



① Reference Data

RV64I BASE INTEGER INSTRUCTIONS, in alphabetical order			
MNEMONIC	FMT	NAME	DESCRIPTION (in Verilog)
add, addw	R	ADD (Word)	$R[rd] = R[rs1] + R[rs2]$
addi, addiw	I	ADD Immediate (Word)	$R[rd] = R[rs1] + imm$
and	R	AND	$R[rd] = R[rs1] \& R[rs2]$
andi	I	AND Immediate	$R[rd] = R[rs1] \& imm$
auiopc	U	Add Upper Immediate to PC	$R[rd] = PC + (imm, 12'b0)$
beq	SB	Branch EQual	$\begin{aligned} &\text{if}(R[rs1] == R[rs2]) \\ &\quad PC \leftarrow PC + (imm, 1b'0) \end{aligned}$
bge	SB	Branch Greater than or Equal	$\begin{aligned} &\text{if}(R[rs1] > R[rs2]) \\ &\quad PC \leftarrow PC + (imm, 1b'0) \end{aligned}$
bgeu	SB	Branch \geq Unsigned	$\begin{aligned} &\text{if}(R[rs1] >= R[rs2]) \\ &\quad PC \leftarrow PC + (imm, 1b'0) \end{aligned}$
blt	SB	Branch Less Than	$\begin{aligned} &\text{if}(R[rs1] < R[rs2]) \\ &\quad PC \leftarrow PC + (imm, 1b'0) \end{aligned}$
bltu	SB	Branch Less Than Unsigned	$\begin{aligned} &\text{if}(R[rs1] < R[rs2]) \\ &\quad PC \leftarrow PC + (imm, 1b'0) \end{aligned}$
bne	SB	Branch Not Equal	$\begin{aligned} &\text{if}(R[rs1] != R[rs2]) \\ &\quad PC \leftarrow PC + (imm, 1b'0) \end{aligned}$
csrrc	I	Cont./Stat.RegRead&Clear	$R[rd] = CSR; CSR = CSR \& \sim R[rs1]$
csrrci	I	Cont./Stat.RegRead&Clear Imm	$R[rd] = CSR; CSR = CSR \& \sim imm$
csrrs	I	Cont./Stat.RegRead&Set	$R[rd] = CSR; CSR = CSR R[rs1]$
csrrsi	I	Cont./Stat.RegRead&Set Imm	$R[rd] = CSR; CSR = CSR imm$
csrrw	I	Cont./Stat.RegRead&Write	$R[rd] = CSR; CSR = R[rs1]$
csrwwi	I	Cont./Stat.Reg Read&Write Imm	$R[rd] = CSR; CSR = imm$
ebreak	I	Environment BREAK	Transfer control to debugger
ecall	I	Environment CALL	Transfer control to operating system
fence	I	Synch thread	Synchronizes threads
fence.i	I	Synch Instr & Data	Synchronizes writes to instruction stream
jal	UJ	Jump & Link	$R[rd] = PC+4; PC = PC + (imm, 1b'0)$
jalr	I	Jump & Link Register	$R[rd] = PC+4; PC = R[rs1]+imm$
lb	I	Load Byte	$R[rd] = [56'bM][7:M[R[rs1]]+imm](7:0)$
lbu	I	Load Byte Unsigned	$R[rd] = [56'b0:M[R[rs1]]+imm](7:0)$
ld	I	Load Doubleword	$R[rd] = M[R[rs1]]+imm(63:0)$
lh	I	Load Halfword	$R[rd] = [48'bM][15:M[R[rs1]]+imm](15:0)$
lhu	I	Load Halfword Unsigned	$R[rd] = [48'b0:M[R[rs1]]+imm](15:0)$
lui	U	Load Upper Immediate	$R[rd] = [32'bimm<31>, imm, 12'b0]$
lw	I	Load Word	$R[rd] = [32'bM][31:M[R[rs1]]+imm](31:0)$
lwu	I	Load Word Unsigned	$R[rd] = [32'b0,M[R[rs1]]+imm](31:0)$
or	R	OR	$R[rd] = R[rs1] \vee R[rs2]$
ori	I	OR Immediate	$R[rd] = R[rs1] \vee imm$
sb	S	Store Byte	$M[R[rs1]]+imm(7:0) = R[rs2](7:0)$
sd	S	Store Doubleword	$M[R[rs1]]+imm(63:0) = R[rs2](63:0)$
sh	S	Store Halfword	$M[R[rs1]]+imm(15:0) = R[rs2](15:0)$
sll, sllw	R	Shift Left (Word)	$R[rd] = R[rs1] \ll R[rs2]$
slli, slliw	I	Shift Left Immediate (Word)	$R[rd] = R[rs1] \ll imm$
slt	R	Set Less Than	$R[rd] = R[rs1] < R[rs2] ? 1 : 0$
slti	I	Set Less Than Immediate	$R[rd] = R[rs1] < imm ? 1 : 0$
sltiu	I	Set < Immediate Unsigned	$R[rd] = R[rs1] < imm ? 1 : 0$
sltu	R	Set Less Than Unsigned	$R[rd] = R[rs1] < R[rs2] ? 1 : 0$
sra, sraw	R	Shift Right Arithmetic (Word)	$R[rd] = R[rs1] >> R[rs2]$
srai, sraiw	I	Shift Right Arith Imm (Word)	$R[rd] = R[rs1] >> imm$
srl, srliw	R	Shift Right (Word)	$R[rd] = R[rs1] >> R[rs2]$
srls, srliw	I	Shift Right Immediate (Word)	$R[rd] = R[rs1] >> imm$
sub, subw	R	SUBtract (Word)	$R[rd] = R[rs1] - R[rs2]$
sw	S	Store Word	$M[R[rs1]]+imm(31:0) = R[rs2](31:0)$
xor	R	XOR	$R[rd] = R[rs1] \wedge R[rs2]$
xori	I	XOR Immediate	$R[rd] = R[rs1] \wedge imm$

