# Overview

CS01 is a thirty-two-bit processor modelled after the RISCV ISA (RV32I). Only a subset of the RISCV instruction set is implemented. The processor features 32, 32-bit integer registers and 32, 32-bit floating-point registers. The processor has the most prominent features from real processors with some of the more complex details left out.

# Programming Model

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Registers | | | |
|  | 31 0 |  |  | 31 0 |
|  | x0 / zero |  |  | f0 / zero |
|  | x1 / ra |  |  | f1 |
|  | x2 / fp |  |  | … |
|  | x3-x13 / s1-s11 |  |  | … |
|  | x14 / sp |  |  | … |
|  | x15 / tp |  |  | … |
|  | x16-x17 / v0-v1 |  |  | … |
|  | x18-x25 / a0-a7 |  |  | … |
|  | x26-x30 / t0 – t4 |  |  | f30 |
|  | x31 / gp |  |  | f31 |
|  | pc |  |  |  |

x? refers to an integer register. f? refers to a floating-point register

Registers x0 and f0 are always zero. f0 is positive zero.

x14 / sp is the stack pointer.

pc is the program counter.

# Nomenclature

The size of values are referred to as the following:

|  |  |  |
| --- | --- | --- |
| Size | Alternate |  |
| 1 | byte | byte |
| 2 | wyde | half-word |
| 4 | tetra | word |
| 5 | penta |  |
| 8 | octa | double-word |
| 10 | deci |  |
| 16 | hexi |  |

