr$	Z,C	2
MULSU	Rd,Rr	Multiply Signed with Unsigned	$R1:R0 = Rd * Rr$	Z,C	2
FMUL	Rd,Rr	Fractional Multiply Unsigned	$R1:R0 = (Rd * Rr) \lll 1$	Z,C	2
FMULS	Rd,Rr	Fractional Multiply Signed	$R1:R0 = (Rd * Rr) \lll 1$	Z,C	2
FMULSU	Rd,Rr	Fractional Multiply Signed with Unsigned	$R1:R0 = (Rd * Rr) \lll 1$	Z,C	2

### Branch Instructions

<i>Mnemonic</i>	<i>Operands</i>	<i>Description</i>	<i>Operation</i>	<i>Flags</i>	<i>Cycles</i>
RJMP	k	Relative Jump	$PC = PC + k + 1$	None	2
IJMP	None	Indirect Jump to (Z)	$PC = Z$	None	2
JMP	k	Jump	$PC = k$	None	3
RCALL	k	Relative Call Subroutine	$STACK = PC+1, PC = PC + k + 1$	None	3/4*
ICALL	None	Indirect Call to (Z)	$STACK = PC+1, PC = Z$	None	3/4*
CALL	k	Call Subroutine	$STACK = PC+2, PC = k$	None	4/5*
RET	None	Subroutine Return	$PC = STACK$	None	4/5*
RETI	None	Interrupt Return	$PC = STACK$	I	4/5*
CPSE	Rd,Rr	Compare, Skip if equal	$\text{if}(Rd == Rr) PC = PC + 2 \text{ or } 3$	None	1/2/3
CP	Rd,Rr	Compare	$Rd - Rr$	Z,C,N,V,H,S	1
CPC	Rd,Rr	Compare with Carry	$Rd - Rr - C$	Z,C,N,V,H,S	1
CPI	Rd,K8	Compare with Immediate	$Rd - K$	Z,C,N,V,H,S	1
SBRC	Rr,b	Skip if bit in register cleared	$\text{if}(Rr(b)==0) PC = PC + 2 \text{ or } 3$	None	1/2/3
SBR	Rr,b	Skip if bit in register set	$\text{if}(Rr(b)==1) PC = PC + 2 \text{ or } 3$	None	1/2/3
SBIC	P,b	Skip if bit in I/O register cleared	$\text{if}(I/O(P,b)==0) PC = PC + 2 \text{ or } 3$	None	1/2/3
SBIS	P,b	Skip if bit in I/O register set	$\text{if}(I/O(P,b)==1) PC = PC + 2 \text{ or } 3$	None	1/2/3
BRBC	s,k	Branch if Status flag cleared	$\text{if}(SREG(s)==0) PC = PC + k + 1$	None	1/2
BRBS	s,k	Branch if Status flag set	$\text{if}(SREG(s)==1) PC = PC + k + 1$	None	1/2
BREQ	k	Branch if equal	$\text{if}(Z==1) PC = PC + k + 1$	None	1/2
BRNE	k	Branch if not equal	$\text{if}(Z==0) PC = PC + k + 1$	None	1/2
BRCS	k	Branch if carry set	$\text{if}(C==1) PC = PC + k + 1$	None	1/2
BRCC	k	Branch if carry cleared	$\text{if}(C==0) PC = PC + k + 1$	None	1/2
BRSH	k	Branch if same or higher	$\text{if}(C==0) PC = PC + k + 1$	None	1/2
BRLO	k	Branch if lower	$\text{if}(C==1) PC = PC + k + 1$	None	1/2
BRMI	k	Branch if minus	$\text{if}(N==1) PC = PC + k + 1$	None	1/2
BRPL	k	Branch if plus	$\text{if}(N==0) PC = PC + k + 1$	None	1/2
BRGE	k	Branch if greater than or equal (signed)	$\text{if}(S==0) PC = PC + k + 1$	None	1/2
BRLT	k	Branch if less than (signed)	$\text{if}(S==1) PC = PC + k + 1$	None	1/2
BRHS	k	Branch if half carry flag set	$\text{if}(H==1) PC = PC + k + 1$	None	1/2
BRHC	k	Branch if half carry flag cleared	$\text{if}(H==0) PC = PC + k + 1$	None	1/2
BRTS	k	Branch if T flag set	$\text{if}(T==1) PC = PC + k + 1$	None	1/2
BRTC	k	Branch if T flag cleared	$\text{if}(T==0) PC = PC + k + 1$	None	1/2
BRVS	k	Branch if overflow flag set	$\text{if}(V==1) PC = PC + k + 1$	None	1/2
BRVC	k	Branch if overflow flag cleared	$\text{if}(V==0) PC = PC + k + 1$	None	1/2
BRIE	k	Branch if interrupt enabled	$\text{if}(I==1) PC = PC + k + 1$	None	1/2
BRID	k	Branch if interrupt disabled	$\text{if}(I==0) PC = PC + k + 1$	None	1/2

