



RISC V RV32I

BASE INSTRUCTION SET

REFERENCE

www.riscv.org

The RISC-V Instruction Set Manual

Volume I: User-Level ISA

Document Version 2.2

R-FORMAT

| funct7 | rs2 | rs1 | funct3 | rd | opcode |
|--------|-----|-----|--------|----|--------|
|--------|-----|-----|--------|----|--------|

- ADD - Addition
- SUB - Subtraction
- SLL – Logical Left Shift
- SLT – Set Less Than
- SLTU – Set Less Than Unsigned
- XOR – Xor operation
- SRL – Logical Right Shift
- SRA – Arithmetic Right Shift
- OR – or operation
- AND – and operation

I -FORMAT

| imm[11:0] | rs1 | funct3 | rd | opcode |
|-----------|-----|--------|----|--------|
|-----------|-----|--------|----|--------|

- LB - Load Byte
- LH - Load Half Word
- LW - Load Word
- LBU - Load Byte Unsigned
- LHU - Load Half Word Unsigned
- ADDI - Add Immediate
- SLTI - Set Less Than Immediate
- SLTIU - Set Less Than Immediate Unsigned
- XORI - Xor with immediate
- ORI - OR with immediate
- ANDI - AND immediate
- SLLI - Logical Left Shift with immediate
- SRLI - Logical Right Shift with immediate
- SRAI - Arithmetic Right Shift with immediate
- JALR - Jump and Link register

I -FORMAT

Continue...

| imm[11:0] | rs1 | funct3 | rd | opcode |
|-----------|-----|--------|----|--------|
|-----------|-----|--------|----|--------|

- CSRRW - Atomic Read / Write CSR
- CSRRS - Atomic Read and Set Bits in CSR
- CSRRC - Atomic Read and Clear Bits in CSR
- CSRRWI - Atomic Read / Write CSR with unsigned immediate
- CSRRSI - Atomic Read and Set Bits in CSR with unsigned immediate
- CSRRCI - Atomic Read and Clear Bits in CSR with unsigned immediate
- ECALL - Environmental call
- EBREAK - Environmental break
- FENCE - Fence
- FENCE.I - Fence with immediate

S-FORMAT

| Imm[11:5] | rs2 | rs1 | funct3 | Imm[4:0] | opcode |
|-----------|-----|-----|--------|----------|--------|
|-----------|-----|-----|--------|----------|--------|

- SB - Store Byte
- SH - Store Half Word
- SW - Store Word

B-FORMAT

| Imm[11:5] | rs2 | rs1 | funct3 | Imm[4:1] imm[11] | opcode |
|-----------|-----|-----|--------|------------------|--------|
|-----------|-----|-----|--------|------------------|--------|

- BEQ - Branch Equality
- BNE - Branch Not Equal
- BLT - Branch Less Than
- BGE - Branch Greater Than
- BLTU - Branch Less Than Unsigned
- BGEU – Branch Greater Than Unsigned

U-FORMAT



- LUI - Load Upper Immediate
- AUIPC - Add Upper Immediate with PC

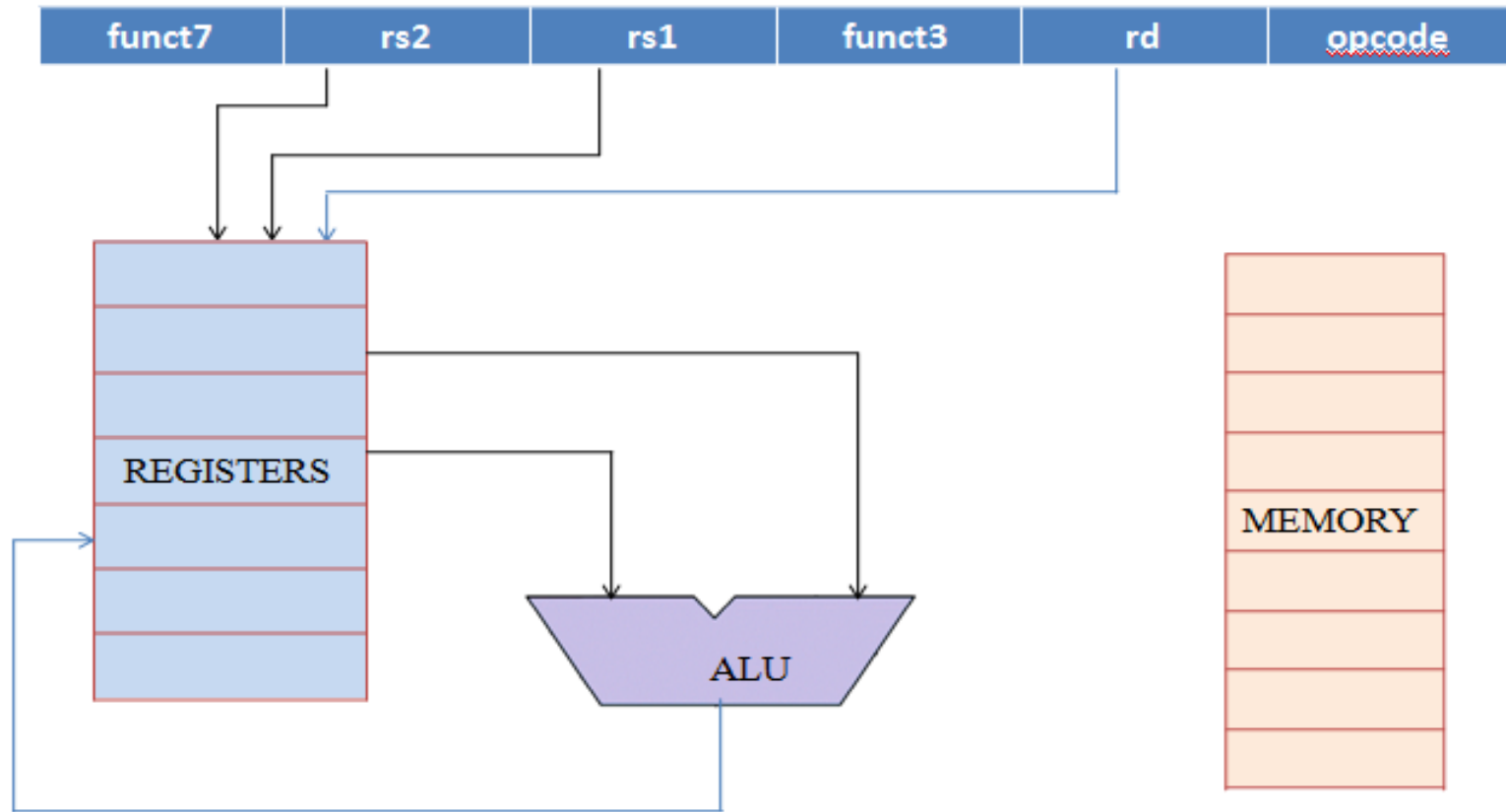
J-FORMAT

| | | |
|-------------------------------------|----|--------|
| Imm[20] imm[10:1]imm[11] imm[19:12] | rd | opcode |
|-------------------------------------|----|--------|

- JAL - Jump And Link

EXECUTION OF OPERATIONS IN R-FORMAT

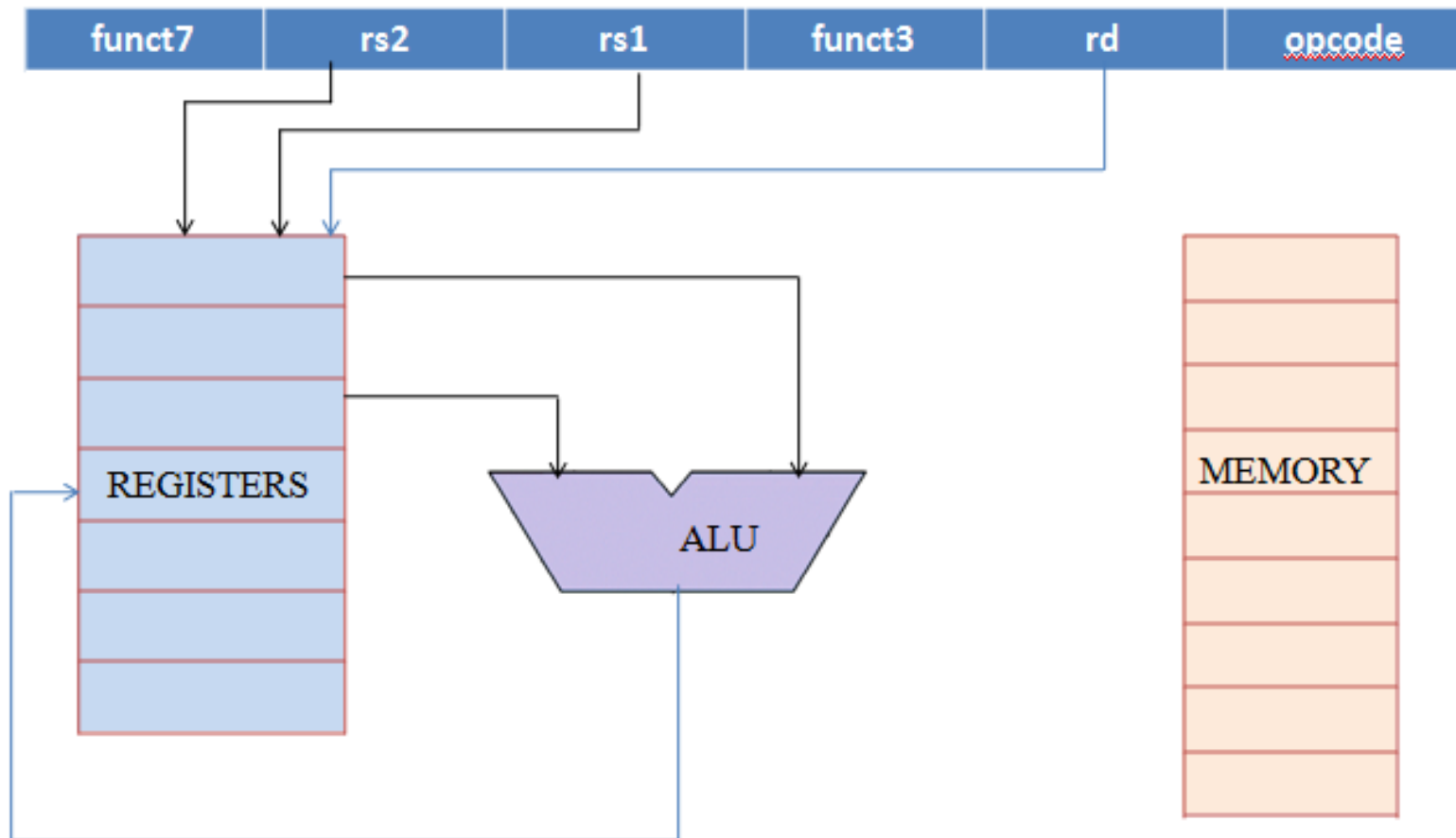
ADD (Addition)



funct7=0000000;funct3=000;opcode=0110011

SUB (Subtraction)

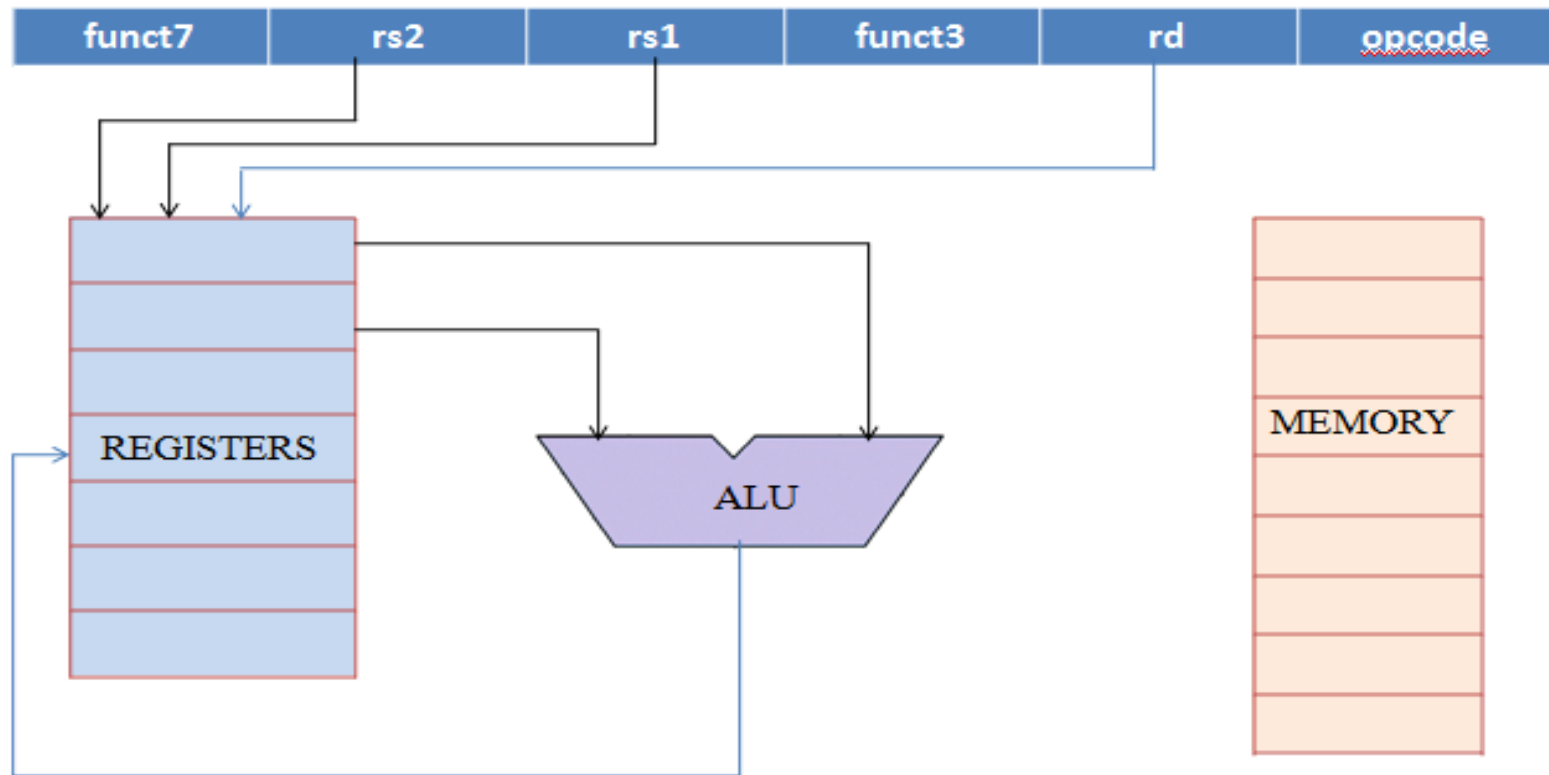
R-FORMAT



funct7=0100000;funct3=000;opcode=0110011

SLL (Logical Left Shift)

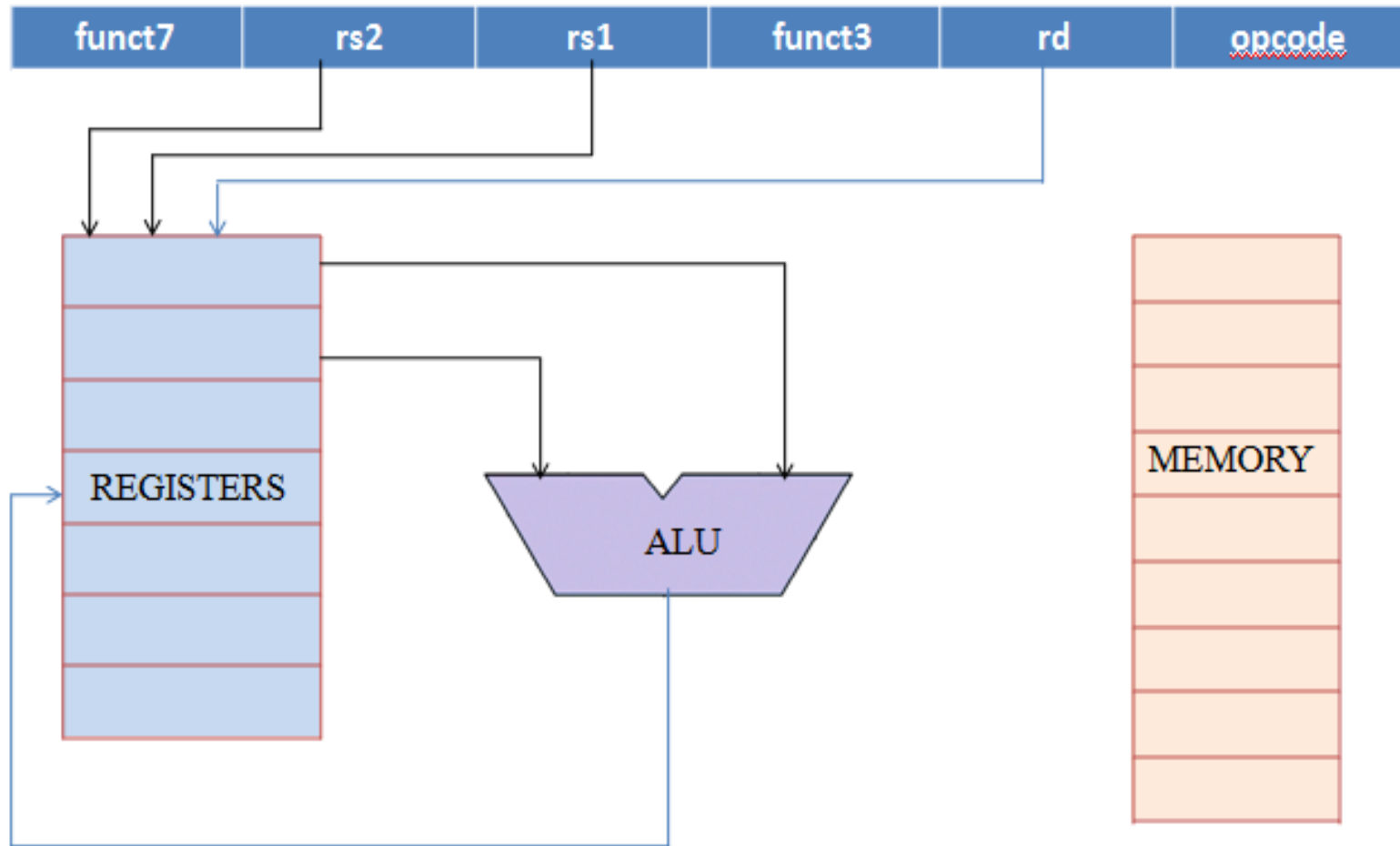
R-FORMAT



funct7=0000000;funct3=001;opcode =0110011

SLT (Set Less Than)

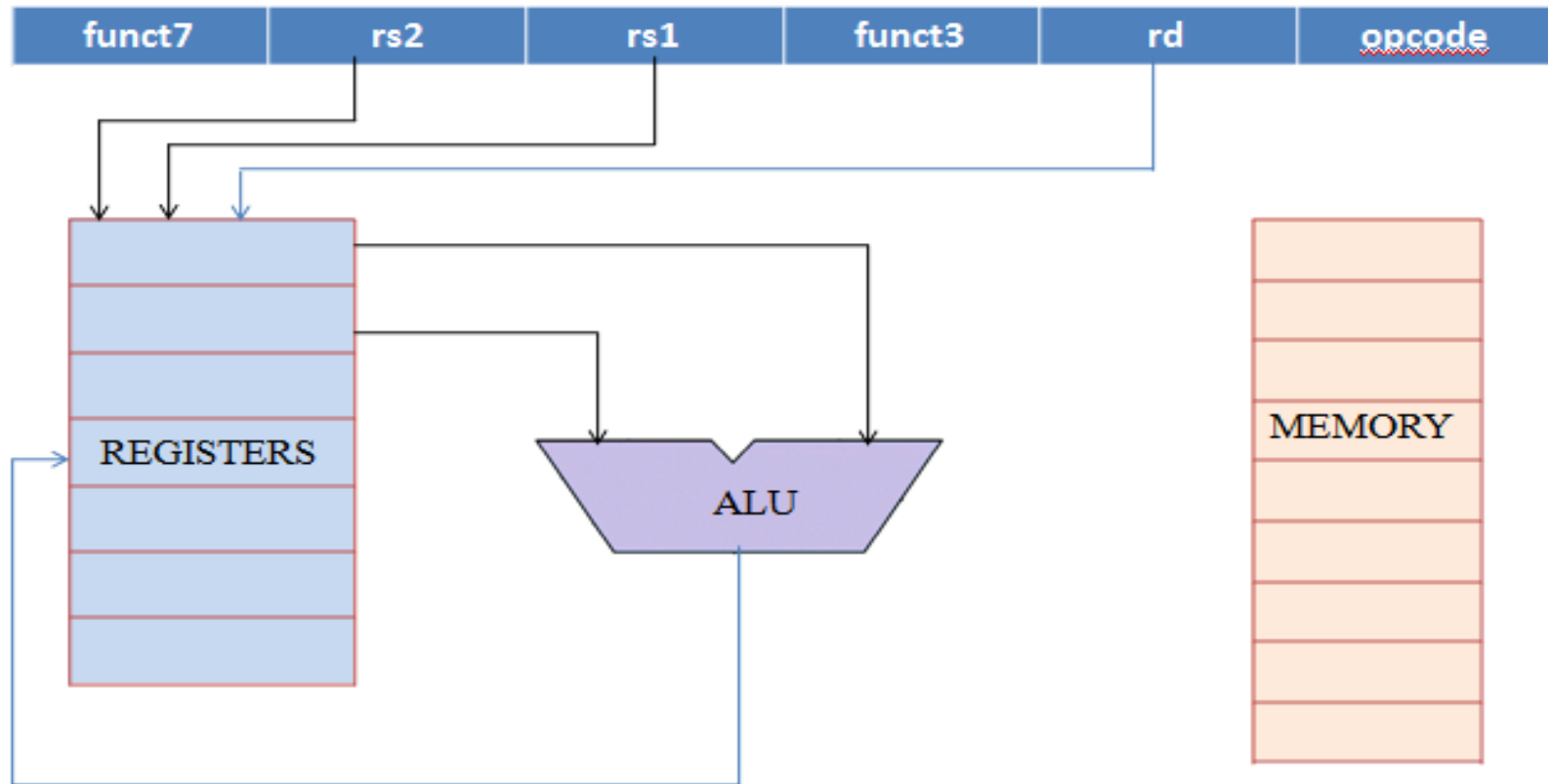
R-FORMAT



funct7=0000000;funct3=010;opcode=0110011

SLTU (Set Less Than Unsigned)

