

RV32I Base Instruction Set + Zicsr +Zifencei + mret				RISC-V Cheatsheet RV32I.xlxs																													
RV32I (42) + Zicsr (6) + Zifencei (1) + mret (1) = 50				basic RV32s document by KHWI(Hyun Woo Kang)   2025.10.14.   RISC-V Manual version 20240411																													
				R-Type (11) + I-Type (27) + S-Type (3) + B-Type (6) + U-Type (2) + J-Type (1) = 50																													
Instruction Type	Name	Description	Mnemonics	Bit Field																opcode													
				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
[R-Type]	Instruction	10 + 1 Instructions	-	funct7										rs2				rs1				funct3				rd				opcode			
	ADD	Addition	R[rd] = R[rs1] + R[rs2]	0000000										rs2				rs1				000				rd				0110011			
	SUB	Substraction	R[rd] = R[rs1] - R[rs2]	0100000										rs2				rs1				000				rd				0110011			
	SLL	Shift Left Logical	R[rd] = R[rs1] << R[rs2]	0000000										rs2				rs1				001				rd				0110011			
	SLT	Set Less Than	R[rd] = (R[rs1] < R[rs2]) ? 1 : 0	0000000										rs2				rs1				010				rd				0110011			
	SLTU	Set Less Than Unsigned	R[rd] = (R[rs1] < R[rs2]) ? 1 : 0	0000000										rs2				rs1				011				rd				0110011			
	XOR	bitwise XOR	R[rd] = R[rs1] ^ R[rs2]	0000000										rs2				rs1				100				rd				0110011			
	SRL	Shift Right Logical	R[rd] = R[rs1] >> R[rs2]	0000000										rs2				rs1				101				rd				0110011			
	SRA	Shift Right Arithmetic	R[rd] = R[rs1] >> R[rs2]	0100000										rs2				rs1				101				rd				0110011			
	OR	bitwise OR	R[rd] = R[rs1]   R[rs2]	0000000										rs2				rs1				110				rd				0110011			
	AND	bitwise AND	R[rd] = R[rs1] & R[rs2]	0000000										rs2				rs1				111				rd				0110011			
[R-Type] SYSTEM	MRET	RETurn from a trap taken into M-mode (RISC-V Privileged Instruction Set)	next PC = CSR[mepc]	0000000										00010				00000				000				00000				1110011			
[I-Type]	Instruction	14 + 1 + 2 + 3 + 6 + 1 Instructions	-	imm[11:0]										rs1				funct3				rd				opcode							
	ADDI	Addition Immediate value	R[rd] = R[rs1] + imm	imm[11:0]										rs1				000				rd				0010011							
	ANDI	bitwise AND Immediate value	R[rd] = R[rs1] & imm	imm[11:0]										rs1				111				rd				0010011							
	ORI	bitwise OR Immediate value	R[rd] = R[rs1]   imm	imm[11:0]										rs1				110				rd				0010011							
	XORI	bitwise XOR Immediate value	R[rd] = R[rs1] ^ imm	imm[11:0]										rs1				100				rd				0010011							
	SLLI	Shift Left Logical Immediate value	R[rd] = R[rs1] << imm	0000000										shamt				rs1				001				rd				0010011			
	SRAI	Shift Right Arithmetic Immediate value	R[rd] = R[rs1] >> imm	0100000										shamt				rs1				101				rd				0010011			
	SRLI	Shift Right Logical Immediate value	R[rd] = R[rs1] >> imm	0000000										shamt				rs1				101				rd				0010011			
	SLTI	Set Less Than Immediate value	R[rd] = (R[rs1] < imm) ? 1 : 0	imm[11:0]										rs1				010				rd				0010011							
	SLTIU	Set Less Than Immediate value Unsigned	R[rd] = (R[rs1] < imm) ? 1 : 0	imm[11:0]										rs1				011				rd				0010011							
	LB	Load Byte	R[rd] = {24'bM}[15], M[R[rs1] + imm] (7:0)}	imm[11:0]										rs1				000				rd				0000011							
	LBU	Load Byte Unsigned	R[rd] = {24'b0, M[R[rs1] + imm] (7:0)}	imm[11:0]										rs1				100				rd				0000011							
	LH	Load Half-word	R[rd] = {24'bM}[15], M[R[rs1] + imm] (7:0)}	imm[11:0]										rs1				001				rd				0000011							
	LHU	Load Half-word Unsigned	R[rd] = {16'b0, M[R[rs1] + imm] (15:0)}	imm[11:0]										rs1				101				rd				0000011							
	LW	Load Word	R[rd] = {M[R[rs1] + imm] (31:0)}	imm[11:0]										rs1				010				rd				0000011							
	JALR	Jump And Link Register	R[rd] = PC + 4; PC = R[rs1] + imm	imm[11:0]										rs1				000				rd				1100111							
[I-Type] SYSTEM	Instruction	-	-	funct12										rs1				funct3				rd				opcode							