- Notes:
- 1) The Word version only operates on the rightmost 32 bits of a 64-bit register
 - 2) Operation assumes unsigned integers (instead of 2's complement)
 - 3) The least significant bit of the branch address in jalr is set to 0
 - 4) (signed) Load instructions extend the sign bit of data to fill the 64-bit register
 - 5) Replicates the sign bit to fill in the leftmost bits of the result during right shift
 - 6) Multiply with one operand signed and one unsigned
 - 7) The Single version does a single-precision operation using the rightmost 32 bits of a 64-bit F register
 - 8) Classify writes a 10-bit mask to show which properties are true (e.g., $-\inf$, $-0,+0$, $+\inf$, denorm, ...)
 - 9) Atomic memory operation; nothing else can interpose itself between the read and the write of the memory location
- The immediate field is sign-extended in RISC-V

② ARITHMETIC CORE INSTRUCTION SET

RV64M Multiply Extension			
MNEMONIC	FMT	NAME	DESCRIPTION (in Verilog)
mul, mulw	R	MULtiply (Word)	$R[rd] = (R[rs1] * R[rs2])(63:0)$
mulh	R	MULtiply High	$R[rd] = (R[rs1] * R[rs2])(127:64)$
mulhu	R	MULtiply High Unsigned	$R[rd] = (R[rs1] * R[rs2])(127:64)$
mulhsu	R	MULtiply upper Half Sign/Unsigned	$R[rd] = (R[rs1] * R[rs2])(127:64)$
div, divw	R	DIVide (Word)	$R[rd] = (R[rs1] / R[rs2])$
divu	R	DIVide Unsigned	$R[rd] = (R[rs1] / R[rs2])$
rem, remw	R	REMAinder (Word)	$R[rd] = (R[rs1] \% R[rs2])$
remu, remuw	R	REMAinder Unsigned (Word)	$R[rd] = (R[rs1] \% R[rs2])$