# Instruction Set Formats

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| LUI2 | imm31..12 | | | | | | | | | Rd | 55 |  |
| AUIPC | imm31..12 | | | | | | | | | Rd | 23 |  |
| JAL | 20 | imm10..1 | | | | | 11 | imm19..12 | | Rd | 111 |  |
| JALR | imm11..0 | | | | | | | Rs1 | 0 | Rd | 103 |  |
| BEQ | imm12.10..5 | | | | Rs2 | | | Rs1 | 0 | imm4..1.11 | 99 |  |
| BNE | imm12.10..5 | | | | Rs2 | | | Rs1 | 1 | imm4..1.11 | 99 |  |
| BLT | imm12.10..5 | | | | Rs2 | | | Rs1 | 4 | imm4..1.11 | 99 |  |
| BGE | imm12.10..5 | | | | Rs2 | | | Rs1 | 5 | imm4..1.11 | 99 |  |
| BLTU | imm12.10..5 | | | | Rs2 | | | Rs1 | 6 | imm4..1.11 | 99 |  |
| BGEU | imm12.10..5 | | | | Rs2 | | | Rs1 | 7 | imm4..1.11 | 99 |  |
| BRA1 | imm12.10..5 | | | | 0 | | | 0 | 0 | imm4..1.11 | 99 |  |
| LB | imm11..0 | | | | | | | Rs1 | 0 | Rd | 3 | LDB |
| LH | imm11..0 | | | | | | | Rs1 | 1 | Rd | 3 | LDW |
| LW | imm11..0 | | | | | | | Rs1 | 2 | Rd | 3 | LDT |
| LBU | imm11..0 | | | | | | | Rs1 | 4 | Rd | 3 | LDBU |
| LHU | imm11..0 | | | | | | | Rs1 | 5 | Rd | 3 | LDWU |
| FLW | imm11..0 | | | | | | | Rs1 | 2 | FRd | 7 | FLDT |
| SB | imm11..5 | | | | Rs2 | | | Rs1 | 0 | Imm4..0 | 35 | STB |
| SH | imm11..5 | | | | Rs2 | | | Rs1 | 1 | Imm4..0 | 35 | STW |
| SW | imm11..5 | | | | Rs2 | | | Rs1 | 2 | Imm4..0 | 35 | STT |
| FSW | imm11..5 | | | | FRs2 | | | Rs1 | 2 | Imm4..0 | 39 | FSTT |
| ADDI | imm11..0 | | | | | | | Rs1 | 0 | Rd | 19 |  |
| SLTI | imm11..0 | | | | | | | Rs1 | 2 | Rd | 19 |  |
| SLTUI | imm11..0 | | | | | | | Rs1 | 3 | Rd | 19 |  |
| XORI | imm11..0 | | | | | | | Rs1 | 4 | Rd | 19 | EORI |
| ORI | imm11..0 | | | | | | | Rs1 | 6 | Rd | 19 |  |
| LDI1 | imm11..0 | | | | | | | 0 | 6 | Rd | 19 |  |
| ANDI | imm11..0 | | | | | | | Rs1 | 7 | Rd | 19 |  |
| SLLI | 0 | | | | shamt | | | Rs1 | 1 | Rd | 19 | SHLI |
| SRLI | 0 | | | | shamt | | | Rs1 | 5 | Rd | 19 | SHRI |
| SRAI | 16 | | | | shamt | | | Rs1 | 5 | Rd | 19 | ASRI |
| ADD | 0 | | | | Rs2 | | | Rs1 | 0 | Rd | 51 |  |
| SUB | 32 | | | | Rs2 | | | Rs1 | 0 | Rd | 51 |  |
| MUL | 1 | | | | Rs2 | | | Rs1 | 0 | Rd | 51 |  |
| SLL | 0 | | | | Rs2 | | | Rs1 | 1 | Rd | 51 | SHL |
| SLT | 0 | | | | Rs2 | | | Rs1 | 2 | Rd | 51 |  |
| SLTU | 0 | | | | Rs2 | | | Rs1 | 3 | Rd | 51 |  |
| XOR | 0 | | | | Rs2 | | | Rs1 | 4 | Rd | 51 | EOR |
| SRL | 0 | | | | Rs2 | | | Rs1 | 5 | Rd | 51 | SHR |
| SRA | 32 | | | | Rs2 | | | Rs1 | 5 | Rd | 51 | ASR |
| OR | 0 | | | | Rs2 | | | Rs1 | 6 | Rd | 51 |  |
| MOV1 | 0 | | | | 0 | | | Rs1 | 6 | Rd | 51 |  |
| AND | 0 | | | | Rs2 | | | Rs1 | 7 | Rd | 51 |  |
| FADD | 0 | | 00 | | FRs2 | | | FRs1 | rm | FRd | 83 |  |
| FSUB | 1 | | 00 | | FRs2 | | | FRs1 | rm | FRd | 83 |  |
| FMUL | 2 | | 00 | | FRs2 | | | FRs1 | rm | FRd | 83 |  |
| FDIV | 3 | | 00 | | FRs2 | | | FRs1 | rm | FRd | 83 |  |
| FSQRT | 11 | | 00 | | 0 | | | FRs1 | rm | FRd | 83 |  |
| FEQ | 20 | | 00 | | FRs2 | | | FRs1 | 2 | Rd | 83 |  |
| FLT | 20 | | 00 | | FRs2 | | | FRs1 | 1 | Rd | 83 |  |
| FLE | 20 | | 00 | | FRs2 | | | FRs1 | 0 | Rd | 83 |  |
| FCVT.W.S | 24 | | 00 | | 0 | | | FRs1 | rm | Rd | 83 |  |
| FCVT.WU.S | 24 | | 00 | | 1 | | | FRs1 | rm | Rd | 83 |  |
| FCVT.S.W | 25 | | 00 | | 0 | | | Rs1 | rm | FRd | 83 |  |
| FCVT.S.WU | 25 | | 00 | | 1 | | | Rs1 | rm | FRd | 83 |  |
| FENCE | 0 | | | pred | | succ | | 0 | 0 | 0 | 15 |  |
| FENCE.I | 0 | | | 0 | | 0 | | 0 | 1 | 0 | 15 |  |
| ECALL | 000h | | | | | | | | | 0 | 115 |  |
| ERET | 100h | | | | | | | | | 0 | 115 |  |
| RDCYCLE | 96 | | | | 0 | | | 0 | 1 | Rd | 115 |  |
| RDCYCLEH | 100 | | | | 0 | | | 0 | 1 | Rd | 115 |  |
| RDTIME | 96 | | | | 1 | | | 0 | 1 | Rd | 115 |  |
| RDTIMEH | 100 | | | | 1 | | | 0 | 1 | Rd | 115 |  |
| RDINSTRET | 96 | | | | 2 | | | 0 | 1 | Rd | 115 |  |
| RDINSTRETH | 100 | | | | 2 | | | 0 | 1 | Rd | 115 |  |
| WFI | 101h | | | | | | | | | 0 | 115 |  |
| PFI3 | 103h | | | | | | | | | 0 | 115 |  |

1. an extended mnemonic for another instruction
2. instruction has a brown-field extension to the RISCV instruction set
3. instruction is a green-field extension to the RISCV instruction set

# Integer Instructions

## ADD – Addition

**Description**:

Add two values using two’s complement addition, which are in Rs1 and Rs2 or an immediate value and place the sum in the destination register Rd.

