Features

- High-performance, Low-power AVR[®] 8-bit Microcontroller
- Advanced RISC Architecture
 - 131 Powerful Instructions Most Single-clock Cycle Execution
 - 32 x 8 General Purpose Working Registers
 - Fully Static Operation
 - Up to 20 MIPS Throughput at 20 MHz
 - On-chip 2-cycle Multiplier
- High Endurance Non-volatile Memory segments
 - 16/32/64K Bytes of In-System Self-programmable Flash program memory
 - 512B/1K/2K Bytes EEPROM
 - 1/2/4K Bytes Internal SRAM
 - Write/Erase Cycles: 10,000 Flash/ 100,000 EEPROM
 - Data retention: 20 years at 85°C/100 years at 25°C
 - Optional Boot Code Section with Independent Lock Bits In-System Programming by On-chip Boot Program True Read-While-Write Operation
 - Programming Lock for Software Security
 - Programming Lock for Software Securit
 - JTAG (IEEE std. 1149.1 Compliant) Interface
 - Boundary-scan Capabilities According to the JTAG Standard
 Extensive On-chip Debug Support
 - Programming of Flash, EEPROM, Fuses, and Lock Bits through the JTAG Interface
- Peripheral Features
 - Two 8-bit Timer/Counters with Separate Prescalers and Compare Modes
 - One 16-bit Timer/Counter with Separate Prescaler, Compare Mode, and Capture Mode
 - Real Time Counter with Separate Oscillator
 - Six PWM Channels
 - 8-channel, 10-bit ADC
 - Differential mode with selectable gain at 1x, 10x or 200x
 - Byte-oriented Two-wire Serial Interface
 - Two Programmable Serial USART
 - Master/Slave SPI Serial Interface
 - Programmable Watchdog Timer with Separate On-chip Oscillator
 - On-chip Analog Comparator
 - Interrupt and Wake-up on Pin Change
- Special Microcontroller Features
 - Power-on Reset and Programmable Brown-out Detection
 - Internal Calibrated RC Oscillator
 - External and Internal Interrupt Sources
 - Six Sleep Modes: Idle, ADC Noise Reduction, Power-save, Power-down, Standby and Extended Standby
- I/O and Packages
 - 32 Programmable I/O Lines
 - 40-pin PDIP, 44-lead TQFP, 44-pad VQFN/QFN/MLF (ATmega164P/324P/644P)
 - 44-pad DRQFN (ATmega164P)
- Operating Voltages
 - 1.8 5.5V for ATmega164P/324P/644PV
 - 2.7 5.5V for ATmega164P/324P/644P
- Speed Grades
 - ATmega164P/324P/644PV: 0 4MHz @ 1.8 5.5V, 0 10MHz @ 2.7 5.5V
 - ATmega164P/324P/644P: 0 10MHz @ 2.7 5.5V, 0 20MHz @ 4.5 5.5V
- Power Consumption at 1 MHz, 1.8V, 25°C for ATmega164P/324P/644P
 - Active: 0.4 mA
 - Power-down Mode: 0.1µA
 - Power-save Mode: 0.6µA (Including 32 kHz RTC)



8-bit **AVR**[®] Microcontroller with 16/32/64K Bytes In-System Programmable Flash

ATmega164P/V ATmega324P/V ATmega644P/V

Preliminary

Summary

8011KS-AVR-09/08





1. Pin Configurations

1.1 Pinout - PDIP/TQFP/VQFN/QFN/MLF





Note: The large center pad underneath the VQFN/QFN/MLF package should be soldered to ground on the board to ensure good mechanical stability.

² ATmega164P/324P/644P

1.2 Pinout - DRQFN



Figure 1-2. DRQFN - Pinout ATmega164P

Table 1-1.	DRQFN - Pinout ATmega164P/324P

			illioga i e il /e				
A1	PB5	A7	PD3	A13	PC4	A19	PA3
B1	PB6	B6	PD4	B11	PC5	B16	PA2
A2	PB7	A8	PD5	A14	PC6	A20	PA1
B2	RESET	B7	PD6	B12	PC7	B17	PA0
A3	VCC	A9	PD7	A15	AVCC	A21	VCC
B3	GND	B8	VCC	B13	GND	B18	GND
A4	XTAL2	A10	GND	A16	AREF	A22	PB0
B4	XTAL1	B9	PC0	B14	PA7	B19	PB1
A5	PD0	A11	PC1	A17	PA6	A23	PB2
B5	PD1	B10	PC2	B15	PA5	B20	PB3
A6	PD2	A12	PC3	A18	PA4	A24	PB4





2. Overview

The ATmega164P/324P/644P is a low-power CMOS 8-bit microcontroller based on the AVR enhanced RISC architecture. By executing powerful instructions in a single clock cycle, the ATmega164P/324P/644P achieves throughputs approaching 1 MIPS per MHz allowing the system designer to optimize power consumption versus processing speed.

2.1 Block Diagram

Figure 2-1. Block Diagram



The AVR core combines a rich instruction set with 32 general purpose working registers. All the 32 registers are directly connected to the Arithmetic Logic Unit (ALU), allowing two independent registers to be accessed in one single instruction executed in one clock cycle. The resulting architecture is more code efficient while achieving throughputs up to ten times faster than conventional CISC microcontrollers.

The ATmega164P/324P/644P provides the following features: 16/32/64K bytes of In-System Programmable Flash with Read-While-Write capabilities, 512B/1K/2K bytes EEPROM, 1/2/4K bytes SRAM, 32 general purpose I/O lines, 32 general purpose working registers, Real Time Counter (RTC), three flexible Timer/Counters with compare modes and PWM, 2 USARTs, a byte oriented 2-wire Serial Interface, a 8-channel, 10-bit ADC with optional differential input stage with programmable gain, programmable Watchdog Timer with Internal Oscillator, an SPI serial port, IEEE std. 1149.1 compliant JTAG test interface, also used for accessing the On-chip Debug system and programming and six software selectable power saving modes. The Idle mode stops the CPU while allowing the SRAM, Timer/Counters, SPI port, and interrupt system to continue functioning. The Power-down mode saves the register contents but freezes the Oscillator, disabling all other chip functions until the next interrupt or Hardware Reset. In Powersave mode, the asynchronous timer continues to run, allowing the user to maintain a timer base while the rest of the device is sleeping. The ADC Noise Reduction mode stops the CPU and all I/O modules except Asynchronous Timer and ADC, to minimize switching noise during ADC conversions. In Standby mode, the Crystal/Resonator Oscillator is running while the rest of the device is sleeping. This allows very fast start-up combined with low power consumption. In Extended Standby mode, both the main Oscillator and the Asynchronous Timer continue to run.

The device is manufactured using Atmel's high-density nonvolatile memory technology. The Onchip ISP Flash allows the program memory to be reprogrammed in-system through an SPI serial interface, by a conventional nonvolatile memory programmer, or by an On-chip Boot program running on the AVR core. The boot program can use any interface to download the application program in the application Flash memory. Software in the Boot Flash section will continue to run while the Application Flash section is updated, providing true Read-While-Write operation. By combining an 8-bit RISC CPU with In-System Self-Programmable Flash on a monolithic chip, the Atmel ATmega164P/324P/644P is a powerful microcontroller that provides a highly flexible and cost effective solution to many embedded control applications.

The ATmega164P/324P/644P AVR is supported with a full suite of program and system development tools including: C compilers, macro assemblers, program debugger/simulators, in-circuit emulators, and evaluation kits.

2.2 Comparison Between ATmega164P, ATmega324P and ATmega644P

Device	Flash	EEPROM	RAM
ATmega164P	16 Kbyte	512 Bytes	1 Kbyte
ATmega324P	32 Kbyte	1 Kbyte	2 Kbyte
ATmega644P	64 Kbyte	2 Kbyte	4 Kbyte

 Table 2-1.
 Differences between ATmega164P and ATmega644P





2.3 Pin Descriptions

2.3.1 VCC

Digital supply voltage.

2.3.2 GND

Ground.

2.3.3 Port A (PA7:PA0)

Port A serves as analog inputs to the Analog-to-digital Converter.

Port A also serves as an 8-bit bi-directional I/O port with internal pull-up resistors (selected for each bit). The Port A output buffers have symmetrical drive characteristics with both high sink and source capability. As inputs, Port A pins that are externally pulled low will source current if the pull-up resistors are activated. The Port A pins are tri-stated when a reset condition becomes active, even if the clock is not running.

Port A also serves the functions of various special features of the ATmega164P/324P/644P as listed on page 81.

2.3.4 Port B (PB7:PB0)

Port B is an 8-bit bi-directional I/O port with internal pull-up resistors (selected for each bit). The Port B output buffers have symmetrical drive characteristics with both high sink and source capability. As inputs, Port B pins that are externally pulled low will source current if the pull-up resistors are activated. The Port B pins are tri-stated when a reset condition becomes active, even if the clock is not running.

Port B also serves the functions of various special features of the ATmega164P/324P/644P as listed on page 83.

2.3.5 Port C (PC7:PC0)

Port C is an 8-bit bi-directional I/O port with internal pull-up resistors (selected for each bit). The Port C output buffers have symmetrical drive characteristics with both high sink and source capability. As inputs, Port C pins that are externally pulled low will source current if the pull-up resistors are activated. The Port C pins are tri-stated when a reset condition becomes active, even if the clock is not running.

Port C also serves the functions of the JTAG interface, along with special features of the ATmega164P/324P/644P as listed on page 86.

2.3.6 Port D (PD7:PD0)

Port D is an 8-bit bi-directional I/O port with internal pull-up resistors (selected for each bit). The Port D output buffers have symmetrical drive characteristics with both high sink and source capability. As inputs, Port D pins that are externally pulled low will source current if the pull-up resistors are activated. The Port D pins are tri-stated when a reset condition becomes active, even if the clock is not running.

Port D also serves the functions of various special features of the ATmega164P/324P/644P as listed on page 88.

2.3.7	RESET	
		Reset input. A low level on this pin for longer than the minimum pulse length will generate a reset, even if the clock is not running. The minimum pulse length is given in "System and Reset Characteristics" on page 332. Shorter pulses are not guaranteed to generate a reset.
2.3.8	XTAL1	
		Input to the inverting Oscillator amplifier and input to the internal clock operating circuit.
2.3.9	XTAL2	
		Output from the inverting Oscillator amplifier.
2.3.10	AVCC	
		AVCC is the supply voltage pin for Port A and the Analog-to-digital Converter. It should be externally connected to V_{CC} , even if the ADC is not used. If the ADC is used, it should be connected to V_{CC} through a low-pass filter.
2.3.11	AREF	
		This is the analog reference pin for the Analog-to-digital Converter.

3. Resources

A comprehensive set of development tools, application notes and datasheetsare available for download on http://www.atmel.com/avr.

4. Data Retention

Reliability Qualification results show that the projected data retention failure rate is much less than 1 PPM over 20 years at 85°C or 100 years at 25°C.



Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Page
(0xFF)	Reserved	-	-	-	-		-	-	-	Ŭ.
(0xFE)	Reserved	-		_	-	-	-	-	-	
(0xFD)	Reserved	-	-	-	-	-	-	-	-	
(0xFC)	Reserved	-	-	-	-	-	-	-	-	
(0xFB)	Reserved	-	-	-	-		-	-	-	
(0xFA)	Reserved	-	-	-	-	-	-	-	-	
(0xF9)	Reserved	-	-	-	-		-	-	-	
(0xF8)	Reserved	-	-	-	-	-	-	-	-	
(0xF7)	Reserved	-	-	-	-	-	-	-	-	
(0xF6)	Reserved	-	-	-	-	-	-	-	-	
(0xF5)	Reserved	-	-	-	-		-	-	-	l
(0xF4)	Reserved	-	-	-	-	-	-	-	-	
(0xF3)	Reserved	-	-	-	-	-	-	-	-	
(0xF2) (0xF1)	Reserved Reserved	-	-	-	-	-	-	-	-	
(0xF0)	Reserved	-	-	-	-	-	-	-	-	
(0xEF)	Reserved	-		_	-		-	-	-	
(0xEE)	Reserved	-	-	-	-	-	-	-	-	
(0xED)	Reserved	-	-	-	-	-	-	-	-	
(0xEC)	Reserved	-	-	-	-	-	-	-	-	
(0xEB)	Reserved	-	-	-	-		-	-	-	
(0xEA)	Reserved	-	-	-	-	-	-	-	-	
(0xE9)	Reserved	-	-	-	-	-	-	-	-	
(0xE8)	Reserved	-	-	-	-	-	-	-	-	
(0xE7)	Reserved	-	-	-	-		-	-	-	
(0xE6)	Reserved	-	-	-	-	-	-	-	-	
(0xE5)	Reserved	-	-	-	-	-	-	-	-	l
(0xE4)	Reserved	-	-	-	-	-	-	-	-	
(0xE3)	Reserved	-	-	-	-		-	-	-	
(0xE2) (0xE1)	Reserved Reserved	-	-	-	-	-	-	-	-	
(0xE0)	Reserved	-	-	-	-		-	-	-	
(0xDF)	Reserved	-	-	-	-	-	-	-	-	
(0xDE)	Reserved	-	-	-	-	-	-	-	-	
(0xDD)	Reserved	-	-	-	-	-	-	-	-	
(0xDC)	Reserved	-	-	-	-		-	-	-	
(0xDB)	Reserved	-	-	-	-	-	-	-	-	
(0xDA)	Reserved	-	-	-	-	-	-	-	-	
(0xD9)	Reserved	-	-	-	-	-	-	-	-	
(0xD8)	Reserved	-	-	-	-	-	-	-	-	l
(0xD7)	Reserved	-	-	-	-	-	-	-	-	
(0xD6)	Reserved	-	-	-	-	-	-	-	-	
(0xD5) (0xD4)	Reserved Reserved	-	-	-	-	-	-	-	-	
(0xD4) (0xD3)	Reserved	-	-	-	-	-	-	-	-	
(0xD2)	Reserved	-	-	-	-	-	-	-	-	
(0xD1)	Reserved	-	-	-	-	-	-	-	-	
(0xD0)	Reserved	-	-	-	-	-	-	-	-	
(0xCF)	Reserved	-	-	-	-	-	-	-	-	
(0xCE)	UDR1				1	Data Register				190
(0xCD)	UBRR1H	-	-	-	-		ISART1 Baud Rat	te Register High E	yte	194/207
(0xCC)	UBRR1L	L				ate Register Low I	· ·			194/207
(0xCB)	Reserved	-	-	-	-	-	-	-	-	100/202
(0xCA)	UCSR1C	UMSEL11	UMSEL10	-	-	-	UDORD1	UCPHA1	UCPOL1	192/206
(0xC9)	UCSR1B	RXCIE1	TXCIE1	UDRIE1	RXEN1	TXEN1	UCSZ12	RXB81	TXB81	191/205
(0xC8) (0xC7)	UCSR1A Reserved	RXC1	TXC1	UDRE1	FE1	DOR1	UPE1 -	U2X1	MPCM1 -	190/205
(0xC6)	UDR0		-	-		- D Data Register	-	-		190
(0xC5)	UBRR0H	-	-	-		1	ISART0 Baud Rat	e Register High P	lyte	194/207
(0xC4)	UBRROL					ate Register Low I			,	194/207
	Reserved	-	-	-	-	-	-	-	-	
(0xC3)										
(0xC3) (0xC2)	UCSR0C	UMSEL01	UMSEL00	-	-	-	UDORD0	UCPHA0	UCPOL0	192/206