RV64F and RV64D Floating-Point Extensions			
FMT	NAME	DESCRIPTION (in Verilog)	NOTE
I	Load (Word)	$F[rd] = M[R[rs1]]+imm$	1)
S	Store (Word)	$M[R[rs1]]+imm = F[rd]$	1)
R	ADD	$F[rd] = F[rs1] + F[rs2]$	7)
R	SUBtract	$F[rd] = F[rs1] - F[rs2]$	7)
R	MULtiply	$F[rd] = F[rs1] * F[rs2]$	7)
R	DIVide	$F[rd] = F[rs1] / F[rs2]$	7)
R	SQuare Root	$F[rd] = sqrt(F[rs1])$	7)
R	Multiply-ADD	$F[rd] = F[rs1] * F[rs2] + F[rs3]$	7)
R	Multiply-SUBtract	$F[rd] = F[rs1] * F[rs2] - F[rs3]$	7)
R	Negative Multiply-ADD	$F[rd] = -(F[rs1] * F[rs2] + F[rs3])$	7)
R	Negative Multiply-SUBtract	$F[rd] = -(F[rs1] * F[rs2] - F[rs3])$	7)
R	SiGN source	$F[rd] = \{ F[rs2]<63>, F[rs1]<62:0>\}$	7)
R	Negative SiGN source	$F[rd] = \{ -(F[rs2]<63>), F[rs1]<62:0>\}$	7)
R	Xor SiGN source	$F[rd] = \{ F[rs2]<63> \wedge F[rs1]<63>, F[rs1]<62:0>\}$	7)
R	MINimum	$F[rd] = (F[rs1] < F[rs2]) ? F[rs1] : F[rs2]$	7)
R	MAXimum	$F[rd] = (F[rs1] > F[rs2]) ? F[rs1] : F[rs2]$	7)
R	Compare Float Equal	$F[rd] = (F[rs1] == F[rs2]) ? 1 : 0$	7)
R	Compare Float Less Than	$F[rd] = (F[rs1] < F[rs2]) ? 1 : 0$	7)
R	Compare Float Less than or =	$F[rd] = (F[rs1] <= F[rs2]) ? 1 : 0$	7)
R	Classify Type	$R[rd] = class(F[rs1])$	7,8)
R	Move from Integer	$F[rd] = R[rs1]$	7)
R	Move to Integer	$R[rd] = F[rs1]$	7)
R	Convert to SP from DP	$F[rd] = single(F[rs1])$	
R	Convert to DP from SP	$F[rd] = double(F[rs1])$	
R	Convert from 32b Integer	$F[rd] = float(R[rs1](31:0))$	7)
R	Convert from 64b Integer	$F[rd] = float(R[rs1](63:0))$	7)
R	Convert from 32b Int Unsigned	$F[rd] = float(R[rs1](31:0))$	2,7)
R	Convert from 64b Int Unsigned	$F[rd] = float(R[rs1](63:0))$	2,7)
R	Convert to 32b Integer	$R[rd](31:0) = integer(F[rs1])$	7)
R	Convert to 64b Integer	$R[rd](63:0) = integer(F[rs1])$	7)
R	Convert to 32b Int Unsigned	$R[rd](31:0) = integer(F[rs1])$	2,7)
R	Convert to 64b Int Unsigned	$R[rd](63:0) = integer(F[rs1])$	2,7)
R	AMOAdd, amoadd.d	$R[rd] = M[R[rs1]]$	9)
R	AMOand, amoand.d	$R[rd] = M[R[rs1]]$	9)
R	AMOMax, amomax.d	$R[rd] = M[R[rs1]]$	9)
R	AMOMaxu, amomaxu.d	$R[rd] = M[R[rs1]]$	2,9)
R	AMomin, amomin.d	$R[rd] = M[R[rs1]]$	9)
R	AMominu, amominu.d	$R[rd] = M[R[rs1]]$	2,9)
R	AMoor, amoord.d	$R[rd] = M[R[rs1]]$	9)
R	AMoswap, amoswap.d	$R[rd] = M[R[rs1]]$	9)
R	AMoxor, amoxor.d	$R[rd] = M[R[rs1]]$	9)
R	Load Reserved	$R[rd] = M[R[rs1]]$	
R	Store Conditional	$R[rd] = 0; \text{else } R[rd] = 1$	

