

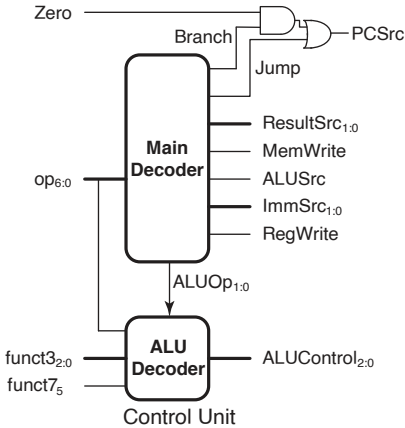
31:2 5		24:20		19:1 5		14:12		11:7		6: 0	
funct7		rs2	rs1	funct3		rd		op		R-Type	
imm _{11:0}			rs1	funct3		rd		op		I-Type	
imm _{11:5}		rs2	rs1	funct3		imm _{4:0}		op		S-Type	
imm _{12,10:5}		rs2	rs1	funct3		imm _{4,1,11}		op		B-Type	
imm _{31:12}						rd		op		U-Type	
imm _{20,10:1,11,19:12}						rd		op		J-Type	
fs3	funct2	fs2	fs1	funct3		fd		op		R4-Type	
5 bits		2 bits		5 bits		5 bits		3 bits		5 bits	
										7 bits	

RISC-V 32-bit instruction formats

R-type: register-type, I-type: immediate, S-type: store, B-type: branch, U-type: upper immediate, J-type: jump

R4-type: 4 reg floating point operation

RISC-V register set		
Name	Reg. No	Use
zero	x0	Constant value 0
ra	x1	Return address
sp	x2	Stack pointer
gp	x3	Global pointer
tp	x4	Thread pointer
t0-2	x5-7	Temporary registers
s0/fp	x8	Saved reg/Frame pointer
s1	x9	Saved register
a0-1	x10-11	Function arg/Return values
a2-7	x12-17	Function arguments
s2-11	x18-27	Saved registers
t3-6	x28-31	Temporary registers



ALU Decoder truth table

ALUOp	funct3	{op 5 funct7 5}	ALUControl	Instruction	lw , sw	beq	add	sub	slt	or	and
00	x	x	000 (add)								
01	x	x	001 (subtract)								
10	000	00,01,10	000 (add)								
	000	11	001 (subtract)								
	010	x	101 (set less than)								
	110	x	011 (or)								
	111	x	010 (and)								