5. Register Summary

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Page
	UCSR0A	RXC0	TXC0	UDRE0	FE0	DOR0	UPE0	U2X0		_
(0xC0) (0xBF)	Reserved	-	-	-	- FEU	- DORU	UPEU -	-	MPCM0	190/205
(0xBF)	Reserved	-	-	-	-	-	-	_	-	
(0xBL) (0xBD)	TWAMR	TWAM6	TWAM5	- TWAM4	TWAM3	TWAM2	- TWAM1	TWAM0	-	236
(0xBC)	TWCR	TWINT	TWEA	TWSTA	TWSTO	TWWC	TWEN	-	TWIE	233
(0xBB)	TWDR					erface Data Regis				235
(0xBA)	TWAR	TWA6	TWA5	TWA4	TWA3	TWA2	TWA1	TWA0	TWGCE	236
(0xB9)	TWSR	TWS7	TWS6	TWS5	TWS4	TWS3	-	TWPS1	TWPS0	235
(0xB8)	TWBR				-	ace Bit Rate Reg	ister			233
(0xB7)	Reserved	-	-	-	-	-	-	-	-	
(0xB6)	ASSR	-	EXCLK	AS2	TCN2UB	OCR2AUB	OCR2BUB	TCR2AUB	TCR2BUB	158
(0xB5)	Reserved	-	-	_	-	-	-	-	-	
(0xB4)	OCR2B			Tin	ner/Counter2 Out	put Compare Reg	ister B			158
(0xB3)	OCR2A			Tim	ner/Counter2 Out	put Compare Reg	ister A			158
(0xB2)	TCNT2				Timer/Co	unter2 (8 Bit)				157
(0xB1)	TCCR2B	FOC2A	FOC2B	-	-	WGM22	CS22	CS21	CS20	156
(0xB0)	TCCR2A	COM2A1	COM2A0	COM2B1	COM2B0	-	-	WGM21	WGM20	153
(0xAF)	Reserved	-	-	-	-	-	-	-	-	
(0xAE)	Reserved	-	-	-	-	-	-	-	-	
(0xAD)	Reserved	-	-	-	-	-	-	-	-	
(0xAC)	Reserved	-	-	-	-	-	-	-	-	
(0xAB)	Reserved	-	-	-	-	-	-	-	-	
(0xAA)	Reserved	-	-	-	-	-	-	-	-	
(0xA9)	Reserved	-	-	-	-	-	-	-	-	
(0xA8)	Reserved	-	-	-	-	-	-	-	-	
(0xA7)	Reserved	-	-	-	-	-	-	-	-	
(0xA6)	Reserved	-	-	-	-	-	-	-	-	
(0xA5)	Reserved	-	-	-	-	-	-	-	-	
(0xA4)	Reserved	-	-	-	-	-	-	-	-	
(0xA3)	Reserved	-	-	-	-	-	-	-	-	
(0xA2)	Reserved	-	-	-	-	-	-	-	-	
(0xA1)	Reserved	-	-	-	-	-	-	-	-	
(0xA0)	Reserved	-	-	-	-	-	-	-	-	
(0x9F)	Reserved	-	-	-	-	-	-	-	-	
(0x9E)	Reserved	-	-	-	-	-	-	-	-	
(0x9D)	Reserved	-	-	-	-	-	-	-	-	
(0x9C)	Reserved	-	-	-	-	-	-	-	-	
(0x9B)	Reserved	-	-	-	-	-	-	-	-	
(0x9A)	Reserved	-	-	-	-	-	-	-	-	
(0x99)	Reserved	-	-	-	-	-	-	-	-	
(0x98)	Reserved	-	-	-	-	-	-	-	-	
(0x97)	Reserved	-	-	-	-	-	-	-	-	
(0x96)	Reserved	-	-	-	-	-	-	-	-	
(0x95)	Reserved	-	-	-	-	-	-	-	-	
(0x94)	Reserved	-	-	•	-	-	-	-	-	
(0x93)	Reserved Reserved	-	-	-	-	-	-	-	-	
(0x92)				-	-	1	-		-	
(0x91)	Reserved	-	-	-	-	-	-	-	-	
(0x90) (0x8F)	Reserved Reserved	-	-	-	-	-	-	-	-	
(0x8F) (0x8E)	Reserved	-	-	-	-	-	-	-	-	
(0x8E) (0x8D)	Reserved	-	-	-	-	-	-	-	-	
(0x8D) (0x8C)	Reserved	-	-	-	-		-	-	-	
(0x8C) (0x8B)	OCR1BH		-			- Compare Register		-		137
(0x8A)	OCR1BH				,	Compare Register				137
(0x8A) (0x89)	OCR16L					compare Register	-			137
(0x89) (0x88)	OCR1AL					Compare Register				137
(0x87)	ICR1H	1				Capture Register	,			137
(0x86)	ICR1L					Capture Register				138
(0x86) (0x85)	TCNT1H					unter Register Hig	-			138
(0x85) (0x84)	TCNT1L					unter Register Hig unter Register Lo				137
(0x84) (0x83)	Reserved	-	-	-	-		w byte	-	-	157
(0x83) (0x82)	TCCR1C	FOC1A	FOC1B		-	-	_	_	-	136
(0x82) (0x81)	TCCR1B	ICNC1	ICES1	-	- WGM13	- WGM12	- CS12	- CS11	CS10	135
(0x81) (0x80)	TCCR1A	COM1A1	COM1A0	COM1B1	COM1B0	-	-	WGM11	WGM10	133



(b77) DB/B ACCT <	Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Page
Bit ROTE Reserved n	(0x7E)	DIDR0	ADC7D	ADC6D	ADC5D	ADC4D	ADC3D	ADC2D	ADC1D	ADC0D	-
(b.77) (b.77)ACC88ACAATEAA											
IDUPEADEXISAADEXADEXADPSIADPSID <td>(0x7C)</td> <td>ADMUX</td> <td>REFS1</td> <td>REFS0</td> <td>ADLAR</td> <td>MUX4</td> <td>MUX3</td> <td>MUX2</td> <td>MUX1</td> <td>MUX0</td> <td>256</td>	(0x7C)	ADMUX	REFS1	REFS0	ADLAR	MUX4	MUX3	MUX2	MUX1	MUX0	256
(a)COT A)COL Image and the second of the s	(0x7B)	ADCSRB	-	ACME	-	-	-	ADTS2	ADTS1	ADTS0	239
(b)7.0/ AOC. Image: Description for the second of the s	(0x7A)	ADCSRA	ADEN	ADSC	ADATE	ADIF	ADIE	ADPS2	ADPS1	ADPS0	258
(b)77) Reserved ·	(0x79)	ADCH				ADC Data Re	gister High byte				259
(b)/T0 Reserved ·	(0x78)	ADCL				ADC Data Re	egister Low byte				259
(b)7.00 Reserved i	(0x77)	Reserved	-	-	-	-	-	-	-	-	
(b7/1) Featwork image	(0x76)	Reserved	-	-	-	-	-	-	-	-	
OLVEY PCMS0 PCMT20 PCMT30 PCMT30 </td <td>. , ,</td> <td>Reserved</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td></td>	. , ,	Reserved	-	-	-	-	-	-	-	-	
(0.72) Reserved · · <	. , ,		-		-		-	-	-	-	
(b)07) Reserved · · <			PCINT31	PCINT30	PCINT29	PCINT28	PCINT27	PCINT26	PCINT25	PCINT24	71
(borf) ITMSRC · · · OCE280 COE2A TOEZ [199 (bx6P) TMSK0 · · ICE · OCE180 COE160 TOE1 138 (bx6D) PCMSS2 PCNT32 PCNT32 PCNT31 PCNT16 PCNT18	. , ,		-	-	-	-	-	-	-	-	
(boff) TMSK1 - - - - COEF18 COEF18 TOEF1 133 (boff) FDSM2 PCINT22 PCINT21 PCINT21 PCINT21 PCINT11 PCINT13 PCINT3 PCINT3<	. , ,						-				
(bab) FORMSZ PCNT2 PCNT2 PCNT2 PCNT3 <											
Obs/10 PCMS12 PCMT21 PCMT21 PCMT21 PCMT21 PCMT31 PCMT31<	. ,										
Owbord PCMMSU PCMT14 PCIMT13 PCIMT12 PCIMT14 PCIMT14 PCIMT2 PCIMT3 PCIMT2 PCIMT3 PC	, ,										
Outrolin PCIMIT PCIMI											
(DdA) Reserved . (0x66)K<											
Design ECRA - ISC21 ISC20 PC11 PC102 PC101 PC107 PC1	. ,										12
Oresity PCICB PCIEB PCIEB PCIED											69
(0x7) Reserved · <	. , ,					13020					
(0x68) OSCCAL Conclusion Register A1 (0x68) PRR PRTWI PRTIM2 PRTIM0 PRUSARTI PRTM1 PRSPI PRUSARTO PRADC 49 (0x64) PRR PRTWI PRTIM0 PRUSARTI PRTM1 PRSPI PRUSARTO PRADC 49 (0x63) Reserved - 1 1 0	. ,						T OILS				10
(0x65) Reserved ·			-	-		Oscillator Cal	bration Register	-			41
(0x4) PRE PRTMQ PRUMA PRUMARTI PRUM PRUMARTI PRUM PRUMARTI CLAPSI CLAPSI <t< td=""><td>. ,</td><td></td><td>-</td><td>-</td><td>-</td><td></td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></t<>	. ,		-	-	-		-	-	-	-	
(MoS3) Reserved ·	. , ,			PRTIM2			PRTIM1				49
(M62) Reserved ·											10
(0x6) CLKPR CLKPR CLKPR CLKPR CLKPR MDIE WDP WDP3 WDCE WDE3 WDP2 WDP1 WDP0 60 (0x60) WDTCSR WDF WDF WDF3 WDP3 WDP2 WDP1 WDP0 60 (0x67) SREG I T H S V N Z C 111 (0x60) SPL SP15 SP14 SP13 SP12 SP11 SP0 12 (0x60) SPL SP75 SP6 SP3 SP2 SP1 SP0 12 (0x60) Reserved -	. , ,		-	-	-	-	-	-	-	-	
(b)(b) WDFGR WDF WDF WDF WDF WDF WDP2 WDP1 WDP0 60 0x6F (0x5F) SREG I T H S V N Z C 111 0x6E (0x5E) SPH SP15 SP14 SP13 SP12 SP111 SP10 SP0 SP2 12 0x60 (0x50) Reserved -	. ,		CLKPCE	-	-	-	CLKPS3	CLKPS2	CLKPS1	CLKPS0	41
bode (over) SPH SP15 SP14 SP13 SP12 SP11 SP10 SP9 SP8 12 0x36 (over) SPL SP7 SP6 SP5 SP4 SP3 SP2 SP1 SP0 12 0x36 (over) Reserved - </td <td></td> <td></td> <td></td> <td>WDIE</td> <td>WDP3</td> <td>WDCE</td> <td></td> <td></td> <td></td> <td></td> <td>60</td>				WDIE	WDP3	WDCE					60
0x3D (xx5D) SPL SP7 SP6 SP5 SP4 SP3 SP2 SP1 SP0 12 0x3C (xx5C) Reserved -<	0x3F (0x5F)	SREG	I	т	н	S	V	N	Z	С	11
Dx3C (bx5C) Reserved ·	0x3E (0x5E)	SPH	SP15	SP14	SP13	SP12	SP11	SP10	SP9	SP8	12
Dx3B (0x5B) RAMPZ RAMPZ0 15 0x3B (0x5A) Reserved .	0x3D (0x5D)	SPL	SP7	SP6	SP5	SP4	SP3	SP2	SP1	SP0	12
Dx3A (0x5A) Reserved ·	0x3C (0x5C)	Reserved	-	-	-	-	-	-	-	-	
0x39 (0x59) Reserved .	0x3B (0x5B)	RAMPZ	-	-	-	-	-	-	-	RAMPZ0	15
0x38 (0x58) Reserved .	0x3A (0x5A)	Reserved	-	-	-	-	-	-	-	-	
0x37 (0x57) SPMCSR SPMIE RWWSB SIGRD RWWSRE BLBSET PGWRT PGERS SPMEN 292 0x36 (0x56) Reserved - <	0x39 (0x59)	Reserved	-	-	-	-	-	-	-	-	
0x36 (0x56) Reserved ·	0x38 (0x58)		-	-	-	-	-	-	-	-	
0x35 (0x55) MCUCR JTD BODS BODSE PUD IVSEL IVSEL IVCE 92/276 0x34 (0x54) MCUSR - - JTR WDRF BORF EXTRF PORF 59/276 0x33 (0x53) SMCR - - JTR WDRF BORF EXTRF PORF 59/276 0x33 (0x52) Reserved - - - SM1 SM0 SE 48 0x31 (0x51) OCDR - 171 170 0 0x26 (0x40) SPCR SPI0 WCOL0 - - SPI2X0 170 0 - 29 0x26 (0x40) SPR0R SPI2X0 170 0 - 29	. ,				SIGRD	RWWSRE					292
0x34 (0x54) MCUSR JTRF WDRF BORF EXTRF PORF 59/276 0x33 (0x53) SMCR - - SM2 SM1 SM0 SE 48 0x32 (0x52) Reserved - - SM2 SM1 SM0 SE 48 0x33 (0x51) OCDR - 171 0 0 258 SPIF0 WCOL0 - - - - 171 0 0 0 SPG DORDO MSTR CPOL0 CPHA0 SPR01 SPR00 169 0 29 <td>. ,</td> <td></td> <td>-</td> <td></td> <td></td> <td></td> <td>-</td> <td>-</td> <td></td> <td>-</td> <td></td>	. ,		-				-	-		-	
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0x32 (0x52) Reserved ·					-						
0x31 (0x51) OCDR On-Chip Debug Register 266 0x30 (0x50) ACSR ACD ACBG ACO ACI ACIE ACIC ACIS1 ACIS0 258 0x2F (0x4F) Reserved - 171 0 0x20 (0x40) SPSR SPIE0 DORD0 MSTR0 CPOL0 CPHA0 SPR01 SPR00 169 0x28 (0x48) GPIOR1 - - - - - - - - - - - - - 109 0x28 (0x48) <t< td=""><td>. ,</td><td>1</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>48</td></t<>	. ,	1									48
0x30 (0x50) ACSR ACD ACBG ACO ACI ACIE ACIC ACIS1 ACIS0 258 0x2F (0x4F) Reserved -			-	-	-			-	-	-	000
0x2F (0x4F) Reserved ·	. ,		400	ACDO	400				AC164	AC180	
0x2E (0x4E)SPDRVICOL0VICOL0SP10VICOL0SP10VICOL0SP10	. ,				ACO	ACI	ACIE	ACIC	ACIST		208
0x2D (0x4D) SPSR SPIF0 WCOL0 - - - - SPI2X0 170 0x2C (0x4C) SPCR SPIE0 SPE0 DORD0 MSTR0 CPOL0 CPHA0 SPR01 SPR00 169 0x2B (0x4B) GPIOR2 General Purpose I/O Register 2 29 0x2A (0x4A) GPIOR1 General Purpose I/O Register 1 29 0x28 (0x48) GCR0B Timer/Counter0 Output Compare Register 1 29 0x28 (0x48) OCR0A Timer/Counter0 Output Compare Register A 110 0x27 (0x47) OCR0A Timer/Counter0 Output Compare Register A 109 0x28 (0x48) TCNT0 Timer/Counter0 Output Compare Register A 109 0x26 (0x44) TCCR0B FOC0A FOC0B Immer/Counter0 (8 Bit) 109 0x22 (0x43) GTCCR TSM - - WGM02 CS02 CS01 CS00 108 0x21 (0x44) TCCR0A COM0A1 COM0A0 COM0B1 COM0B0 - - WGM01 WGM0			-	-	-		-	-	-	-	171
Ox2C (0x4C) SPCR SPIE0 SPE0 DORD0 MSTR0 CPOL0 CPHA0 SPR01 SPR00 169 0x2B (0x4B) GPIOR2	. ,		SPIEN	WCOLO		SPIUD	ala Register			SPI2VO	
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0x1E (0x3E) GPIOR0 General Purpose I/O Register 0 29	0x20 (0x40)	EEDR				EEPROM	Data Register				24
	0x1F (0x3F)	EECR	-	-	EEPM1	EEPM0	EERIE	EEMPE	EEPE	EERE	24
0x1D (0x3D) EIMSK INT2 INT1 INT0 69	0x1E (0x3E)	GPIOR0				General Purpo	se I/O Register 0				29
	0x1D (0x3D)	EIMSK	-	-	-	-	-	INT2	INT1	INT0	69



Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Page
0x1C (0x3C)	EIFR	-	-	-	-	-	INTF2	INTF1	INTF0	69
0x1B (0x3B)	PCIFR	-	-	-	-	PCIF3	PCIF2	PCIF1	PCIF0	70
0x1A (0x3A)	Reserved	-	-	-	-	-	-	-	-	
0x19 (0x39)	Reserved	-	-	-	-	-	-	-	-	
0x18 (0x38)	Reserved	-	-	-	-	-	-	-	-	
0x17 (0x37)	TIFR2	-	-	-	-	-	OCF2B	OCF2A	TOV2	160
0x16 (0x36)	TIFR1	-	-	ICF1	-	-	OCF1B	OCF1A	TOV1	139
0x15 (0x35)	TIFR0	-	-	-	-	-	OCF0B	OCF0A	TOV0	110
0x14 (0x34)	Reserved	-	-	-	-	-	-	-	-	
0x13 (0x33)	Reserved	-	-	-	-	-	-	-	-	
0x12 (0x32)	Reserved	-	-	-	-	-	-	-	-	
0x11 (0x31)	Reserved	-	-	-	-	-	-	-	-	
0x10 (0x30)	Reserved	-	-	-	-	-	-	-	-	
0x0F (0x2F)	Reserved	-	-	-	-	-	-	-	-	
0x0E (0x2E)	Reserved	-	-	-	-	-	-	-	-	
0x0D (0x2D)	Reserved	-	-	-	-	-	-	-	-	
0x0C (0x2C)	Reserved	-	-	-	-	-	-	-	-	
0x0B (0x2B)	PORTD	PORTD7	PORTD6	PORTD5	PORTD4	PORTD3	PORTD2	PORTD1	PORTD0	93
0x0A (0x2A)	DDRD	DDD7	DDD6	DDD5	DDD4	DDD3	DDD2	DDD1	DDD0	93
0x09 (0x29)	PIND	PIND7	PIND6	PIND5	PIND4	PIND3	PIND2	PIND1	PIND0	93
0x08 (0x28)	PORTC	PORTC7	PORTC6	PORTC5	PORTC4	PORTC3	PORTC2	PORTC1	PORTC0	93
0x07 (0x27)	DDRC	DDC7	DDC6	DDC5	DDC4	DDC3	DDC2	DDC1	DDC0	93
0x06 (0x26)	PINC	PINC7	PINC6	PINC5	PINC4	PINC3	PINC2	PINC1	PINC0	93
0x05 (0x25)	PORTB	PORTB7	PORTB6	PORTB5	PORTB4	PORTB3	PORTB2	PORTB1	PORTB0	92
0x04 (0x24)	DDRB	DDB7	DDB6	DDB5	DDB4	DDB3	DDB2	DDB1	DDB0	92
0x03 (0x23)	PINB	PINB7	PINB6	PINB5	PINB4	PINB3	PINB2	PINB1	PINB0	92
0x02 (0x22)	PORTA	PORTA7	PORTA6	PORTA5	PORTA4	PORTA3	PORTA2	PORTA1	PORTA0	92
0x01 (0x21)	DDRA	DDA7	DDA6	DDA5	DDA4	DDA3	DDA2	DDA1	DDA0	92
0x00 (0x20)	PINA	PINA7	PINA6	PINA5	PINA4	PINA3	PINA2	PINA1	PINA0	92

Notes: 1. For compatibility with future devices, reserved bits should be written to zero if accessed. Reserved I/O memory addresses should never be written.

2. I/O registers within the address range \$00 - \$1F are directly bit-accessible using the SBI and CBI instructions. In these registers, the value of single bits can be checked by using the SBIS and SBIC instructions.

3. Some of the status flags are cleared by writing a logical one to them. Note that the CBI and SBI instructions will operate on all bits in the I/O register, writing a one back into any flag read as set, thus clearing the flag. The CBI and SBI instructions work with registers 0x00 to 0x1F only.

4. When using the I/O specific commands IN and OUT, the I/O addresses \$00 - \$3F must be used. When addressing I/O registers as data space using LD and ST instructions, \$20 must be added to these addresses. The ATmega164P/324P/644P is a complex microcontroller with more peripheral units than can be supported within the 64 location reserved in Opcode for the IN and OUT instructions. For the Extended I/O space from \$60 - \$FF, only the ST/STS/STD and LD/LDS/LDD instructions can be used.





