

RISC-V Reference Cheat Sheet

Instructions (a subset)

Name (Format,Op,funct ₃ ,funct ₇ /imm _{11:5})	Syntax	Operation
add (R,51,0,0)	add rd, rs1, rs2	reg[rd] = reg[rs1] + reg[rs2]
add immediate (I,19,0,-)	addi rd, rs1, imm	reg[rd] = reg[rs1] + sext(imm)
and (R,51,7,0)	and rd, rs1, rs2	reg[rd] = reg[rs1] & reg[rs2]
and immediate (I,19,7,-)	andi rd, rs1, imm	reg[rd] = reg[rs1] & sext(imm)
branch on equal (B,99,0,-)	beq rs1,rs2,label	PC=BTA if rs1 == rs2 else PC=PC+4
branch on not equal (B,99,1,-)	bne rs1,rs2,label	PC=BTA if rs1 != rs2 else PC=PC+4
divide (R,51,4,1)	div rd, rs1, rs2	reg[rd] = reg[rs1] / (reg[rs2] <i>(signed)</i>)
divide unsigned (R,51,5,1)	divu rd, rd1, rs2	reg[rd] = reg[rs1] / reg[rs2] <i>(unsigned)</i>
jump-and-link (J,111,-,-)	jal rd, label	PC=JTA, reg[rd]=PC _{prev} +4
jump-and-link-register (I,103,0,-)	jalr rd, rs1, imm	PC = reg[rs1]+sext(imm), reg[rd]=PC _{prev} +4
load byte (I,3,0,-)	lb rd, imm(rs1)	reg[rd] = sext(mem[rs1 + sext(imm)])
load unsigned byte (I,3,4,-)	lbu rd, imm(rs1)	reg[rd] = mem[rs1 + sext(imm)]
load upper immediate (U,55,-,-)	lui rd, imm	reg[rd] = concat(imm, "000000000000")
load word (I,3,2,-)	lw rd, imm(rs1)	reg[rd] = mem[rs1 + sext(imm)]
multiply (R,51,0,1)	mul rd, rs1, rd2	reg[rd] = reg[rs1] * reg[rs2]
or (R,51,6,0)	or rd, rs1, rd2	reg[rd] = reg[rs1] reg[rs2]
or immediate (I,19,6,-)	ori rd, rs1, imm	reg[rd] = reg[rs1] sext(imm)
store byte (S,35,0,-)	sb rs2, imm(rs1)	mem[rs1 + sext(imm)] = rs2
shift left logical (R,51,1,0)	sll rd, rs1, rs2	reg[rd] = reg[rs1] « reg[rs2]
shift left logical immediate (I,19,1,0)	slli rd, rs1, shamt	reg[rd] = reg[rs1] « shamt
set less than (R,51,2,0)	slt rd, rs1, rs2	reg[rd] = 1 if reg[rs1]<reg[rs2] <i>(signed)</i>
set less than immediate (I,19,2,-)	slti rd, rs1, imm	reg[rd] = 1 if reg[rs1]<sext(imm) <i>(signed)</i>
set less than imm. unsigned (I,19,3,-)	sltiurd, rs1, (imm	reg[rd] = 1 if reg[rs1]<sext(imm) <i>(unsigned)</i>
set less than unsigned (R,51,3,0)	sltu rd, rs1, rs2	reg[rd] = 1 if reg[rs1]<reg[rs2] <i>(unsigned)</i>
shift right arithmetic (R,51,5,32)	sra rd, rs1, rs2	reg[rd] = reg[rs1] » reg[rs2]
shift right arithmetic imm. (I,19,5,32)	srai rd, rs1, shamt	reg[rd] = reg[rs1] » shamt
shift right logical (R,51,5,0)	srl rd, rs1, rs2	reg[rd] = reg[rs1] » reg[rs2]
shift right logical imm. (I,19,5,0)	srli rd, rs1, shamt	reg[rd] = reg[rs1] » shamt
subtract (R,51,0,32)	sub rd, rs1, rd2	reg[rd] = reg[rs1] - reg[rs2]
store word (S,35,2,-)	sw rs2, imm(rs1)	mem[reg[rs1] + sext(timm)] = reg[rs2]
exclusive-or (R,51,4,0)	xor rd, rs1, rd2	reg[rd] = reg[rs1] ^ reg[rs2]
exclusive-or imm. (I,19,4,-)	xori rd, rs1, imm	reg[rd] = reg[rs1] ^ sext(imm)

Registers

Name	#	Usage
zero	0	Always 0
ra	1	Return address
sp	2	Stack pointer
gp	3	Global pointer
tp	4	Thread pointer
t0-t2	5-7	Temporary
s0-s1	8-9	Saved
a0-a7	10-17	Arguments
s2-s11	18-27	Saved
t3-t6	28-31	Temporary

Notes

- All numbers are in the decimal format
- PC_{prev} is the PC prio to the jump
- sext () extends and returns a 32-bit 2's-complement value
- concat () concatenates two bitstrings into a 32-bit value
- Subscripts of an integer X, e.g., imm_{4:1|11}, means a certain bitstring contains the bits 4,3,2,1 followed by bit 11 of X (in the example, imm).
- BTA = PC + signext(imm)
- JTA=concat(PC+signext(imm), "0")
- signed* and *unsigned* means that the operands are treated as positive or negative (signed) and only positive(unsigned) respectively
- shamt is an abbreviation for "shift amount" and decides by how much something is shifted (see topmost I-format)
- The upper 6 bits of the I-format for shift immediate instructions decide the type of right-shift.

Contact

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Instruction Formats

# bits	31 ... 25	24 ... 20	19 ... 15	14 ... 12	11 ... 7	6 ... 0
R-format	funct7	rs2	rs1	funct3	rd	op
I-format	Imm _{11:5}	shamt	rs1	funct3	rd	op
	Imm _{11:0}		rs1	funct3	rd	op
S-format	imm _{11:5}	rs2	rs1	funct3	imm _{4:0}	op
B-format	imm _{12 10:5}	rs2	rs1	funct3	imm _{4:1 11}	op
U-format	imm _{31:12}				rd	op
J-format	imm _{20 10:1 11 19:12}				rd	op