**Instruction Format**: R2, RI

**Exceptions**: none

## AND – Bitwise And

**Description**:

Bitwise ‘and’ two values which are in Rs1 and Rs2 or an immediate value and place the result in the destination register Rd. A bitwise operation operates on each bit of the register individually. By carefully managing values the bitwise and may also be used as a logical and.

**Instruction Format**: R2, RI

**Exceptions**: none

## AUIPC – Add Upper Immediate to PC

**Description**:

This instruction adds the upper 20 bits of the program counter to an immediate supplied by the instruction and stores the result in the destination register Rd. This instruction may be used to generate addresses relative to the program counter.

## EOR – Bitwise Exclusive Or

**Description**:

This is an alternate mnemonic supported by the assembler for the XOR instruction. Bitwise ‘exclusive or’ two values which are in Rs1 and Rs2 or an immediate value and place the result in the destination register Rd. A bitwise operation operates on each bit of the register individually. By carefully managing values the bitwise eor may also be used as a logical eor.

**Instruction Format**: R2, RI

**Exceptions**: none

## LDI – Load Immediate

**Description**:

This is an alternate mnemonic for the ‘or’ instruction where Rs1 is assumed to be x0. This has the effect of simply loading the constant into integer register Rd.

**Instruction Format**: RI

**Exceptions**: none

## LUI – Load Upper Immediate

**Description**:

The LUI instruction sets the upper 20 bits of the destination register Rd to the constant supplied in the instruction and zeros out the lower 12 bits of the destination register. This instruction has a brownfield extension to the RISCV instruction set.

Brownfield Extension

If the target register of a LUI instruction is x0, then the constant in the LUI instruction is applied as the upper 20 bits of the constant for the next instruction. Using the brownfield extension allows a large immediate to be encoded without having to use additional instructions to load the constant into an additional register.

## MOV – Move Register

**Description**:

This is an alternate mnemonic for the ‘or’ instruction where Rs2 is assumed to be x0. The value in Rs1 is then simply copied to destination register Rd.

**Instruction Format**: R2

**Exceptions**: none

## OR – Bitwise Inclusive Or

**Description**:

Bitwise ‘inclusive or’ two values which are in Rs1 and Rs2 or an immediate value and place the result in the destination register Rd. A bitwise operation operates on each bit of the register individually. By carefully managing values the bitwise or may also be used as a logical or.

**Instruction Format**: R2, RI

**Exceptions**: none

## SLL – Shift Left Logical

**Description**:

Shift left the value in Rs1 by the value in Rs2 or an immediate value and place the result in the destination register Rd. Low order bits are filled with zeros.

**Instruction Format**: R2, RI

**Exceptions**: none

## SLT – Set if Less Than

**Description**:

Compare two two’s complement signed values which are in Rs1 and Rs2 or an immediate value. If Rs1 is less than the second operand then store a one in register Rd, otherwise store a zero in register Rd.

**Instruction Format**: R2, RI

**Exceptions**: none

## SRA – Shift Right Arithmetic

**Description**:

Shift right the value in Rs1 by the value in Rs2 or an immediate value and place the result in the destination register Rd. High order bits are filled with the original sign bit, preserving the sign of the number.

**Instruction Format**: R2, RI

**Exceptions**: none

## SRL – Shift Right Logical

**Description**:

Shift right the value in Rs1 by the value in Rs2 or an immediate value and place the result in the destination register Rd. High order bits are filled with zeros.

**Instruction Format**: R2, RI

**Exceptions**: none

## XOR – Bitwise Exclusive Or

**Description**:

Bitwise ‘exclusive or’ two values which are in Rs1 and Rs2 or an immediate value and place the result in the destination register Rd. A bitwise operation operates on each bit of the register individually. By carefully managing values the bitwise xor may also be used as a logical xor.

**Instruction Format**: R2, RI

**Exceptions**: none

# Control Flow Instructions

## BEQ – Branch if Equal

**Description**:

This instruction tests if two registers are equal and branches if they are; otherwise program execution continues with the next instruction. The branch target is calculated as the sum of the program counter and a sign extended displacement value found in the instruction.