6. Instruction Set Summary

Mnemonics	Operands	Description	Operation	Flags	#Clocks
ARITHMETIC AND L	OGIC INSTRUCTIONS	5			
ADD	Rd, Rr	Add two Registers	$Rd \leftarrow Rd + Rr$	Z,C,N,V,H	1
ADC	Rd, Rr	Add with Carry two Registers	$Rd \leftarrow Rd + Rr + C$	Z,C,N,V,H	1
ADIW	Rdl,K	Add Immediate to Word	Rdh:Rdl ← Rdh:Rdl + K	Z,C,N,V,S	2
SUB	Rd, Rr	Subtract two Registers	Rd ← Rd - Rr	Z,C,N,V,H	1
SUBI	Rd, K	Subtract Constant from Register	$Rd \leftarrow Rd - K$	Z,C,N,V,H	1
SBC	Rd, Rr	Subtract with Carry two Registers	$Rd \leftarrow Rd - Rr - C$	Z,C,N,V,H	1
SBCI	Rd, K	Subtract with Carry Constant from Reg.	$Rd \gets Rd - K - C$	Z,C,N,V,H	1
SBIW	Rdl,K	Subtract Immediate from Word	Rdh:Rdl ← Rdh:Rdl - K	Z,C,N,V,S	2
AND	Rd, Rr	Logical AND Registers	$Rd \leftarrow Rd \bullet Rr$	Z,N,V	1
ANDI	Rd, K	Logical AND Register and Constant	$Rd \leftarrow Rd \bullet K$	Z,N,V	1
OR	Rd, Rr	Logical OR Registers	Rd ← Rd v Rr	Z,N,V	1
ORI	Rd, K	Logical OR Register and Constant	$Rd \leftarrow Rd \vee K$	Z,N,V	1
EOR	Rd, Rr	Exclusive OR Registers	$Rd \leftarrow Rd \oplus Rr$	Z,N,V	1
COM	Rd	One's Complement	$Rd \leftarrow 0xFF - Rd$	Z,C,N,V	1
NEG	Rd	Two's Complement	Rd ← 0x00 – Rd	Z,C,N,V,H	1
SBR	Rd,K	Set Bit(s) in Register	$Rd \leftarrow Rd \vee K$	Z,N,V	1
CBR	Rd,K	Clear Bit(s) in Register	$Rd \leftarrow Rd \bullet (0xFF - K)$	Z,N,V	1
INC	Rd	Increment	$Rd \leftarrow Rd + 1$	Z,N,V	1
DEC	Rd	Decrement	$Rd \leftarrow Rd - 1$	Z,N,V	1
TST	Rd	Test for Zero or Minus	$Rd \leftarrow Rd \bullet Rd$	Z,N,V	1
CLR	Rd	Clear Register	$Rd \leftarrow Rd \oplus Rd$	Z,N,V	1
SER	Rd	Set Register	$Rd \leftarrow 0xFF$	None	1
MUL	Rd, Rr	Multiply Unsigned	$R1:R0 \leftarrow Rd x Rr$	Z,C	2
MULS	Rd, Rr	Multiply Signed	$R1:R0 \leftarrow Rd \times Rr$	Z,C	2
MULSU	Rd, Rr	Multiply Signed with Unsigned	$R1:R0 \leftarrow Rd x Rr$	Z,C	2
FMUL	Rd, Rr	Fractional Multiply Unsigned	$R1:R0 \leftarrow (Rd \times Rr) << 1$	Z,C	2
FMULS	Rd, Rr	Fractional Multiply Signed	$R1:R0 \leftarrow (Rd \times Rr) << 1$	Z,C	2
FMULSU	Rd, Rr	Fractional Multiply Signed with Unsigned	$R1:R0 \leftarrow (Rd \times Rr) << 1$	Z,C	2
BRANCH INSTRUCT	TIONS				
RJMP	k	Relative Jump	$PC \leftarrow PC + k + 1$	None	2
IJMP		Indirect Jump to (Z)	$PC \leftarrow Z$	None	2
JMP	k	Direct Jump	$PC \leftarrow k$	None	3
					-
RCALL	k	Relative Subroutine Call	$PC \leftarrow PC + k + 1$	None	4
RCALL ICALL	k		$PC \leftarrow PC + k + 1$ $PC \leftarrow Z$		
	k k	Relative Subroutine Call		None	4
ICALL		Relative Subroutine Call Indirect Call to (Z)	PC ← Z	None None	4 4
ICALL CALL		Relative Subroutine Call Indirect Call to (Z) Direct Subroutine Call	$\begin{array}{c} PC \leftarrow Z \\ PC \leftarrow k \end{array}$	None None None	4 4 5
ICALL CALL RET		Relative Subroutine Call Indirect Call to (Z) Direct Subroutine Call Subroutine Return	$\begin{array}{l} PC \leftarrow Z \\ PC \leftarrow k \\ PC \leftarrow STACK \end{array}$	None None None	4 4 5 5
ICALL CALL RET RETI	k	Relative Subroutine Call Indirect Call to (Z) Direct Subroutine Call Subroutine Return Interrupt Return	$\begin{array}{c} PC \leftarrow Z \\ PC \leftarrow k \\ PC \leftarrow STACK \\ PC \leftarrow STACK \\ PC \leftarrow STACK \end{array}$	None None None I	4 4 5 5 5 5
ICALL CALL RET RETI CPSE	k Rd,Rr	Relative Subroutine Call Indirect Call to (Z) Direct Subroutine Call Subroutine Return Interrupt Return Compare, Skip if Equal	$PC \leftarrow Z$ $PC \leftarrow k$ $PC \leftarrow STACK$ $PC \leftarrow STACK$ if (Rd = Rr) PC ← PC + 2 or 3	None None None I None	4 4 5 5 5 1/2/3
ICALL CALL RET RETI CPSE CP	k Rd,Rr Rd,Rr	Relative Subroutine Call Indirect Call to (Z) Direct Subroutine Call Subroutine Return Interrupt Return Compare, Skip if Equal Compare	$PC \leftarrow Z$ $PC \leftarrow k$ $PC \leftarrow STACK$ $PC \leftarrow STACK$ if (Rd = Rr) PC ← PC + 2 or 3 Rd - Rr	None None None I None Z, N,V,C,H	4 4 5 5 5 1/2/3 1
ICALL CALL RET RETI CPSE CP CPC	k Rd,Rr Rd,Rr Rd,Rr Rd,Rr	Relative Subroutine Call Indirect Call to (Z) Direct Subroutine Call Subroutine Return Interrupt Return Compare, Skip if Equal Compare Compare with Carry	$PC \leftarrow Z$ $PC \leftarrow k$ $PC \leftarrow STACK$ $PC \leftarrow STACK$ if (Rd = Rr) PC ← PC + 2 or 3 Rd - Rr Rd - Rr	None None None I None Z, N,V,C,H Z, N,V,C,H	4 5 5 1/2/3 1 1
ICALL CALL RET RETI CPSE CP CPC CPI	k Rd,Rr Rd,Rr Rd,Rr Rd,Rr Rd,K	Relative Subroutine Call Indirect Call to (Z) Direct Subroutine Call Subroutine Return Interrupt Return Compare, Skip if Equal Compare Compare with Carry Compare Register with Immediate	$PC \leftarrow Z$ $PC \leftarrow k$ $PC \leftarrow STACK$ $PC \leftarrow STACK$ if (Rd = Rr) PC ← PC + 2 or 3 Rd - Rr Rd - Rr Rd - Rr - C Rd - K	None None I None Z, N,V,C,H Z, N,V,C,H	4 5 5 1/2/3 1 1 1
ICALL CALL RET RETI CPSE CP CPC CPC CPI SBRC	k Rd,Rr Rd,Rr Rd,Rr Rd,Rr Rd,K Rr, b	Relative Subroutine Call Indirect Call to (Z) Direct Subroutine Call Subroutine Return Interrupt Return Compare, Skip if Equal Compare Compare with Carry Compare Register with Immediate Skip if Bit in Register Cleared	$\begin{array}{c} PC \leftarrow Z \\\\ PC \leftarrow k \\\\ PC \leftarrow STACK \\\\ PC \leftarrow STACK \\\\ if (Rd = Rr) PC \leftarrow PC + 2 \text{ or } 3 \\\\ Rd - Rr \\\\ Rd - Rr \\\\ Rd - Rr \\\\ Rd - K \\\\ if (Rr(b) = 0) PC \leftarrow PC + 2 \text{ or } 3 \end{array}$	None None I None Z, N,V,C,H Z, N,V,C,H N,V,C,H	4 5 5 1/2/3 1 1 1 1/2/3
ICALL CALL RET RETI CPSE CP CPC CPC CPI SBRC SBRS	k Rd,Rr Rd,Rr Rd,Rr Rd,Rr Rd,K Rr, b Rr, b	Relative Subroutine Call Indirect Call to (Z) Direct Subroutine Call Subroutine Return Interrupt Return Compare, Skip if Equal Compare Compare with Carry Compare Register with Immediate Skip if Bit in Register Cleared Skip if Bit in Register is Set	$\begin{array}{c} PC \leftarrow Z \\\\ PC \leftarrow k \\\\ PC \leftarrow STACK \\\\ PC \leftarrow STACK \\\\ if (Rd = Rr) PC \leftarrow PC + 2 \text{ or } 3 \\\\ Rd - Rr \\\\ rf (Rr(b)=0) PC \leftarrow PC + 2 \text{ or } 3 \\\\ if (Rr(b)=1) PC \leftarrow PC + 2 \text{ or } 3 \\\\ if (Rr(b)=1) PC \leftarrow PC + 2 \text{ or } 3 \\\\ \end{array}$	None None I None Z, N,V,C,H Z, N,V,C,H N,V,C,H None None	4 5 5 1/2/3 1 1 1 1/2/3 1/2/3
ICALL CALL RET RETI CPSE CP CPC CPC CPI SBRC SBRS SBIC	k Rd,Rr Rd,Rr Rd,Rr Rd,K Rr, b Rr, b Rr, b P, b	Relative Subroutine Call Indirect Call to (Z) Direct Subroutine Call Subroutine Return Interrupt Return Compare, Skip if Equal Compare Compare with Carry Compare Register with Immediate Skip if Bit in Register Cleared Skip if Bit in Negister is Set Skip if Bit in I/O Register Cleared	$\begin{array}{c} PC \leftarrow Z \\\\ PC \leftarrow k \\\\ PC \leftarrow STACK \\\\ PC \leftarrow STACK \\\\ if (Rd = Rr) PC \leftarrow PC + 2 or 3 \\\\ Rd - Rr \\\\ rf (Rr(b)=0) PC \leftarrow PC + 2 or 3 \\\\ if (Rr(b)=1) PC \leftarrow PC + 2 or 3 \\\\ if (P(b)=0) PC \leftarrow PC + 2 or 3 \\\\ if (P(b)=0) PC \leftarrow PC + 2 or 3 \\\\ if (P(b)=0) PC \leftarrow PC + 2 or 3 \end{array}$	None None None I Z, N,V,C,H Z, N,V,C,H Z, N,V,C,H None None None	4 4 5 5 1/2/3 1 1 1 1/2/3 1/2/3 1/2/3
ICALL CALL RET RETI CPSE CP CPC CPC CPI SBRC SBRS SBIC SBIS	k Rd,Rr Rd,Rr Rd,Rr Rd,K Rr, b Rr, b Rr, b P, b P, b	Relative Subroutine Call Indirect Call to (Z) Direct Subroutine Call Subroutine Return Interrupt Return Compare, Skip if Equal Compare Compare with Carry Compare Register with Immediate Skip if Bit in Register Cleared Skip if Bit in Negister is Set Skip if Bit in I/O Register Cleared Skip if Bit in I/O Register is Set	$\begin{array}{c} PC \leftarrow Z \\\\ PC \leftarrow k \\\\ PC \leftarrow STACK \\\\ PC \leftarrow STACK \\\\ if (Rd = Rr) PC \leftarrow PC + 2 \text{ or } 3 \\\\ Rd - Rr \\\\ Rd \\\\ $	None None None I Xone Z, N,V,C,H Z, N,V,C,H Z, N,V,C,H None None None None	4 4 5 5 1/2/3 1 1 1/2/3 1/2/3 1/2/3 1/2/3
ICALL CALL RET RETI CPSE CP CPC CPC CPI SBRC SBRS SBIC SBIS BRBS	k Rd,Rr Rd,Rr Rd,Rr Rd,K Rr, b Rr, b P, b P, b P, b S, k	Relative Subroutine Call Indirect Call to (Z) Direct Subroutine Call Subroutine Return Interrupt Return Compare, Skip if Equal Compare Compare with Carry Compare Register with Immediate Skip if Bit in Register Cleared Skip if Bit in Register is Set Skip if Bit in I/O Register Cleared Skip if Bit in I/O Register is Set Branch if Status Flag Set	$\begin{array}{c} PC \leftarrow Z \\\\ PC \leftarrow k \\\\ PC \leftarrow STACK \\\\ PC \leftarrow STACK \\\\ if (Rd = Rr) PC \leftarrow PC + 2 or 3 \\\\ Rd - Rr \\\\ Rd \\\\ R$	None None None I Xone Z, N,V,C,H Z, N,V,C,H Z, N,V,C,H None None None None None	4 4 5 5 1/2/3 1 1 1/2/3 1/2/3 1/2/3 1/2/3 1/2/3
ICALL CALL RET RETI CPSE CP CPC CPC CPI SBRC SBRS SBIC SBIS BRBS BRBS BRBC	k Rd,Rr Rd,Rr Rd,Rr Rd,K Rr, b Rr, b P, b P, b P, b S, k S, k	Relative Subroutine Call Indirect Call to (Z) Direct Subroutine Call Subroutine Return Interrupt Return Compare, Skip if Equal Compare with Carry Compare Register with Immediate Skip if Bit in Register Cleared Skip if Bit in Register is Set Skip if Bit in I/O Register Cleared Skip if Bit in I/O Register is Set Branch if Status Flag Set Branch if Status Flag Cleared	$\begin{array}{c} PC \leftarrow Z \\\\ PC \leftarrow k \\\\ PC \leftarrow STACK \\\\ PC \leftarrow STACK \\\\ if (Rd = Rr) PC \leftarrow PC + 2 or 3 \\\\ Rd - Rr \\\\ Rd - Rr \\\\ Rd - Rr \\\\ Rd - K \\\\ if (Rr(b)=0) PC \leftarrow PC + 2 or 3 \\\\ if (Rr(b)=1) PC \leftarrow PC + 2 or 3 \\\\ if (Rr(b)=1) PC \leftarrow PC + 2 or 3 \\\\ if (Rr(b)=1) PC \leftarrow PC + 2 or 3 \\\\ if (Rr(b)=1) PC \leftarrow PC + 2 or 3 \\\\ if (REG(s)=1) then PC \leftarrow PC + k + 1 \\\\ if (SREG(s)=0) then PC \leftarrow PC + k + 1 \\ \end{array}$	None None None I None Z, N,V,C,H Z, N,V,C,H Z, N,V,C,H None	4 4 5 5 1/2/3 1 1 1/2/3 1/2/3 1/2/3 1/2/3 1/2/3 1/2/3
ICALL CALL RET RETI CPSE CP CPC CPC CPI SBRC SBRS SBIS SBIS BRBS BRBS BRBC BREQ	k Rd,Rr Rd,Rr Rd,Rr Rd,Rr Rd,K Rr, b Rr, b P, b P, b P, b S, k S, k S, k K	Relative Subroutine Call Indirect Call to (Z) Direct Subroutine Call Subroutine Return Interrupt Return Compare, Skip if Equal Compare Compare with Carry Compare Register with Immediate Skip if Bit in Register Cleared Skip if Bit in I/O Register is Set Skip if Bit in I/O Register is Set Branch if Status Flag Set Branch if Status Flag Cleared	$\begin{array}{c} PC \leftarrow Z \\\\ PC \leftarrow k \\\\ PC \leftarrow STACK \\\\ PC \leftarrow STACK \\\\ PC \leftarrow STACK \\\\ if (Rd = Rr) PC \leftarrow PC + 2 or 3 \\\\ Rd - Rr \\\\ Rd - Rr - C \\\\ Rd - K \\\\ if (Rr(b)=0) PC \leftarrow PC + 2 or 3 \\\\ if (Rr(b)=1) PC \leftarrow PC + 2 or 3 \\\\ if (Rr(b)=0) PC \leftarrow PC + 2 or 3 \\\\ if (Rr(b)=0) PC \leftarrow PC + 2 or 3 \\\\ if (Rr(b)=1) PC \leftarrow PC + 2 or 3 \\\\ if (REG(s)=1) then PC \leftarrow PC + k + 1 \\\\ if (SREG(s)=0) then PC \leftarrow PC + k + 1 \\\\ if (Z = 1) then PC \leftarrow PC + k + 1 \\ \end{array}$	None None None I None Z, N,V,C,H Z, N,V,C,H Z, N,V,C,H None	4 4 5 5 1/2/3 1 1 1/2/3 1/2/3 1/2/3 1/2/3 1/2/3 1/2 1/2 1/2
