8 registres : rax, rbx, rcx, rdx, rex, rfx, rhx, rz (registre 0). registres 16 bits.

rz	rax	rbx	rcx	rdx	rex	rfx	rhx
000	001	010	011	100	101	110	111

Instructions sur 32 bits.

On réduit la taille de RISC-V:

- opcode sur 3 bits
- funct3 sur 3 bits
- funct7 sur 1 bit
- rd, rs2, rs1 sur 3 bits (8 registres)
- imm sur 16 bits

Arithmétique signée seulement

imm funct7 funct3 rs2 rs1 rd opcode

Inst	Nom	Opcode	funct3	funct7	Description	
add	ADD	011	000	0	rd = rs1 + rs2	
sub	SUB	011	000	1	rd = rs1 - rs2	
or	OR	011	100	0	rd = rs1 or rs2	
nand	NAND	011	100	1	rd = rs1 nand rs2	
xor	XOR	011	001	0	rd = rs1 xor rs2	
nxor	NXOR	011	110	1	rd = rs1 nxor rs2	
and	AND	011	101	0	rd = (rs1 and rs2)	
nor	NOR	011	101	1	rd = rs1 nor rs2	
sll	Shift left logical	011	011	0	rd = rs1 « rs2	
srl	Shift right logical	011	010	0	rd = rs1 » rs2	
sra	Shift right Arith	011	010	1	rd = rs1 » rs2	
seq	Set equal	011	111	1	rd = (rs1 = rs2)?1:0	
slt	Set less than	011	110	1	rd = (rs1 < rs2)?1:0	
addi	ADD (immediate)	001	000	0	rd = rs1 + imm	
subi	SUB (immediate)	001	000	1	rd = rs1 - imm	
ori	OR (immediate)	001	100	0	rd = rs1 or imm	
nandi	NAND (immediate)	001	100	1	rd = rs1 nand imm	
xori	XOR (immediate)	001	001	0	rd = rs1 xor imm	
nxori	NXOR (immediate)	001	110	1	rd = rs1 nxor imm	
andi	AND (immediate)	001	101	0	rd = rs1 and imm	
nori	NOR (immediate)	001	101	1	rd = rs1 nor imm	
slli	Shift left logical (immediate)	001	011	0	rd = rs1 « imm	
srli	Shift right logical (immediate)	001	010	0	rd = rs1 » imm	
srai	Shift right Arith (immediate)	001	010	1	rd = rs1 » imm	
seqi	Set equal (immediate)	001	111	1	rd = (rs1 = imm)?1:0	
slti	Set less than (immediate)	001	110	1	rd = (rs1 < imm)?1:0	
lw	Load word	000	000	0	rd=M[rs1]	
sw	Store word	010	000	0	M[rs1]=rs2	
beq	Branch ==	110	000	0	if(rs1 == rs2) PC=imm	
bne	Branch !=	110	000	1	if(rs1 != rs2) PC=imm	
ble	Branch ≤	110	001	0	if(rs1 <= rs2) PC=imm	
blt	Branch <	110	001	1	if(rs1 < rs2) PC=imm	
bge	Branch ≥	110	011	0	if(rs1 >= rs2) PC=imm	
bgt	Branch >	110	011	1	if(rs1 > rs2) PC=imm	
jal	Jump and link	101	000	0	rd=PC; PC=imm	
jalr	Jump and link reg	111	000	0	rd=PC; PC=rs1+imm	

Sucre syntaxique:

Inst	Nom	Description
mov	MOV	rd=rs1+0
movi	MOV (immediate)	rd=imm+0