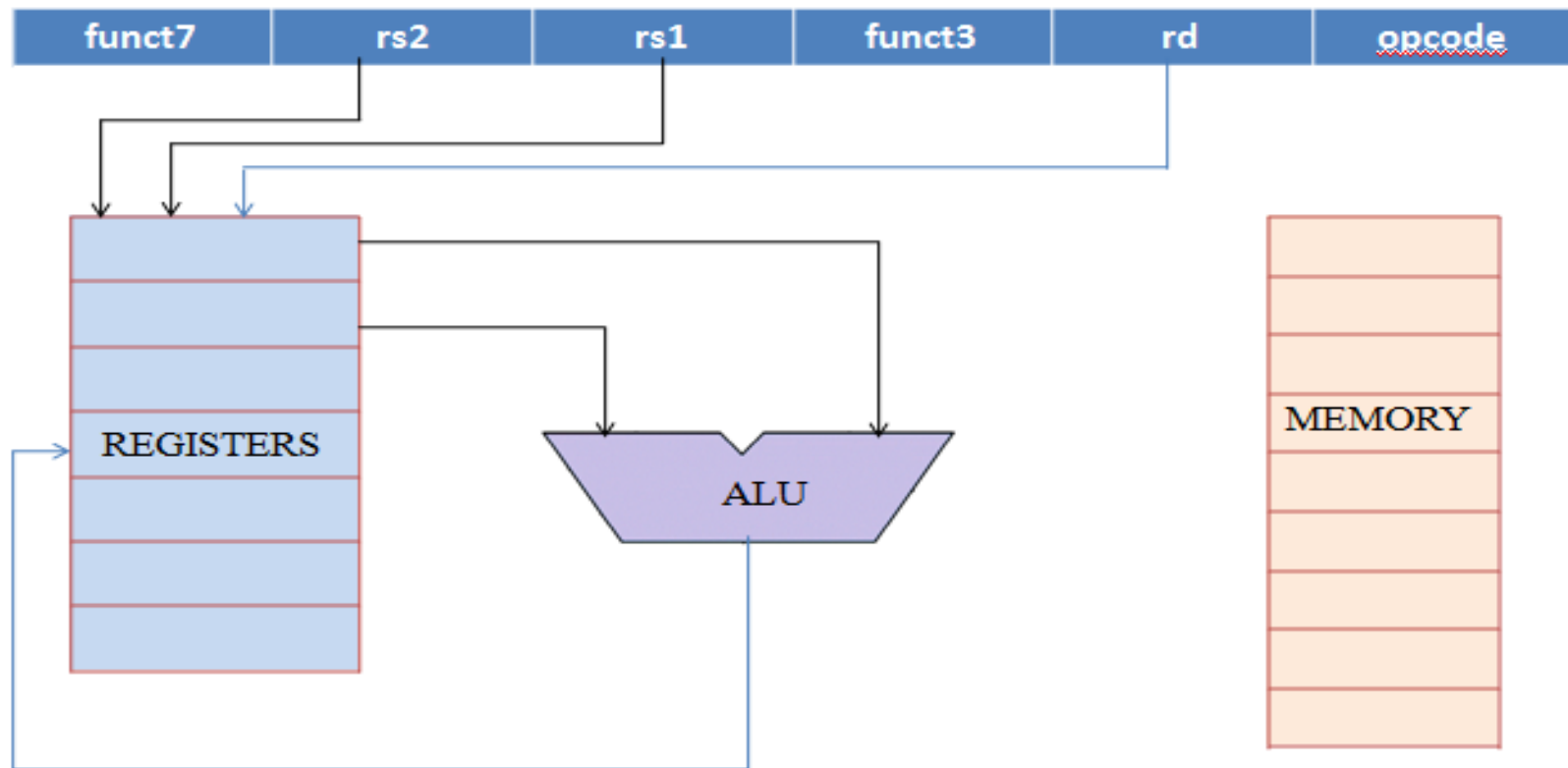
R-FORMAT



funct7=0000000;funct3=011;opcode =0110011

XOR(XOR Operation)

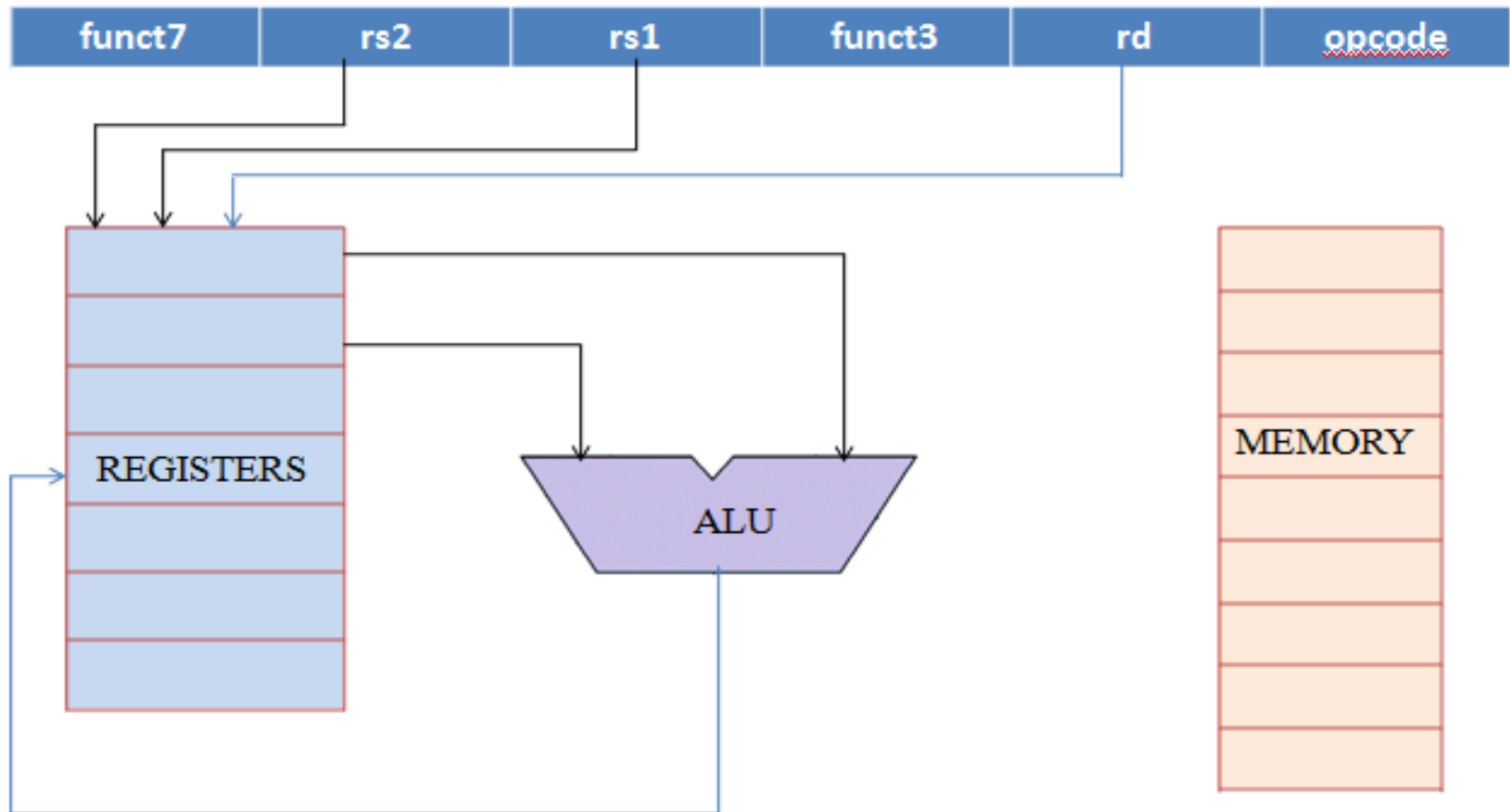
R-FORMAT



funct7=0000000;funct3=100;opcode =0110011

SRL (Logical Right Shift)

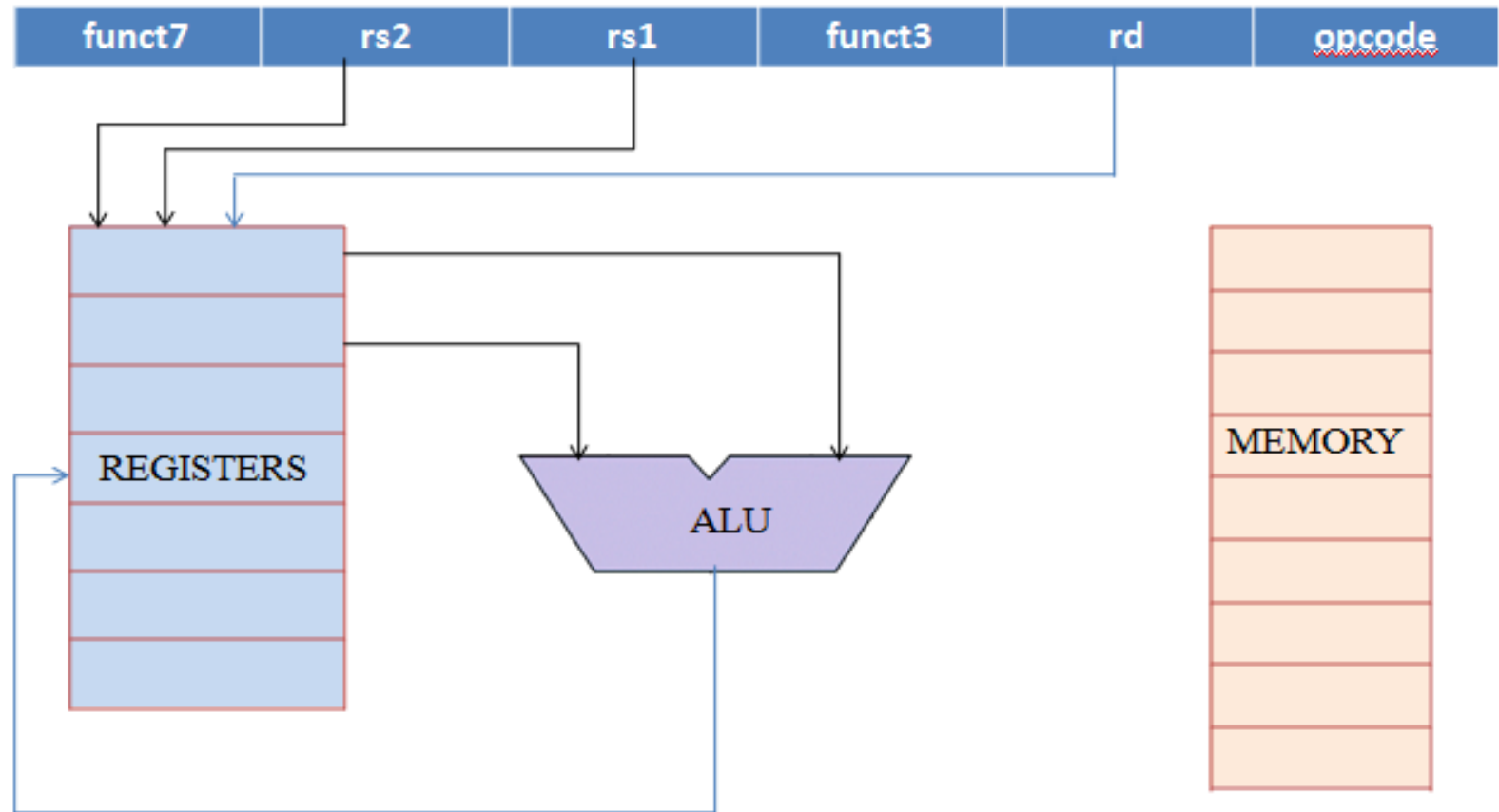
R-FORMAT



funct7=0000000;funct3=101;opcode=0110011

SRA(Arithmetic Right Shift)

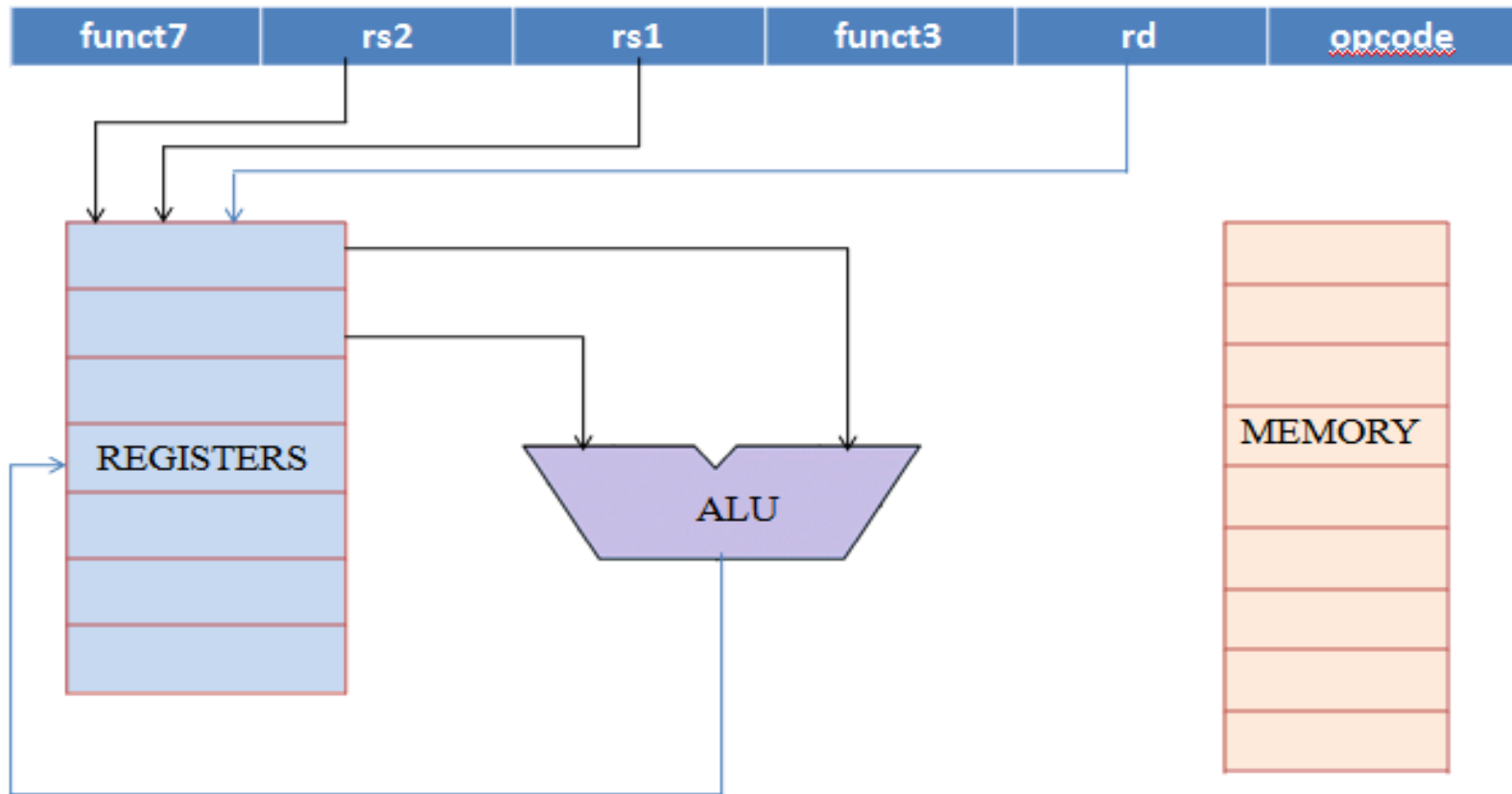
R-FORMAT



funct7=0100000;funct3=101;opcode =0110011

OR(OR Operation)

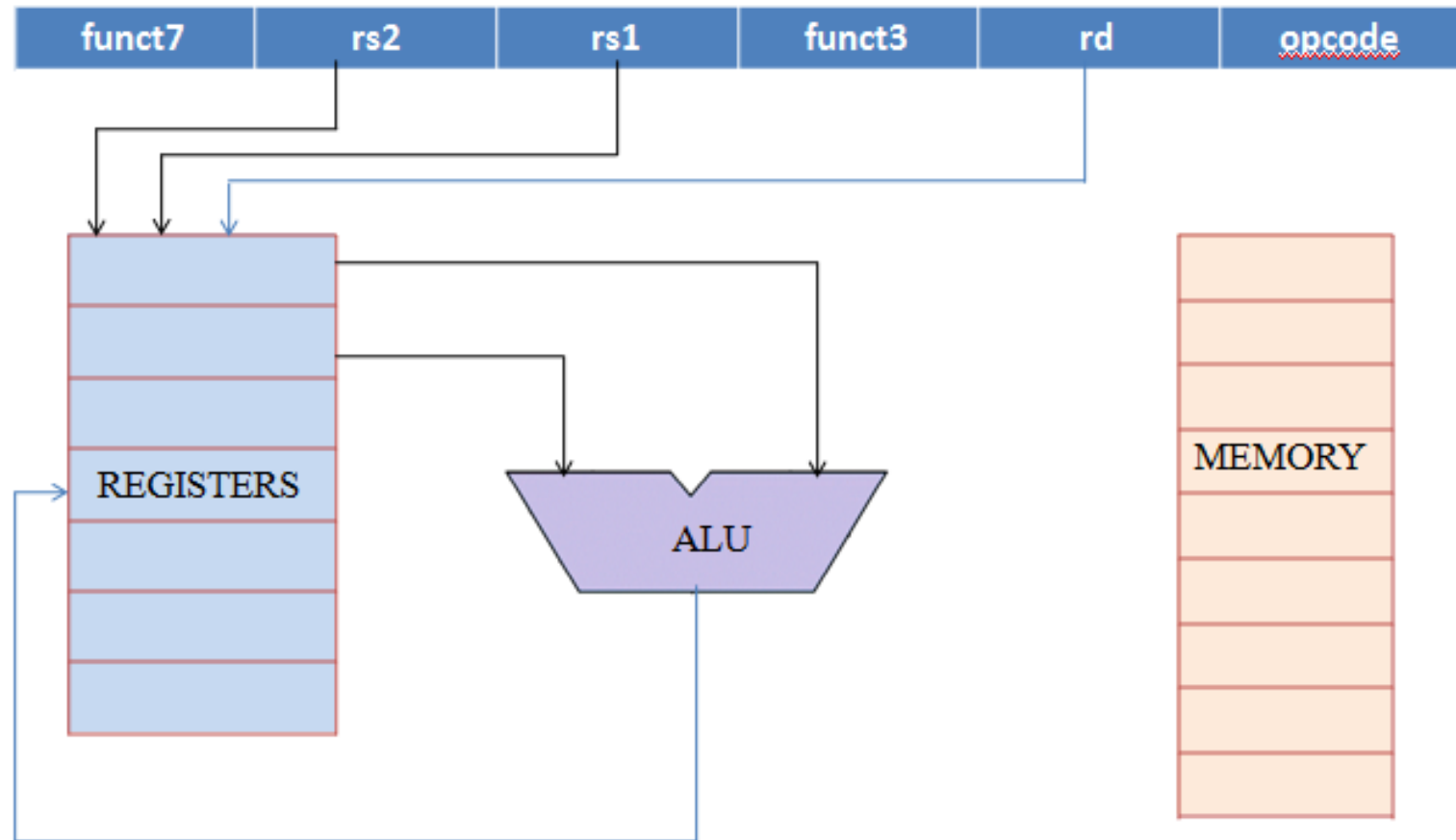
R-FORMAT



funct7=0000000;funct3=110;opcode=0110011

AND (AND Operation)