ICALL CALL RET RETI CPSE CP CPC CPC CPI SBRC SBRS SBIC SBIS BRBS BRBS BRBS BRBC BREQ BRNE	k Rd,Rr Rd,Rr Rd,Rr Rd,K Rr, b Rr, b P, b P, b P, b P, b S, k S, k S, k K K	Relative Subroutine Call Indirect Call to (Z) Direct Subroutine Call Subroutine Return Interrupt Return Compare, Skip if Equal Compare Compare with Carry Compare Register with Immediate Skip if Bit in Register Cleared Skip if Bit in I/O Register Cleared Skip if Bit in I/O Register is Set Branch if Status Flag Set Branch if Equal Branch if Equal	$\begin{array}{c} PC \leftarrow Z \\\\ PC \leftarrow k \\\\ PC \leftarrow STACK \\\\ PC \leftarrow STACK \\\\ PC \leftarrow STACK \\\\ if (Rd = Rr) PC \leftarrow PC + 2 or 3 \\\\ Rd - Rr \\\\ Rd - Rr - C \\\\ Rd - K \\\\ if (Rr(b)=0) PC \leftarrow PC + 2 or 3 \\\\ if (Rr(b)=1) PC \leftarrow PC + 2 or 3 \\\\ if (Rt(b)=1) PC \leftarrow PC + 2 or 3 \\\\ if (REG(s)=1) then PC \leftarrow PC + k 1 \\\\ if (SREG(s)=0) then PC \leftarrow PC + k + 1 \\\\ if (Z=1) then PC \leftarrow PC + k + 1 \\\\ if (Z=0) then PC \leftarrow PC + k + 1 \\ \end{array}$	None None None I None Z, N,V,C,H Z, N,V,C,H None	4 4 5 5 1/2/3 1 1/2/3 1/2/3 1/2/3 1/2/3 1/2/3 1/2 1/2 1/2 1/2 1/2 1/2
ICALL CALL RET RETI CPSE CP CPC CPC CPI SBRC SBRS SBIC SBIS BRBS BRBS BRBS BRBC BRBC BREQ BRNE BRCS	k Rd,Rr Rd,Rr Rd,Rr Rd,K Rr, b Rr, b P, b P, b P, b S, k S, k k k k	Relative Subroutine Call Indirect Call to (Z) Direct Subroutine Call Subroutine Return Interrupt Return Compare, Skip if Equal Compare Compare with Carry Compare Register with Immediate Skip if Bit in Register Cleared Skip if Bit in Register Cleared Skip if Bit in I/O Register Cleared Skip if Bit in I/O Register is Set Branch if Status Flag Set Branch if Status Flag Cleared Branch if Status Flag Cleared Branch if Not Equal Branch if Not Equal Branch if Not Equal	$\begin{array}{c} PC \leftarrow Z \\\\ PC \leftarrow k \\\\ PC \leftarrow STACK \\\\ PC \leftarrow STACK \\\\ PC \leftarrow STACK \\\\ if (Rd = Rr) PC \leftarrow PC + 2 or 3 \\\\ Rd - Rr \\\\ Rd - Rr - C \\\\ Rd - K \\\\ if (Rr(b)=0) PC \leftarrow PC + 2 or 3 \\\\ if (Rr(b)=1) PC \leftarrow PC + 2 or 3 \\\\ if (Rt(b)=1) PC \leftarrow PC + 2 or 3 \\\\ if (Rt(b)=1) PC \leftarrow PC + 2 or 3 \\\\ if (RtEG(s) = 1) then PC \leftarrow PC + k 1 \\\\\\ if (SREG(s) = 0) then PC \leftarrow PC + k + 1 \\\\\\ if (Z = 1) then PC \leftarrow PC + k + 1 \\\\\\ if (C = 1) then PC \leftarrow PC + k + 1 \\\\\\ if (C = 1) then PC \leftarrow PC + k + 1 \\\\\\ if (C = 1) then PC \leftarrow PC + k + 1 \\\\\\ if (C = 1) then PC \leftarrow PC + k + 1 \\\\\\ if (C = 1) then PC \leftarrow PC + k + 1 \\\\\\ if (C = 1) then PC \leftarrow PC + k + 1 \\\\\\ if (C = 1) then PC \leftarrow PC + k + 1 \\\\\\\\ if (C = 1) then PC \leftarrow PC + k + 1 \\\\\\\\ if (C = 1) then PC \leftarrow PC + k + 1 \\\\\\\\\\ if (C = 1) then PC \leftarrow PC + k + 1 \\\\\\\\\\\\ if (C = 1) then if (C = if + k + 1 \\\\\\\\\\\\\\ if (C = 1) then if (C = if + k + 1 \\\\\\\\\\\\\\\\\\ if (C = 1) if (C = if + if + if + if \\\\\\\\\\\\\\\\\\ if (C = if + if + if \\\\\\\\\\\\\\\\\\\\\\\\\\\\ if (C = if + if + if \\$	None None None I None Z, N,V,C,H Z, N,V,C,H None	4 4 5 5 1/2/3 1 1 1/2/3 1/2/3 1/2/3 1/2/3 1/2/3 1/2/3 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2
ICALL CALL RET RETI CPSE CP CPC CPI SBRC SBIC SBIS BRBS BRBS BRBS BRBS BRBC BREQ BREQ BRNE BRCS BRCC	k Rd,Rr Rd,Rr Rd,Rr Rd,K Rr, b Rr, b P, b P, b P, b S, k S, k k k k k	Relative Subroutine Call Indirect Call to (Z) Direct Subroutine Call Subroutine Return Interrupt Return Compare, Skip if Equal Compare with Carry Compare Register with Immediate Skip if Bit in Register Cleared Skip if Bit in Register Cleared Skip if Bit in I/O Register Is Set Branch if Status Flag Set Branch if Status Flag Cleared Branch if Not Equal Branch if Carry Set Branch if Carry Set	$\begin{array}{c} PC \leftarrow Z \\\\ PC \leftarrow K \\\\ PC \leftarrow STACK \\\\ PC \leftarrow STACK \\\\ if (Rd = Rr) PC \leftarrow PC + 2 or 3 \\\\ Rd - Rr \\\\ Rd - Rr \\\\ Rd - K \\\\ rf (R(b)=0) PC \leftarrow PC + 2 or 3 \\\\ if (Rr(b)=1) PC \leftarrow PC + 2 or 3 \\\\ if (Rr(b)=1) PC \leftarrow PC + 2 or 3 \\\\ if (R(b)=1) PC \leftarrow PC + 2 or 3 \\\\ if (R(b)=1) PC \leftarrow PC + 2 or 3 \\\\ if (SREG(s) = 1) then PC \leftarrow PC + c s \\\\ if (SREG(s) = 0) then PC \leftarrow PC + c s \\\\ if (SREG(s) = 0) then PC \leftarrow PC + c s \\\\ if (c = 1) then PC \leftarrow PC + k + 1 \\\\\\ if (C = 0) then PC \leftarrow PC + k + 1 \\\\\\ if (C = 0) then PC \leftarrow PC + k + 1 \\\\\\ if (C = 0) then PC \leftarrow PC + k + 1 \\\\\\ if (C = 0) then PC \leftarrow PC + k + 1 \\\\\\ if (C = 0) then PC \leftarrow PC + k + 1 \\\\\\ if (C = 0) then PC \leftarrow PC + k + 1 \\\\\\\\ if (C = 0) then PC \leftarrow PC + k + 1 \\\\\\\\ if (C = 0) then PC \leftarrow PC + k + 1 \\\\\\\\\\ if (C = 0) then PC \leftarrow PC + k + 1 \\\\\\\\\\ if (C = 0) then PC \leftarrow PC + k + 1 \\\\\\\\\\\\ if (C = 0) then PC \leftarrow PC + k + 1 \\\\\\\\\\\\ if (C = 0) then if (C = C + C + k + 1 \\\\\\\\\\\\ if (C = 0) then if (C = C + C + k + 1 \\\\\\\\\\\\ if (C = C + C + if + if) \\\\\\\\\\ if (C = C + C + if + if) \\\\\\\\\\\\ if (C = C + if + if) \\\\\\\\\\ if (C = if + if) \\\\\\\\\\ if (C = if + if) \\\\\\\\\\\\\\ if (if + if + if) \\\\\\\\\\\\\\\\\\ if (if + if + if) \\\\\\\\\\\\\\\\ if (if + if + if) \\\\\\\\\\\\ if (if + if + if) \\\\\\\\\\\\\\\\\\\\\\\\ if (if + if + if) \\\\\\\\\\\\\\\\\\\\\\\\\\\\ if (if + if) \\$	None None None I None Z, N,V,C,H Z, N,V,C,H Z, N,V,C,H None	4 4 5 5 5 1/2/3 1 1 1/2/3 1/2/3 1/2/3 1/2/3 1/2/3 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2
ICALL CALL RET RETI CPSE CP CPC CPI SBRC SBIC SBIC SBIS BRBS BRBS BRBC BREQ BRRE BRCS BRCC BRSH	k Rd,Rr Rd,Rr Rd,Rr Rd,K Rr, b P, b P, b P, b P, b S, k S, k k k k k k k	Relative Subroutine Call Indirect Call to (Z) Direct Subroutine Call Subroutine Return Interrupt Return Compare, Skip if Equal Compare with Carry Compare Register with Immediate Skip if Bit in Register Cleared Skip if Bit in Register Cleared Skip if Bit in Register Is Set Skip if Bit in I/O Register Is Set Branch if Status Flag Set Branch if Status Flag Cleared Branch if Not Equal Branch if Carry Set Branch if Carry Set Branch if Same or Higher	$\begin{array}{c} PC \leftarrow Z \\\\ PC \leftarrow K \\\\ PC \leftarrow STACK \\\\ PC \leftarrow STACK \\\\ if (Rd = Rr) PC \leftarrow PC + 2 or 3 \\\\ Rd - Rr \\\\ Rd - Rr \\\\ Rd - Rr \\\\ Rd - K \\\\ if (Rr(b)=0) PC \leftarrow PC + 2 or 3 \\\\ if (Rr(b)=1) PC \leftarrow PC + 2 or 3 \\\\ if (Rr(b)=1) PC \leftarrow PC + 2 or 3 \\\\ if (P(b)=0) PC \leftarrow PC + 2 or 3 \\\\ if (REG(s) = 1) then PC \leftarrow PC + k + 1 \\\\ if (SREG(s) = 0) then PC \leftarrow PC + k + 1 \\\\ if (SREG(s) = 0) then PC \leftarrow PC + k + 1 \\\\\\ if (C = 0) then PC \leftarrow PC + k + 1 \\\\\\ if (C = 0) then PC \leftarrow PC + k + 1 \\\\\\ if (C = 0) then PC \leftarrow PC + k + 1 \\\\\\ if (C = 0) then PC \leftarrow PC + k + 1 \\\\\\ if (C = 0) then PC \leftarrow PC + k + 1 \\\\\\ if (C = 0) then PC \leftarrow PC + k + 1 \\\\\\ if (C = 0) then PC \leftarrow PC + k + 1 \\\\\\\\ if (C = 0) then PC \leftarrow PC + k + 1 \\\\\\\\ if (C = 0) then PC \leftarrow PC + k + 1 \\\\\\\\\\ if (C = 0) then PC \leftarrow PC + k + 1 \\\\\\\\\\\\ if (C = 0) then PC \leftarrow PC + k + 1 \\\\\\\\\\\\ if (C = 0) then PC \leftarrow PC + k + 1 \\\\\\\\\\\\ if (C = 0) then PC \leftarrow PC + k + 1 \\\\\\\\\\\\\\\\\\ if (C = 0) then PC \leftarrow PC + k + 1 \\\\\\\\\\\\\\\\\\\\\\\\\\ if (C = 0) then PC \leftarrow PC + k + 1 \\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\ if (C = 0) then if (C = 0) if if (C + if + if (if = 0) if if if (if = 0) if if if if (if = 0) if $	None None None I None Z, N,V,C,H Z, N,V,C,H Z, N,V,C,H None	4 4 5 5 1/2/3 1 1 1/2/3 1/2/3 1/2/3 1/2/3 1/2/3 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2
ICALL CALL RET RETI CPSE CP CPC CPI SBRC SBIC SBIS BRBS BRBS BRBS BRBC BRRC BRRC BRRC BRR	k Rd,Rr Rd,Rr Rd,Rr Rd,K Rr, b Rr, b P, b P, b P, b S, k S, k k k k k k k k k k	Relative Subroutine Call Indirect Call to (Z) Direct Subroutine Call Subroutine Return Interrupt Return Compare, Skip if Equal Compare with Carry Compare Register with Immediate Skip if Bit in Register Cleared Skip if Bit in Register Cleared Skip if Bit in Register Cleared Skip if Bit in Register Is Set Branch if Status Flag Set Branch if Equal Branch if Equal Branch if Carry Set Branch if Carry Set Branch if Same or Higher Branch if Lower	$\begin{array}{c} PC \leftarrow Z \\\\ PC \leftarrow K \\\\ PC \leftarrow STACK \\\\ PC \leftarrow STACK \\\\ if (Rd = Rr) PC \leftarrow PC + 2 or 3 \\\\ Rd - Rr \\\\ Rd - Rr \\\\ Rd - Rr \\\\ Rd - K \\\\ if (Rr(b)=0) PC \leftarrow PC + 2 or 3 \\\\ if (Rr(b)=1) PC \leftarrow PC + 2 or 3 \\\\ if (Rr(b)=1) PC \leftarrow PC + 2 or 3 \\\\ if (Rr(b)=1) PC \leftarrow PC + 2 or 3 \\\\ if (REG(s)=1) hten PC \leftarrow PC + k + 1 \\\\ if (SEG(s)=1) hten PC \leftarrow PC + k + 1 \\\\ if (Z=1) hten PC \leftarrow PC + k + 1 \\\\ if (Z=0) hten PC \leftarrow PC + k + 1 \\\\\\ if (C=0) hten PC \leftarrow PC + k + 1 \\\\\\ if (C=0) othen PC \leftarrow PC + k + 1 \\\\\\ if (C=0) othen PC \leftarrow PC + k + 1 \\\\\\ if (C=1) then PC \leftarrow PC + k + 1 \\\\\\ if (C=1) then PC \leftarrow PC + k + 1 \\\\\\ if (C=1) then PC \leftarrow PC + k + 1 \\\\\\ if (C=1) then PC \leftarrow PC + k + 1 \\\\\\\\ if (C=1) then PC \leftarrow PC + k + 1 \\\\\\\\ if (C=1) then PC \leftarrow PC + k + 1 \\\\\\\\\\ if (C=1) then PC \leftarrow PC + k + 1 \\\\\\\\\\ if (C=1) then PC \leftarrow PC + k + 1 \\\\\\\\\\\\ if (C=1) then PC \leftarrow PC + k + 1 \\\\\\\\\\\\ if (C=1) then PC \leftarrow PC + k + 1 \\\\\\\\\\\\\\\\\\ if (C=1) then PC \leftarrow PC + k + 1 \\\\\\\\\\\\\\\\\\\\\\\\\\ if (C=1) then PC \leftarrow if + k + 1 \\$	None None None I None Z, N,V,C,H Z, N,V,C,H Z, N,V,C,H None	4 4 5 5 1/2/3 1 1 1/2/3 1/2/3 1/2/3 1/2/3 1/2/3 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2
ICALL CALL RET RETI CPSE CP CPC CPI SBRC SBIC SBIS BRBS BRBC BRBC BRRE BRRE BRRE BRRE BRRE BRRE	k Rd,Rr Rd,Rr Rd,Rr Rd,K Rr, b Rr, b P, b P, b P, b S, k S, k S, k k k k k k k k k k k	Relative Subroutine Call Indirect Call to (Z) Direct Subroutine Call Subroutine Return Interrupt Return Compare, Skip if Equal Compare with Carry Compare Register with Immediate Skip if Bit in Register Cleared Skip if Bit in Register is Set Skip if Bit in I/O Register Cleared Skip if Bit in No Register Set Branch if Status Flag Set Branch if Status Flag Cleared Branch if Carry Set Branch if Same or Higher Branch if Same or Higher Branch if Nous	$\begin{array}{l} PC \leftarrow Z \\\\ PC \leftarrow STACK \\\\ PC \leftarrow STACK \\\\ PC \leftarrow STACK \\\\ if (Rd = Rr) PC \leftarrow PC + 2 or 3 \\\\ Rd - Rr \\\\ Rd - Rr \\\\ Rd - Rr \\\\ Rd - Rr \\\\ Rd - K \\\\ if (Rr(b)=0) PC \leftarrow PC + 2 or 3 \\\\ if (Rr(b)=1) PC \leftarrow PC + 2 or 3 \\\\ if (Rr(b)=1) PC \leftarrow PC + 2 or 3 \\\\ if (ReG(s)=1) bf ec + C + 2 or 3 \\\\ if (SREG(s)=1) bf PC \leftarrow PC + c s \\\\ f (SREG(s)=0) bfen PC \leftarrow PC + k + 1 \\\\ if (SEG(s)=0) bfen PC \leftarrow PC + k + 1 \\\\ if (C=1) then PC \leftarrow PC + k + 1 \\\\ if (C=0) then PC \leftarrow PC + k + 1 \\\\ if (C=0) then PC \leftarrow PC + k + 1 \\\\ if (C=1) then PC \leftarrow PC + k + 1 \\\\ if (C=1) then PC \leftarrow PC + k + 1 \\\\ if (N=1) then PC \leftarrow PC + k + 1 \\\\ if (N=0) then PC \leftarrow PC + k + 1 \\\\\\ if (N=0) then PC \leftarrow PC + k + 1 \\\\ if (N=0) then PC \leftarrow PC + k + 1 \\\\\\ if (N=0) then PC \leftarrow PC + k + 1 \\\\\\ if (N=0) then PC \leftarrow PC + k + 1 \\\\\\ if (N=0) then PC \leftarrow PC + k + 1 \\\\\\ if (N=0) then PC \leftarrow PC + k + 1 \\\\\\\\ if (N=0) then N \\\\\\\\ N = N \\\\\\ $	None None None I None Z, N,V,C,H Z, N,V,C,H Z, N,V,C,H None	4 4 5 5 5 1/2/3 1 1 1/2/3 1/2/3 1/2/3 1/2/3 1/2/3 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2