CORE INSTRUCTION FORMATS

31	27	26	25	24	20	19	15	14	12	11	7	6	0
R	funct7			rs2		rs1	funct3		rd		Opcode		
I	imm[11:0]				rs1		funct3		rd		Opcode		
S	imm[11:5]			rs2		rs1	funct3	imm[4:0]		opcode			
SB	imm[12:10:5]			rs2		rs1	funct3	imm[4:11]	rd		opcode		
U		imm[31:12]								rd		opcode	
UJ		imm[20 10:1 11 19:12]								rd		opcode	

PSEUDO INSTRUCTIONS

MNEMONIC	NAME	DESCRIPTION	USES
beqz	Branch = zero	i[R[rs1]==0] PC=PC+{imm,1b'0}	beq
bnez	Branch ≠ zero	i[R[rs1]!=0] PC=PC+{imm,1b'0}	bne
fabs.s,fabs.d	Absolute Value	F[R[rs1]<0] ? -F[rs1] : F[rs1]	fsgnx
fmv.s, fmv.d	FP Move	F[rd] = F[rs1]	fsgnj
fneg.s, fneg.d	FP negate	F[rd] = -F[rs1]	fsgnjn
j	Jump	PC = {imm,1b'0}	j
jr	Jump register	PC = R[rs1]	jalr
la	Load address	R[rd] = address	auipc
li	Load imm	R[rd] = imm	addi
mv	Move	R[rd] = R[rs1]	sub
neg	Negate	R[rd] = -R[rs1]	xori
nop	No operation	R[0] = R[0]	addi
not	Not	R[rd] = -R[rs1]	xori
ret	Return	PC = R[1]	jalr
seqz	Set = zero	R[rd] = (R[rs1]==0) ? 1 : 0	sltiu
snez	Set ≠ zero	R[rd] = (R[rs1]!=0) ? 1 : 0	sltu

OPCODES IN NUMERICAL ORDER BY OPCODE

MNEMONIC	FMT	OPCODE	FUNC73	FUNC77 OR IMM	HEXADECIMAL
lb	I	0000011	000		03/0
lh	I	0000011	001		03/1
lw	I	0000011	010		03/2
ld	I	0000011	011		03/3
lbu	I	0000011	100		03/4
lhu	I	0000011	101		03/5
lwu	I	0000011	110		03/6
fence.i	I	0001111	000		08/0
addi	I	0010011	000		08/1
slli	I	0010011	001	00000000	13/1/00
slti	I	0010011	010		13/2
sltiu	I	0010011	011		13/3
xori	I	0010011	100		13/4
srai	I	0010011	101	00000000	13/5/00
ori	I	0010011	110	01000000	13/5/20
andi	I	0010011	111		13/7
auipc	U	0010111			17
addiw	I	0011011	000		18/0
slliw	I	0011011	001	00000000	1B/1/00
sriiw	I	0011011	101	00000000	1B/5/00
sraiw	I	0011011	101	01000000	1B/5/20
sb	S	0100011	000		23/0
sh	S	0100011	001		23/1
sw	S	0100011	010		23/2
sd	S	0100011	011		23/3
add	R	0110011	000	00000000	33/0/00
sub	R	0110011	000	01000000	33/0/20
sll	R	0110011	001	00000000	33/1/00
sit	R	0110011	010	00000000	33/2/00
sltu	R	0110011	011	00000000	33/3/00
xor	R	0110011	100	00000000	33/4/00
srl	R	0110011	101	00000000	33/5/00
sra	R	0110011	101	01000000	33/5/20
or	R	0110011	110	00000000	33/6/00
and	R	0110011	111	00000000	33/7/00
lui	U	0110111			37
addw	R	0111011	000	00000000	3B/0/00
subw	R	0111011	000	01000000	3B/0/20
sllw	R	0111011	001	00000000	3B/1/00
sriw	R	0111011	101	00000000	3B/5/00
sraw	R	0111011	101	01000000	3B/5/20
bed	SB	1100011	000		63/0
bne	SB	1100011	001		63/1
blt	SB	1100011	100		63/4
bge	SB	1100011	101		63/5
bltu	SB	1100011	110		63/6
bgeu	SB	1100011	111		63/7
jalr	I	1100111	000		67/0
jai	UJ	1101111			6P
ecall	I	1110011	000	000000000000	73/0/000
ebreak	I	1110011	000	000000000001	73/0/001
CSRWR	I	1110011	001		73/1
CSRSRS	I	1110011	010		73/2
CSRRC	I	1110011	011		73/3
CSRWRI	I	1110011	101		73/5
CSRSI	I	1110011	110		73/6
CSRRCI	I	1110011	111		73/7