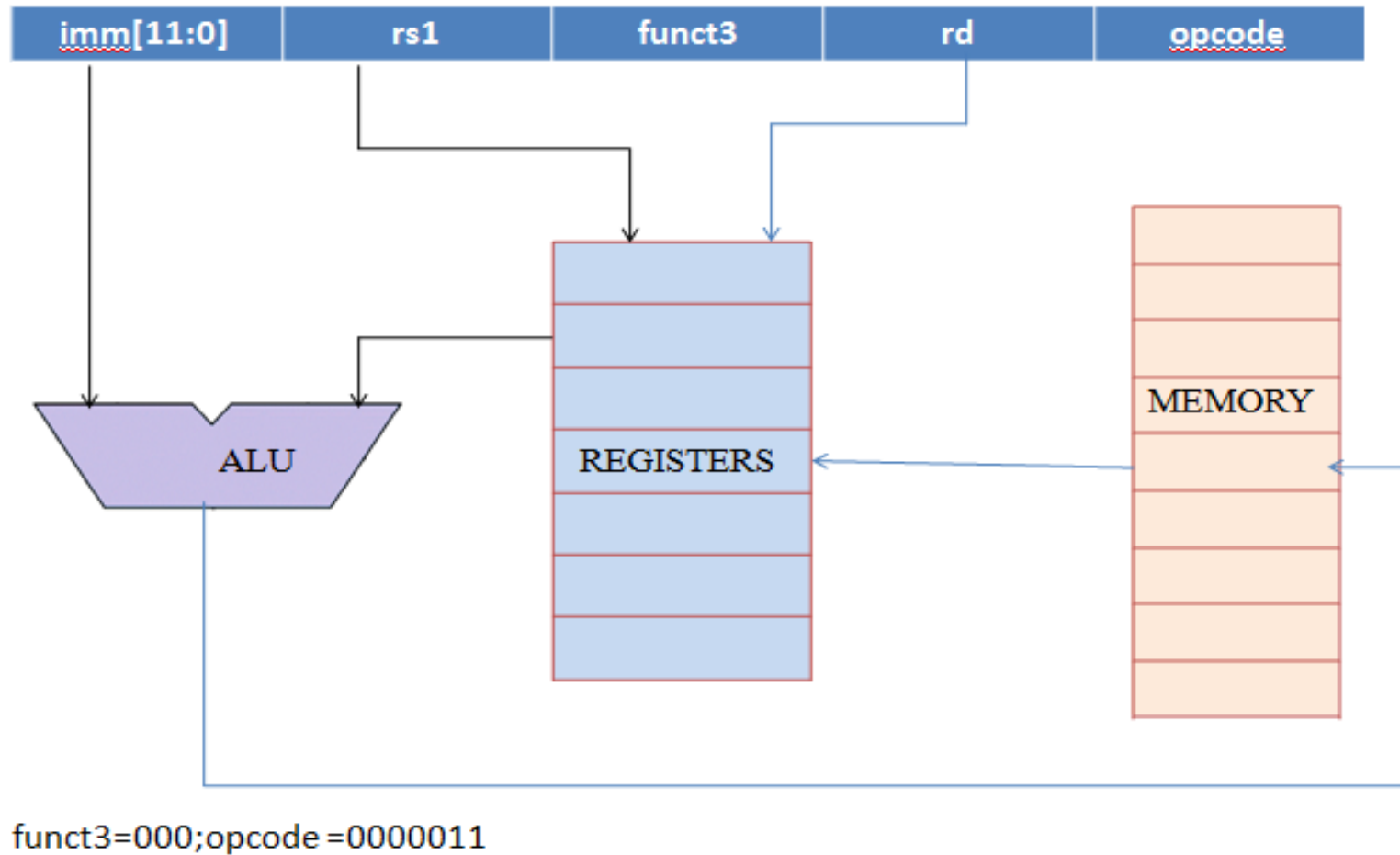
R-FORMAT



funct7=0000000;funct3=111;opcode=0110011

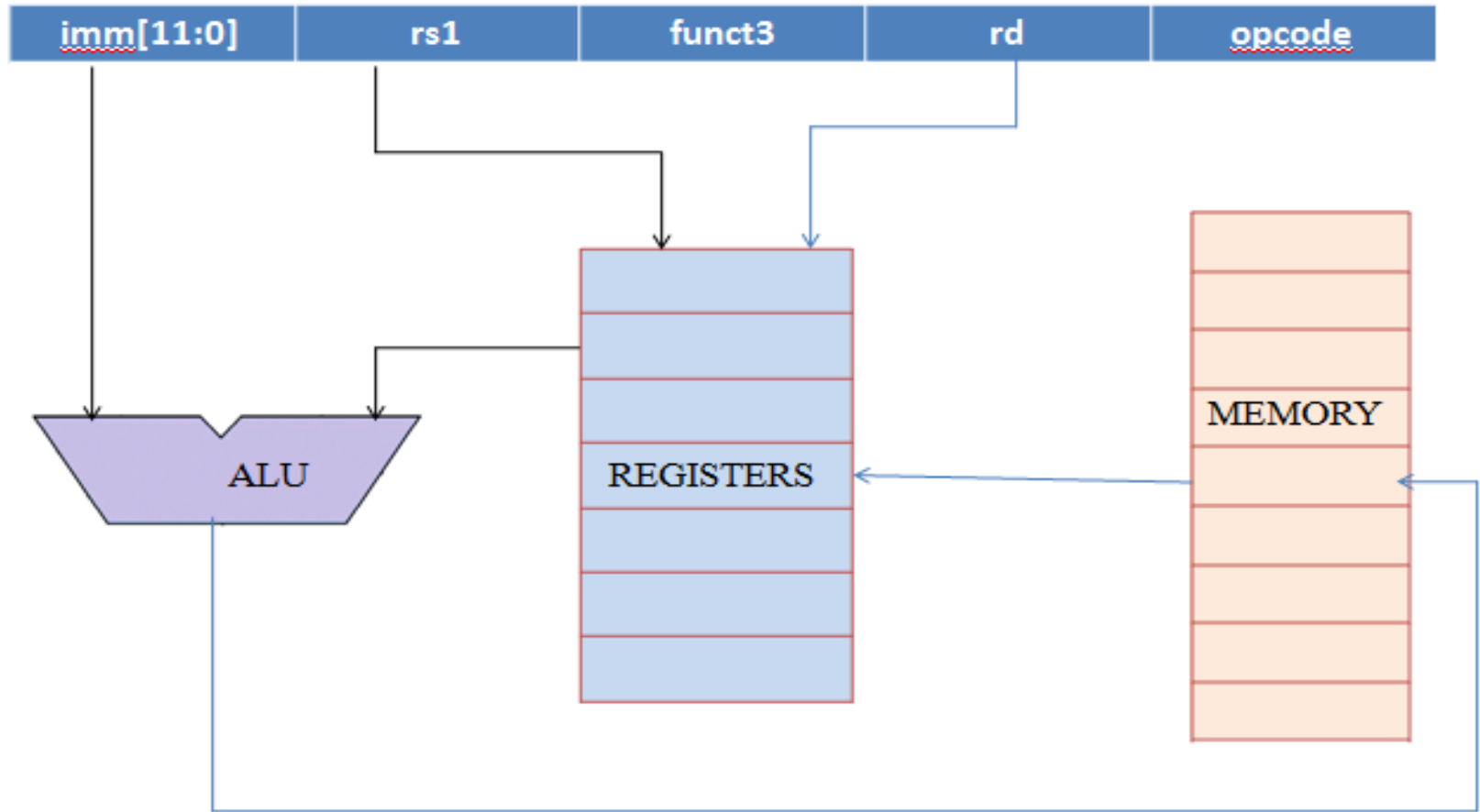
EXECUTION OF INSTRUCTIONS IN I-FORMAT

LB (Load Byte)



LH (Load Halfword)

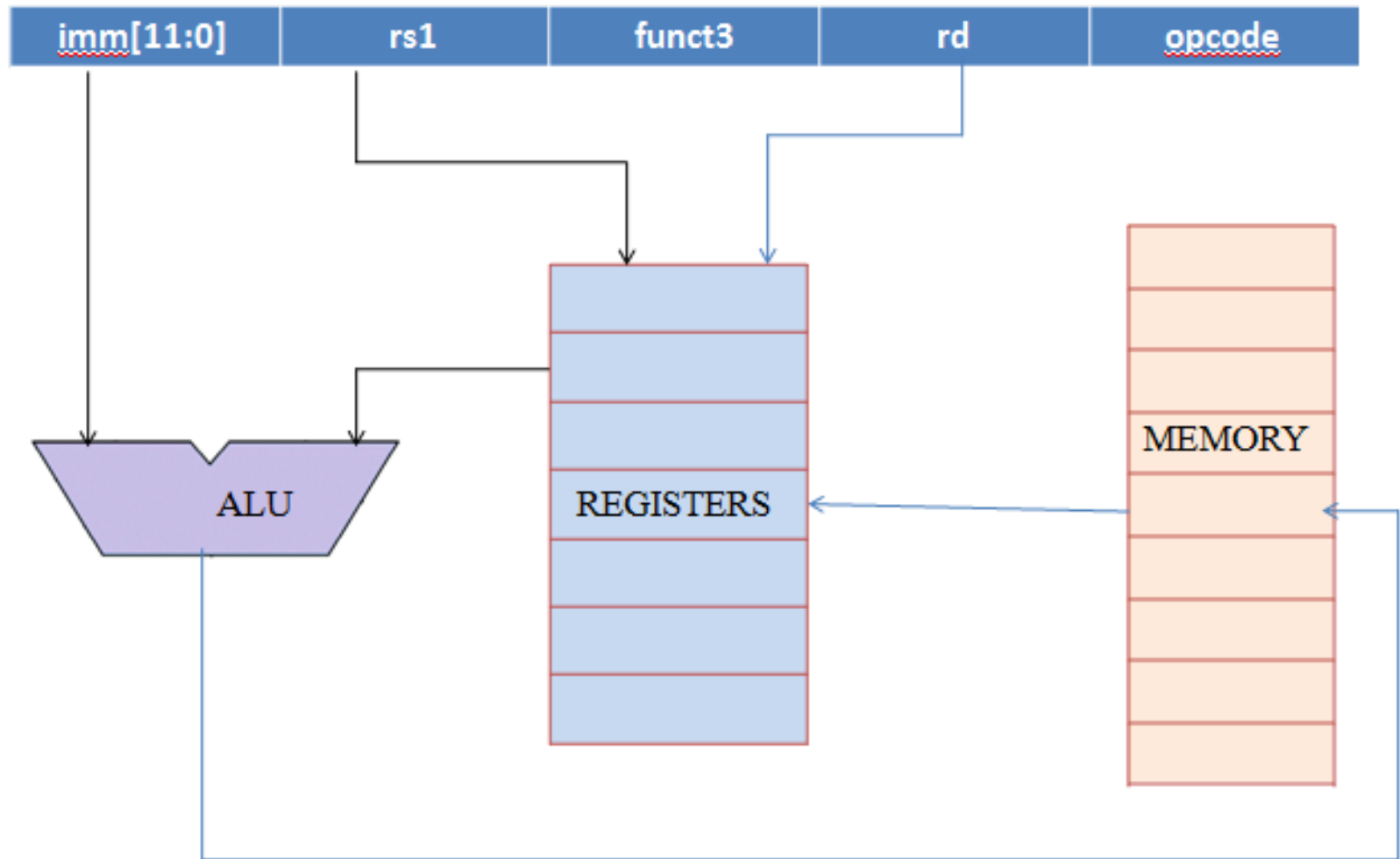
I-FORMAT



funct3=001;opcode=0000011

LW (Load Word)

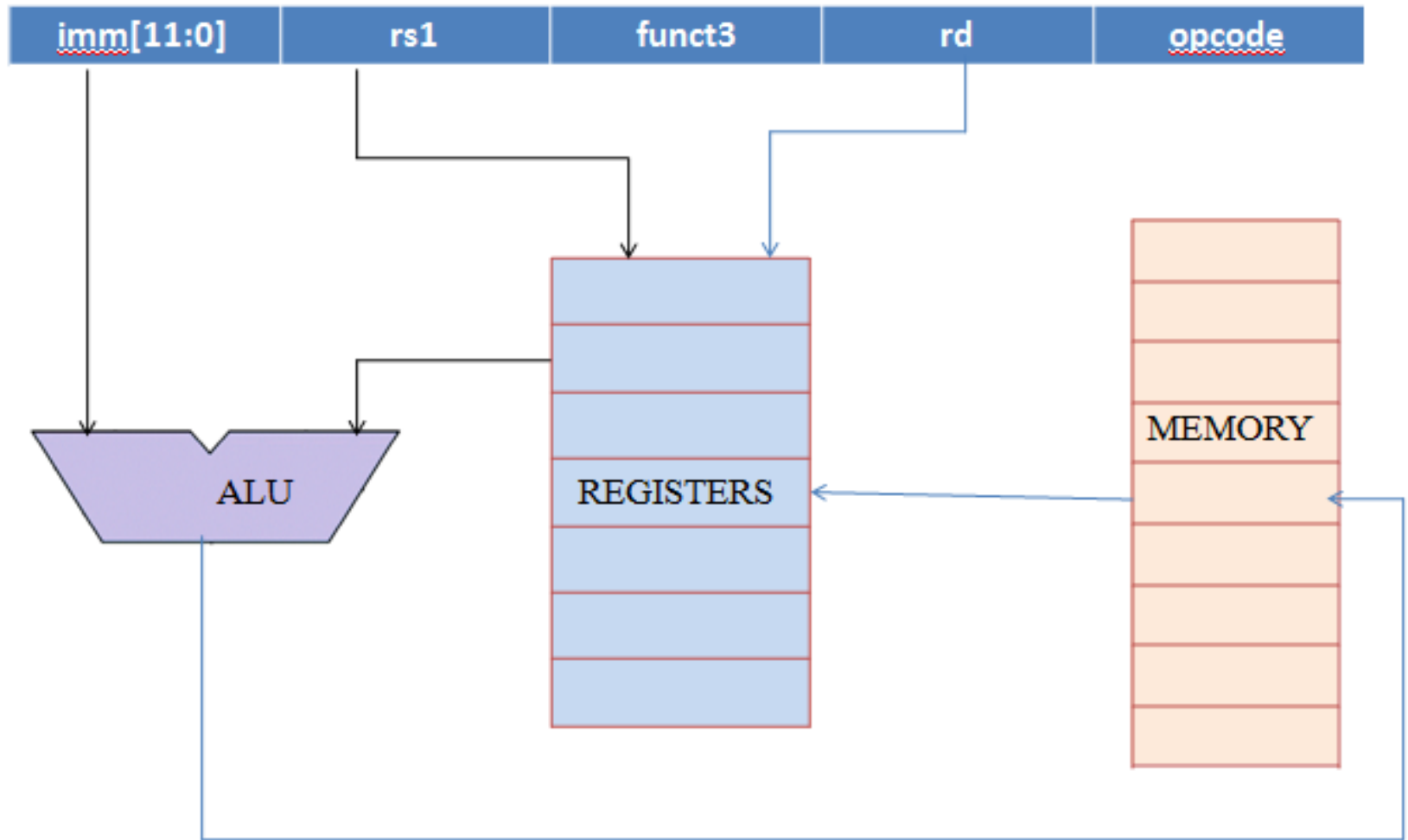
I-FORMAT



funct3=010;opcode=0000011

LBU(Load Byte Unsigned)

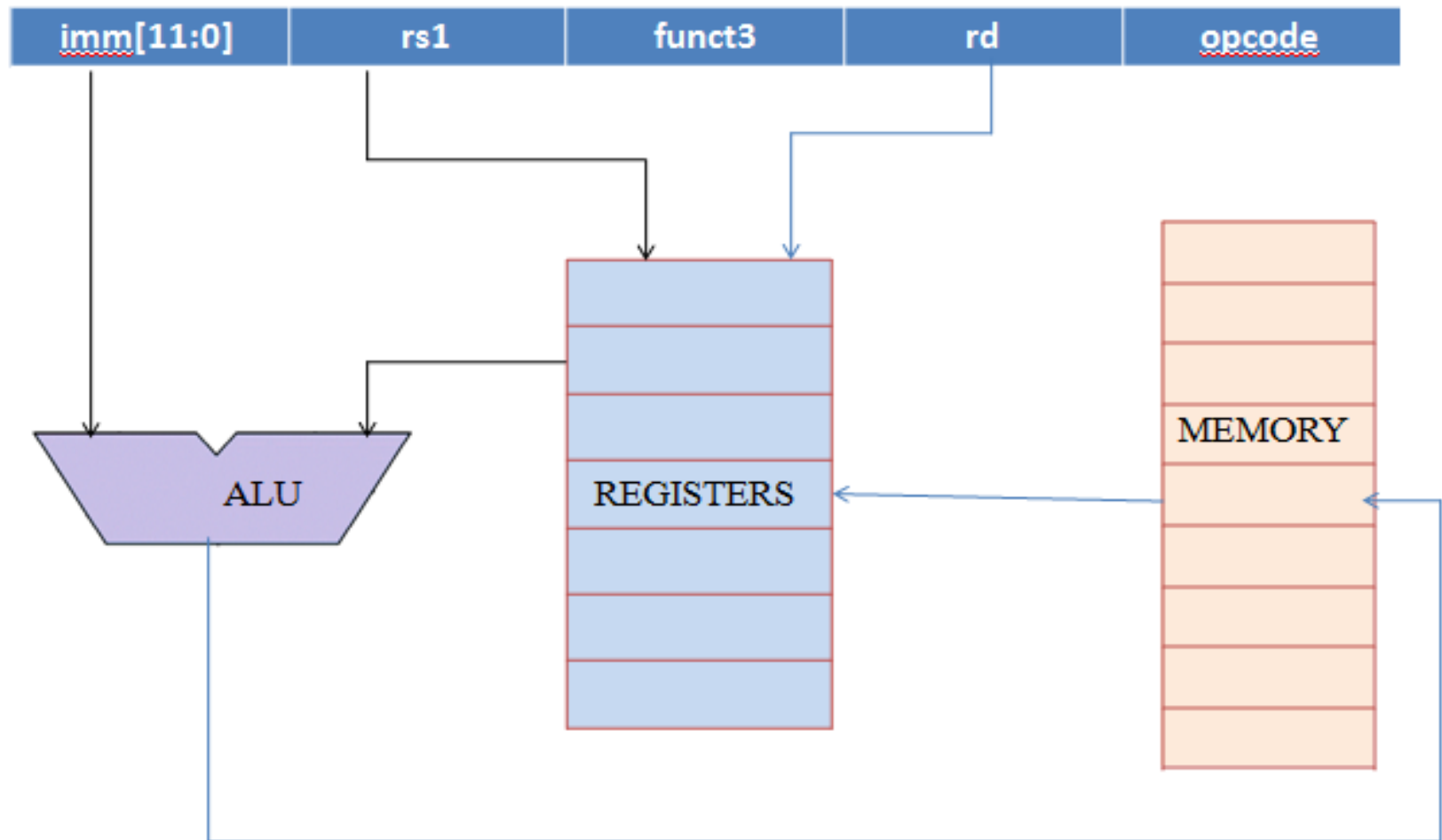
I-FORMAT



funct3=100;opcode=0000011

LHU(Load Halfword Unsigned)

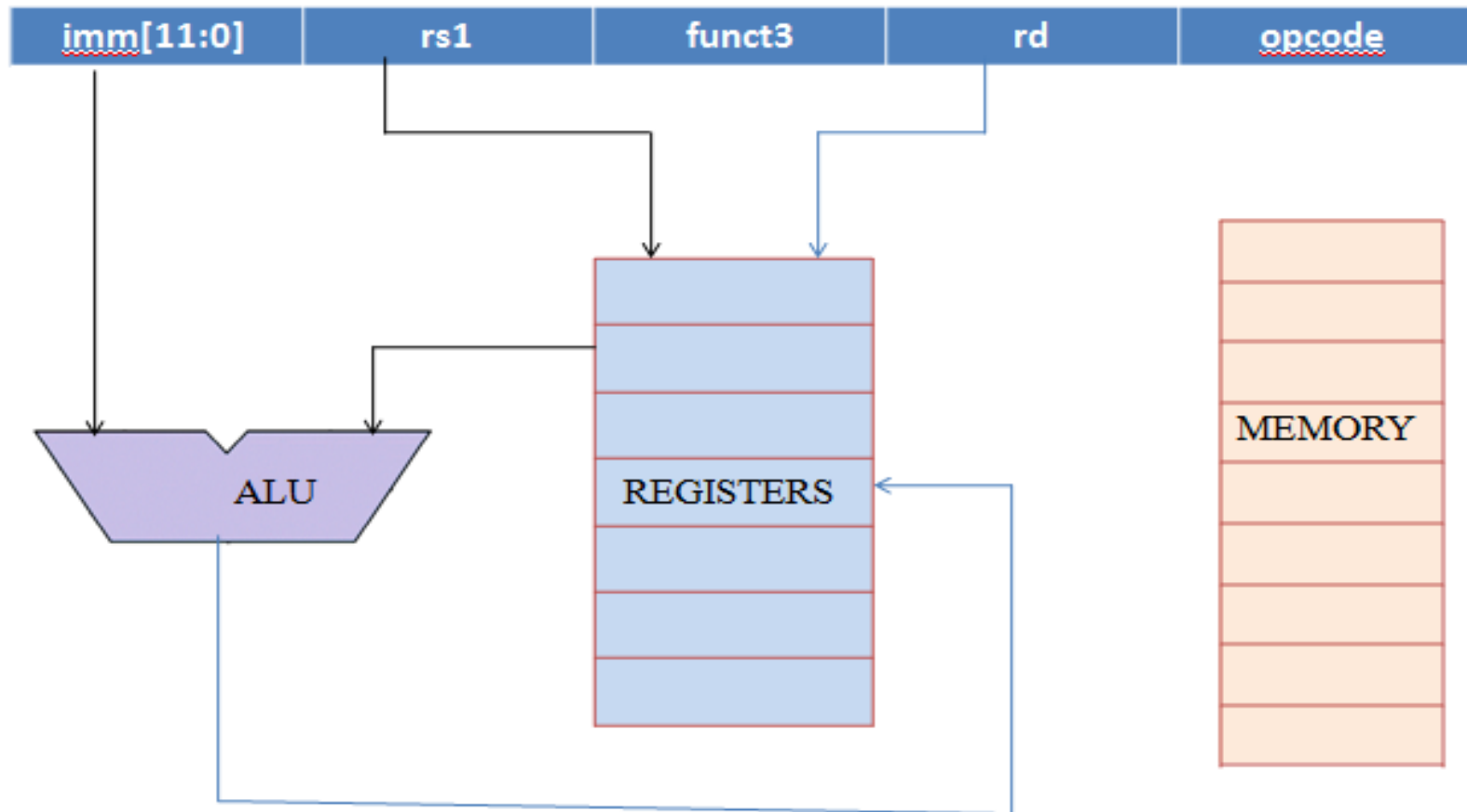
I-FORMAT



funct3=101;opcode =0000011

ADDI (Addition Immediate)