ICALL CALL RET RETI CPSE CP CPC CPI SBRC SBIC SBIS BRBS BRBC BREQ BRRE BRCC BRCS BRCC BRSH BRLO BRMI	k Rd,Rr Rd,Rr Rd,Rr Rd,K Rr, b P, b P, b P, b S, k S, k S, k k k k k k k k k k k k k k	Relative Subroutine Call Indirect Call to (Z) Direct Subroutine Call Subroutine Return Interrupt Return Compare, Skip if Equal Compare with Carry Compare Register with Immediate Skip if Bit in Register Cleared Skip if Bit in Register Cleared Skip if Bit in I/O Register Cleared Skip if Bit in I/O Register Set Branch if Status Flag Set Branch if Equal Branch if Carry Set Branch if Carry Set Branch if Same or Higher Branch if Lower Branch if Minus	$\begin{array}{l} PC \leftarrow Z \\\\ PC \leftarrow K \\\\ PC \leftarrow STACK \\\\ PC \leftarrow STACK \\\\ if (Rd = Rr) PC \leftarrow PC + 2 or 3 \\\\ Rd - Rr \\\\ Rd - Rr \\\\ Rd - Rr \\\\ Rd - K \\\\ if (Rr(b)=0) PC \leftarrow PC + 2 or 3 \\\\ if (Rr(b)=1) PC \leftarrow PC + 2 or 3 \\\\ if (Rr(b)=1) PC \leftarrow PC + 2 or 3 \\\\ if (Pb)=0) PC \leftarrow PC + 2 or 3 \\\\ if (REG(s)=1) hen PC \leftarrow PC + k + 1 \\\\ if (SEEG(s)=1) hen PC \leftarrow PC + k + 1 \\\\ if (SEEG(s)=0) hen PC \leftarrow PC + k + 1 \\\\ if (C=0) hen PC \leftarrow PC + k + 1 \\\\ if (C=0) hen PC \leftarrow PC + k + 1 \\\\\\ if (C=0) hen PC \leftarrow PC + k + 1 \\\\\\ if (C=1) then PC \leftarrow PC + k + 1 \\\\\\ if (N=1) then PC \leftarrow PC + k + 1 \\\\\\ if (N=0) then PC \leftarrow PC + k + 1 \\\\\\ if (N=0) then PC \leftarrow PC + k + 1 \\\\\\\\ if (N \oplus V=0) then PC \leftarrow PC + k + 1 \\\\\\\\ if (N \oplus V=0) then PC \leftarrow PC + k + 1 \\\\\\\\ if (N \oplus V=0) then PC \leftarrow PC + k + 1 \\\\\\\\\\ if (N \oplus V=0) then PC \leftarrow PC + k + 1 \\\\\\\\\\\\ if (N \oplus V=0) then PC \leftarrow PC + k + 1 \\\\\\\\\\\\\\\\ if (N \oplus V=0) then PC \leftarrow PC + k + 1 \\$	None None None I None Z, N,V,C,H Z, N,V,C,H Z, N,V,C,H None	$\begin{array}{c} 4\\ 4\\ 5\\ 5\\ 5\\ 1/2/3\\ 1\\ 1\\ 1\\ 1\\ 1/2/3\\ 1/2/3\\ 1/2/3\\ 1/2/3\\ 1/2/3\\ 1/2\\ 1/2\\ 1/2\\ 1/2\\ 1/2\\ 1/2\\ 1/2\\ 1/2$
ICALL CALL RET RETI CPSE CP CPC CPC CPI SBRC SBIC SBIS BRBS BRBC BRBC BREQ BRREQ BRNE BRCC BRNE BRCC BRSH BRLO BRMI BRPL BRGE BRLT	k Rd,Rr Rd,Rr Rd,Rr Rd,K Rr, b P, b P, b P, b S, k S, k S, k S, k k k k k k k k k k k k k k k k k k k	Relative Subroutine Call Indirect Call to (Z) Direct Subroutine Call Subroutine Return Interrupt Return Compare, Skip if Equal Compare Compare with Carry Compare Register with Immediate Skip if Bit in Register Cleared Skip if Bit in Register is Set Skip if Bit in I/O Register Cleared Skip if Bit in I/O Register is Set Branch if Status Flag Set Branch if Status Flag Set Branch if Not Equal Branch if Carry Set Branch if Carry Set Branch if Carry Set Branch if Carry Set Branch if Carry Cleared Branch if Carry Set Branch if Lower Branch if Minus Branch if Minus Branch if Minus Branch if Minus Branch if Stater or Equal, Signed	$\begin{array}{c} PC \leftarrow Z \\\\ PC \leftarrow K \\\\ PC \leftarrow STACK \\\\ PC \leftarrow STACK \\\\ if (Rd = Rr) PC \leftarrow PC + 2 or 3 \\\\ Rd - Rr \\\\ Rf (Rr(b)=0) PC \leftarrow PC + 2 or 3 \\\\ if (Rr(b)=0) PC \leftarrow PC + 2 or 3 \\\\ if (Rr(b)=1) PC \leftarrow PC + 2 or 3 \\\\ if (Rf(b)=1) PC \leftarrow PC + 2 or 3 \\\\ if (SREG(s)=1) then PC \leftarrow PC + k + 1 \\\\ if (SREG(s)=0) then PC \leftarrow PC + k + 1 \\\\ if (SEG(s)=0) then PC \leftarrow PC + k + 1 \\\\ if (C=0) then PC \leftarrow PC + k + 1 \\\\ if (C=0) then PC \leftarrow PC + k + 1 \\\\\\ if (C=0) then PC \leftarrow PC + k + 1 \\\\\\ if (C=1) then PC \leftarrow PC + k + 1 \\\\\\ if (N=1) then PC \leftarrow PC + k + 1 \\\\\\ if (N=0) then PC \leftarrow PC + k + 1 \\\\\\ if (N=0) then PC \leftarrow PC + k + 1 \\\\\\\\ if (N=0) then PC \leftarrow PC + k + 1 \\\\\\\\ if (N=0) then PC \leftarrow PC + k + 1 \\\\\\\\ if (N \oplus V=0) then PC \leftarrow PC + k + 1 \\\\\\\\\\ if (N \oplus V=0) then PC \leftarrow PC + k + 1 \\\\\\\\\\ if (N \oplus V=1) then PC \leftarrow PC + k + 1 \\\\\\\\\\\\ if (N \oplus V=1) then PC \leftarrow PC + k + 1 \\\\\\\\\\\\\\\\ if (N \oplus V=1) then PC \leftarrow PC + k + 1 \\$	None None None I None Z, N,V,C,H Z, N,V,C,H Z, N,V,C,H Z, N,V,C,H None	$\begin{array}{c} 4\\ 4\\ 4\\ 5\\ 5\\ 5\\ 1/2/3\\ 1\\ 1\\ 1\\ 1\\ 1/2/3\\ 1/2/3\\ 1/2/3\\ 1/2/3\\ 1/2/3\\ 1/2\\ 1/2\\ 1/2\\ 1/2\\ 1/2\\ 1/2\\ 1/2\\ 1/2$
ICALL CALL RET RETI CPSE CP CPC CPC CPC CPC SBRC SBRC SBIS BRBC SBIS BRBS BRBC BREQ BRRE BRCC BRCS BRCC BRSH BRLO BRMI BRLO BRMI BRPL BRGE BRLT BRHS	k Rd,Rr Rd,Rr Rd,Rr Rd,Rr Rd,Rr Rd,Rr Rr, b P, b P, b P, b P, b S, k S, k S, k S, k K K K K K K K K K K K K	Relative Subroutine Call Indirect Call to (Z) Direct Subroutine Call Subroutine Return Interrupt Return Compare, Skip if Equal Compare Compare with Carry Compare Register with Immediate Skip if Bit in Register Cleared Skip if Bit in Register Set Skip if Bit in Register Cleared Skip if Bit in I/O Register Is Set Branch if Status Flag Set Branch if Status Flag Set Branch if Carry Set Branch if Carry Set Branch if Carry Set Branch if Carry Cleared Branch if Carry Set Branch if Lower Branch if Jusus Branch if Jusus Branch if Minus Branch if Less Than Zero, Signed Branch if Half Carry Flag Set	$\begin{array}{c} PC \leftarrow Z \\\\ PC \leftarrow k \\\\ PC \leftarrow STACK \\\\ PC \leftarrow STACK \\\\ PC \leftarrow STACK \\\\ if (Rd = Rr) PC \leftarrow PC + 2 or 3 \\\\ Rd - Rr \\\\ Rd - Rr \\\\ Rd - Rr \\\\ Rd - Rr \\\\ Rd - K \\\\ if (Rr(b)=0) PC \leftarrow PC + 2 or 3 \\\\ if (Rr(b)=1) PC \leftarrow PC + 2 or 3 \\\\ if (Rr(b)=1) PC \leftarrow PC + 2 or 3 \\\\ if (Rr(b)=0) PC \leftarrow PC + 2 or 3 \\\\ if (REG(s)=1) then PC \leftarrow PC + k \\\\ 1 \\\\ if (SREG(s)=0) then PC \leftarrow PC + k \\\\ 1 \\\\ if (Z=1) then PC \leftarrow PC + k \\\\ 1 \\\\ if (C=1) then PC \leftarrow PC + k \\\\ 1 \\\\ if (C=0) then PC \leftarrow PC + k \\\\ 1 \\\\ if (C=1) then PC \leftarrow PC \\\\ k \\\\ 1 \\\\ if (N=1) then PC \leftarrow PC \\\\ k \\\\ 1 \\\\ if (N \oplus V=0) then PC \leftarrow PC \\\\ k \\\\ 1 \\\\ if (N \oplus V=0) then PC \\\\ C - PC \\\\ k \\\\ 1 \\\\ if (N \oplus V=0) then PC \\\\ C - PC \\\\ k \\\\ k \\\\ 1 \\\\ if (N \oplus V=1) then PC \\\\ C - PC \\\\ k \\\\ k \\\\ 1 \\\\ if (H = 1) then PC \\\\ C \\\\ \mathsf$	None None None I None Z, N,V,C,H Z, N,V,C,H Z, N,V,C,H None None <td< td=""><td>4 4 5 5 1/2/3 1 1 1 1/2/3 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2</td></td<>	4 4 5 5 1/2/3 1 1 1 1/2/3 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2
ICALL CALL RET RETI CPSE CP CPC CPC CPI SBRC SBRS SBIC SBIS BRBS BRBC BRBC BREQ BRRC BRCC BRSH BRCC BRSH BRLO BRCD BRCB BRCC BRSH BRLO BRMI BRPL BRCE BRCE BRLT BRHS BRHC	k Rd,Rr Rd,Rr Rd,Rr Rd,R Rr, b Rr, b P, b P, b P, b P, b P, b S, k S, k S, k K K K K K K K K K K K K K K	Relative Subroutine Call Indirect Call to (Z) Direct Subroutine Call Subroutine Return Interrupt Return Compare, Skip if Equal Compare Compare with Carry Compare Register with Immediate Skip if Bit in Register Cleared Skip if Bit in Register Cleared Skip if Bit in I/O Register Cleared Skip if Bit in I/O Register Set Branch if Status Flag Set Branch if Status Flag Cleared Branch if Carry Set Branch if Carry Cleared Branch if Carry Cleared Branch if Same or Higher Branch if Jower Branch if Jower Branch if Plus Branch if Plus Branch if Jower Branch if Grater or Equal, Signed Branch if Half Carry Flag Set Branch if Half Carry Flag Set Branch i	$\begin{array}{c} PC \leftarrow Z \\\\ PC \leftarrow k \\\\ PC \leftarrow STACK \\\\ PC \leftarrow STACK \\\\ PC \leftarrow STACK \\\\ if (Rd = Rr) PC \leftarrow PC + 2 or 3 \\\\ Rd - Rr \\\\ Rd - Rr \\\\ Rd - Rr \\\\ Rd - K \\\\ rf (Rr(b)=0) PC \leftarrow PC + 2 or 3 \\\\ if (Rr(b)=1) PC \leftarrow PC + 2 or 3 \\\\ if (Rr(b)=0) PC \leftarrow PC + 2 or 3 \\\\ if (Rr(b)=0) PC \leftarrow PC + 2 or 3 \\\\ if (Rr(b)=0) PC \leftarrow PC + 2 or 3 \\\\ if (REG(s)=1) then PC \leftarrow PC + s 1 \\\\ if (SREG(s)=0) then PC \leftarrow PC + k + 1 \\\\ if (SEEG(s)=0) then PC \leftarrow PC + k + 1 \\\\ if (C=1) then PC \leftarrow PC + k + 1 \\\\ if (C=0) then PC \leftarrow PC + k + 1 \\\\ if (C=0) then PC \leftarrow PC + k + 1 \\\\ if (N=1) then PC \leftarrow PC + k + 1 \\\\ if (N=0) then PC \leftarrow PC + k + 1 \\\\\\ if (N = 0) then PC \leftarrow PC + k + 1 \\\\\\ if (N \oplus V=1) then PC \leftarrow PC + k + 1 \\\\\\ if (N \oplus V=1) then PC \leftarrow PC + k + 1 \\\\\\ if (N \oplus V=1) then PC \leftarrow PC + k + 1 \\\\\\ if (H=1) then PC \leftarrow PC + k + 1 \\\\\\ if (H=0) then PC \leftarrow PC + k + 1 \\\\\\ if (H=0) then PC \leftarrow PC + k + 1 \\\\\\\\ if (H=0) then PC \leftarrow PC + k + 1 \\\\\\\\ if (H=0) then PC \leftarrow PC + k + 1 \\\\\\\\ if (H=0) then PC \leftarrow PC + k + 1 \\\\\\\\ if (H=0) then PC \leftarrow PC + k + 1 \\\\\\\\\\ if (H=0) then PC \leftarrow PC + k + 1 \\\\\\\\\\ if (H=0) then PC \leftarrow PC + k + 1 \\\\\\\\\\\\ if (H=0) then H \\\\\\\\\\ if (H=0) then H \\\\\\\\\\ if (H=0) then H \\\\\\\\\\\\ if (H=0) then H \\\\\\\\\\\\ if (H=0) then H \\\\\\\\\\\\\\ if (H=0) hen H \\\\\\\\\\\\\\\\\\ if (H \\\\\\\\\\\\\\\\ if (H \\\\\\\\\\\\\\\\\\\\ if ($	None None None I None Z, N,V,C,H Z, N,V,C,H Z, N,V,C,H None None <td< td=""><td>4 4 5 5 5 1/2/3 1 1 1 1/2/3 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2</td></td<>	4 4 5 5 5 1/2/3 1 1 1 1/2/3 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2
ICALL CALL RET RETI CPSE CP CPC CPC CPC CPC SBRC SBRC SBIS BRBC SBIS BRBS BRBC BREQ BRRE BRCC BRCS BRCC BRSH BRLO BRMI BRLO BRMI BRPL BRGE BRLT BRHS	k Rd,Rr Rd,Rr Rd,Rr Rd,Rr Rd,Rr Rd,Rr Rr, b P, b P, b P, b P, b S, k S, k S, k S, k K K K K K K K K K K K K	Relative Subroutine Call Indirect Call to (Z) Direct Subroutine Call Subroutine Return Interrupt Return Compare, Skip if Equal Compare Compare with Carry Compare Register with Immediate Skip if Bit in Register Cleared Skip if Bit in Register Set Skip if Bit in Register Cleared Skip if Bit in I/O Register Is Set Branch if Status Flag Set Branch if Status Flag Set Branch if Carry Set Branch if Carry Set Branch if Carry Set Branch if Carry Cleared Branch if Carry Set Branch if Lower Branch if Jusus Branch if Jusus Branch if Minus Branch if Less Than Zero, Signed Branch if Half Carry Flag Set	$\begin{array}{c} PC \leftarrow Z \\\\ PC \leftarrow k \\\\ PC \leftarrow STACK \\\\ PC \leftarrow STACK \\\\ PC \leftarrow STACK \\\\ if (Rd = Rr) PC \leftarrow PC + 2 or 3 \\\\ Rd - Rr \\\\ Rd - Rr \\\\ Rd - Rr \\\\ Rd - Rr \\\\ Rd - K \\\\ if (Rr(b)=0) PC \leftarrow PC + 2 or 3 \\\\ if (Rr(b)=1) PC \leftarrow PC + 2 or 3 \\\\ if (Rr(b)=1) PC \leftarrow PC + 2 or 3 \\\\ if (Rr(b)=0) PC \leftarrow PC + 2 or 3 \\\\ if (REG(s)=1) then PC \leftarrow PC + k \\\\ 1 \\\\ if (SREG(s)=0) then PC \leftarrow PC + k \\\\ 1 \\\\ if (Z=1) then PC \leftarrow PC + k \\\\ 1 \\\\ if (C=1) then PC \leftarrow PC + k \\\\ 1 \\\\ if (C=0) then PC \leftarrow PC + k \\\\ 1 \\\\ if (C=1) then PC \leftarrow PC \\\\ k \\\\ 1 \\\\ if (N=1) then PC \leftarrow PC \\\\ k \\\\ 1 \\\\ if (N \oplus V=0) then PC \leftarrow PC \\\\ k \\\\ 1 \\\\ if (N \oplus V=0) then PC \\\\ C - PC \\\\ k \\\\ 1 \\\\ if (N \oplus V=0) then PC \\\\ C - PC \\\\ k \\\\ k \\\\ 1 \\\\ if (N \oplus V=1) then PC \\\\ C - PC \\\\ k \\\\ k \\\\ 1 \\\\ if (H = 1) then PC \\\\ C \\\\ \mathsf$	None None None I None Z, N,V,C,H Z, N,V,C,H Z, N,V,C,H None None <td< td=""><td>4 4 5 5 1/2/3 1 1 1 1/2/3 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2</td></td<>	4 4 5 5 1/2/3 1 1 1 1/2/3 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2

