

**Table 3 : RV32I RISC-V Integer instructions**

op	Func3	Func7	Type	Mnemonic	Description	Operation
0000011(3)	000		I	<b>lb</b> rd, imm(rs1)	<b>Load</b> byte	rd = SignExt([Address] <sub>7:0</sub> )
0000011(3)	001		I	<b>lh</b> rd, imm(rs1)	<b>Load</b> half	rd = SignExt([Address] <sub>15:0</sub> )
0000011(3)	010		I	<b>lw</b> rd, imm(rs1)	<b>Load</b> word	rd = ([Address] <sub>31:0</sub> )
0000011(3)	100		I	<b>lbu</b> rd, imm(rs1)	<b>Load</b> byte unsigned	rd = ZeroExt([Address] <sub>7:0</sub> )
0000011(3)	101		I	<b>lhu</b> rd, imm(rs1)	<b>Load</b> half unsigned	rd = ZeroExt([Address] <sub>15:0</sub> )
0010011(19)	000		I	addi rd, rs1, imm	ADD immediate	rd = rs1 + SignExt(imm)
0010011(19)	001		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	0000000	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 immediate	rd = rs1 >> uimm
0010011(19)	110		I	ori rd, rs1, uimm	OR immediate	rd = rs1   SignExt(imm)
0010011(19)	111		I	andi rd, rs1, uimm	AND immediate	rd = rs1 & SignExt(imm)
0010111(23)			U	auipc rd, rs1, uimm	ADD upper immediate to PC	rd = (upimm, 12'b0) + PC
0100011(35)			S	<b>sb</b> rs2, imm(rs1)	<b>Store</b> byte	[Address] <sub>7:0</sub> = rs2 <sub>7:0</sub>
0100011(35)			S	<b>sh</b> rs2, imm(rs1)	<b>Store</b> half	[Address] <sub>15:0</sub> = rs2 <sub>15:0</sub>
0100011(35)			S	<b>sw</b> rs2, imm(rs1)	<b>Store</b> word	[Address] <sub>31:0</sub> = 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 <sub>4:0</sub>
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 <sub>4:0</sub>
0110011(51)	101	0100000	R	sra rd, rs1, rs2	Shift right arithmetic	rd = rs1 >>>rs2 <sub>4:0</sub>
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	<b>beq</b> rs1,rs2, label	<b>Branch</b> if equal =	if (rs1 == rs2) PC = BTA
1100011(99)	001		B	<b>bne</b> rs1,rs2, label	<b>Branch</b> if not equal ≠	if (rs1 != rs2) PC = BTA
1100011(99)	010		B	<b>blt</b> rs1,rs2, label	<b>Branch</b> if lower than <	if (rs1 < rs2) PC = BTA
1100011(99)	011		B	<b>bge</b> rs1,rs2, label	<b>Branch</b> if greater / equal ≥	if (rs1 ≥ rs2) PC = BTA
1100011(99)	100		B	<b>bltu</b> rs1,rs2, label	<b>Branch</b> if lower than unsigned <	if (rs1 < rs2) PC = BTA
1100011(99)	101		B	<b>bgeu</b> rs1,rs2, label	<b>Branch</b> if greater / equal unsign. ≥	if (rs1 ≥ rs2) PC = BTA
1100111(103)	000		I	jalr rd, rs1, label	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