

RISC-V cheatsheet



By: Carl van Heezik



All RISC-V processors must implement the base integer instruction set known under the acronym RV32I. The encoding of RISC-V base integer instructions is 32 bits wide. A RISC-V processor has 32 general purpose x-registers and a program counter register. This cheatsheet shows an overview of the assembly instructions.

RISC-V registers

| register | ABI | description |
|----------|-----|-----------------|
| pc | pc | program counter |

| register | ABI | description | register | ABI | description |
|----------|------|----------------------|----------|-----|----------------------|
| x0 | zero | always zero | x16 | a6 | function argument 6 |
| x1 | ra | call return address | x17 | a7 | function argument 7 |
| x2 | sp | stack pointer | x18 | s2 | saved register 2 |
| x3 | gp | global pointer | x19 | s3 | saved register 3 |
| x4 | tp | thread pointer | x20 | s4 | saved register 4 |
| x5 | t0 | temporary register 0 | x21 | s5 | saved register 5 |
| x6 | t1 | temporary register 1 | x22 | s6 | saved register 6 |
| x7 | t2 | temporary register 2 | x23 | s7 | saved register 7 |
| x8 | s0 | saved register 0 | x24 | s8 | saved register 8 |
| x9 | s1 | saved register 1 | x25 | s9 | saved register 9 |
| x10 | a0 | function argument 0 | x26 | s10 | saved register 10 |
| x11 | a1 | function argument 1 | x27 | s11 | saved register 11 |
| x12 | a2 | function argument 2 | x28 | t3 | temporary register 3 |
| x13 | a3 | function argument 3 | x29 | t4 | temporary register 4 |
| x14 | a4 | function argument 4 | x30 | t5 | temporary register 5 |
| x15 | a5 | function argument 5 | x31 | t6 | temporary register 6 |

RV32I instructions

Acronyms

- xD : Destination register x0...x31
- xS : Source register x0...x31
- xL : Left register x0...x31
- xR : Right register x0...x31
- xB : Base register x0...x31

Register-register instructions

| mnemonic | destination register | source 1 register | source 2 register | description |
|----------|----------------------|-------------------|-------------------|------------------------|
| ADD | xD, | xL, | xR | Add |
| SUB | xD, | xL, | xR | Subtract |
| AND | xD, | xL, | xR | AND |
| OR | xD, | xL, | xR | OR |
| XOR | xD, | xL, | xR | XOR |
| SLT | xD, | xL, | xR | Set Less Than |
| SLTU | xD, | xL, | xR | Set Less Than unsigned |
| SLL | xD, | xL, | xR | Shift Left Logical |
| SRL | xD, | xL, | xR | Shift Right Logical |
| SRA | xD, | xL, | xR | Shift Right Arithmetic |

Immediate instructions

| mnemonic | destination register | source 1 register | immediate | description |
|----------|----------------------|-------------------|-----------|----------------------------------|
| ADDI | xD, | xL, | CONSTANT | Add Immediate |
| ANDI | xD, | xL, | CONSTANT | AND Immediate |
| ORI | xD, | xL, | CONSTANT | OR Immediate |
| XORI | xD, | xL, | CONSTANT | XOR Immediate |
| SLTI | xD, | xL, | CONSTANT | Set Less Than Immediate |
| SLLI | xD, | xL, | SHIFT | Shift Left Logical Immediate |
| SRLI | xD, | xL, | SHIFT | Shift Right Logical Immediate |
| SRAI | xD, | xL, | SHIFT | Shift Right Arithmetic Immediate |

Conditional branches

| mnemonic | source 1 register | source 2 register | immediate | description |
|----------|-------------------|-------------------|-----------|-------------------------------|
| BEQ | xL, | xR, | OFFSET | Branch Equal |
| BNE | xL, | xR, | OFFSET | Branch Not Equal |
| BLT | xL, | xR, | OFFSET | Branch Less Than |
| BGE | xL, | xR, | OFFSET | Branch Greater Equal |
| BLTU | xL, | xR, | OFFSET | Branch Less Than Unsigned |
| BGEU | xL, | xR, | OFFSET | Branch Greater Equal Unsigned |

Upper immediate instructions

| mnemonic | destination register | immediate | | description |
|----------|----------------------|-----------|--|---------------------------|
| LUI | xD, | UPPER | | Load Upper Immediate |
| AUIPC | xD, | UPPER | | Add Upper Immediate to PC |