Mnemonics	Operands	Description	Operation	Flags	#Clocks
BRVC	k	Branch if Overflow Flag is Cleared	if (V = 0) then PC \leftarrow PC + k + 1	None	1/2
BRIE	k	Branch if Interrupt Enabled	if (I = 1) then PC \leftarrow PC + k + 1	None	1/2
BRID	k	Branch if Interrupt Disabled	if (I = 0) then PC \leftarrow PC + k + 1	None	1/2
BIT AND BIT-TEST	INSTRUCTIONS				-
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	$I/O(P,b) \leftarrow 0$	None	2
LSL	Rd	Logical Shift Left	$Rd(n+1) \leftarrow Rd(n), Rd(0) \leftarrow 0$	Z,C,N,V	1
LSR	Rd	Logical Shift Right	$Rd(n) \leftarrow Rd(n+1), Rd(7) \leftarrow 0$	Z,C,N,V	1
ROL	Rd	Rotate Left Through Carry	$Rd(0) \leftarrow C, Rd(n+1) \leftarrow Rd(n), C \leftarrow Rd(7)$	Z,C,N,V	1
ROR ASR	Rd Rd	Rotate Right Through Carry Arithmetic Shift Right	$\frac{Rd(7)\leftarrow C,Rd(n)\leftarrow Rd(n+1),C\leftarrow Rd(0)}{Rd(n)\leftarrow Rd(n+1),n=0,6}$	Z,C,N,V Z,C,N,V	1
SWAP	Rd	Swap Nibbles	$Rd(n) \leftarrow Rd(n+1), n=06$ $Rd(30) \leftarrow Rd(74), Rd(74) \leftarrow Rd(30)$	None	1
BSET	s	Flag Set	$SREG(s) \leftarrow 1$	SREG(s)	1
BCLR	s	Flag Clear	SREG(s) $\leftarrow 0$	SREG(s)	1
BST	Rr, b	Bit Store from Register to T	$T \leftarrow Rr(b)$	T	1
BLD	Rd, b	Bit load from T to Register	$Rd(b) \leftarrow T$	None	1
SEC		Set Carry	C ← 1	С	1
CLC		Clear Carry	C ← 0	С	1
SEN		Set Negative Flag	N ← 1	N	1
CLN		Clear Negative Flag	N ← 0	N	1
SEZ	ļ	Set Zero Flag	Z ← 1	Z	1
CLZ		Clear Zero Flag	Z ← 0	Z	1
SEI		Global Interrupt Enable	l ← 1	1	1
CLI		Global Interrupt Disable	I ← 0	1	1
SES		Set Signed Test Flag	S ← 1	S	1
CLS		Clear Signed Test Flag	S ← 0	S	1
SEV		Set Twos Complement Overflow.	V ← 1	V	1
CLV		Clear Twos Complement Overflow	V ← 0 T ← 1	т	1
SET CLT		Set T in SREG Clear T in SREG	$T \leftarrow 0$	т	1
SEH		Set Half Carry Flag in SREG	H ← 1	Н	1
CLH		Clear Half Carry Flag in SREG	$H \leftarrow 0$	н	1
DATA TRANSFER	INSTRUCTIONS				
MOV	Rd, Rr	Move Between Registers	Rd ← Rr	None	1
MOVW	Rd, Rr	Copy Register Word	$Rd+1:Rd \leftarrow Rr+1:Rr$	None	1
LDI	Rd, K	Load Immediate	$Rd \leftarrow K$	None	1
LD	Rd, X	Load Indirect	$Rd \leftarrow (X)$	None	2
LD	Rd, X+	Load Indirect and Post-Inc.	$Rd \leftarrow (X), X \leftarrow X + 1$	None	2
LD	Rd, - X	Load Indirect and Pre-Dec.	$X \leftarrow X - 1$, Rd $\leftarrow (X)$	None	2
LD	Rd, Y	Load Indirect	$Rd \leftarrow (Y)$	None	2
LD	Rd, Y+	Load Indirect and Post-Inc.	$Rd \leftarrow (Y), Y \leftarrow Y + 1$	None	2
LD	Rd, - Y	Load Indirect and Pre-Dec.	$Y \leftarrow Y - 1, Rd \leftarrow (Y)$	None	2
LDD	Rd,Y+q	Load Indirect with Displacement	$Rd \leftarrow (Y + q)$	None	2
LD	Rd, Z	Load Indirect	$Rd \leftarrow (Z)$	None	2
LD	Rd, Z+	Load Indirect and Post-Inc.	$Rd \leftarrow (Z), Z \leftarrow Z+1$	None	2
LD LDD	Rd, -Z Rd, Z+q	Load Indirect and Pre-Dec. Load Indirect with Displacement	$Z \leftarrow Z - 1, Rd \leftarrow (Z)$ Rd \leftarrow (Z + q)	None None	2
LDD	Ra, Z+q Rd, k	Load Direct from SRAM	$Rd \leftarrow (Z + q)$ $Rd \leftarrow (k)$	None	2
ST	X, Rr	Store Indirect	$(X) \leftarrow Rr$	None	2
ST	X+, Rr	Store Indirect and Post-Inc.	$(X) \leftarrow \operatorname{Rr}, X \leftarrow X + 1$	None	2
ST	- X, Rr	Store Indirect and Pre-Dec.	$X \leftarrow X - 1, (X) \leftarrow Rr$	None	2
ST	Y, Rr	Store Indirect	(Y) ← Rr	None	2
ST	Y+, Rr	Store Indirect and Post-Inc.	$(Y) \leftarrow Rr, Y \leftarrow Y + 1$	None	2
ST	- Y, Rr	Store Indirect and Pre-Dec.	$Y \leftarrow Y - 1, (Y) \leftarrow Rr$	None	2
STD	Y+q,Rr	Store Indirect with Displacement	(Y + q) ← Rr	None	2
ST	Z, Rr	Store Indirect	$(Z) \leftarrow Rr$	None	2
ST	Z+, Rr	Store Indirect and Post-Inc.	$(Z) \leftarrow Rr, Z \leftarrow Z + 1$	None	2
ST	-Z, Rr	Store Indirect and Pre-Dec.	$Z \leftarrow Z - 1, (Z) \leftarrow Rr$	None	2
STD	Z+q,Rr	Store Indirect with Displacement	$(Z + q) \leftarrow Rr$	None	2
STS	k, Rr	Store Direct to SRAM	$(k) \leftarrow Rr$	None	2
LPM	D.1 7	Load Program Memory	$R0 \leftarrow (Z)$	None	3
LPM	Rd, Z	Load Program Memory	$Rd \leftarrow (Z)$	None	3
	Rd, Z+	Load Program Memory and Post-Inc	$Rd \leftarrow (Z), Z \leftarrow Z+1$	None	3
LPM		Extended Load Program Moment	$PO \left(PAMP7 \cdot 7 \right)$		
ELPM ELPM	Rd, Z	Extended Load Program Memory Extended Load Program Memory	$R0 \leftarrow (RAMPZ:Z)$ $Rd \leftarrow (Z)$	None None	3





