RISC-V 32-bit instruction formats

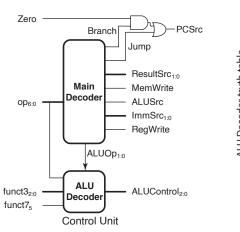| 31:25	24:20	19:15	14:12	11:7	6:0	
funct7	rs2	rs1	funct3	rd	op	R-Type
imm$_{11:0}$		rs1	funct3	rd	op	I-Type
imm$_{11:5}$	rs2	rs1	funct3	imm$_{4:0}$	op	S-Type
imm$_{12,10:5}$	rs2	rs1	funct3	imm$_{4:1,11}$	op	B-Type
imm$_{31:12}$				rd	op	U-Type
imm$_{20,10:1,11,19:12}$				rd	op	J-Type
fs3	funct2	fs2	fs1	funct3	fd	op	R4-Type
5 bits	2 bits	5 bits	5 bits	3 bits	5 bits	7 bits

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

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[11:8], 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

ALU Decoder truth table

ALUOp	funct3	{op$_5$ funct7$_5$}	ALUControl	Instruction
00	x	x	000 (add)	lw , sw
01	x	x	001 (subtract)	beq
10	000	00,01,10	000 (add)	add
	000	11	001 (subtract)	sub
	010	x	101 (set less than)	slt
	110	x	011 (or)	or
	111	x	010 (and)	and

Control Unit

RISC-V integer instructions

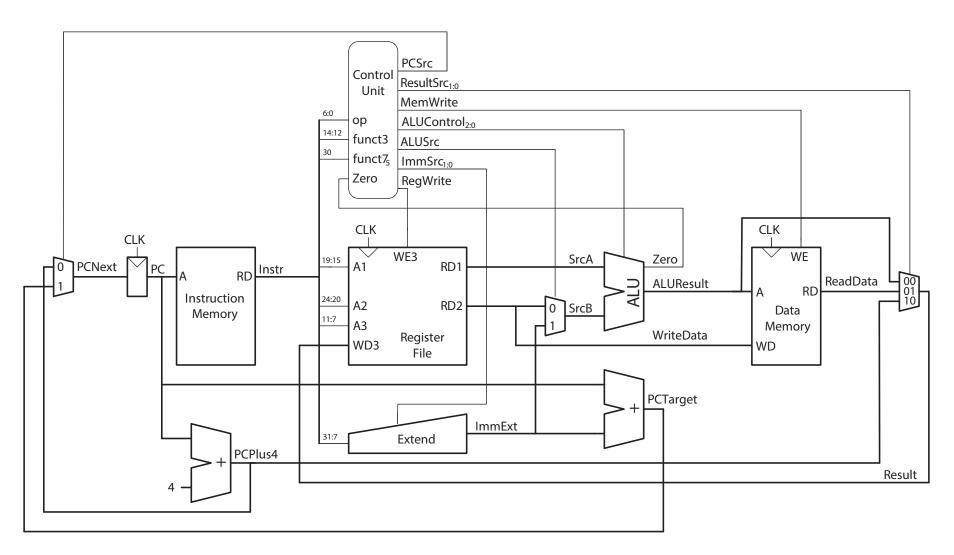| op	funct3	funct7	Type	Instruction	Description	Operation
0000011 (3)	000	–	I	lb rd, imm(rs1)	load byte	rd = SignExt([Address]$_{7:0}$)
0000011 (3)	001	–	I	lh rd, imm(rs1)	load half	rd = SignExt([Address]$_{15:0}$)
0000011 (3)	010	–	I	lw rd, imm(rs1)	load word	rd = [Address]$_{31:0}$
0000011 (3)	100	–	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	srli 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

Control Unit

PCSrc
ResultSrc$_{1:0}$
MemWrite
ALUControl$_{2:0}$
ALUSrc
ImmSrc$_{1:0}$
RegWrite

op — 6:0
funct3 — 14:12
funct7$_5$ — 30
Zero

CLK

PCNext
PC
CLK

Instruction Memory
A   RD   Instr

19:15 — A1   WE3   RD1   SrcA
24:20 — A2   RD2
11:7 — A3
WD3   Register File

0
1   SrcB

ALU   Zero
ALUResult

CLK   WE
A   RD   ReadData
Data Memory
WD   WriteData

00
01
10

31:7   Extend   ImmExt   +   PCTarget

PCPlus4   +
4

Result

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