Unconditional jumps

| mnemonic | destination register | immediate | | description |
|----------|----------------------|-----------|--|---------------|
| JAL | xD, | OFFSET | | Jump AND Link |

Indirect jump instruction

| mnemonic | destination register | source 1 register | immediate | description |
|----------|----------------------|-------------------|-----------|------------------------|
| JALR | xD, | xL, | OFFSET | Jump and Link Register |

Load and store instruction

| mnemonic | destination register | immediate | source 1 register | description |
|----------|----------------------|-----------|-------------------|--------------------|
| LB | xD, | OFFSET | (xB) | Load Byte |
| LH | xD, | OFFSET | (xB) | Load Half |
| LW | xD, | OFFSET | (xB) | Load word |
| LBU | xD, | OFFSET | (xB) | Load Byte unsigned |
| LHU | xD, | OFFSET | (xB) | Load Half unsigned |

| mnemonic | source 2 register | immediate | source 1 register | description |
|----------|-------------------|-----------|-------------------|---------------------|
| SB | xS, | OFFSET | (xB) | Store Byte |
| SH | xS, | OFFSET | (xB) | Store Half |
| SW | xS, | OFFSET | (xB) | Store word |
| SBU | xS, | OFFSET | (xB) | Store Byte unsigned |
| SHU | xS, | OFFSET | (xB) | Store Half unsigned |

Memory ordering instructions

| mnemonic | predecessor | successor | description |
|----------|-------------|-----------|-------------------|
| FENCE | IORW, | IORW | Fence |
| FENCE.I | | | Fence instruction |

RV32I encoding

| [31:25] 7 | [24:20] 5 | [19:15] 5 | [14:12] 3 | [11:7] 5 | [6:0] 7 |
|--------------|--------------|--------------|--------------|-------------|--------------|
| function 7 | source 2 | source 1 | function 3 | destination | opcode |
| 0000000 | xR | xL | 000 : ADD | xD | 0110011 : OP |
| 0100000 | xR | xL | 000 : SUB | xD | 0110011 : OP |
| 0000000 | xR | xL | 001 : SLL | xD | 0110011 : OP |
| 0000000 | xR | xL | 010 : SLT | xD | 0110011 : OP |
| 0000000 | xR | xL | 011 : SLTU | xD | 0110011 : OP |
| 0000000 | xR | xL | 100 : XOR | xD | 0110011 : OP |
| 0000000 | xR | xL | 101 : SRL | xD | 0110011 : OP |
| 0100000 | xR | xL | 101 : SRA | xD | 0110011 : OP |
| 0000000 | xR | xL | 110 : OR | xD | 0110011 : OP |
| 0000000 | xR | xL | 111 : AND | xD | 0110011 : OP |

| [31:20] 12 | [19:15] 5 | [14:12] 3 | [11:7] 5 | [6:0] 7 |
|-----------------|--------------|--------------|-------------|------------------|
| IMMEDIATE[11:0] | source 1 | function 3 | destination | opcode |
| CONSTANT[11:0] | xL | 000 : ADDI | xD | 0010011 : OP-IMM |
| CONSTANT[11:0] | xL | 010 : SLTI | xD | 0010011 : OP-IMM |
| CONSTANT[11:0] | xL | 011 : SLTIU | xD | 0010011 : OP-IMM |
| CONSTANT[11:0] | xL | 100 : XORI | xD | 0010011 : OP-IMM |
| CONSTANT[11:0] | xL | 110 : ORI | xD | 0010011 : OP-IMM |
| CONSTANT[11:0] | xL | 111 : ANDI | xD | 0010011 : OP-IMM |

| [31:25] 7 | [24:20] 5 | [19:15] 5 | [14:12] 3 | [11:7] 5 | [6:0] 7 |
|-----------------|----------------|--------------|--------------|-------------|------------------|
| IMMEDIATE[11:5] | IMMEDIATE[4:0] | source 1 | function 3 | destination | opcode |
| 0000000 | SHIFT | xL | 001 : SLLI | xD | 0010011 : OP-IMM |
| 0000000 | SHIFT | xL | 101 : SRLI | xD | 0010011 : OP-IMM |
| 0100000 | SHIFT | xL | 101 : SRAI | xD | 0010011 : OP-IMM |