Mnemonics	Operands	Description	Operation	Flags	#Clocks
SPM		Store Program Memory	(Z) ← R1:R0	None	-
IN	Rd, P	In Port	$Rd \leftarrow P$	None	1
OUT	P, Rr	Out Port	$P \leftarrow Rr$	None	1
PUSH	Rr	Push Register on Stack	$STACK \leftarrow Rr$	None	2
POP	Rd	Pop Register from Stack	$Rd \leftarrow STACK$	None	2
MCU CONTROL INS	STRUCTIONS				
NOP		No Operation		None	1
SLEEP		Sleep	(see specific descr. for Sleep function)	None	1
WDR		Watchdog Reset	(see specific descr. for WDR/timer)	None	1
BREAK		Break	For On-chip Debug Only	None	N/A

7. Ordering Information

7.1 ATmega164P

Speed (MHz) ⁽³⁾	Power Supply	Ordering Code	Package ⁽¹⁾	Operational Range	
		ATmega164PV-10AU ⁽²⁾	44A		
10		ATmega164PV-10PU ⁽²⁾	40P6		
10	1.8 - 5.5V	ATmega164PV-10MU ⁽²⁾	44M1		
		ATmega164PV-10MCU ⁽²⁾	44MC	Industrial	
		ATmega164P-20AU ⁽²⁾	44A	(-40°C to 85°C)	
20	2.7 - 5.5V	ATmega164P-20PU ⁽²⁾	40P6		
20		ATmega164P-20MU ⁽²⁾	44M1		
		ATmega164P-20MCU ⁽²⁾	44MC		

Notes: 1. This device can also be supplied in wafer form. Please contact your local Atmel sales office for detailed ordering information and minimum quantities.

2. Pb-free packaging, complies to the European Directive for Restriction of Hazardous Substances (RoHS directive). Also Halide free and fully Green.

3. For Speed vs. V_{CC} see "Speed Grades" on page 330.

Package Type		
44A	44-lead, Thin (1.0 mm) Plastic Gull Wing Quad Flat Package (TQFP)	
40P6	40-pin, 0.600" Wide, Plastic Dual Inline Package (PDIP)	
44M1	44-pad, 7 x 7 x 1.0 mm body, lead pitch 0.50 mm, Thermally Enhanced Plastic Very Thin Quad Flat No-Lead (VQFN)	
44MC	44-lead (2-row Staggered), 5 x 5 x 1.0 mm body, 2.60 x 2.60 mm Exposed Pad, Quad Flat No-Lead Package (QFN)	





7.2 ATmega324P

Speed (MHz) ⁽³⁾	Power Supply	Ordering Code	Package ⁽¹⁾	Operational Range
	1.8 - 5.5V	ATmega324PV-10AU ⁽²⁾	44A	Industrial (-40°C to 85°C)
10		ATmega324PV-10PU ⁽²⁾	40P6	
		ATmega324PV-10MU ⁽²⁾	44M1	
	2.7 - 5.5V	ATmega324P-20AU ⁽²⁾	44A	
20		ATmega324P-20PU ⁽²⁾	40P6	
		ATmega324P-20MU ⁽²⁾	44M1	

Notes: 1. This device can also be supplied in wafer form. Please contact your local Atmel sales office for detailed ordering information and minimum quantities.

2. Pb-free packaging, complies to the European Directive for Restriction of Hazardous Substances (RoHS directive). Also Halide free and fully Green.

3. For Speed vs. V_{CC} see "Speed Grades" on page 330.

Package Type			
44A	44-lead, Thin (1.0 mm) Plastic Gull Wing Quad Flat Package (TQFP)		
40P6	40-pin, 0.600" Wide, Plastic Dual Inline Package (PDIP)		
44M1	44-pad, 7 x 7 x 1.0 mm body, lead pitch 0.50 mm, Thermally Enhanced Plastic Very Thin Quad Flat No-Lead (VQFN)		

7.3 ATmega644P

Speed (MHz) ⁽³⁾	Power Supply	Ordering Code	Package ⁽¹⁾	Operational Range
10	1.8 - 5.5V	ATmega644PV-10AU ⁽²⁾ ATmega644PV-10PU ⁽²⁾ ATmega644PV-10MU ⁽²⁾	44A 40P6 44M1	Industrial (-40°C to 85°C)
20	2.7 - 5.5V	ATmega644P-20AU ⁽²⁾ ATmega644P-20PU ⁽²⁾ ATmega644P-20MU ⁽²⁾	44A 40P6 44M1	Industrial (-40°C to 85°C)

Notes: 1. This device can also be supplied in wafer form. Please contact your local Atmel sales office for detailed ordering information and minimum quantities.

2. Pb-free packaging, complies to the European Directive for Restriction of Hazardous Substances (RoHS directive). Also Halide free and fully Green.

3. For Speed vs. V_{CC} see "Speed Grades" on page 330.

Package Type		
44A	44-lead, Thin (1.0 mm) Plastic Gull Wing Quad Flat Package (TQFP)	
40P6	40-pin, 0.600" Wide, Plastic Dual Inline Package (PDIP)	
44M1	44-pad, 7 x 7 x 1.0 mm body, lead pitch 0.50 mm, Thermally Enhanced Plastic Very Thin Quad Flat No-Lead (VQFN)	





8. Packaging Information

8.1 44A



¹⁸ ATmega164P/324P/644P

8.2 40P6







8.3 44M1



8.4 44MC







9. Errata

- 9.1 ATmega164P
- 9.1.1 Rev. A

No known Errata.

9.2 ATmega324P

9.2.1 Rev. A

No known Errata.

9.3 ATmega644P

9.3.1 Rev. A

Not sampled.

9.3.2 Rev. B

No known Errata.

10. Datasheet Revision History

Please note that the referring page numbers in this section are referred to this document. The referring revision in this section are referring to the document revision.

10.1 Rev. 8011K- 09/08

- 1. Updated "Features" on page 1, "Pin Configurations" on page 2 and "Ordering Information" on page 15 according to the updated 44M1 package drawing.
- 2. Updated V_{OL} in the table of "DC Characteristics" on page 326.
- Updated t_{RST} and t_{BOD} unites in the table of "System and Reset Characteristics" on page 332.
- 4. Updated typical values for ATmega324P and ATmega644P in the tables of "DC Characteristics" on page 326.
- 5. Replaced the package drawing "44M1" on page 426 by a rev H update.

10.2 Rev. 8011J- 09/08

1. Updated ATmega644P "Errata" on page 428.

10.3 Rev. 8011I- 05/08

- 1. Updated description in "AVCC" on page 7.
- 2. Updated "Stack Pointer" on page 14.
- 3. Updated Data Memory Map addresses, Figure 7-2 on page 21.
- 4. Updated description of use of external capacitors in "Low Frequency Crystal Oscillator" on page 35.
- 5. Updated typo in"Alternate Functions of Port C" on page 86.
- 6. Updated bit description in "TWSR TWI Status Register" on page 235.
- 7. Updated typo in "Programming via the JTAG Interface" on page 313.
- 8. Updated conditions for V_{OL} in the table of "DC Characteristics" on page 326.
- 9. Updated "External Clock Drive" on page 331.
- 10. Updated conditions for V_{INT2} in Table 27-11 (Single Ended channels) in "ADC Characteristics" on page 336.
- 11. Updated Minimum Reference Voltage in Table 27-12 (Differential channels) in "ADC Characteristics" on page 336.
- 12. Updated bit bit field typos in "Register Summary" on page 414.



10.4 Rev. 8011H- 04/08

- 1. Added 44-pad DRQFN pinout for ATmega164P in "Pinout DRQFN" on page 3.
- 2. Added note to "Address Match Unit" on page 215.
- 3. Updated ATmega164P "Ordering Information" on page 421.
- 4. Added 44-lead QFN (44MC) to "Packaging Information" on page 424.

10.5 Rev. 8011G- 08/07

- 1. Updated "Features" on page 1
- 2. Added "Data Retention" on page 9.
- 3. Updated "SPH and SPL Stack Pointer High and Stack pointer Low" on page 15.
- 4. LCD reference removed from table note in "Sleep Modes" on page 43.
- 5. Updated code example in "Bit 0 IVCE: Interrupt Vector Change Enable" on page 66.
- 6. Removed reference to External Memory Interface in "Alternate Functions of Port A" on page 81.
- 7. Updated "Data Reception The USART Receiver" on page 181.
- 8. Updated "ADCSRB ADC Control and Status Register B" on page 239.
- 9. Updated overview in "ADC Analog-to-digital Converter" on page 241.
- 10. Added "ATmega644P Typical Characteristic" on page 389.
- 11. Updated Figure 28-31 on page 355, Figure 28-32 on page 356, Figure 28-33 on page 356
- 12. Updated notes in Table 8-3 on page 33.Table 8-8 on page 36, Table 8-9 on page 37, and Table 8-11 on page 38.
- 13. Updated Table 13-7 on page 85, Table 13-8 on page 85, Table 13-10 on page 87, Table 13-11 on page 88, Table 13-14 on page 91, Table 27-1 on page 328, Table 27-2 on page 328, Table 27-5 on page 331, Table 27-9 on page 333, and Table 27-12 on page 337
- 14. Updated "ATmega324P DC Characteristics" on page 328 and "ATmega644P DC Characteristics" on page 329.
- 15. Updated Table 27-7 on page 332 and Table 8-13 on page 38.

10.6 Rev. 8011F- 04/07

1. Updated "Watchdog Timer Configuration" on page 60.

10.7 Rev. 8011E - 04/07

- 1. Updated "GTCCR General Timer/Counter Control Register" on page 160.
- 2. Updated "EECR The EEPROM Control Register" on page 24.

²⁴ ATmega164P/324P/644P

10.8 Rev. 8011D - 02/07

- 1. Updated "Pinout ATmega164P/324P/644P" on page 2.
- 2. Updated "Power-down Mode" on page 45.
- 3. Updated note in Table 12-1 on page 69.
- 4. Updated Table 24-1 on page 273.
- 5. Updated "Boot Size Configuration⁽¹⁾" on page 290.
- 6. Updated V_{OL} limits in "DC Characteristics" on page 326.
- 7. Updated note 3 and 4 in "DC Characteristics" on page 326.
- 8. Added note to "ATmega164P DC Characteristics" on page 328.
- 9. Added note to "ATmega324P DC Characteristics" on page 328.
- 10. Updated Figure 28-13 on page 346 and Figure 28-60 on page 371.

10.9 Rev. 8011C - 10/06

1. Updated "DC Characteristics" on page 326.

10.10 Rev. 8011B - 09/06

1. Updated "DC Characteristics" on page 326.

10.11 Rev. 8011A - 08/06

1. Initial revision.





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