ImmSrc encoding

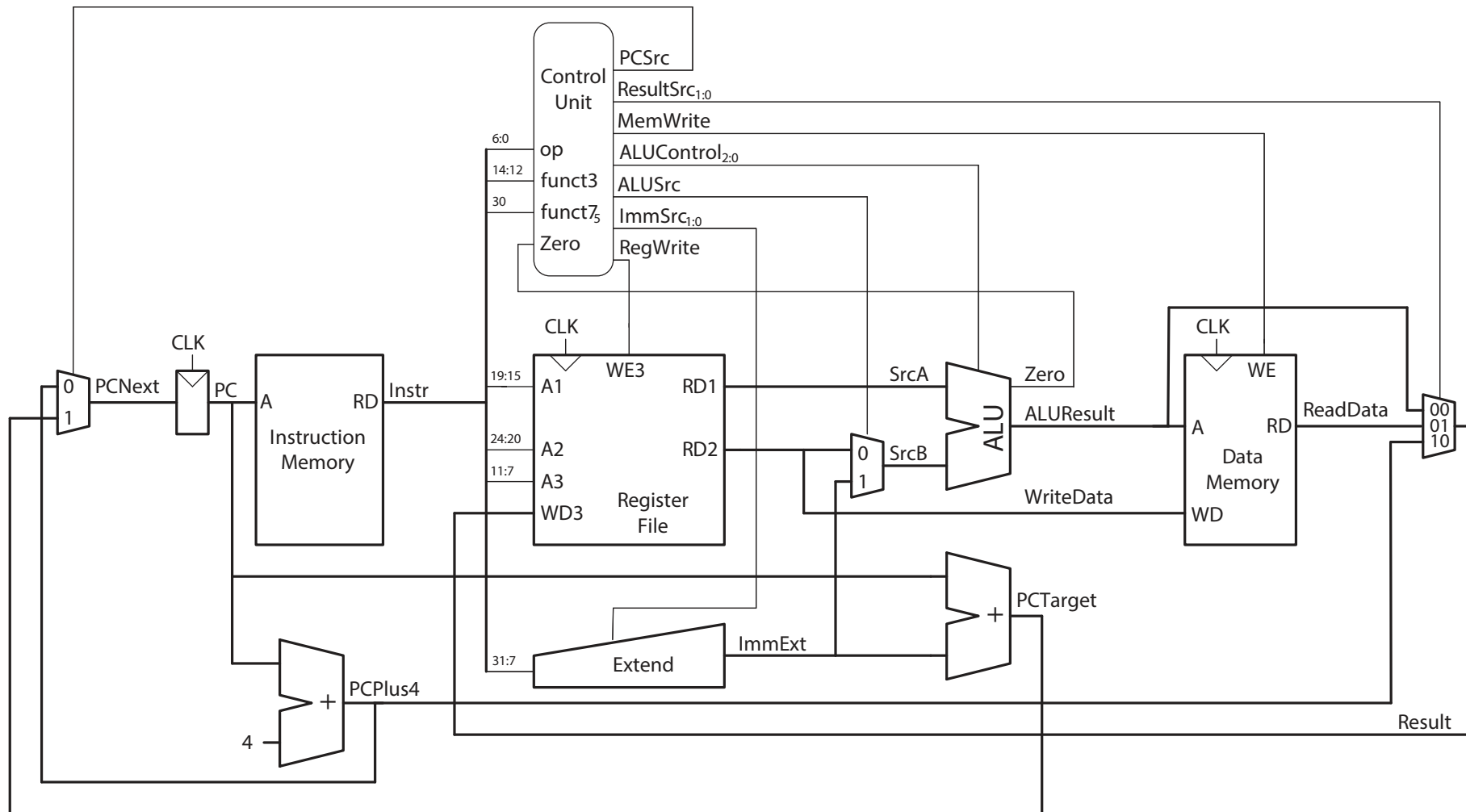
ImmSrc	ImmExt	Type	Description
00	{20{instr[31]}}, Instr[31:20]}	I	12-bit signed immediate
01	{20{instr[31]}}, Instr[31:25], Instr[11:7]}	S	12-bit signed immediate
10	{20{instr[31]}}, Instr[7], Instr[30:25], Instr[7], Instr[30:25], Instr[19:12], Instr[20], Instr[30:21], 1'b0}	B	13-bit signed immediate
11	{12{instr[31]}}, Instr[19:12], Instr[20], Instr[30:21], 1'b0}	J	21-bit signed immediate

