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 1 0	
funct7	rs2	rs1	funct3	rd	opcode	R-type
imm[11:0]		rs1	funct3	rd	opcode	I-type
imm[11:5]	rs2	rs1	funct3	imm[4:0]	opcode	S-type
imm[12|10:5]	rs2	rs1	funct3	rd	opcode	B-type
imm[31:12]				rd	opcode	U-type
imm[20|10:1|11|19:12]				rd	opcode	J-type

Zbb: “Basic bit-manipulation” Extension

31 25	24 20	19 15	14 12	11 7	6 0	
0 1 0 0 0 0 0	rs2	rs1	1 1 1	rd	0 1 1 0 0 1 1	ANDN
0 1 0 0 0 0 0	rs2	rs1	1 1 0	rd	0 1 1 0 0 1 1	ORN
0 1 0 0 0 0 0	rs2	rs1	1 0 0	rd	0 1 1 0 0 1 1	XNOR
0 1 1 0 0 0 0	0 0 0 0 0	rs1	0 0 1	rd	0 0 1 0 0 1 1	CLZ
0 1 1 0 0 0 0	0 0 0 0 1	rs1	0 0 1	rd	0 0 1 0 0 1 1	CTZ
0 1 1 0 0 0 0	0 0 0 1 0	rs1	0 0 1	rd	0 0 1 0 0 1 1	CPOP
0 0 0 0 1 0 1	rs2	rs1	1 1 0	rd	0 1 1 0 0 1 1	MAX
0 0 0 0 1 0 1	rs2	rs1	1 1 1	rd	0 1 1 0 0 1 1	MAXU
0 0 0 0 1 0 1	rs2	rs1	1 0 0	rd	0 1 1 0 0 1 1	MIN
0 0 0 0 1 0 1	rs2	rs1	1 0 1	rd	0 1 1 0 0 1 1	MINU
0 1 1 0 0 0 0	0 0 1 0 0	rs1	0 0 1	rd	0 0 1 0 0 1 1	SEXT.B
0 1 1 0 0 0 0	0 0 1 0 1	rs1	0 0 1	rd	0 0 1 0 0 1 1	SEXT.H
0 0 0 0 1 0 0	0 0 0 0 0	rs1	1 0 0	rd	0 1 1 0 0 1 1	ZEXT.H
0 1 1 0 0 0 0	rs2	rs1	0 0 1	rd	0 1 1 0 0 1 1	ROL
0 1 1 0 0 0 0	rs2	rs1	1 0 1	rd	0 1 1 0 0 1 1	ROR
0 1 1 0 0 0 0	shamt	rs1	1 0 1	rd	0 0 1 0 0 1 1	RORI
0 0 1 0 1 0 0	0 0 1 1 1	rs1	1 0 1	rd	0 0 1 0 0 1 1	ORC.B
0 1 1 0 1 0 0	1 1 0 0 0	rs1	1 0 1	rd	0 0 1 0 0 1 1	REV8

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 1 0	
funct7	rs2	rs1	funct3	rd	opcode	R-type
imm[11:0]		rs1	funct3	rd	opcode	I-type
imm[11:5]	rs2	rs1	funct3	imm[4:0]	opcode	S-type
imm[12|10:5]	rs2	rs1	funct3	rd	opcode	B-type
imm[31:12]				rd	opcode	U-type
imm[20|10:1|11|19:12]				rd	opcode	J-type

Zri: “Load/Store indirect with Index” Extension

31 25	24 20	19 15	14 12	11 7	6 0	
0 0 0 0 0 0 0	rs2	rs1	1 1 1	rd	0 0 0 0 0 1 1	LB.R
0 0 0 0 0 0 1	rs2	rs1	1 1 1	rd	0 0 0 0 0 1 1	LH.R
0 0 0 0 0 1 0	rs2	rs1	1 1 1	rd	0 0 0 0 0 1 1	LW.R
1 0 0 0 0 0 0	rs2	rs1	1 1 1	rd	0 0 0 0 0 1 1	LBU.R
1 0 0 0 0 0 1	rs2	rs1	1 1 1	rd	0 0 0 0 0 1 1	LHU.R
0 0 0 0 0 0 0	rs3	rs1	1 1 1	rs2	0 1 0 0 0 1 1	SB.R
0 0 0 0 0 0 1	rs3	rs1	1 1 1	rs2	0 1 0 0 0 1 1	SH.R
0 0 0 0 0 1 0	rs3	rs1	1 1 1	rs2	0 1 0 0 0 1 1	SW.R

```
lb   rd, rs2(rs1)
lh   rd, rs2(rs1)
lw   rd, rs2(rs1)
lbu  rd, rs2(rs1)
lhu  rd, rs2(rs1)
sb   rs2, rs3(rs1)
sh   rs2, rs3(rs1)
sw   rs2, rs3(rs1)
```

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 1 0	
funct7	rs2	rs1	funct3	rd	opcode	R-type
imm[11:0]		rs1	funct3	rd	opcode	I-type
imm[11:5]	rs2	rs1	funct3	imm[4:0]	opcode	S-type
imm[12|10:5]	rs2	rs1	funct3	rd	opcode	B-type
imm[31:12]				rd	opcode	U-type
imm[20|10:1|11|19:12]				rd	opcode	J-type