	ECALL	Environment CALL	CALL service request to the execution Environment	000000000001										00000				000				00000				1110011							
	EBREAK	Environment BREAK	return control to a debugging Environment	000000000000										00000				000				00000				1110011							
	Instruction	Predecessor, Successor = P, S	Input, Output, Read, Write = I, O, R, W	fm				PI	PO	PR	PW	SI	SO	SR	SW	rs1				funct3				rd				opcode					
	FENCE	Order device I/O and memory accesses	Read Unprivileged Manual Chapter 2.7	fm				predecessor				successor				rs1				000		rd		0001111									
	FENCE.TSO	Pre-encoded FENCE	2.7 Memory Ordering Instructions	1000				0011				0011				00000				000		00000		0001111									
	PAUSE	HINT(NOP)	Read Unprivileged Manual Chapter 10. Zihintpause	0000				0000				0000				00000				000		00000		0001111									
[I-Type] Zicsr	Instruction	-	-	source / destination										rs1				funct3				rd				opcode							
	CSRRAW	CSR Read and Write	R[rd] = CSR; CSR = R[rs1]	csr										rs1				001				rd				1110011							
	CSRRS	CSR Read and Set	R[rd] = CSR; CSR = CSR   R[rs1]	csr										rs1				010				rd				1110011							
	CSRRC	CSR Read and Clear	R[rd] = CSR; CSR = CSR & ~R[rs1]	csr										rs1				011				rd				1110011							
	CSRRWI	CSR Read and Write Immediate value	R[rd] = CSR; CSR = imm	csr										uimm[4:0]				101				rd				1110011							
	CSRRSI	CSR Read and Set Immediate value	R[rd] = CSR; CSR = CSR   imm	csr										uimm[4:0]				110				rd				1110011							
	CSRRCI	CSR Read and Clear Immediate value	R[rd] = CSR; CSR = CSR & ~R[rs1]	csr										uimm[4:0]				111				rd				1110011							
[I-Type] Zifencei	Instruction	-	-	funct12										rs1				funct3				rd				opcode							
	FENCEI	Synchronize instruction and data streams	Read Unprivileged Manual Chapter 6. Zifencei	imm[11:0]										rs1				001				rd				0001111							
[S-Type]	Instruction	3 Instructions	-	imm[11:5]										rs2				rs1				funct3				imm[4:0]				opcode			
	SB	Store Byte	M[R[rs1] + imm] (7:0) = R[rs2] (7:0)	imm[11:5]										rs2				rs1				funct3				imm[4:0]				0100011			
	SH	Store Halfword	M[R[rs1] + imm] (15:0) = R[rs2] (15:0)	imm[11:5]										rs2				rs1				funct3				imm[4:0]				0100011			
	SW	Store Word	M[R[rs1] + imm] (31:0) = R[rs2] (31:0)	imm[11:5]										rs2				rs1				funct3				imm[4:0]				0100011			
[B-Type]	Instruction	6 Instructions	-	[12]	imm[10:5]										rs2				rs1				funct3				imm[4:1]		[11]	opcode			
	BEQ	Branch Equal	if (R[rs1] == R[rs2]) PC = PC + {imm, 1'b0}	[12]	imm[10:5]										rs2				rs1				000				imm[4:1]		[11]	1100011			
	BNE	Branch Not Equal	if (R[rs1] != R[rs2]) PC = PC + {imm, 1'b0}	[12]	imm[10:5]										rs2				rs1				001				imm[4:1]		[11]	1100011			
	BLT	Branch Less Than	if (R[rs1] < R[rs2]) PC = PC + {imm, 1'b0}	[12]	imm[10:5]										rs2				rs1				100				imm[4:1]		[11]	1100011			
	BLTU	Branch Less Than Unsigned	if (R[rs1] < R[rs2]) PC = PC + {imm, 1'b0}	[12]	imm[10:5]										rs2				rs1				110				imm[4:1]		[11]	1100011			
	BGE	Branch Greater Equal	if (R[rs1] >= R[rs2]) PC = PC + {imm, 1'b0}	[12]	imm[10:5]										rs2				rs1				101				imm[4:1]		[11]	1100011			
	BGEU	Branch Greater Equal Unsigned	if (R[rs1] >= R[rs2]) PC = PC + {imm, 1'b0}	[12]	imm[10:5]										rs2				rs1				111				imm[4:1]		[11]	1100011			
[U-Type]	Instruction	2 Instructions	-	imm[31:12]														rd				opcode											
	LUI	Load Upper Immediate	R[rd] = {imm, 12'b0}	imm[31:12]														rd				0110111											
	AUIPC	Add Upper Immediate to current Program Counter value	R[rd] = PC + {imm, 12'b0}	imm[31:12]														rd				0010111											
[J-Type]	Instruction	1 Instruction	-	[20]	imm[10:1]										[11]	imm[19:12]										rd				opcode			
	JAL	Jump And Link	R[rd] = PC + 4; PC = PC + {imm, 1'b0}	[20]	imm[10:1]										[11]	imm[19:12]										rd				1101111			