Name	Example	Comments
32 registers	x0-x31	Fast locations for data. In RISC-V, data must be in registers to perform arithmetic. Register x0 always equals 0.
2^{61} memory words	Memory[0], Memory[8], …, Memory[18,446,744,073,709,551, 608]	Accessed only by data transfer instructions. RISC-V uses byte addresses, so sequential doubleword accesses differ by 8. Memory holds data structures, arrays, and spilled registers.