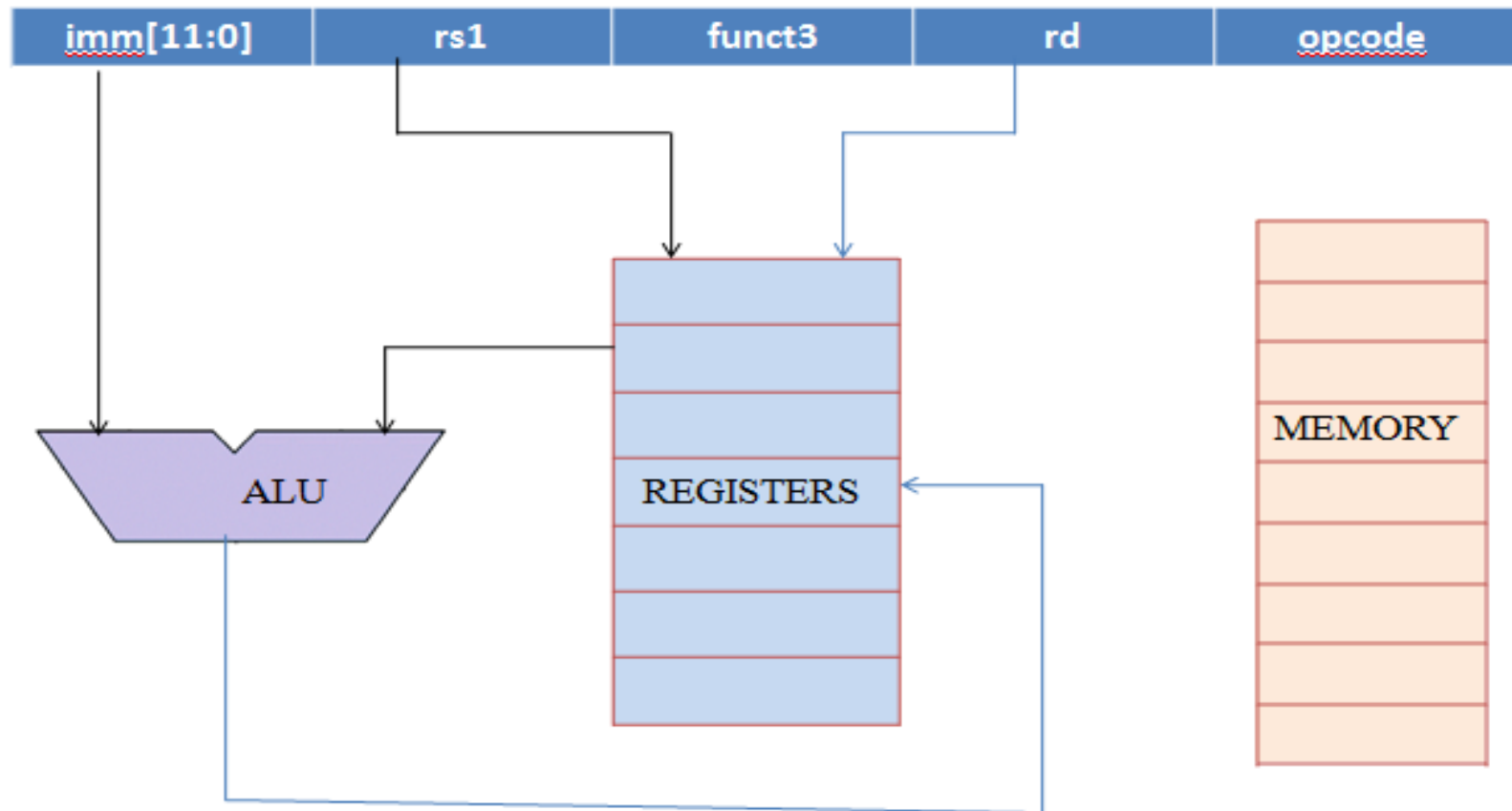
I-FORMAT



funct3=000;opcode=0010011

SLTI(Set Less Than Immediate)

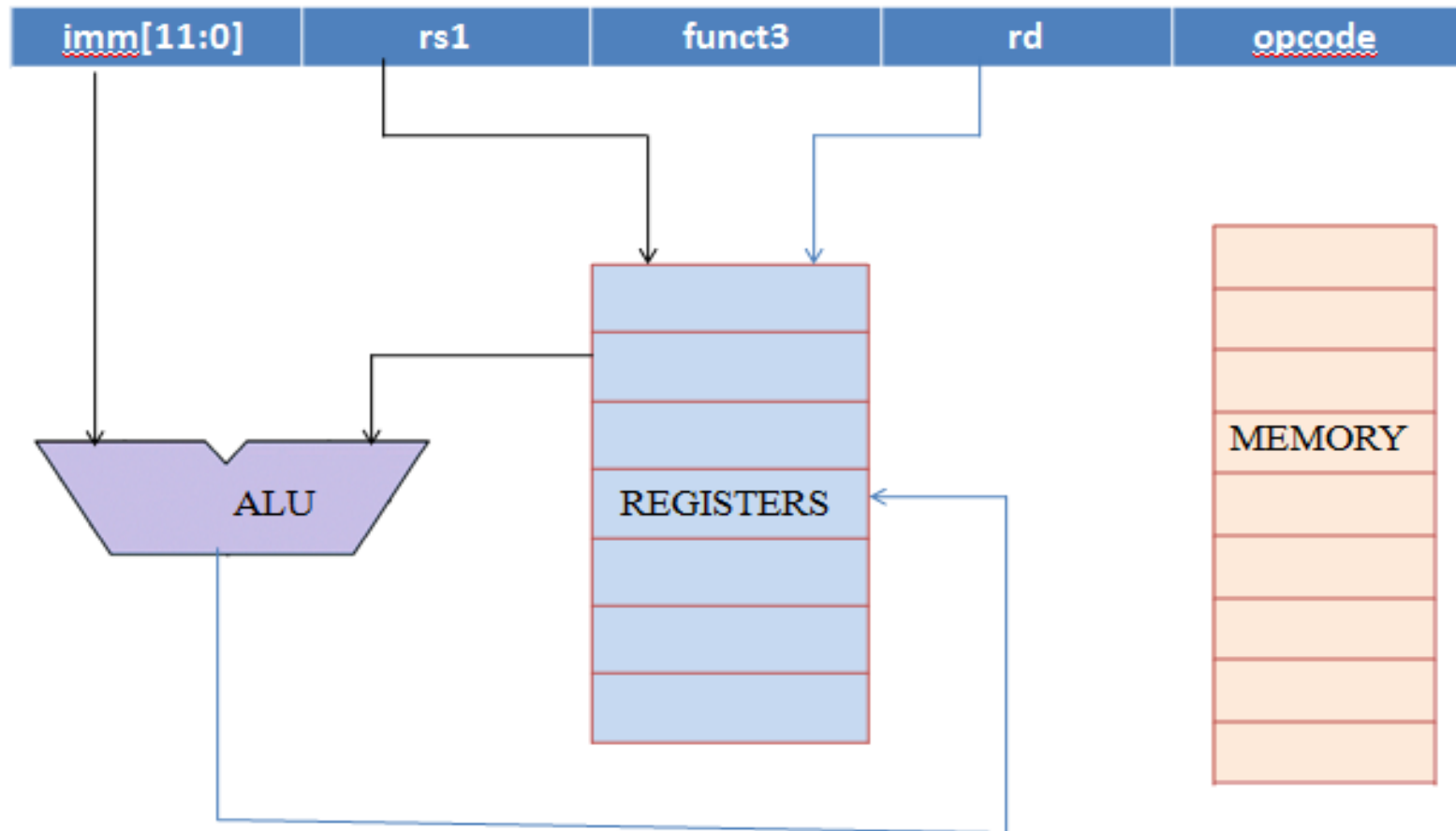
I-FORMAT



funct3=010;opcode =0010011

SLTIU(Set Less Than Immediate Unsigned)

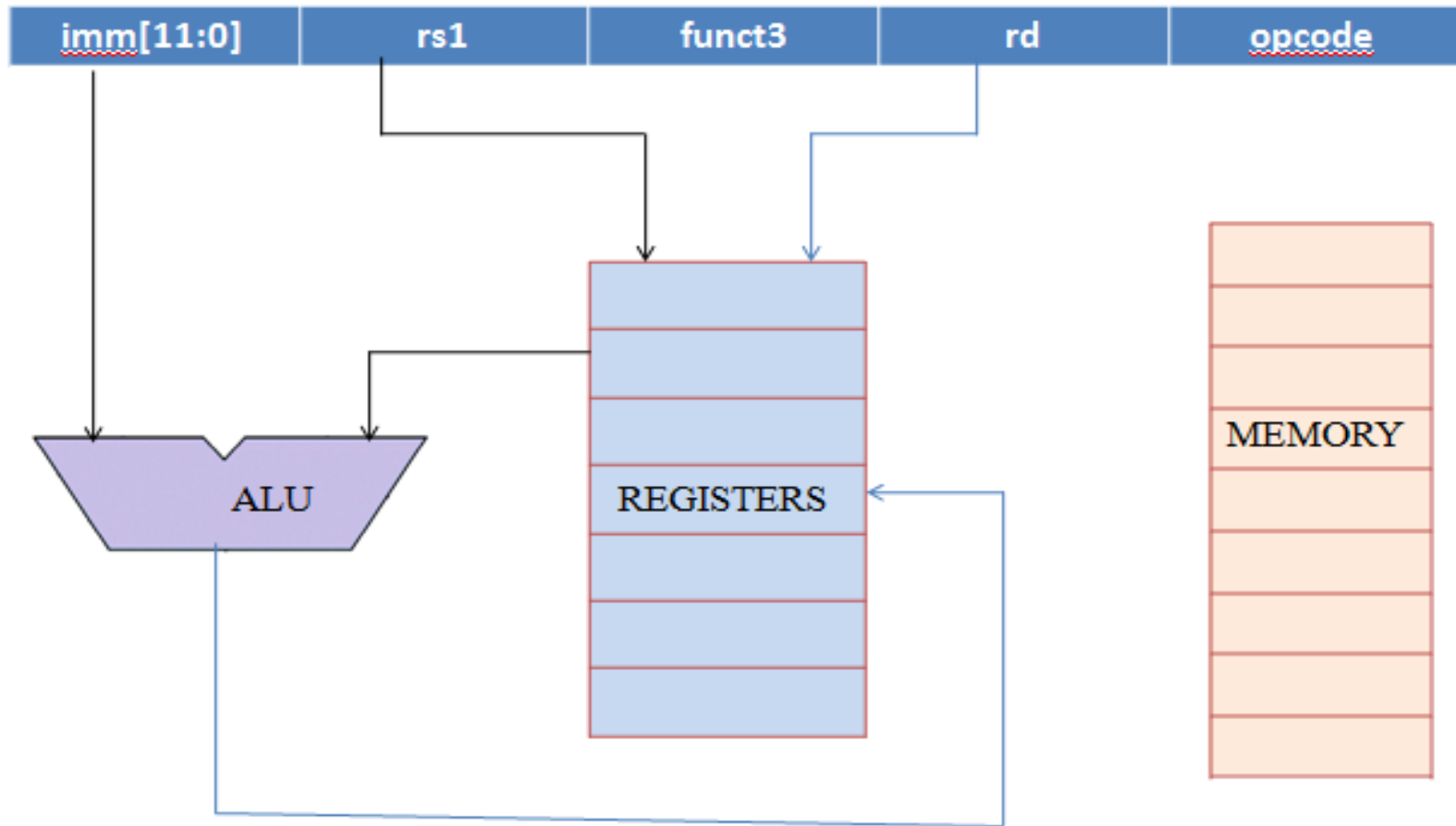
I-FORMAT



funct3=011;opcode =0010011

XORI(XOR Immediate)

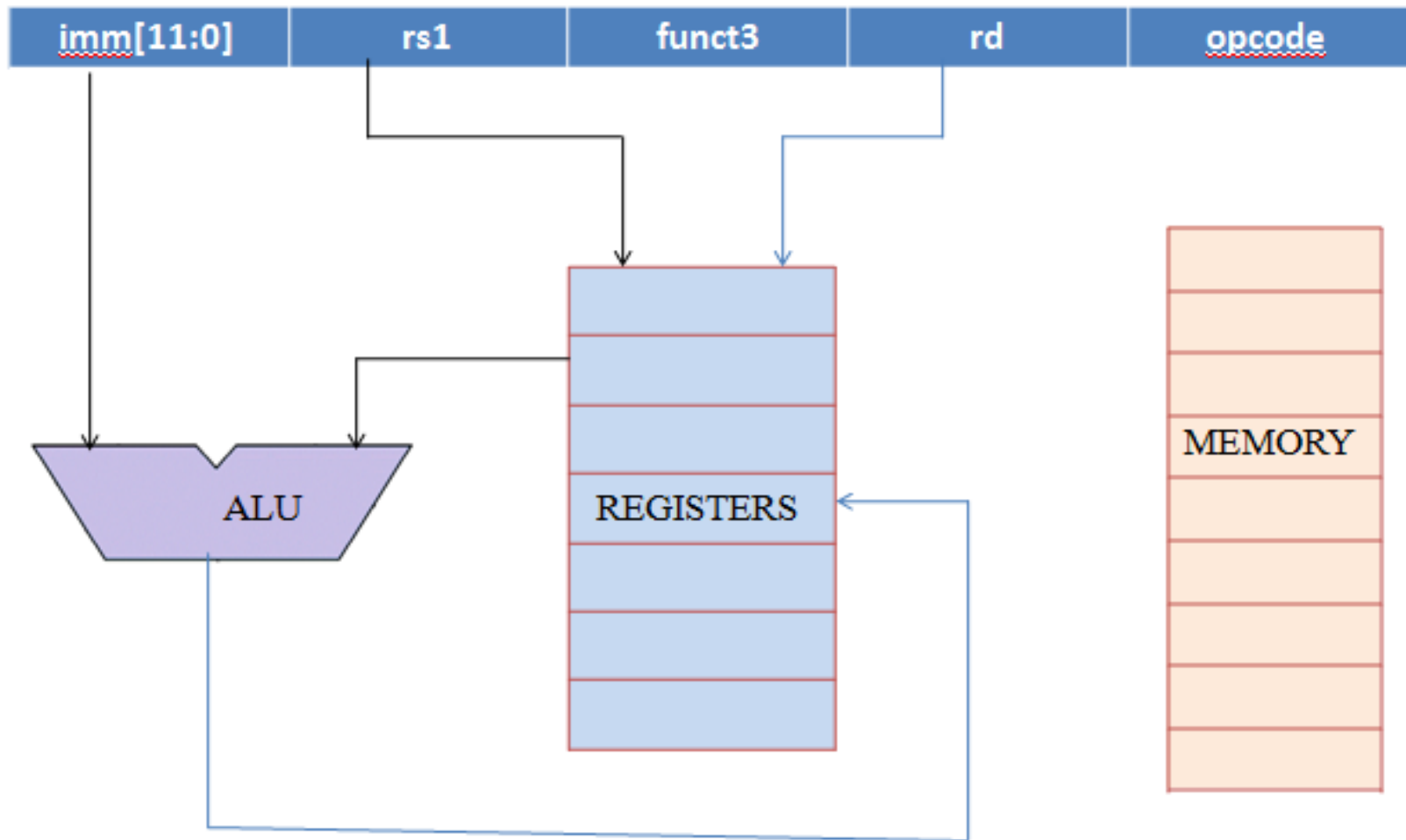
I-FORMAT



funct3=100;opcode=0010011

ORI (OR Immediate)

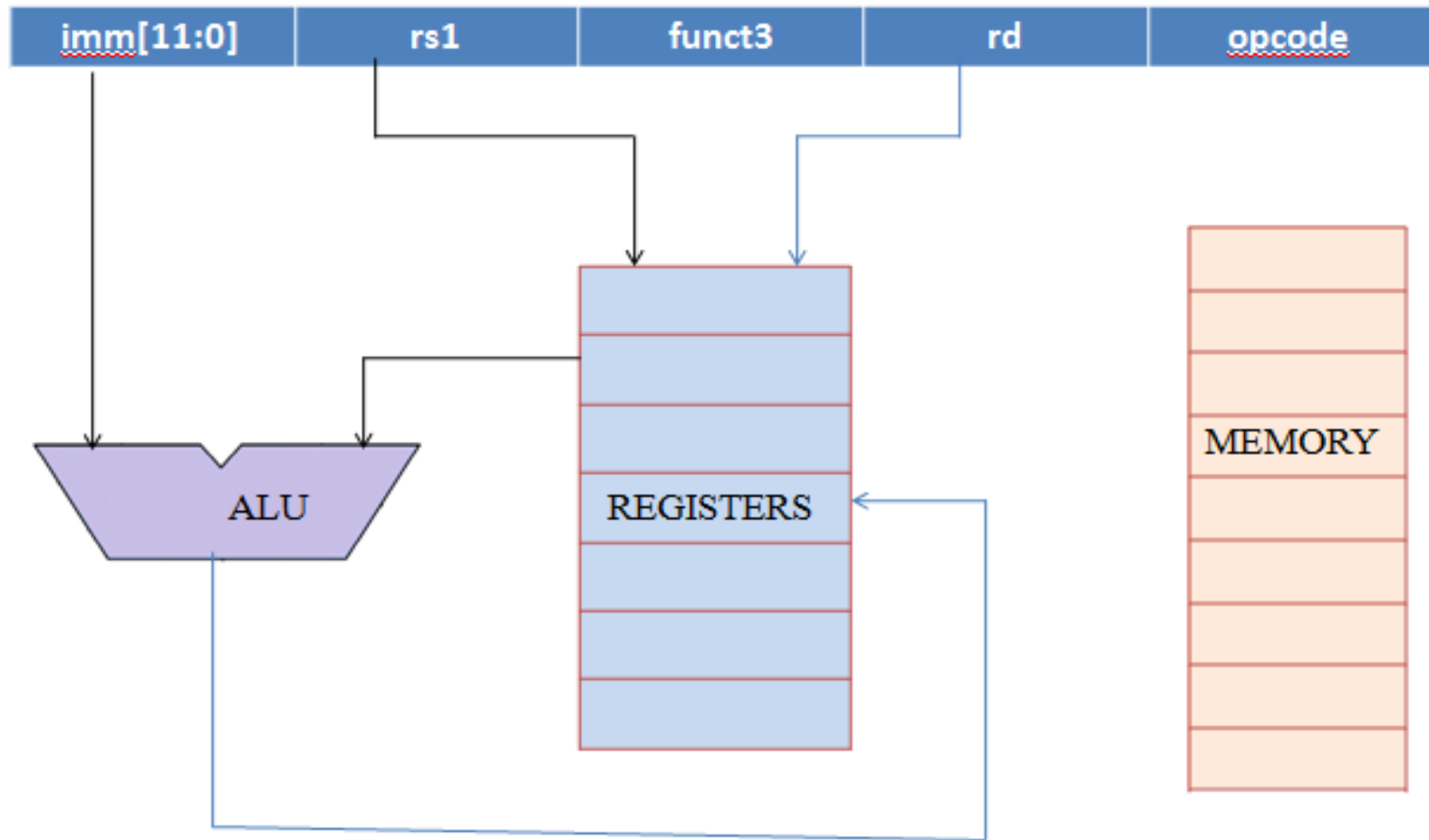
I-FORMAT



funct3=110;opcode=0010011

ANDI (AND Immediate)