**Instruction Format**: BCC

**Exceptions**: none

## BGE – Branch if Greater Than or Equal

**Description**:

This instruction tests if two registers and branches if Rs1 is greater than or equal to Rs2; otherwise program execution continues with the next instruction. The values in registers Rs1 and Rs2 are treated as two’s complement signed numbers. The branch target is calculated as the sum of the program counter and a sign extended displacement value found in the instruction.

**Instruction Format**: BCC

**Exceptions**: none

## BGEU – Branch if Greater Than or Equal Unsigned

**Description**:

This instruction tests if two registers and branches if Rs1 is greater than or equal to Rs2; otherwise program execution continues with the next instruction. The values in registers Rs1 and Rs2 are treated as unsigned numbers. The branch target is calculated as the sum of the program counter and a sign extended displacement value found in the instruction.

**Instruction Format**: BCC

**Exceptions**: none

## BLT – Branch if Less Than

**Description**:

This instruction tests if two registers and branches if Rs1 is less than Rs2; otherwise program execution continues with the next instruction. The values in registers Rs1 and Rs2 are treated as two’s complement signed numbers. The branch target is calculated as the sum of the program counter and a sign extended displacement value found in the instruction.

**Instruction Format**: BCC

**Exceptions**: none

## BLTU – Branch if Less Than Unsigned

**Description**:

This instruction tests if two registers and branches if Rs1 is less than Rs2; otherwise program execution continues with the next instruction. The values in registers Rs1 and Rs2 are treated as unsigned numbers. The branch target is calculated as the sum of the program counter and a sign extended displacement value found in the instruction.

**Instruction Format**: BCC

**Exceptions**: none

## BNE – Branch if Not Equal

**Description**:

This instruction tests if two registers are unequal and branches if they are; otherwise program execution continues with the next instruction. The branch target is calculated as the sum of the program counter and a sign extended displacement value found in the instruction.

**Instruction Format**: BCC

**Exceptions**: none

## BRA – Branch Always

**Description**:

This instruction is an alternate mnemonic for the BEQ instruction where both registers are assumed to be x0. Hence the branch is always taken. The branch target is calculated as the sum of the program counter and a sign extended displacement value found in the instruction.

**Instruction Format**: BRA

**Exceptions**: none

## FENCE[.I]

**Description**:

With this core the fence instruction is a nop operation. Memory instructions are not buffered and always execute in order. Fencing is used to control order on machines where the order of memory operation may not be in program order.

## JAL – Jump and Link

**Description**:

The JAL instruction jumps to the target address determined by adding a signed extended immediate constant in the instruction to the program counter. The constant is shifted left once before the addition. The two LSB’s of the target address are set to zero. The address of the next instruction after the JAL is stored in the destination register Rd. The address range of the JAL instruction is approximately +/- 1 MB.

**Instruction Format**: JAL

**Exceptions**: none

## JALR – Jump and Link Register

**Description**:

The JALR instruction jumps to the target address determined by adding a signed extended immediate constant in the instruction to integer register Rs1. The two LSB’s of the target address are set to zero. The address of the next instruction after the JALR is stored in the destination register Rd. The address range is all of memory.

**Instruction Format**: JALR

**Exceptions**: none

# Memory Instructions

## Address Modes

The processor supports only a single address mode – register indirect with displacement. Any other desired addressing of data must be built up out of instructions using this address mode.

## Unaligned Accesses

If there is an unaligned access for data larger than a byte, the processor will automatically run two bus cycles to load or store the data. The processor doesn’t care what address is used for the data; however, using aligned accesses results in faster program execution as only single bus cycles are required.

## FLW – Float Load Word (32 bits)

**Description**:

FLW loads 32-bit data from memory and loads it into the floating-point destination register Rd. The memory address to load from is calculated as the sum of integer register Rs1 and an immediate constant in the instruction.

**Instruction Format**: ML

**Exceptions**: none

## FSW – Float Store Word (32 bits)

**Description**:

FSW stores 32-bit data to memory from the floating-point destination source register Rs2. The memory address to store to is calculated as the sum of integer register Rs1 and an immediate constant in the instruction.