### Data Transfer Instructions

<b>Mnemonic</b>	<b>Operands</b>	<b>Description</b>	<b>Operation</b>	<b>Flags</b>	<b>Cycles</b>
MOV	Rd,Rr	Copy register	$Rd = Rr$	None	1
MOVW	Rd,Rr	Copy register pair	$Rd+1:Rd = Rr+1:Rr, r,d \text{ even}$	None	1
LDI	Rd,K8	Load Immediate	$Rd = K$	None	1
LDS	Rd,k	Load Direct	$Rd = (k)$	None	2*
LD	Rd,X	Load Indirect	$Rd = (X)$	None	2*
LD	Rd,X+	Load Indirect and Post-Increment	$Rd = (X), X=X+1$	None	2*
LD	Rd,-X	Load Indirect and Pre-Decrement	$X=X-1, Rd = (X)$	None	2*
LD	Rd,Y	Load Indirect	$Rd = (Y)$	None	2*
LD	Rd,Y+	Load Indirect and Post-Increment	$Rd = (Y), Y=Y+1$	None	2*
LD	Rd,-Y	Load Indirect and Pre-Decrement	$Y=Y-1, Rd = (Y)$	None	2*
LDD	Rd,Y+q	Load Indirect with displacement	$Rd = (Y+q)$	None	2*
LD	Rd,Z	Load Indirect	$Rd = (Z)$	None	2*
LD	Rd,Z+	Load Indirect and Post-Increment	$Rd = (Z), Z=Z+1$	None	2*
LD	Rd,-Z	Load Indirect and Pre-Decrement	$Z=Z-1, Rd = (Z)$	None	2*
LDD	Rd,Z+q	Load Indirect with displacement	$Rd = (Z+q)$	None	2*
STS	k,Rr	Store Direct	$(k) = Rr$	None	2*
ST	X,Rr	Store Indirect	$(X) = Rr$	None	2*
ST	X+,Rr	Store Indirect and Post-Increment	$(X) = Rr, X=X+1$	None	2*
ST	-X,Rr	Store Indirect and Pre-Decrement	$X=X-1, (X)=Rr$	None	2*
ST	Y,Rr	Store Indirect	$(Y) = Rr$	None	2*
STD	Y+,Rr	Store Indirect and Post-Increment	$(Y) = Rr, Y=Y+1$	None	2
ST	-Y,Rr	Store Indirect and Pre-Decrement	$Y=Y-1, (Y) = Rr$	None	2
ST	Y+q,Rr	Store Indirect with displacement	$(Y+q) = Rr$	None	2
ST	Z,Rr	Store Indirect	$(Z) = Rr$	None	2
ST	Z+,Rr	Store Indirect and Post-Increment	$(Z) = Rr, Z=Z+1$	None	2
ST	-Z,Rr	Store Indirect and Pre-Decrement	$Z=Z-1, (Z) = Rr$	None	2
STD	Z+q,Rr	Store Indirect with displacement	$(Z+q) = Rr$	None	2
LPM	None	Load Program Memory	$R0 = (Z)$	None	3
LPM	Rd,Z	Load Program Memory	$Rd = (Z)$	None	3
LPM	Rd,Z+	Load Program Memory and Post-Increment	$Rd = (Z), Z=Z+1$	None	3
SPM	None	Store Program Memory	$(Z) = R1:R0$	None	-
IN	Rd,P	In Port	$Rd = P$	None	1
OUT	P,Rr	Out Port	$P = Rr$	None	1
PUSH	Rr	Push register on Stack	$STACK = Rr$	None	2
POP	Rd	Pop register from Stack	$Rd = STACK$	None	2

### Bit and Bit-test Instructions

<b>Mnemonic</b>	<b>Operands</b>	<b>Description</b>	<b>Operation</b>	<b>Flags</b>	<b>Cycles</b>
LSL	Rd	Logical shift left	$Rd(n+1)=Rd(n), Rd(0)=0, C=Rd(7)$	Z,C,N,V,H,S	1
LSR	Rd	Logical shift right	$Rd(n)=Rd(n+1), Rd(7)=0, C=Rd(0)$	Z,C,N,V,S	1
ROL	Rd	Rotate left through carry	$Rd(0)=C, Rd(n+1)=Rd(n), C=Rd(7)$	Z,C,N,V,H,S	1
ROR	Rd	Rotate right through carry	$Rd(7)=C, Rd(n)=Rd(n+1), C=Rd(0)$	Z,C,N,V,S	1
ASR	Rd	Arithmetic shift right	$Rd(n)=Rd(n+1), n=0,\dots,6$	Z,C,N,V,S	1
SWAP	Rd	Swap nibbles	$Rd(3..0) = Rd(7..4), Rd(7..4) = Rd(3..0)$	None	1
BSET	s	Set flag	$SREG(s) = 1$	SREG(s)	1
BCLR	s	Clear flag	$SREG(s) = 0$	SREG(s)	1
SBI	P,b	Set bit in I/O register	$I/O(P,b) = 1$	None	2
CBI	P,b	Clear bit in I/O register	$I/O(P,b) = 0$	None	2
BST	Rr,b	Bit store from register to T	$T = Rr(b)$	T	1
BLD	Rd,b	Bit load from register to T	$Rd(b) = T$	None	1
SEC	None	Set carry flag	$C = 1$	C	1
CLC	None	Clear carry flag	$C = 0$	C	1
SEN	None	Set negative flag	$N = 1$	N	1
CLN	None	Clear negative flag	$N = 0$	N	1
SEZ	None	Set zero flag	$Z = 1$	Z	1
CLZ	None	Clear zero flag	$Z = 0$	Z	1
SEI	None	Set interrupt flag	$I = 1$	I	1
CLI	None	Clear interrupt flag	$I = 0$	I	1
SES	None	Set signed flag	$S = 1$	S	1
CLN	None	Clear signed flag	$S = 0$	S	1
SEV	None	Set overflow flag	$V = 1$	V	1
CLV	None	Clear overflow flag	$V = 0$	V	1
SET	None	Set T-flag	$T = 1$	T	1
CLT	None	Clear T-flag	$T = 0$	T	1
SEH	None	Set half carry flag	$H = 1$	H	1
CLH	None	Clear half carry flag	$H = 0$	H	1
NOP	None	No operation	None	None	1
SLEEP	None	Sleep	See instruction manual	None	1
WDR	None	Watchdog Reset	See instruction manual	None	1