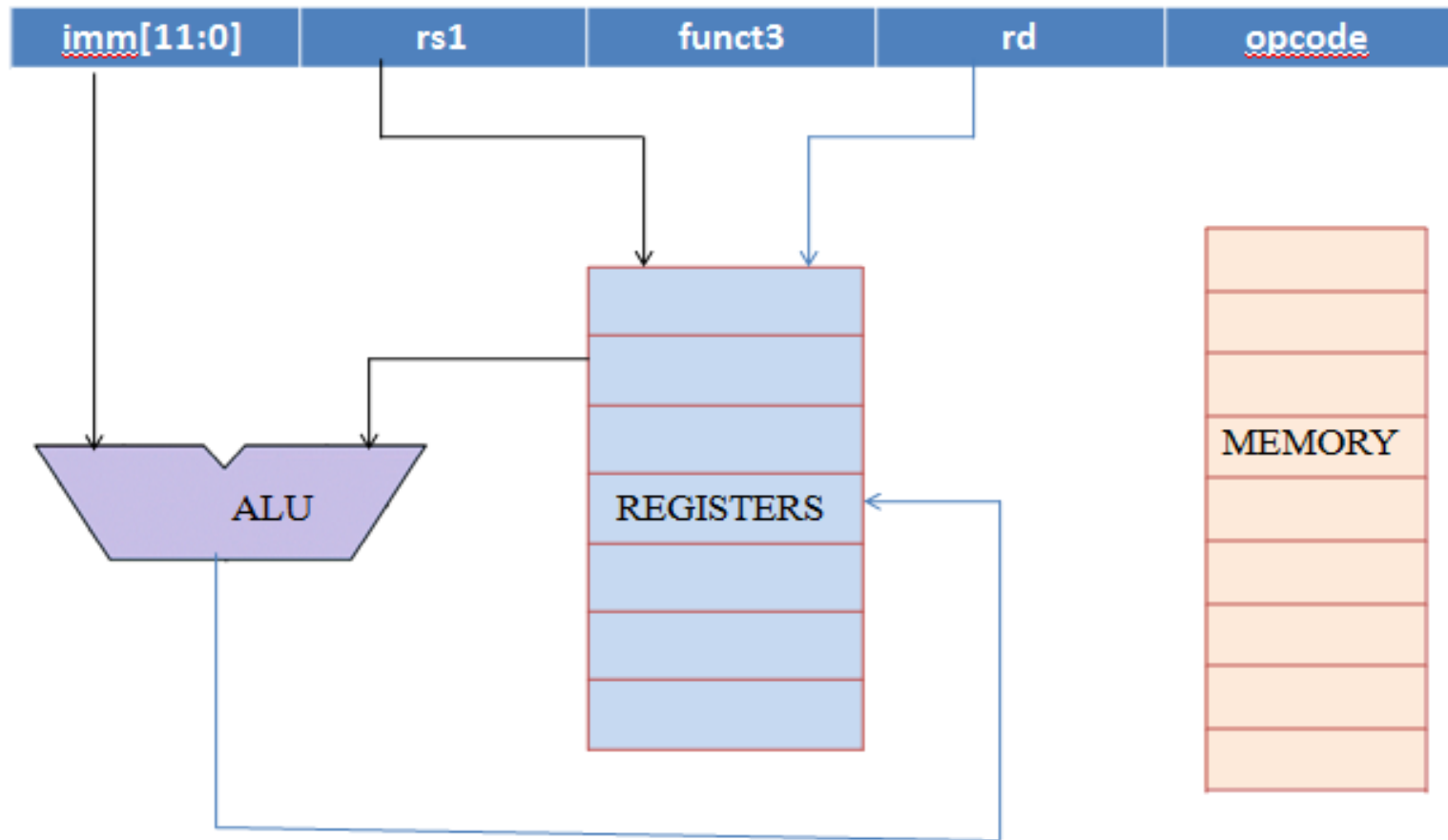
I-FORMAT



funct3=111;opcode =0010011

SLLI(Logical Left Shift With Immediate)

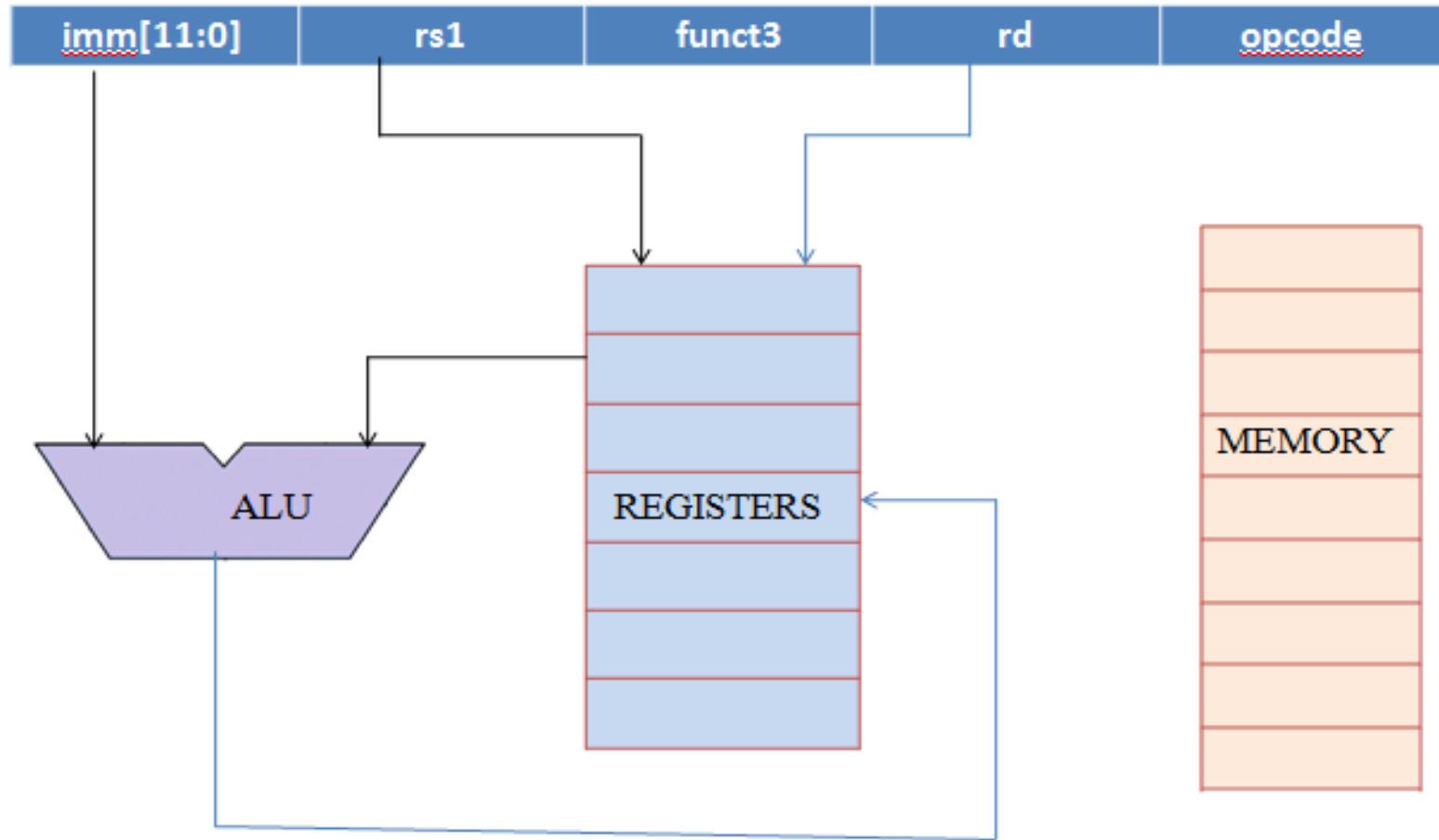
I-FORMAT



imm[11:5]=0000000; funct3=001; opcode =0010011

SRLI (Logical Right Shift with Immediate)

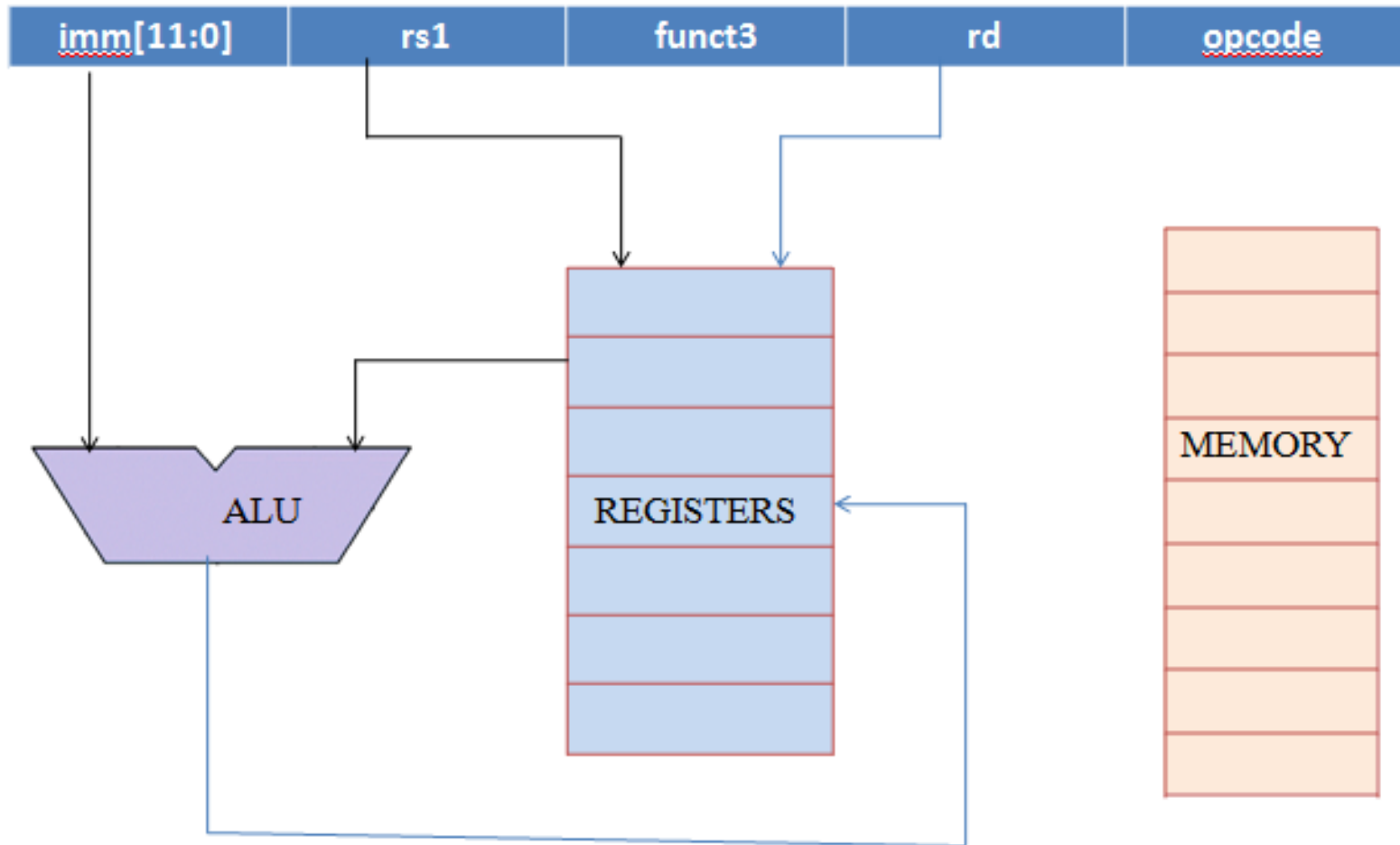
I-FORMAT



imm[11:5]=0000000; funct3=101; opcode =0010011

SRAI (Arithmetic Right Shift with Immediate)

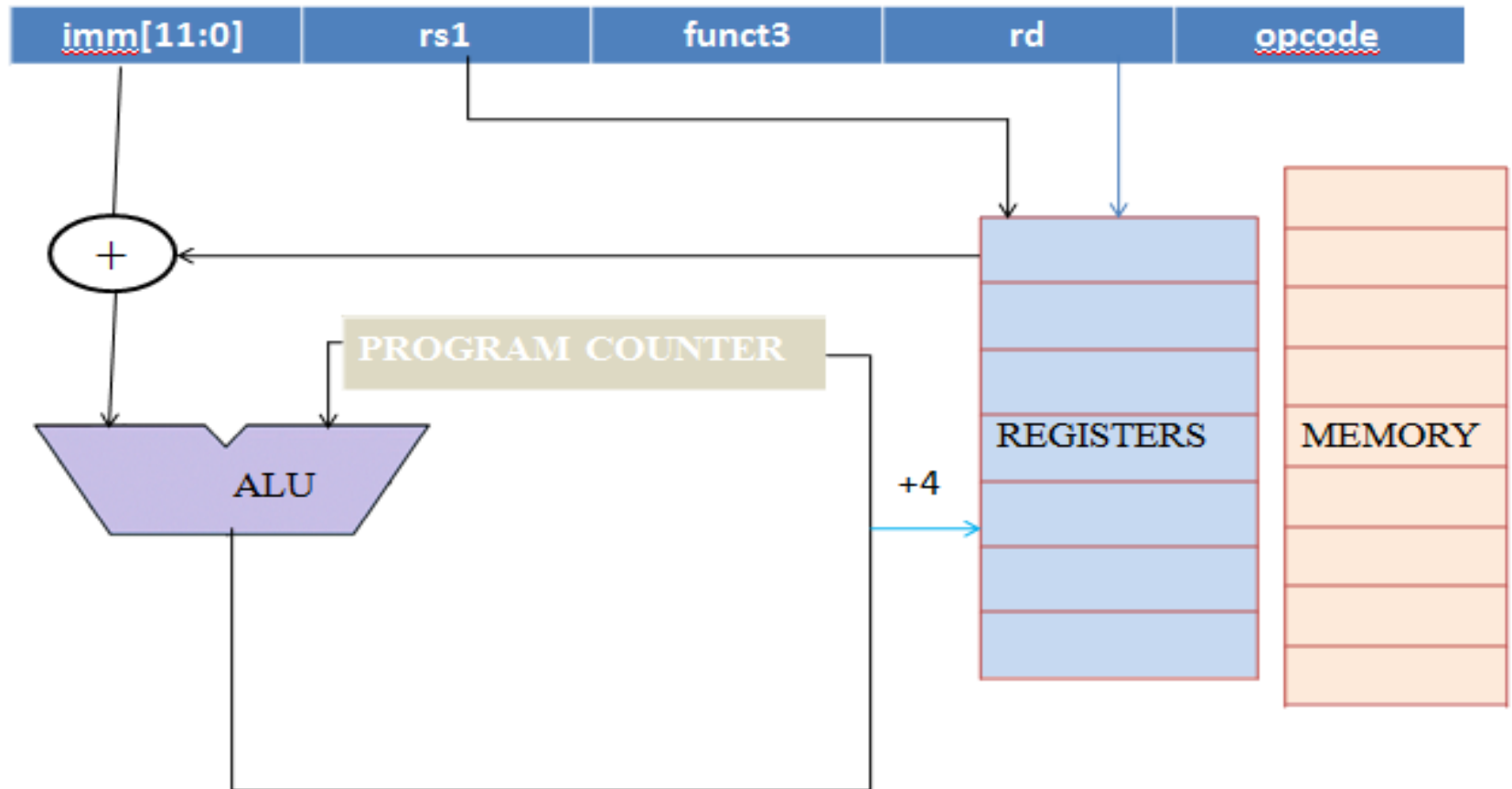
I-FORMAT



imm[11:5]=0100000;funct3=101;opcode=0010011

JALR(Jump And Link Register)

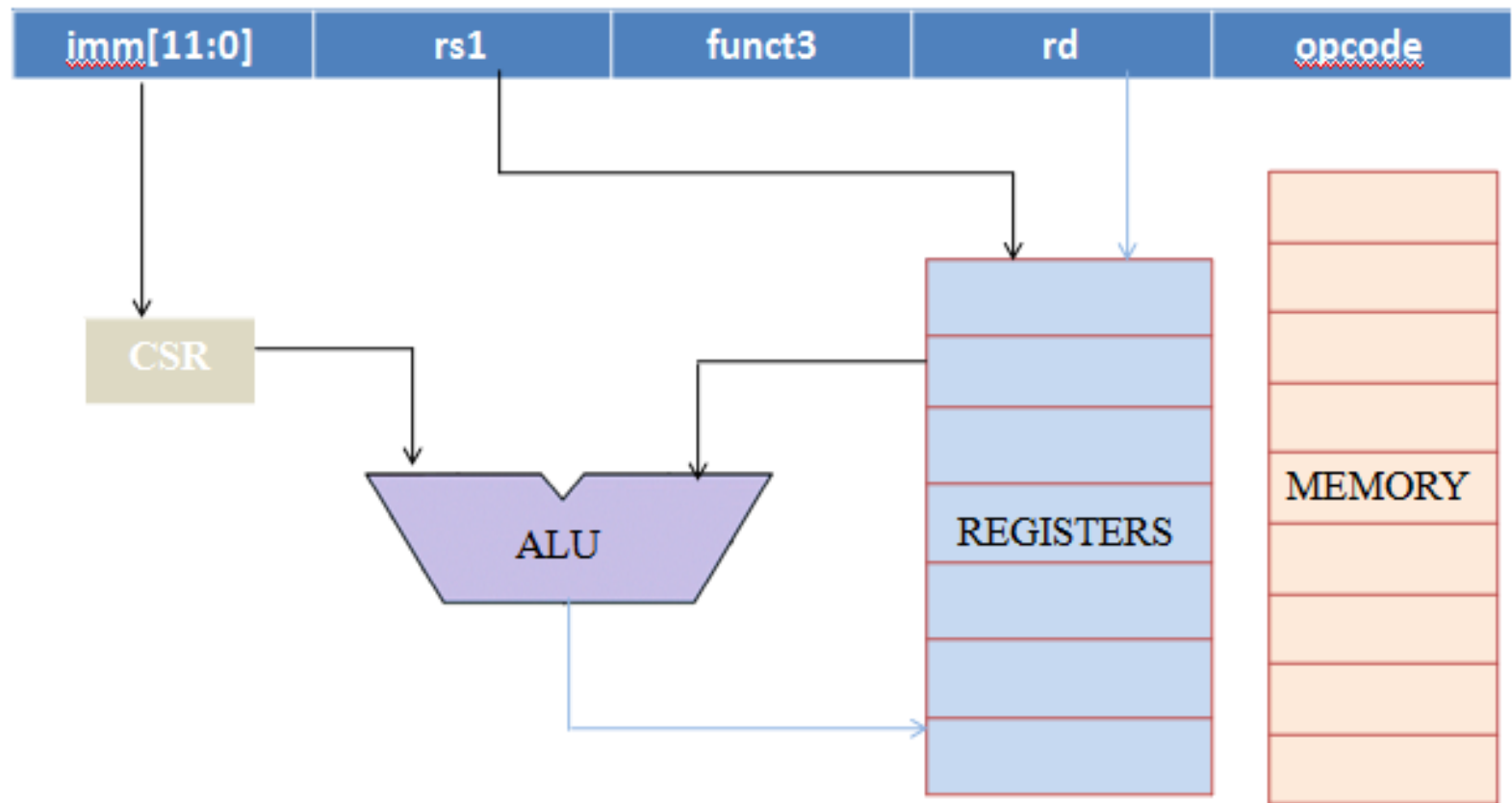
I-FORMAT



funct3=000;opcode =1100111

CSRRW (Atomic Read Write CSR)

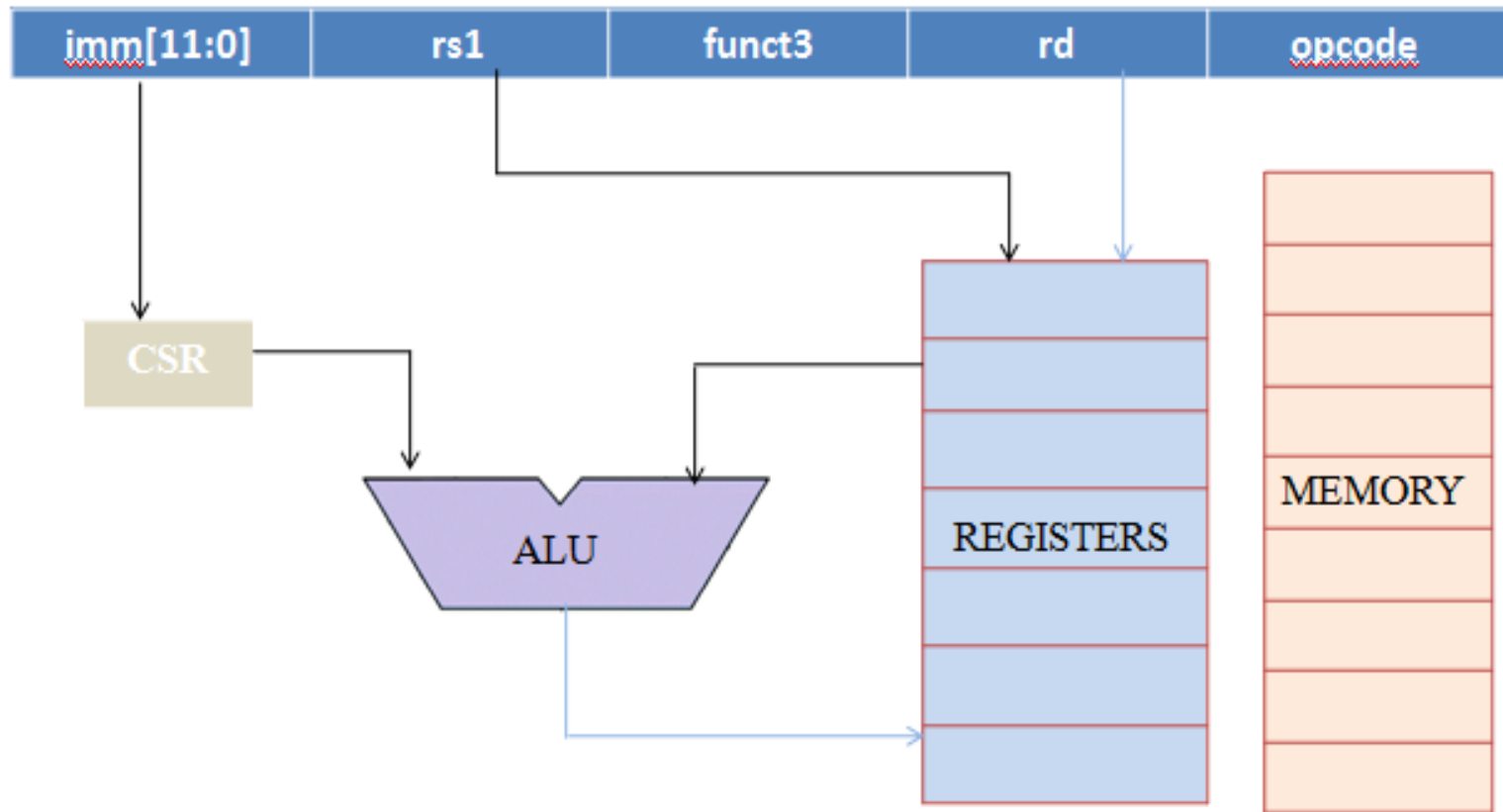
I-FORMAT



opcode = 1110011; funct3 = 001

CSRRS (Atomic Read Write Set Bit)