**Instruction Format**: MS

**Exceptions**: none

## LB – Load Byte (8 bits)

**Description**:

LB loads a byte of data from memory, sign extends it to the width of the machine, and loads it into the integer destination register Rd. The memory address to load from is calculated as the sum of Rs1 and an immediate constant in the instruction.

**Instruction Format**: ML

**Exceptions**: none

## LBU – Load Byte Unsigned (8 bits)

**Description**:

LBU loads a byte of data from memory, zero extends it to the width of the machine, and loads it into the integer destination register Rd. The memory address to load from is calculated as the sum of Rs1 and an immediate constant in the instruction.

**Instruction Format**: ML

**Exceptions**: none

## LH – Load Half (16 bits)

**Description**:

LH loads 16-bit data from memory, sign extends it to the width of the machine, and loads it into the integer destination register Rd. The memory address to load from is calculated as the sum of Rs1 and an immediate constant in the instruction.

**Instruction Format**: ML

**Exceptions**: none

## LHU – Load Half Unsigned (16 bits)

**Description**:

LH loads 16-bit data from memory, zero extends it to the width of the machine, and loads it into the integer destination register Rd. The memory address to load from is calculated as the sum of Rs1 and an immediate constant in the instruction.

**Instruction Format**: ML

**Exceptions**: none

## LW – Load Word (32 bits)

**Description**:

LW loads 32-bit data from memory and loads it into the integer destination register Rd. The memory address to load from is calculated as the sum of Rs1 and an immediate constant in the instruction.

**Instruction Format**: ML

**Exceptions**: none

## SB – Store Byte (8 bits)

**Description**:

SB stores a byte of data to memory from the low order eight bits of source register Rs2. The memory address to load from is calculated as the sum of Rs1 and an immediate constant in the instruction.

**Instruction Format**: MS

**Exceptions**: none

## SH – Store Half (16 bits)

**Description**:

SH stores 16-bits of data to memory from the low order sixteen bits of source register Rs2. The memory address to load from is calculated as the sum of Rs1 and an immediate constant in the instruction.

**Instruction Format**: MS

**Exceptions**: none

## SW – Store Word (32 bits)

**Description**:

SW stores 32-bits of data to memory from source register Rs2. The memory address to load from is calculated as the sum of Rs1 and an immediate constant in the instruction.

**Instruction Format**: MS

**Exceptions**: none

# Floating-Point

## Rounding mode

The rounding mode to use for floating point instructions may be one specified in the instruction or a dynamic rounding mode specified in the rounding mode register. If the rounding mode specified in the instruction is ‘111’ then the dynamic rounding mode register will be used to determine the rounding mode.

## Floating-Point Exceptions

Underflow occurs when the result is a de-normal number having an exponent of zero. Underflow sets the uf bit in the floating-point status register.

Overflow occurs when the result becomes infinite (positive or negative); the exponents is all ones and the mantissa is zero. Overflow sets the of bit in the floating-point status register.

Inexact occurs during normalization if there were bits in the intermediate result that were non-zero to the right of the LSB of the result. Inexact sets the nx bit in the floating-point status register.

Divide by zero occurs if an attempt is made to divide a number by zero or an attempt is made to take the square root of zero. Divide by zero sets the dz bit in the floating-point status register.

Invalid operation occurs if there is an attempt to take the square root of a negative number. An invalid operation sets the nv bit in the floating-point status register.

## FADD – Addition

**Description**:

FADD adds two floating-point values in floating-point registers Rs1 and Rs2 and store the result in floating-point register Rd. If either operand is a Nan then the result is a Nan.

**Instruction Format**: FLT

**Exceptions**: uf, of, nx

## FDIV – Division

**Description**:

FDIV divides two floating-point values in floating-point registers Rs1 and Rs2 and stores the result in floating-point register Rd. If either operand is a Nan then the result is a Nan.

**Instruction Format**: FLT

**Exceptions**: uf, of, nx, dz

## FEQ – Float Test for Equality

**Description**:

This instruction tests two floating-point values in registers Rs1 and Rs2 for equality. If the condition is true a one is returned in integer register Rd. Rs1 and Rs2 are floating-point registers. Positive zero and negative zero are assumed to be equal. If either operand is a Nan, then this test will return false.