| [31] 1 | [30:25] 6 | [24:20] 5 | [19:15] 5 | [14:12] 3 | [11:8] 4 | [7] 1 | [6:0] 7 |
|-----------|--------------|--------------|--------------|--------------|-------------|----------|------------------|
| I[12] | I[10:5] | source 2 | source 1 | function 3 | I[4:1] | I[11] | opcode |
| O[12] | O[10:5] | xR | xL | 000 : BEQ | O[4:1] | O[11] | 1100011 : BRANCH |
| O[12] | O[10:5] | xR | xL | 001 : BNE | O[4:1] | O[11] | 1100011 : BRANCH |
| O[12] | O[10:5] | xR | xL | 100 : BLT | O[4:1] | O[11] | 1100011 : BRANCH |
| O[12] | O[10:5] | xR | xL | 101 : BGE | O[4:1] | O[11] | 1100011 : BRANCH |
| O[12] | O[10:5] | xR | xL | 110 : BLTU | O[4:1] | O[11] | 1100011 : BRANCH |
| O[12] | O[10:5] | xR | xL | 111 : BGEU | O[4:1] | O[11] | 1100011 : BRANCH |

| [31:12] 20 | [11:7] 5 | [6:0] 7 |
|------------------|-------------|-----------------|
| IMMEDIATE[31:12] | destination | opcode |
| UPPER[31:12] | xD | 0110111 : LUI |
| UPPER[31:12] | xD | 0010111 : AUIPC |

| [31] 1 | [30:21] 10 | [20] 1 | [19:12] 8 | [11:7] 5 | [6:0] 7 |
|-----------|---------------|-----------|------------------|-------------|---------------|
| I[20] | I[10:1] | I[11] | IMMEDIATE[19:12] | destination | opcode |
| O[20] | O[10:1] | O[11] | O[19:12] | xD | 1101111 : JAL |

| [31:20] 12 | [19:15] 5 | [14:12] 3 | [11:7] 5 | [6:0] 7 |
|-----------------|--------------|--------------|-------------|----------------|
| IMMEDIATE[11:0] | source 1 | function 3 | destination | opcode |
| OFFSET[11:0] | xL | 0 | xD | 1100111 : JALR |

| [31:20] 12 | [19:15] 5 | [14:12] 3 | [11:7] 5 | [6:0] 7 |
|-----------------|--------------|--------------|-------------|----------------|
| IMMEDIATE[11:0] | source 1 | function 3 | destination | opcode |
| OFFSET[11:0] | xB | 000 : LB | xD | 0000011 : LOAD |
| OFFSET[11:0] | xB | 001 : LH | xD | 0000011 : LOAD |
| OFFSET[11:0] | xB | 010 : LW | xD | 0000011 : LOAD |
| OFFSET[11:0] | xB | 100 : LBU | xD | 0000011 : LOAD |
| OFFSET[11:0] | xB | 101 : LHU | xD | 0000011 : LOAD |

| [31:25] 7 | [24:20] 5 | [19:15] 5 | [14:12] 3 | [11:7] 5 | [6:0] 7 |
|-----------------|--------------|--------------|--------------|----------------|-----------------|
| IMMEDIATE[11:5] | source 2 | source 1 | function 3 | IMMEDIATE[4:0] | opcode |
| OFFSET[11:5] | xS | xB | 000 : SB | OFFSET | 0100011 : STORE |
| OFFSET[11:5] | xS | xB | 001 : SH | OFFSET | 0100011 : STORE |
| OFFSET[11:5] | xS | xB | 010 : SW | OFFSET | 0100011 : STORE |
| OFFSET[11:5] | xS | xB | 100 : SBU | OFFSET | 0100011 : STORE |
| OFFSET[11:5] | xS | xB | 101 : SHU | OFFSET | 0100011 : STORE |

| [31:28] 4 | [27] 1 | [26] 1 | [25] 1 | [24] 1 | [23] 1 | [22] 1 | [21] 1 | [20] 1 | [19:15] 5 | [14:12] 3 | [11:7] 5 | [6:0] 7 |
|--------------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|--------------|--------------|-------------|--------------------|
| FM | PI | PO | PR | PW | SI | SO | SR | SW | source 1 | function 3 | destination | opcode |
| 0000 | PI | PO | PR | PW | SI | SO | SR | SW | 00000 | 000: FENCE | 00000 | 0001111 : MISC-MEM |
| 0000 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 00000 | 001: FENCE.I | 00000 | 0001111 : MISC-MEM |

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