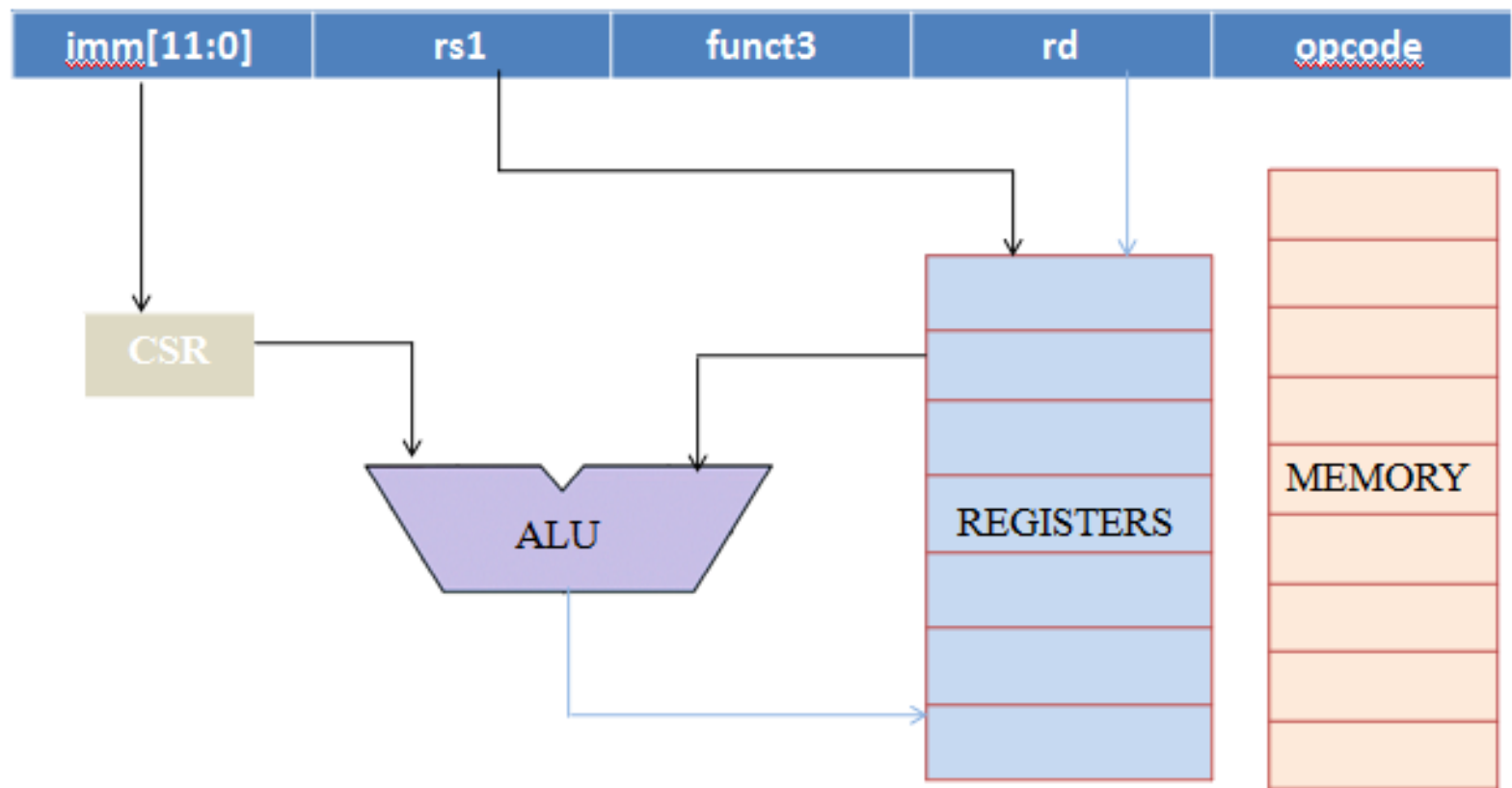
I-FORMAT



opcode = 1110011; funct3 = 010

CSRRC(Atomic Read Write Clear Bit)

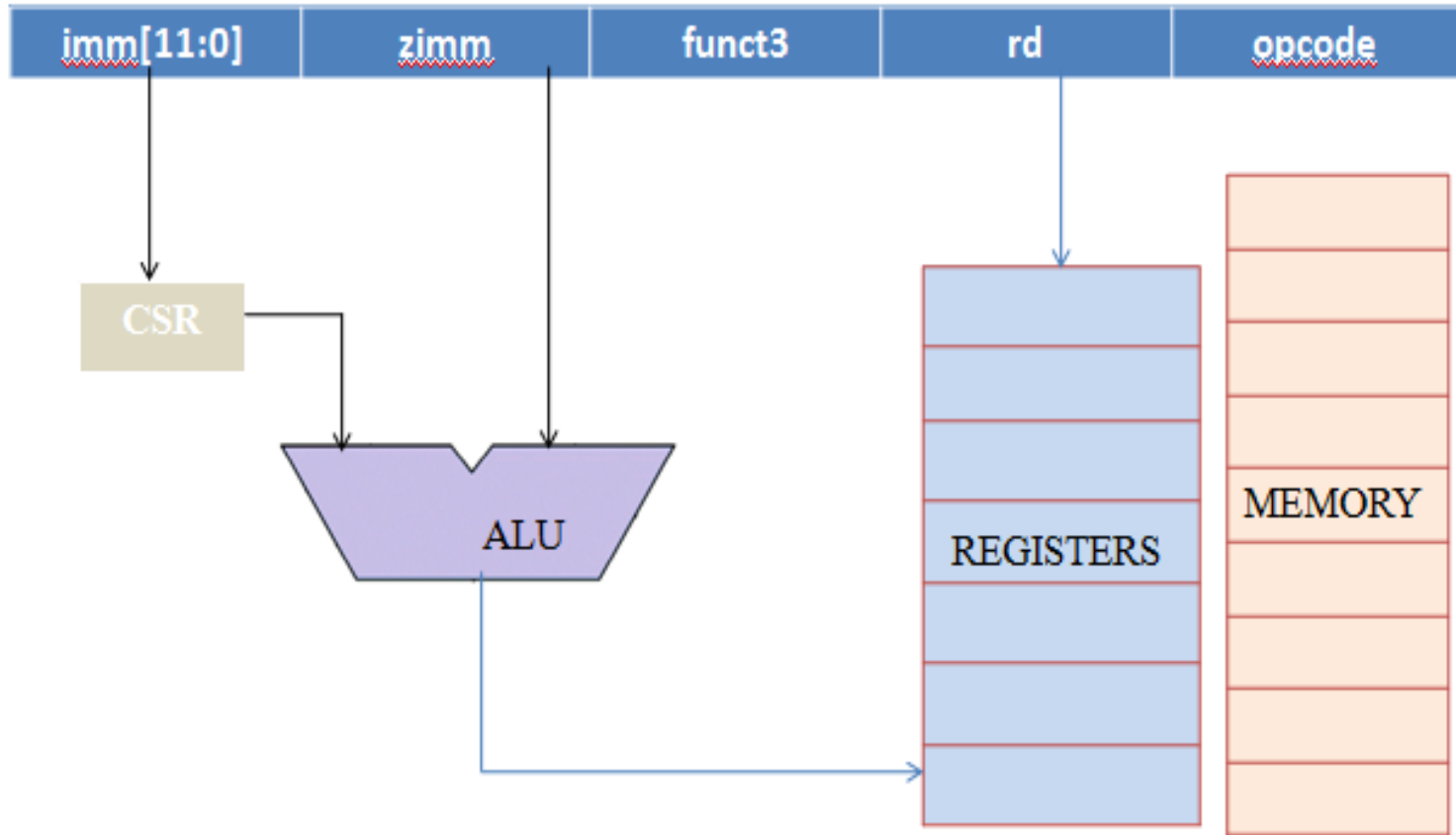
I-FORMAT



opcode = 1110011; funct3 = 011

CSRRWI (Atomic Read Write With Immediate)

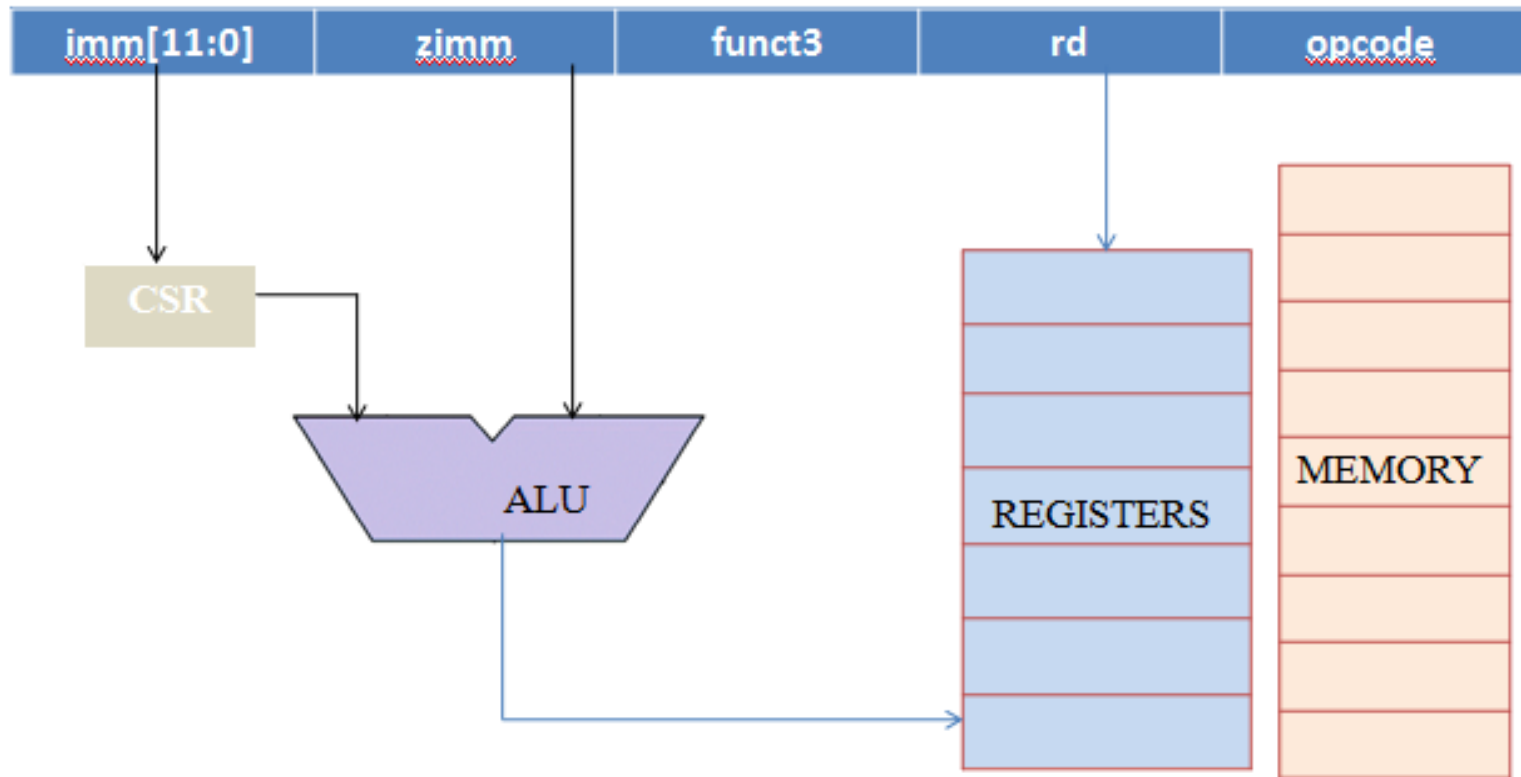
I-FORMAT



opcode = 1110011; funct3 = 101

CSRRSI(Atomic Read Write Set Bit with Immediate)

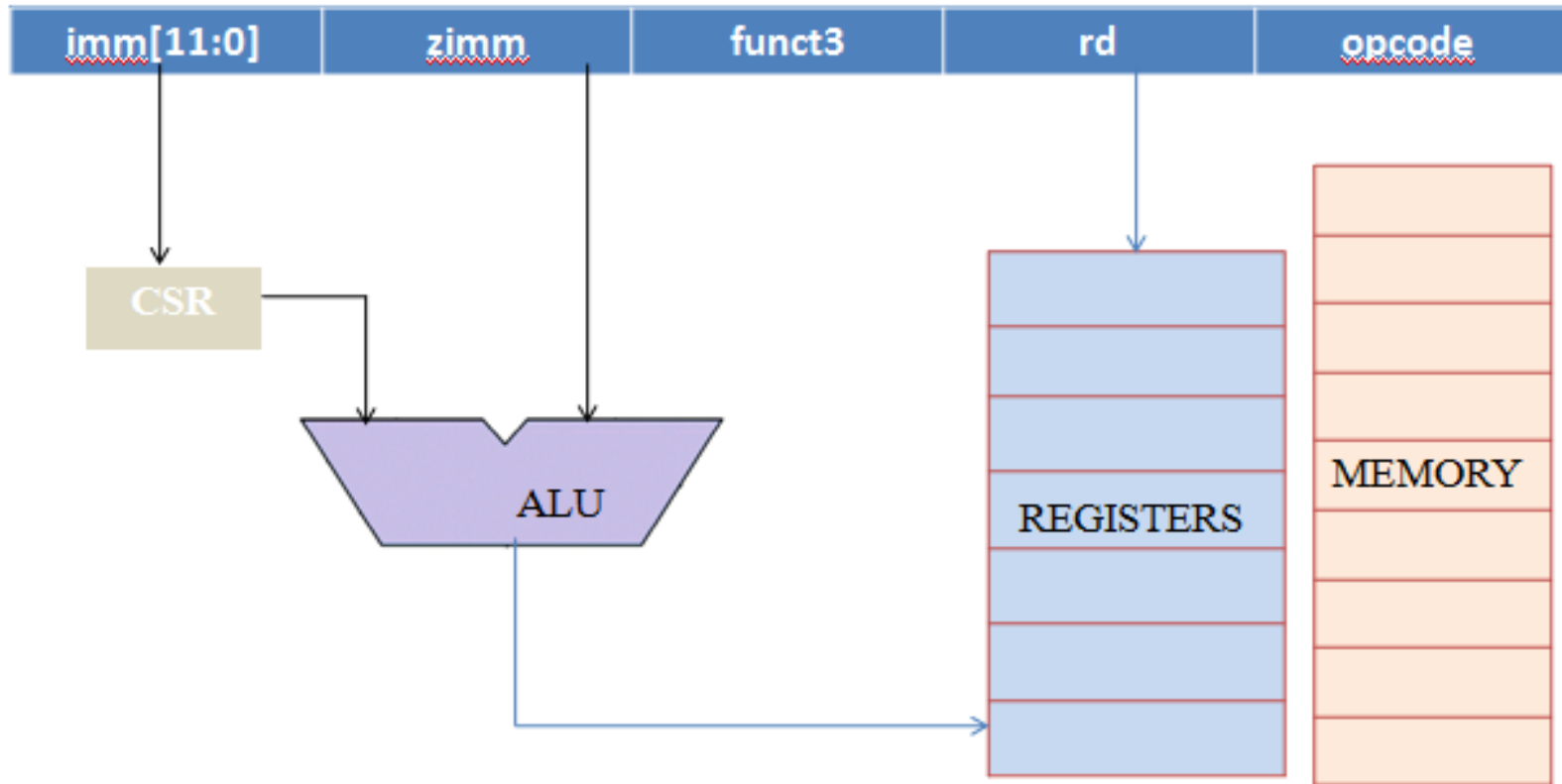
I-FORMAT



opcode = 1110011; funct3 = 110

CSRRCI (Atomic Read Write Clear Bit with Immediate)

I-FORMAT



opcode = 1110011; funct3 = 111

I- FORMAT

| imm[11:0] | rs1 | funct3 | rd | opcode |
|-----------|-----|--------|----|--------|
|-----------|-----|--------|----|--------|

ECALL – Transfer control to the operating system

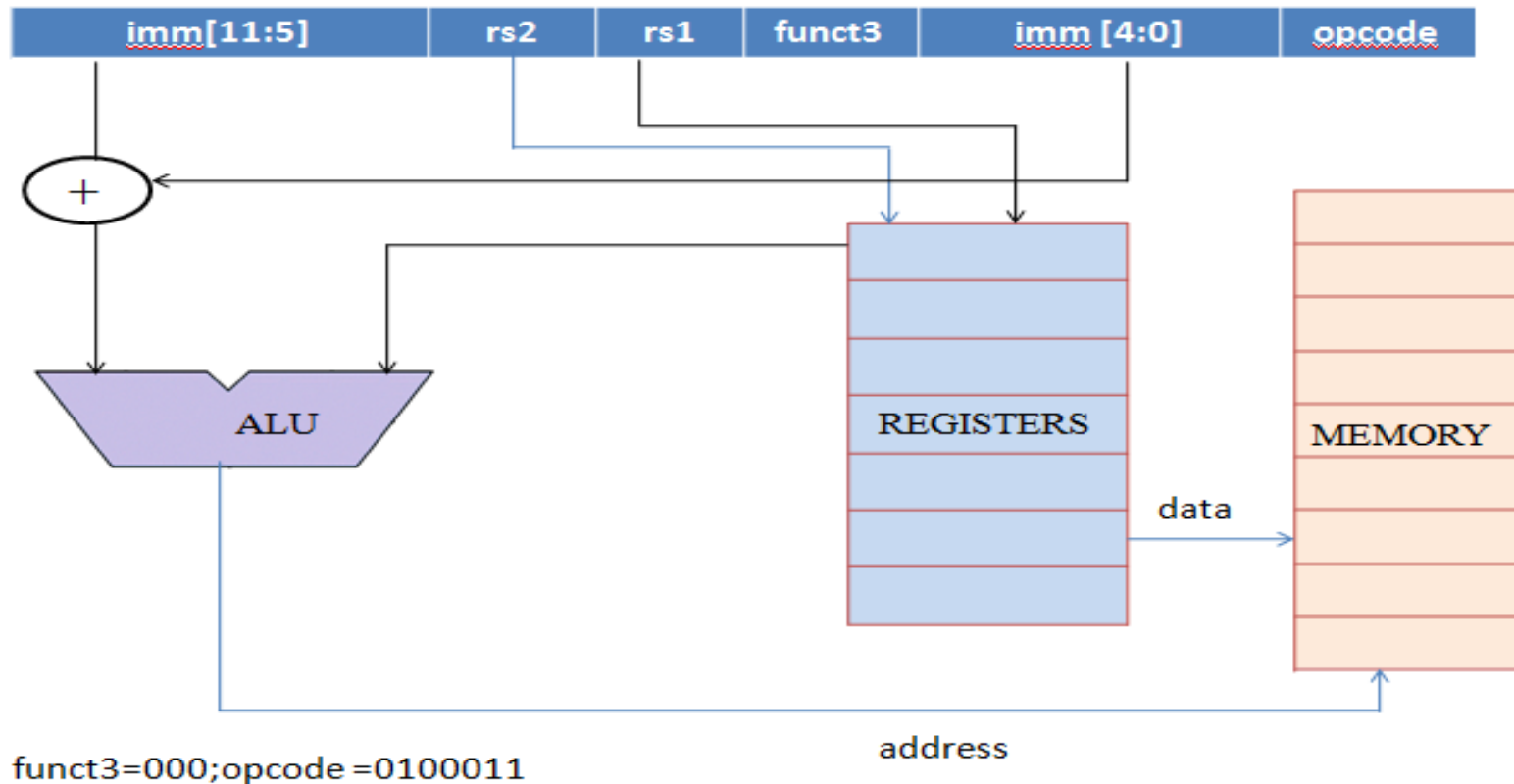
EBREAK – Transfer control to the debugger

FENCE – Synchronizes thread

FENCE.I- Synchronizes write to the instruction stream.