**Instruction Format**: FLT

**Exceptions**: none

## FLE – Float Test for Less Than or Equal

**Description**:

This instruction tests two floating-point values in registers Rs1 and Rs2 for Rs1 less than or equal to Rs2. If Rs1 is less than or equal to Rs2 then Rd is set to one. Otherwise Rd is set to zero. Rd is an integer register, Rs1 and Rs2 are floating-point registers. Positive zero and negative zero are assumed to be equal. If either operand is a Nan, then this test will return false. This instruction may also be used to test for greater than or equal by swapping the operands.

**Instruction Format**: FLT

**Exceptions**: none

## FLT – Float Test for Less Than

**Description**:

This instruction tests two floating-point values in registers Rs1 and Rs2 for Rs1 less than Rs2. If Rs1 is less than Rs2 then Rd is set to one. Otherwise Rd is set to zero. Rd is an integer register, Rs1 and Rs2 are floating-point registers. Positive zero and negative zero are assumed to be equal. If either operand is a Nan, then this test will return false. This instruction may also be used to test for greater than by swapping the operands.

**Instruction Format**: FLT

**Exceptions**: none

## FMUL – Multiplication

**Description**:

FMUL multiplies two floating-point values in floating-point registers Rs1 and Rs2 and stores the result in floating-point register Rd. If either operand is a Nan then the result is a Nan.

**Instruction Format**: FLT

**Exceptions**: uf, of, nx

## FSUB – Subtraction

**Description**:

FSUB subtracts two floating-point values in floating-point registers Rs1 and Rs2 and stores the result in floating-point register Rd. If either operand is a Nan then the result is a Nan.

**Instruction Format**: FLT

**Exceptions**: uf, of, nx

# System Mode Instructions

## ERET – Return from Exception

**Description**:

This instruction returns to user mode from an exception handler. The previous interrupt mask setting is restored.

## PFI – Poll for Interrupt

**Description**:

This instruction causes the processor to check for the presence of an interrupt then perform interrupt processing if an interrupt is present. Otherwise program execution continues with the next instruction. Interrupts do no have to be enabled for the PFI instruction to perform interrupt processing. Effectively PFI temporarily enables interrupts for the duration of the instruction.

Green-Field Extension

This instruction is a green-field extension to the base RISCV instruction set and not likely to be present in other implementations. An equivalent action may be performed using a minimum sequence of two CSR instructions to enable then disable interrupts.

**Instruction Format**: PFI

**Exceptions**: none

## WFI – Wait for Interrupt

**Description**:

This instruction causes the processor to pause and wait for an interrupt signal before continuing. While waiting for an interrupt the processor clock is stopped to reduce power consumption. Only the wall-clock time is updated. If an interrupt occurs and interrupts are enabled, then the interrupt service routine will begin. Otherwise if an interrupt occurs and interrupts are not enabled, then program execution will continue with the next instruction.

**Instruction Format**: WFI

**Exceptions**: none

Write a program to load two numbers into x1 and x2 and store the result in x3.

Write a program to compute the rom checksum. The rom checksum is the sum of all the bytes in the rom.

Compute the clocks per instruction using the tick count and instructions retired CSR registers. Compute the result using floating point instructions.

Where does the processor go when system mode is entered?

The processor continues on from where it was last before entering user mode. Since user mode is entered with an eret instruction, the address is the next address after the eret. However, at reset the processor begins running in system mode at the reset address of $FFFC0000.

Reset

The RISCV spec pretty much leaves it up to the implementor to set the reset address. There are generally two used areas for the reset address, a high address or a low address. Ram memory often begins at a low address, so the author chose a high address for the reset address. A small rom is placed at $FFFC0000 in the upper range of addresses. Often the rom contains just enough code to load an OS into memory from a I/O device such as disk, or memory card.

# System Mode Programming Model

System mode has its own register file including a separate program counter.

|  |  |  |
| --- | --- | --- |
|  | Registers | |
|  | 31 0 |  |
|  | x0 / zero |  |
|  | x1 / ra |  |
|  | x2 / fp |  |
|  | x3-x13 / s1-s11 |  |
|  | x14 / sp |  |
|  | x15 / tp |  |
|  | x16-x17 / v0-v1 |  |
|  | x18-x25 / a0-a7 |  |
|  | x26-x30 / t0 – t4 |  |
|  | x31 / gp |  |
|  | pc |  |

x? refers to an integer register. f? refers to a floating-point register

Registers x0 and f0 are always zero. f0 is positive zero.

x14 / sp is the stack pointer.

pc is the program counter.