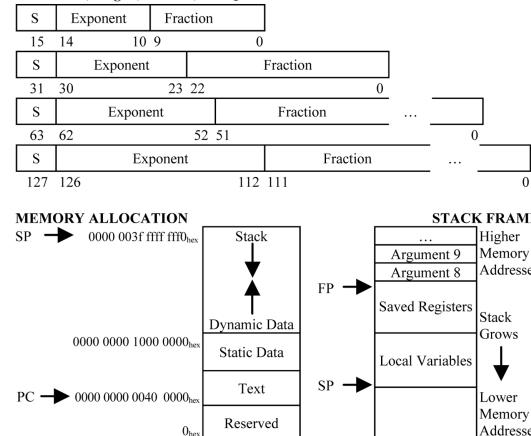
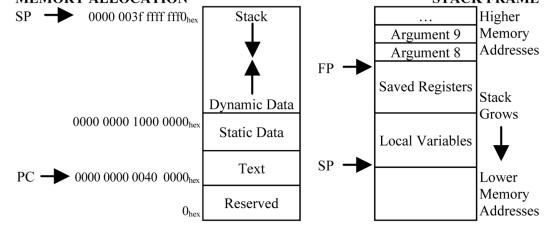
REGISTER NAME, USE, CALLING CONVENTION

REGISTER	NAME	USE	SAVER
x0	zero	The constant value 0	N.A.
x1	ra	Return address	Caller
x2	sp	Stack pointer	Callee
x3	gp	Global pointer	--
x4	tp	Thread pointer	--
x5-x7	t0-t2	Temporaries	Caller
x8	s0/fp	Saved register/Frame pointer	Callee
x9	s1	Saved register	Callee
x10-x11	a0-a1	Function arguments/Return values	Caller
x12-x17	a2-a7	Function arguments	Caller
x18-x27	s2-s11	Saved registers	Callee
x28-x31	t3-t6	Temporaries	Caller
f0-f7	ft0-ft7	FP Temporaries	Caller
f8-f9	fs0-fs1	FP Saved registers	Callee
f10-f11	fa0-fa1	FP Function arguments/Return values	Caller
f12-f17	fa2-fa7	FP Function arguments	Caller
f18-f27	fs2-fs11	FP Saved registers	Callee
f28-f31	ft8-ft11	R[rd] = R[rs1] + R[rs2]	Caller

IEEE 754 FLOATING-POINT STANDARD

$$(-1)^s \times (1 + Fraction) \times 2^{(Exponent - Bias)}$$

where Half-Precision Bias = 15, Single-Precision Bias = 127, Double-Precision Bias = 1023, Quad-Precision Bias = 16383

IEEE Half-, Single-, Double-, and Quad-Precision Formats:

MEMORY ALLOCATION

SIZE PREFIXES AND SYMBOLS

SIZE	PREFIX	SYMBOL	SIZE	PREFIX	SYMBOL
10 ³	Kilo-	K	2 ¹⁰	Kibi-	Ki
10 ⁶	Mega-	M	2 ²⁰	Mebi-	Mi
10 ⁹	Giga-	G	2 ³⁰	Gibi-	Gi
10 ¹²	Tera-	T	2 ⁴⁰	Tebi-	Ti
10 ¹⁵	Peta-	P	2 ⁵⁰	Pebi-	Pi
10 ¹⁸	Exa-	E	2 ⁶⁰	Exbi-	Ei
10 ²¹	Zetta-	Z	2 ⁷⁰	Zebi-	Zi
10 ²⁴	Yotta-	Y	2 ⁸⁰	Yobi-	Yi
10 ⁻³	milli-	m	10 ⁻¹⁵	femto-	f
10 ⁻⁶	micro-	μ	10 ⁻¹⁸	atto-	a
10 ⁻⁹	nano-	n	10 ⁻²¹	zepto-	z
10 ⁻¹²	pico-	p	10 ⁻²⁴	yocto-	y