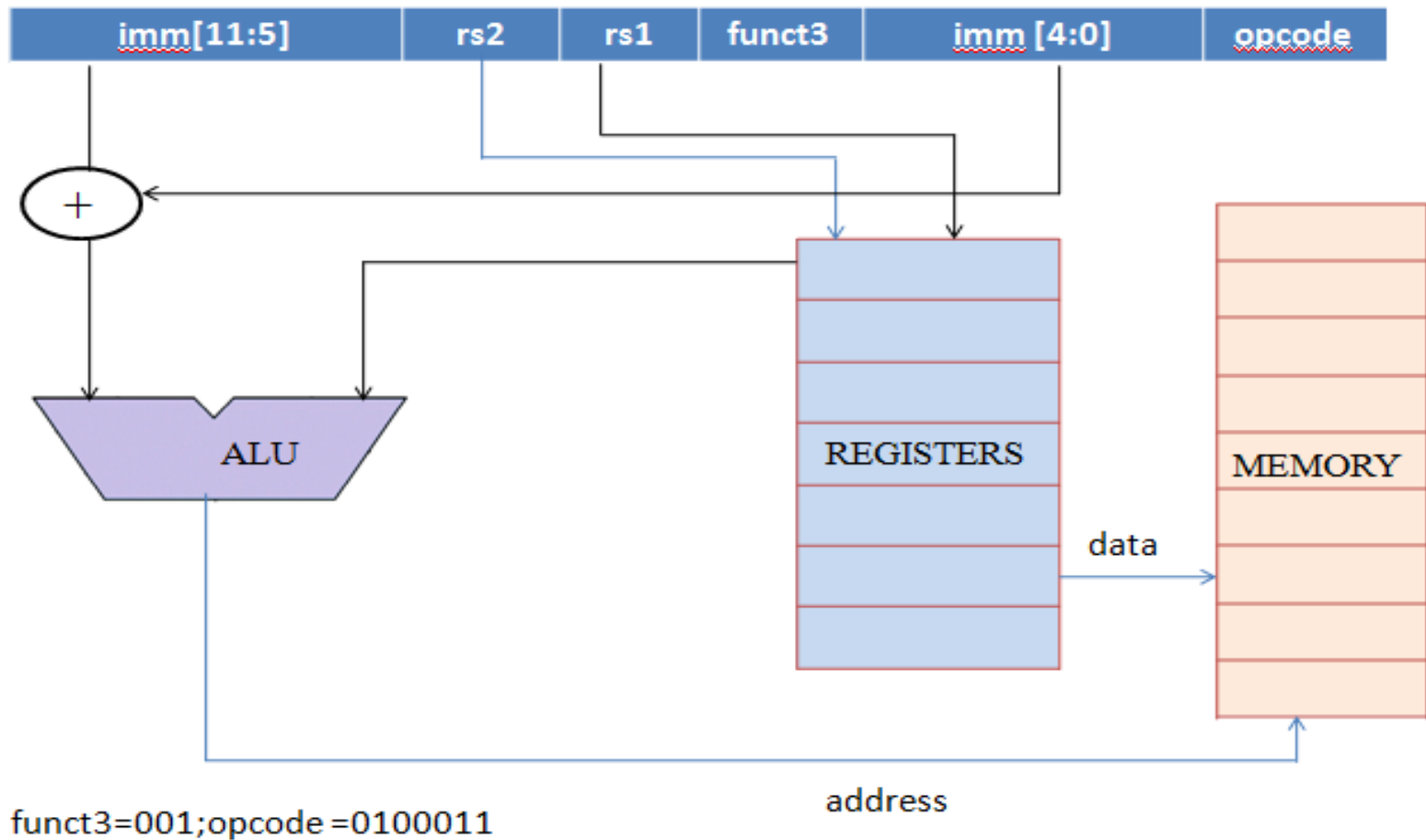
EXECUTION OF INSTRUCTIONS IN S-FORMAT

SB (Store Byte)



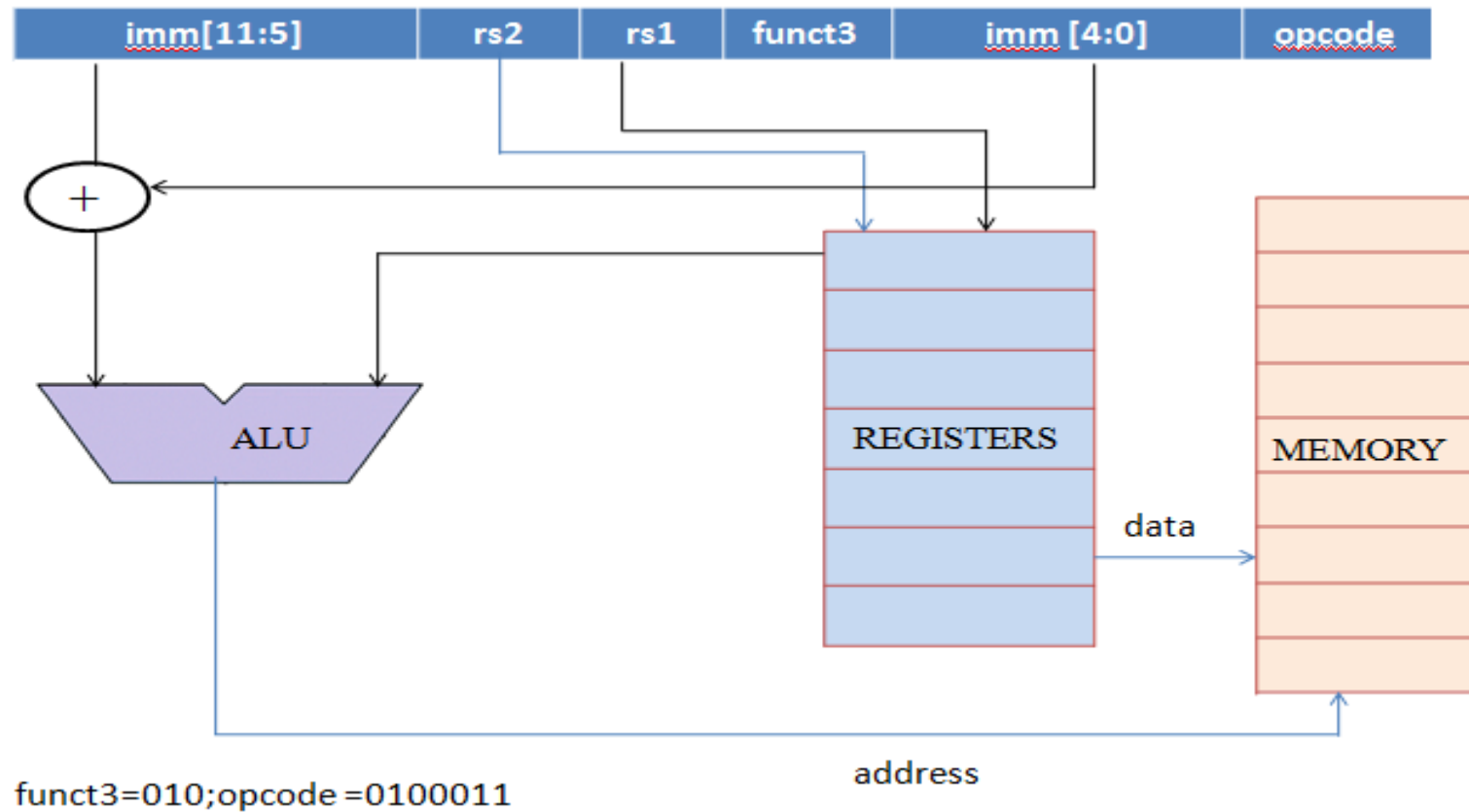
SH (Store Halfword)

S-FORMAT



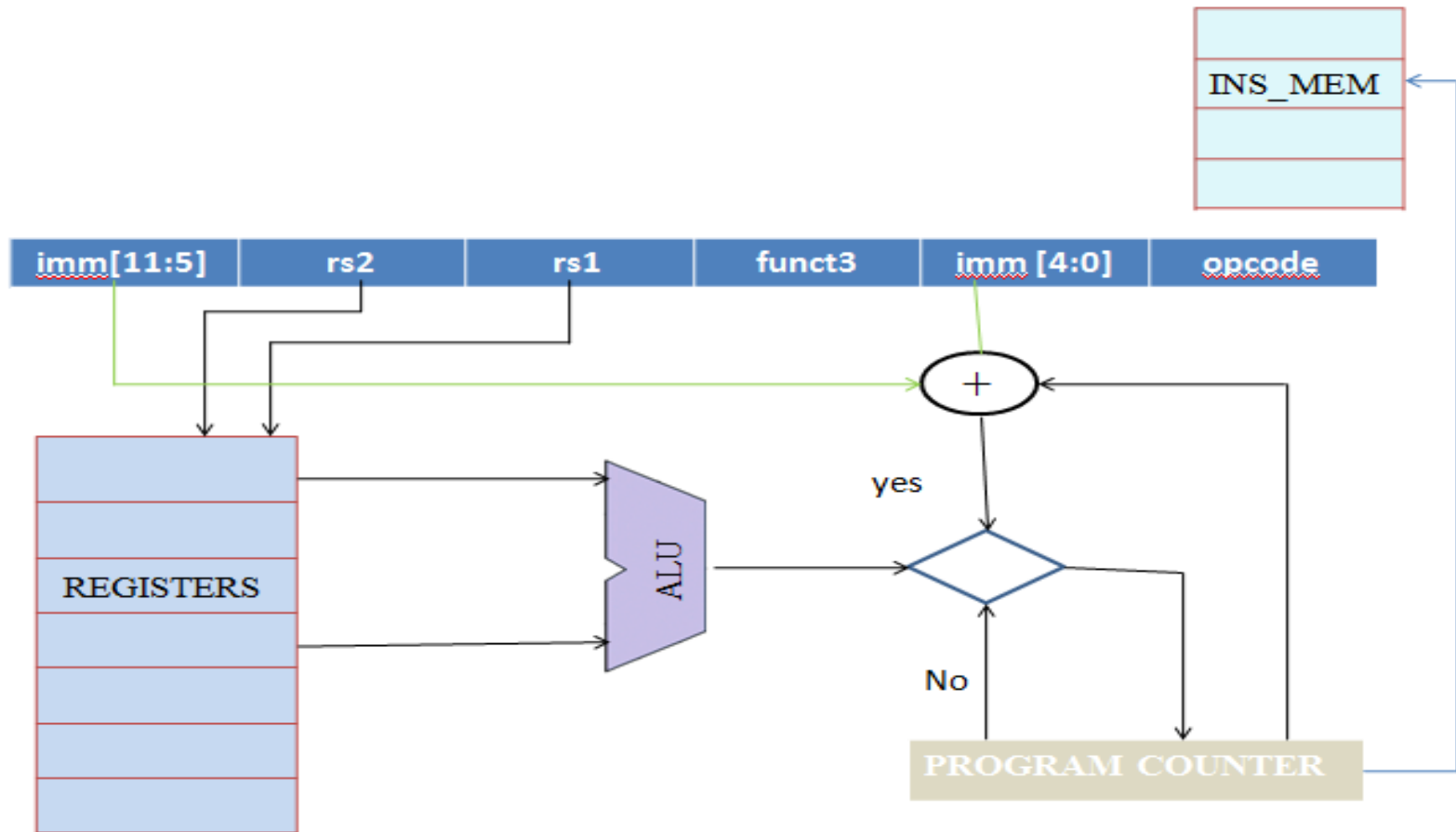
SW (Store Word)

S-FORMAT



EXECUTION OF INSTRUCTION IN B-FORMAT

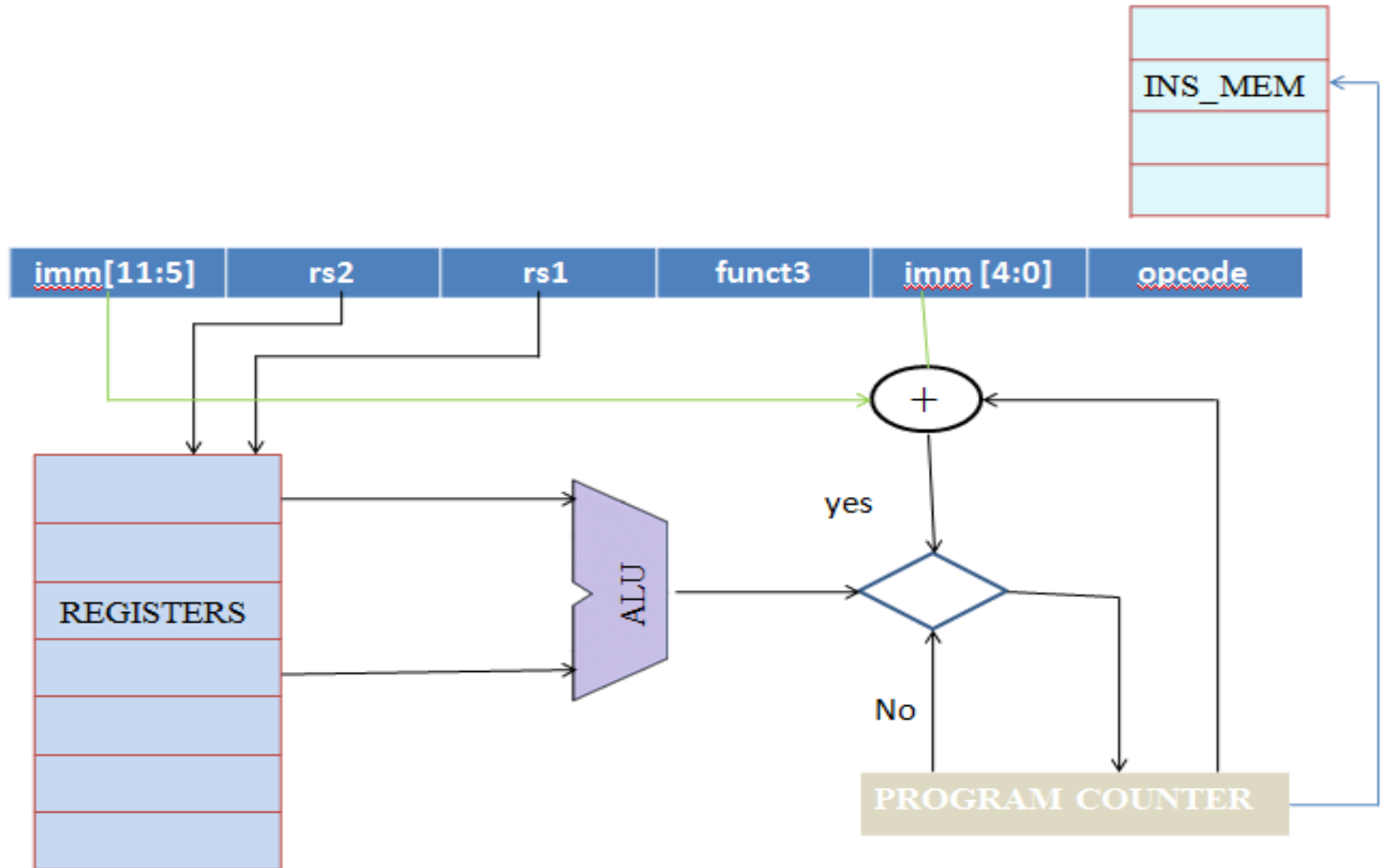
BEQ (Branch Equality)



funct3=000;opcode =1100011

BNE (Branch Not Equal)

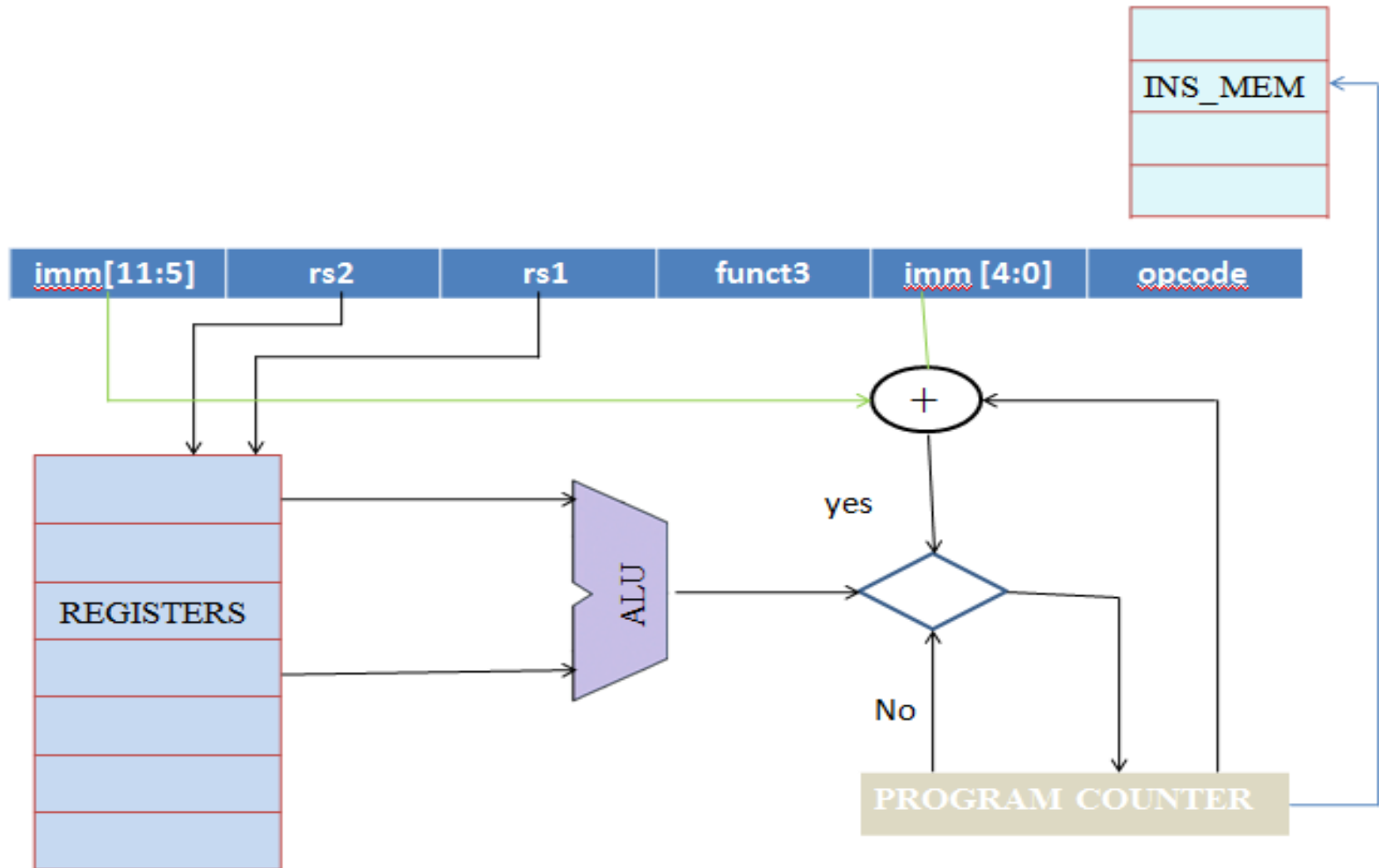
B-FORMAT



funct3=001;opcode =1100011

BLT(Branch Less Than)

