

RV32I Base Instruction Set + Zicsr + Zifencei + mret								RISC-V_Cheatsheet_RV32I.xlsx basic RV32s document by KHWL(Hyun Woo Kang) 2025.10.14. RISC-V Manual version 20240411																			
RV32I (42) + Zicsr (6) + Zifencei (1) + mret (1) = 50								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						
[R-Type]	Instruction	10 + 1 Instructions		-		funct7															rd		opcode				
	ADD	Addition		R[rd] = R[rs1] + R[rs2]		0000000															000		rd				
	SUB	Subtraction		R[rd] = R[rs1] - R[rs2]		0100000															000		rd				
	SLL	Shift Left Logical		R[rd] = R[rs1] << R[rs2]		0000000															001		rd				
	SLT	Set Less Than		R[rd] = (R[rs1] < R[rs2]) ? 1 : 0		0000000															010		rd				
	SLTU	Set Less Than Unsigned		R[rd] = (R[rs1] < R[rs2]) ? 1 : 0		0000000															011		rd				
	XOR	bitwise XOR		R[rd] = R[rs1] ^ R[rs2]		0000000															100		rd				
	SRL	Shift Right Logical		R[rd] = R[rs1] >> R[rs2]		0000000															101		rd				
	SRA	Shift Right Arithmetic		R[rd] = R[rs1] >> R[rs2]		0100000															101		rd				
	OR	bitwise OR		R[rd] = R[rs1] R[rs2]		0000000															110		rd				
	AND	bitwise AND		R[rd] = R[rs1] & R[rs2]		0000000															111		rd				
[R-Type] SYSTEM	MRET	RETurn from a trap taken into M-mode (RISC-V Privileged Instruction Set)		next PC = CSR[mepc]		0000000															000		00000				1110011
[I-Type]	Instruction	14 + 1 + 2 + 3 + 6 + 1 Instructions		-		imm[11:0]															rs1		funct3				opcode
	ADDI	Addition Immediate value		R[rd] = R[rs1] + imm		imm[11:0]															000		rd				0010011
	ANDI	bitwise AND Immediate value		R[rd] = R[rs1] & imm		imm[11:0]															111		rd				0010011
	ORI	bitwise OR Immediate value		R[rd] = R[rs1] imm		imm[11:0]															110		rd				0010011
	XORI	bitwise XOR Immediate value		R[rd] = R[rs1] ^ imm		imm[11:0]															100		rd				0010011
	SLLI	Shift Left Logical Immediate value		R[rd] = R[rs1] << imm		0000000															shamt		rs1				0010011
	SRAI	Shift Right Arithmetic Immediate value		R[rd] = R[rs1] >> imm		0100000															shamt		rs1				0010011
	SRLI	Shift Right Logical Immediate value		R[rd] = R[rs1] >> imm		0000000															shamt		rs1				0010011
	SLTI	Set Less Than Immediate value		R[rd] = (R[rs1] < imm) ? 1 : 0		imm[11:0]															rs1		010				0010011
	SLTIU	Set Less Than Immediate value Unsigned		R[rd] = (R[rs1] < imm) ? 1 : 0		imm[11:0]															rs1		011				0010011
	LB	Load Byte		R[rd] = {24'bM[15], M[R[rs1] + imm]} (7:0)		imm[11:0]															rs1		000				0000011
	LBU	Load Byte Unsigned		R[rd] = {24'b0, M[R[rs1] + imm]} (7:0)		imm[11:0]															rs1		100				0000011
	LH	Load Half-word		R[rd] = {24'bM[15], M[R[rs1] + imm]} (7:0)		imm[11:0]															rs1		001				0000011
	LHU	Load Half-word Unsigned		R[rd] = {16'b0, M[R[rs1] + imm]} (15:0)		imm[11:0]															rs1		101				0000011
	LW	Load Word		{M[R[rs1] + imm]} (31:0) = R[rs2] (31:0)		imm[11:0]															rs1		010				0000011
	JALR	Jump And Link Register		R[rd] = PC + 4; PC = PC + (imm, 1'b0)		imm[11:0]															rs1		000				1101111
[I-Type] SYSTEM	ECALL	Environment CALL		CALL service request to the execution Environment		000000000001															000		00000				1110011
	EBREAK	Environment BREAK		return control to a debugging Environment		000000000000															000		00000				1110011
[I-Type] Zicsr	Instruction	Predecessor, Successor = P, S		Input, Output, Read, Write = I, O, R, W		fm PI PO PR PW SI SO SR SW															rs1		funct3				opcode
	FENCE	Order device I/O and memory accesses		Read Unprivileged Manual Chapter 2.7		fm															predecessor		successor				0001111
	FENCE.TSO	Pre-encoded FENCE		2.7 Memory Ordering Instructions		1000															00111		00000				0001111
	PAUSE	HINT(NOP)		Read Unprivileged Manual Chapter 10. Zihintpause		0000															0000		00000				0001111
	CSRRW	CSR Read and Write		R[rd] = CSR; CSR = R[rs1]		csr															rs1		001				1110011
	CSRRS																										