Zor: “Objective RISC” Extension

Unprivileged:

31 25	24 20	19 15	14 12	11 7	6 0		
0 0 0 0 0 0 0	rs2	rs1	0 0 0	rs3	0 0 0 1 0 1 1	SP.R	R
0 0 0 0 0 0 1	rs2	rs1	0 0 0	rd	0 0 0 1 0 1 1	LP.R	R
0 0 0 0 0 1 0	index[4:0]	frame	0 0 0	rs1	0 0 0 1 0 1 1	SV	R
0 0 0 0 0 1 1	index[4:0]	frame	0 0 0	rd	0 0 0 1 0 1 1	RST	R
0 0 0 0 1 0 0	zero	rs1	0 0 0	rd	0 0 0 1 0 1 1	QDTB	R
0 0 0 0 1 0 1	zero	rs1	0 0 0	rd	0 0 0 1 0 1 1	QDTH	R
0 0 0 0 1 1 0	zero	rs1	0 0 0	rd	0 0 0 1 0 1 1	QDTW	R
0 0 0 0 1 1 1	zero	rs1	0 0 0	rd	0 0 0 1 0 1 1	QDTD	R
0 0 0 1 0 0 0	zero	rs1	0 0 0	rd	0 0 0 1 0 1 1	QPI	R
0 0 0 1 0 0 1	zero	zero	0 0 0	rd	0 0 0 1 0 1 1	GCP	R
0 0 0 1 1 0 0	zero	frame	0 0 0	frame	0 0 0 1 0 1 1	POP	R
0 0 1 0 0 0 1	zero	zero	0 0 0	zero	0 0 0 1 0 1 1	RTLIB	R
0 0 1 0 0 1 0	zero	zero	0 0 0	zero	0 0 0 1 0 1 1	CPFC	R
0 0 1 0 0 1 1	zero	zero	0 0 0	zero	0 0 0 1 0 1 1	CHECK	R
imm[11:5]	rs2	rs1	0 0 1	imm[4:0]	0 0 0 1 0 1 1	SP	S
imm[11:0]		rs1	0 1 0	rd	0 0 0 1 0 1 1	LP	I
imm[11:0]		rs1	0 1 1	ra	0 0 0 1 0 1 1	JLIB	I
0 0 0 0 0 0 0	rs2	rs1	1 0 0	rd	0 0 0 1 0 1 1	ALC	R
pi[11:0]		rs1	1 0 1	rd	0 0 0 1 0 1 1	ALCI.P	I
dt[11:0]		rs1	1 1 0	rd	0 0 0 1 0 1 1	ALCI.D	I
dt[6:0]	0 0 0 0 0	rd	1 1 1	pi[4:0]	0 0 0 1 0 1 1	ALCI	S
dt[6:0]	0 0 0 1 0	frame	1 1 1	pi[4:0]	0 0 0 1 0 1 1	PUSHG	S
dt[6:0]	0 0 0 1 1	frame	1 1 1	pi[4:0]	0 0 0 1 0 1 1	PUSH	S

Machine Mode:

31 26	25 24	20 19	15 14	12 11	7 6	0		
1 1 1 1 1 1	0	0 0 0 0 0	0 0 0 0 0	0 0 0	rd	1 1 1 0 0 1 1	ALCB	R
1 1 1 1 1 1	1	rs2	rs1	0 0 0	rd	1 1 1 0 0 1 1	CIOP	R
1 1 1 1 1 1	0	1 0 0 0 0	rs1	0 0 0	rd	1 1 1 0 0 1 1	CCP	R
1 1 1 1 1 1	0	1 0 0 0 1	rs1	0 0 0	rd	1 1 1 0 0 1 1	RPR	R
1 1 1 1 1 1	0	1 0 1 0 0	rs1	0 0 0	rd	1 1 1 0 0 1 1	QPIR	R
1 1 1 1 1 1	0	1 0 1 0 1	rs1	0 0 0	rd	1 1 1 0 0 1 1	QDTR	R
1 1 1 1 1 1	0	1 0 1 1 0	rs1	0 0 0	rd	1 1 1 0 0 1 1	QPTR	R
1 1 1 1 1 1	0	0 0 0 0 0	0 0 0 1 0	0 0 0	rd	1 1 1 0 0 1 1	SEAL	R
1 1 1 1 1 1	0	0 0 0 0 0	0 0 0 1 1	0 0 0	rd	1 1 1 0 0 1 1	UNSL	R

Misc:

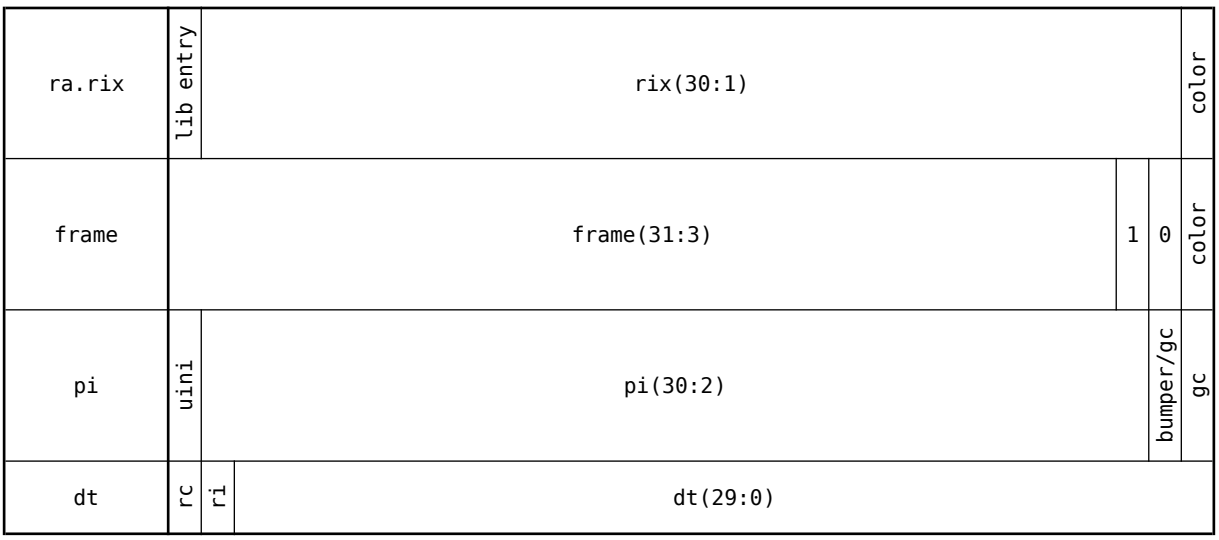
reg	alias	reg	alias
x0	zero	x16	a6
x1	ra ~~rix~~	x17	a7
x2	frame	x18	s2
x3	~~rcd/~~root/core	x19	s3
x4	ctxt	x20	s4
x5	t0	x21	s5
x6	t1	x22	s6
x7	t2	x23	s7
x8	s0	x24	s8
x9	s1	x25	s9
x10	a0	x26	s10/bm
x11	a1	x27	cnst

pseudo-instruction	implemented as
lcp rd, imm(rs1)	lp rd, imm(rs1) sp x0, imm(rs1)
lcp.r rd, imm(rs1)	lp.r rd, rs2(rs1) sp.r x0, rs2(rs1)
scp rs2, imm(rs1)	sp rs2, imm(rs1) addi rs2, x0,0
scp.r rs2, rs3(rs1)	sp.r rs2, rs3(rs1) addi rs2, x0,0
pusht pi,dt	alci frame, pi,dt

x12	a2	x28	t3
x13	a3	x29	t4
x14	a4	x30	t5
x15	a5	x31	t6

Implementation:

Instruction	**rdst**	**rdat**	**rptr**	**raux**	**imm**
sb/h/w	zero	ra.rix	rs1	rs2	imm
lb/bu/h/hu/w	rd	ra.rix	rs1	ra.rcd	imm
sp	zero	ra.rix	rs1	rs2	imm
lp	rd	ra.rix	rs1	ra.rcd	imm
sb/h/w.r	zero	rs3	rs1 (≠ frame)	rs2	---
lb/bu/h/hu/w.r	rd	rs2	rs1 (≠ frame)	---	---
sp.r	zero	rs3	rs1 (≠ frame)	rs2	---
lp.r	rd	rs2	rs1 (≠ frame)	---	---
sv	zero	ra.rix	frame	rs1	index
rst	rd	ra.rix	frame	bm	index
qdtx					
qpi					
gcp					
pop	frame	ra.rix	frame	---	---
jlib	ra	ra.rix	rs1	frame	imm
jal	rd	---	ra	frame	imm
jr	rd	rs1	ra	frame	imm
rtlib	ra	ra.rix	ra	frame	---
alc	rd (≠ frame)	rs1	alc_addr	rs2	---
alci.p	rd (≠ frame)	rs1	alc_addr	---	pi
alci.d	rd (≠ frame)	rs1	alc_addr	---	dt
alci	rd	ra.rix	alc_addr	frame	pi & dt
pushg	rd	ra.rix	---	frame	pi & dt
push	rd	ra.rix	---	frame	pi & dt
alcb					
ciop	rd	rs1		rs2	
rpr					
qpir					
qdtr					
qptr					
seal					
unsl					



instruction	condition	action
jlib	ra.rix(color) != frame(color) target ptr != ra.rcd	set ra.rix(lib entry), toggle rix(color)
jal ra, ... or jr ra, ...	ra.rix(color) != frame(color)	clear ra.rix(lib entry), toggle rix(color)
pushx	ra.rix(color) = frame(color)	toggle frame(color)
pop	ra.rix(color) != frame(color)	toggle frame(color)
jr ..., 0(ra)	ra.rix(color) = frame(color)	toggle ra.rix(color) if ra.rix(lib entry) = 1 do cross code-object return else stay in this code-object