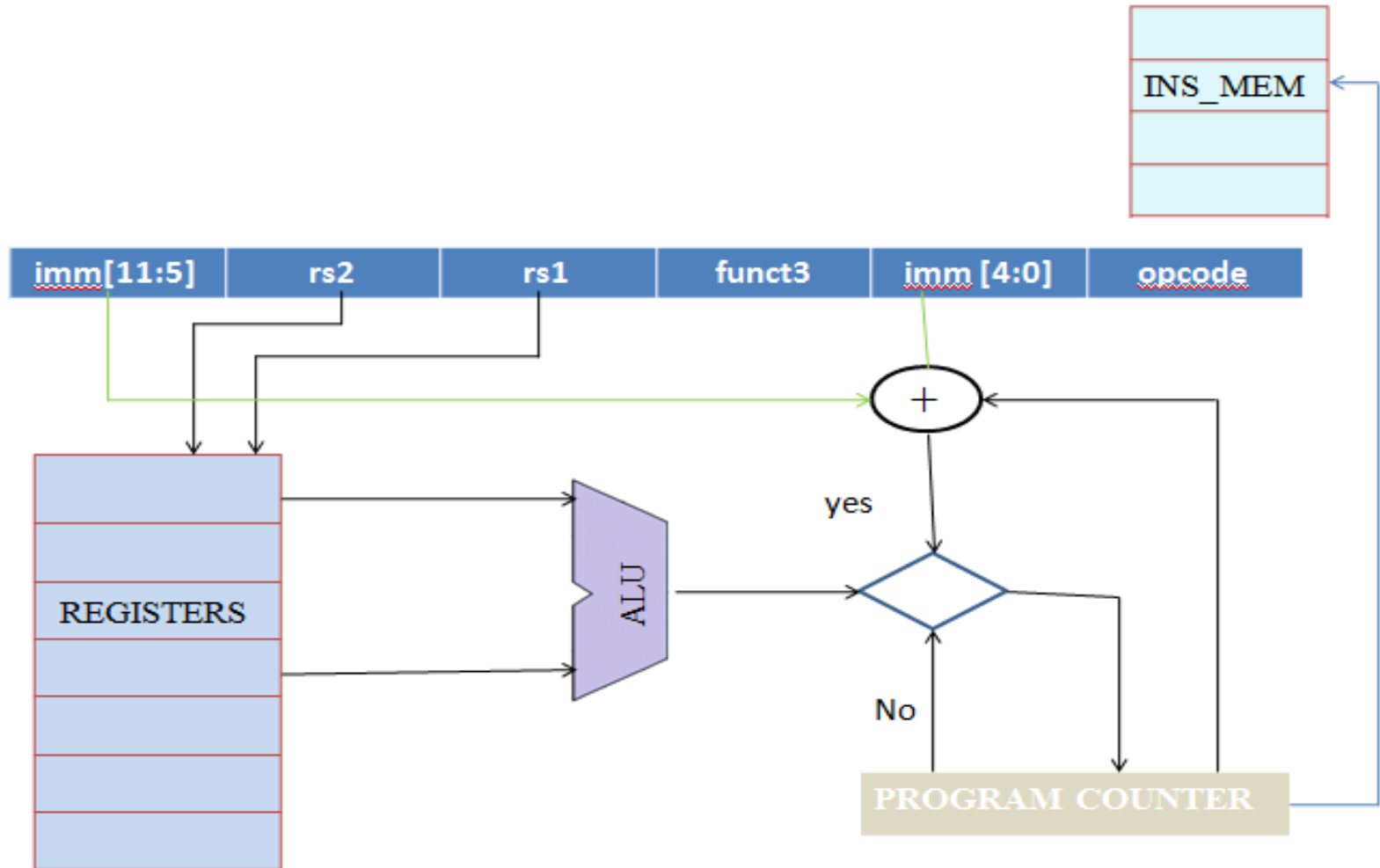
B-FORMAT



funct3=100;opcode =1100011

BGE (Branch Greater Than)

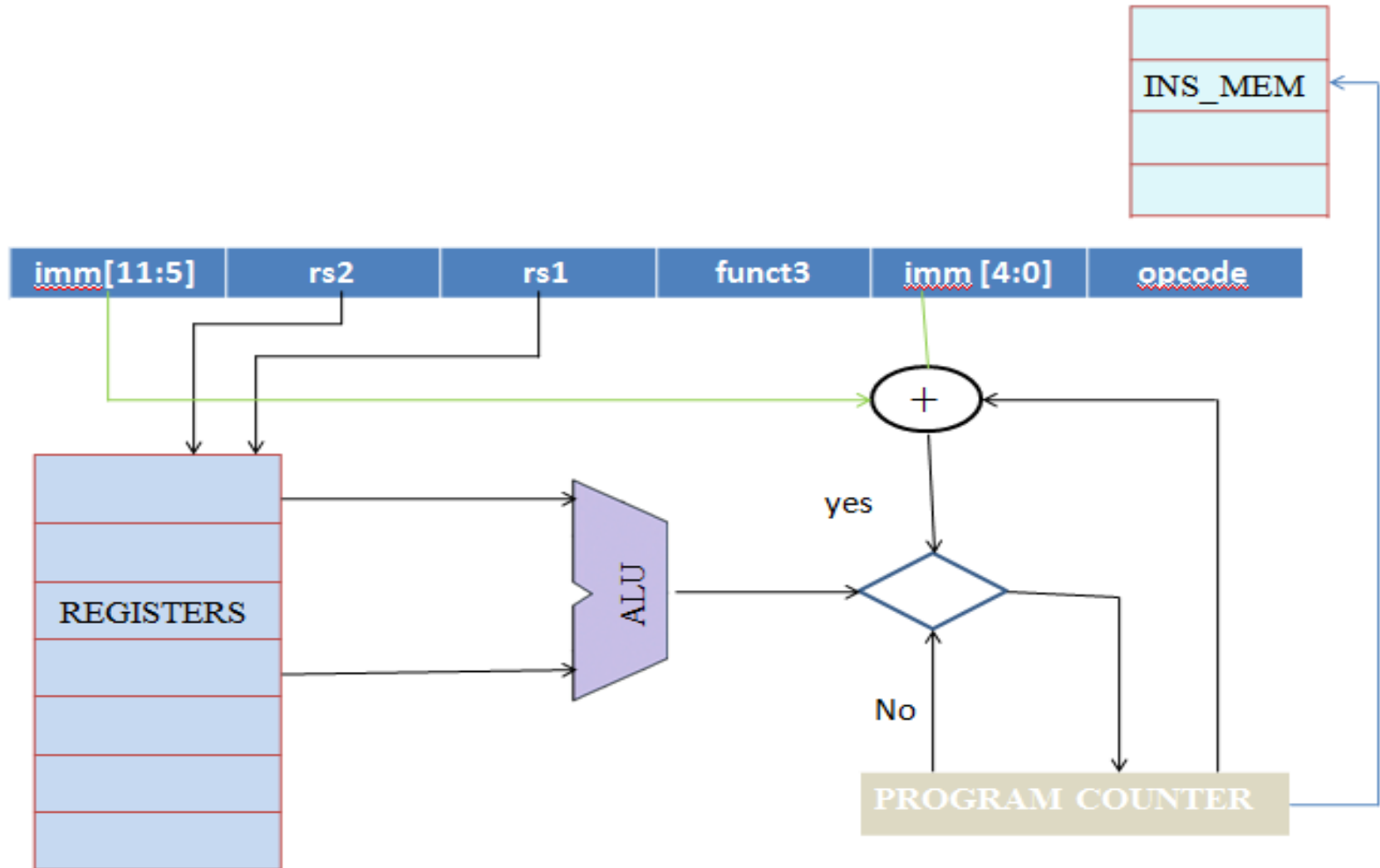
B-FORMAT



funct3=101;opcode =1100011

BLTU(Branch Less Than Unsigned)

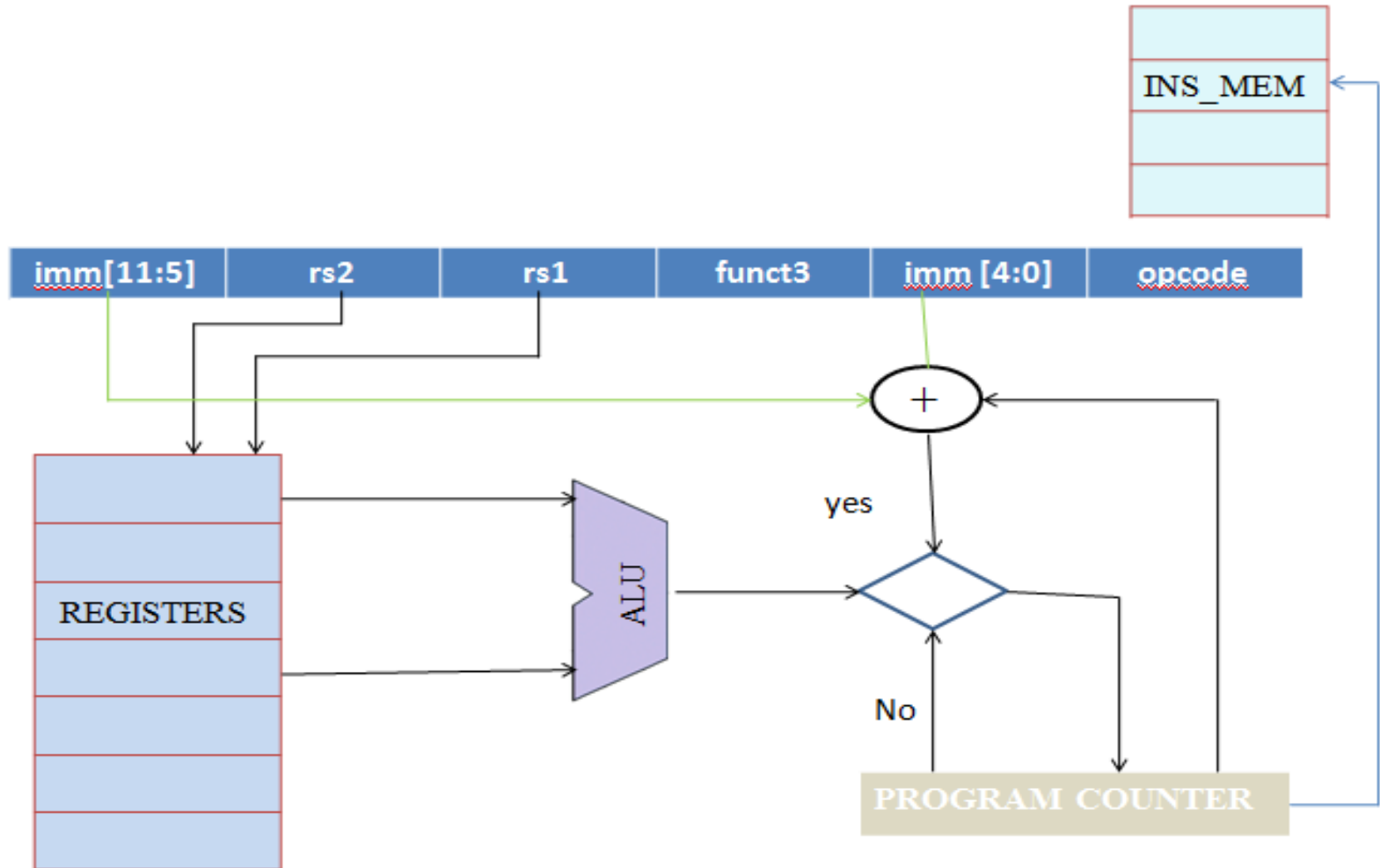
B-FORMAT



funct3=110;opcode =1100011

BGEU(Branch Greater Than Unsigned)

B-FORMAT

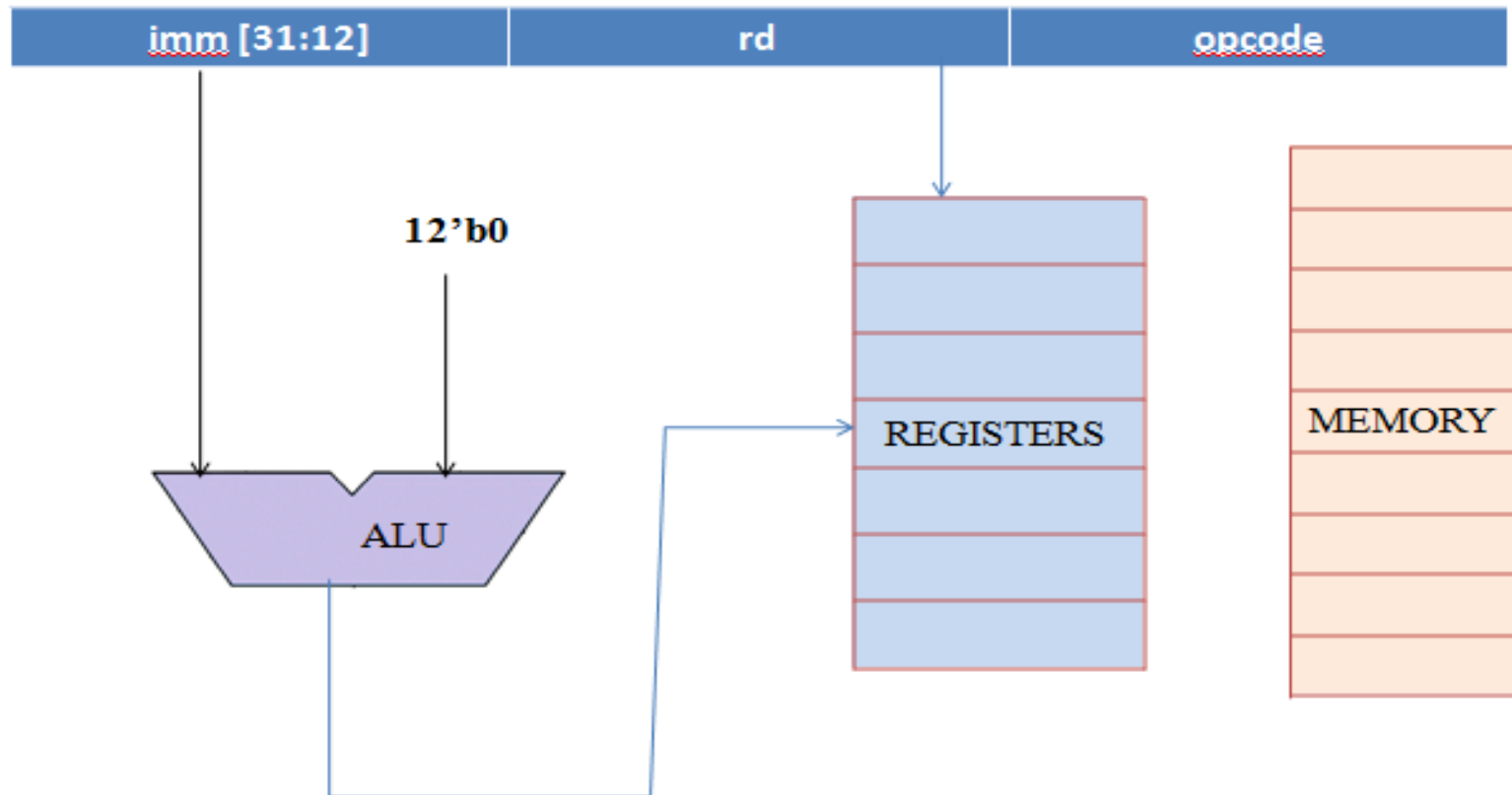


funct3=111;opcode =1100011

EXECUTION OF INSTRUCTIONS IN U-FORMAT

LUI (Load Upper Immediate)

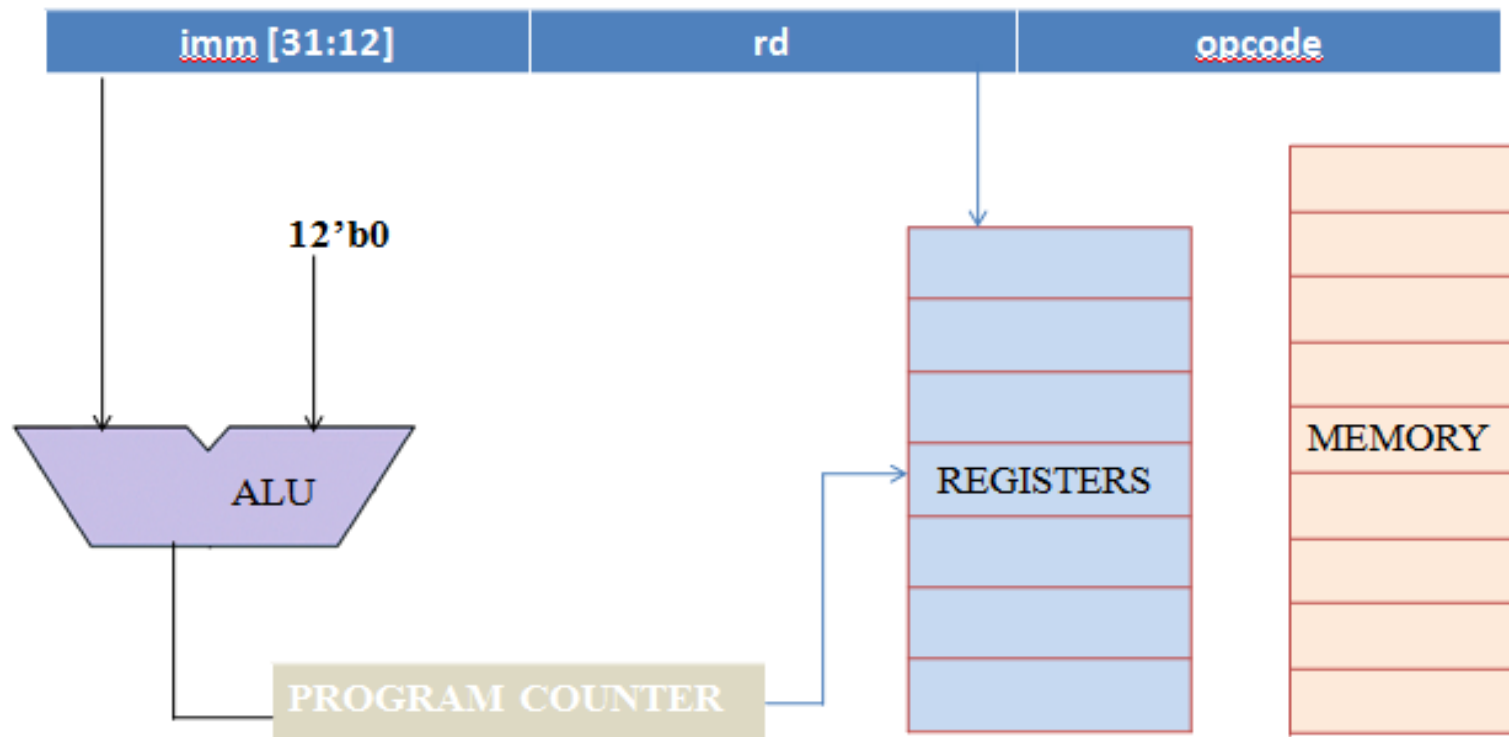
U-FORMAT



opcode = 0110111

AUIPC(Add Upper Immediate With PC)

U-FORMAT

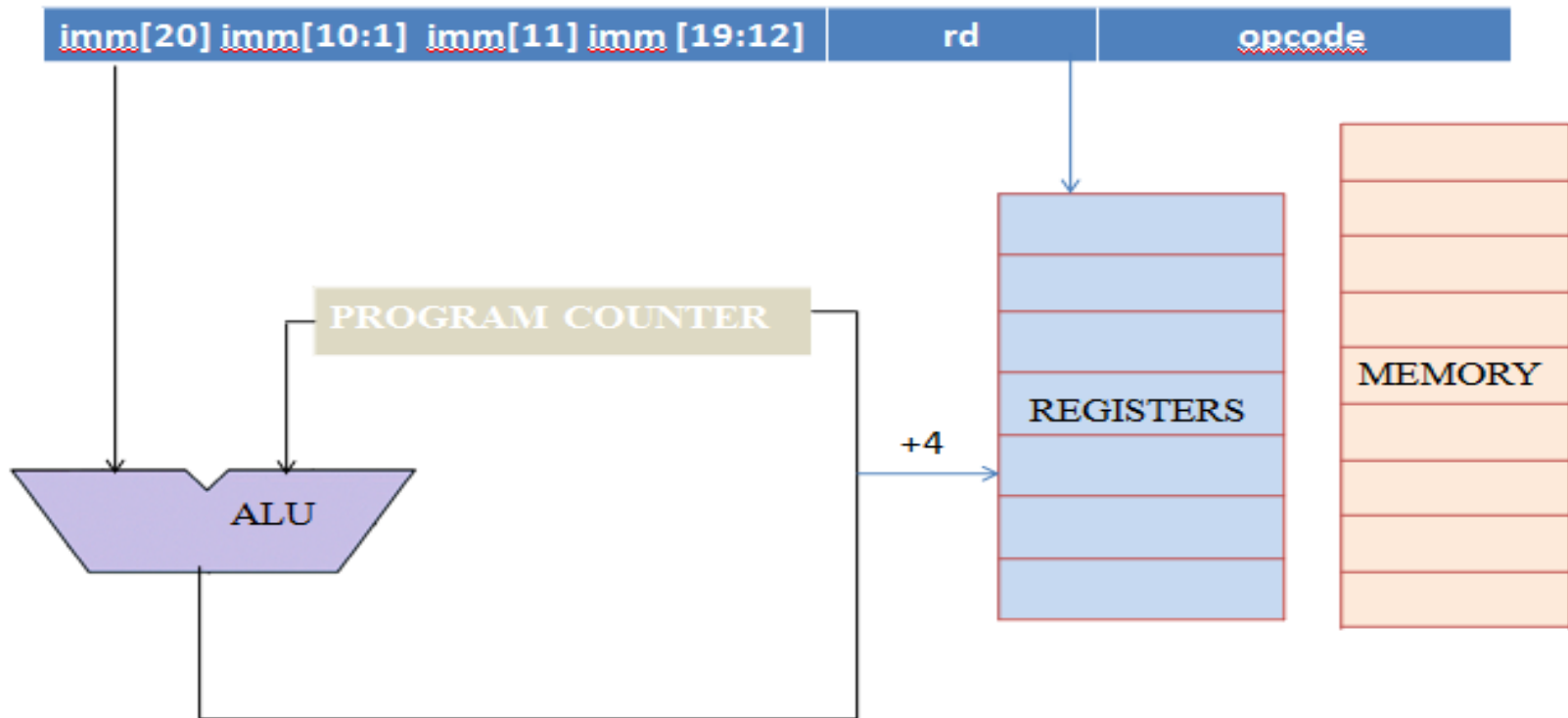


opcode = 0010111

EXECUTION OF INSTRUCTIONS IN J-FORMAT

JAL (Jump and Link)

J-FORMAT



opcode = 1101111