RISC-V integer instructions											
op	funct3	funct7	Type	Instruction	Description	Operation					
0000011 (3)	000	–	I	lb rd, imm(rs1)	load byte	rd = SignExt([Address] _{7:0})					
0000011 (3)	001	–	I	lh rd, imm(rs1)	load half	rd = SignExt([Address] _{15:0})					
0000011 (3)	010	–	I	lw rd, imm(rs1)	load word	rd = [Address] _{31:0}					
0000011 (3)	100	–	I	lbu rd, imm(rs1)	load byte unsigned	rd = ZeroExt([Address] _{7:0})					
0000011 (3)	101	–	I	lhu rd, imm(rs1)	load half unsigned	rd = ZeroExt([Address] _{15:0})					
0010011 (19)	000	–	I	addi rd, rs1, imm	add immediate	rd = rs1 + SignExt(imm)					
0010011 (19)	001	0000000 *	I	slli rd, rs1, uimm	shift left logical immediate	rd = rs1 << uimm					
0010011 (19)	010	–	I	slti rd, rs1, imm	set less than immediate	rd = (rs1 < SignExt(imm))					
0010011 (19)	011	–	I	sltiu rd, rs1, imm	set less than imm. unsigned	rd = (rs1 < SignExt(imm))					
0010011 (19)	100	–	I	xori rd, rs1, imm	xor immediate	rd = rs1 ^ SignExt(imm)					
0010011 (19)	101	0000000 *	I	srlr rd, rs1, uimm	shift right logical immediate	rd = rs1 >> uimm					
0010011 (19)	101	0100000 *	I	srai rd, rs1, uimm	shift right arithmetic imm.	rd = rs1 >>> uimm					
0010011 (19)	110	–	I	ori rd, rs1, imm	or immediate	rd = rs1 SignExt(imm)					
0010011 (19)	111	–	I	andi rd, rs1, imm	and immediate	rd = rs1 & SignExt(imm)					
0010111 (23)	–	–	U	auipc rd, upimm	add upper immediate to PC	rd = {upimm, 12 'b0} + PC					
0100011 (35)	000	–	S	sb rs2, imm(rs1)	store byte	[Address] _{7:0} = rs2 _{7:0}					
0100011 (35)	001	–	S	sh rs2, imm(rs1)	store half	[Address] _{15:0} = rs2 _{15:0}					
0100011 (35)	010	–	S	sw rs2, imm(rs1)	store word	[Address] _{31:0} = rs2					
0110011 (51)	000	0000000	R	add rd, rs1, rs2	add	rd = rs1 + rs2					
0110011 (51)	000	0100000	R	sub rd, rs1, rs2	sub	rd = rs1 — rs2					
0110011 (51)	001	0000000	R	sll rd, rs1, rs2	shift left logical	rd = rs1 << rs2 _{4:0}					
0110011 (51)	010	0000000	R	slt rd, rs1, rs2	set less than	rd = (rs1 < rs2)					
0110011 (51)	011	0000000	R	sltu rd, rs1, rs2	set less than unsigned	rd = (rs1 < rs2)					
0110011 (51)	100	0000000	R	xor rd, rs1, rs2	xor	rd = rs1 ^ rs2					
0110011 (51)	101	0000000	R	srl rd, rs1, rs2	shift right logical	rd = rs1 >> rs2 _{4:0}					
0110011 (51)	101	0100000	R	sra rd, rs1, rs2	shift right arithmetic	rd = rs1 >>> rs2 _{4:0}					
0110011 (51)	110	0000000	R	or rd, rs1, rs2	or	rd = rs1 rs2					
0110011 (51)	111	0000000	R	and rd, rs1, rs2	and	rd = rs1 & rs2					
0110111 (55)	–	–	U	lui rd, upimm	load upper immediate	rd = {upimm, 12'b0}					
1100011 (99)	000	–	B	beq rs1, rs2, label	branch if =	if (rs1 == rs2) PC = BTA					
1100011 (99)	001	–	B	bne rs1, rs2, label	branch if ≠	if (rs1 ≠ rs2) PC = BTA					
1100011 (99)	100	–	B	blt rs1, rs2, label	branch if <	if (rs1 < rs2) PC = BTA					
1100011 (99)	101	–	B	bge rs1, rs2, label	branch if ≥	if (rs1 ≥ rs2) PC = BTA					
1100011 (99)	110	–	B	bltu rs1, rs2, label	branch if < unsigned	if (rs1 < rs2) PC = BTA					
1100011 (99)	111	–	B	bgeu rs1, rs2, label	branch if ≥ unsigned	if (rs1 ≥ rs2) PC = BTA					
1100111 (103)	000	–	I	jalr rd, rs1, imm	jump and link register	PC = rs1 + SignExt(imm), rd = PC + 4					
1101111 (111)	–	–	J	jal rd, label	jump and link	PC = JTA, rd = PC + 4					

*Encoded in instr_{31:25}, the upper seven bits of the immediate field

Main Decoder truth table									
Instruction	Opcode	RegWrite	ImmSrc	ALUSrc	MemWrite	ResultSrc	Branch	ALUOp	Jump
lw	0000011	1	00	1	0	01	0	00	0
sw	0100011	0	01	1	1	xx	0	00	0
R-type	0110011	1	xx	0	0	00	0	10	0
beq	1100011	0	10	0	0	xx	1	01	0
I-type ALU	0010011	1	00	1	0	00	0	10	0
jal	1101111	1	11	x	0	10	0	xx	1

ALU Function List	
ALUControl _{2:0}	Function
000	Add
001	Subtract
010	AND
011	OR
101	SLT



lw	sw	add	beq	addi	jal
		sub		slti	
		slt		ori	
		or		andi	
		and			