

RTL

R: opcode=0110011
l1: opcode= 0010011
l2: opcode=0000011
s: opcode=0100011
B: opcode=1100011
J: opcode=1101111
lJ: opcode=1100111
U1: opcode=0110111
U2: opcode=0010111

f31: funct3=0x0
f32: funct3=0x1
f33: funct3=0x2
f34: funct3=0x3
f35: funct3=0x4
f36: funct3=0x5
f37: funct3=0x6
f38: funct3=0x7

f71: funct7=0x00
f72: funct7=0x20
f73: funct7=0x01

Type R

- ADD

T0: IR <- M[PC]

R.T1: PC <- PC + 4

R.f31.f71.T2: Reg[rd]<- Reg[rs1] + Reg[rs2]

- SUB

T0: IR <- M[PC]

R.T1: PC <- PC + 4

R.f31.f72.T2: Reg[rd]<- Reg[rs1] - Reg[rs2]

- XOR

T0: IR <- M[PC]

R.T1: PC <- PC + 4

R.f35.f71.T2: Reg[rd]<- Reg[rs1] ^ Reg[rs2]

- OR

T0: IR <- M[PC]

R.T1: PC <- PC + 4

R.f37.f71.T2: Reg[rd]<- Reg[rs1] | Reg[rs2]

- AND

T0: IR <- M[PC]

R.T1: PC <- PC + 4

R.f38.f71.T2: Reg[rd]<- Reg[rs1] & Reg[rs2]

- SLL

T0: IR <- M[PC]

R.T1: PC <- PC + 4

R.f32.f71.T2: `Reg[rd]<- Reg[rs1] << Reg[rs2][4:0]

- SRL

T0: IR <- M[PC]

R.T1: PC <- PC + 4

R.f36.f71.T2: Reg[rd]<- Reg[rs1] >> Reg[rs2][4:0]

- SRA

```
T0: IR <- M[PC]
```

```
R.T1: PC <- PC + 4
```

```
R.f36.f72.T2: Reg[rd]<- signed(Reg[rs1]) >> Reg[rs2][4:0]
```

- SLT

```
T0: IR <- M[PC]
```

```
T1: PC <- PC + 4
```

```
R.f33.f71.T2: Reg[rd] <- (signed(Reg[rs1]) < signed(Reg[rs2])) ? 1 : 0
```

- SLTU

```
T0: IR <- M[PC]
```

```
R.T1: PC <- PC + 4
```

```
R.f34.f71.T2: Reg[rd] <- (Reg[rs1] < Reg[rs2]) ? 1 : 0
```

- Multiply Extension

- MUL

```
T0: `IR <- M[PC]`
```

```
R.T1: `PC <- PC + 4`
```

```
R.f31.f73.T2: `Reg[rd]<- (Reg[rs1] * Reg[rs2])[31:0]`
```

- MULH

```
T0: `IR <- M[PC]`
```

```
R.T1: `PC <- PC + 4`
```

```
R.f32.f73.T2: `Reg[rd]<- (Reg[rs1] * Reg[rs2])[63:32]`
```

- MULHSU

```
T0: `IR <- M[PC]`
```

```
R.T1: `PC <- PC + 4`
```

```
R.f33.f73.T2: `Reg[rd] <- (signed(Reg[rs1]) * unsigned(Reg[rs2]))[63:32]`
```

- MULHU

T0: `IR <- M[PC]`

R.T1: `PC <- PC + 4`

R.f34.f73.T2: `Reg[rd] <- (unsigned(Reg[rs1]) * unsigned(Reg[rs2]))[63:32]`

- DIV

T0: `IR <- M[PC]`

R.T1: `PC <- PC + 4`

R.f35.f73.T2: `Reg[rd] <- signed(Reg[rs1]) / signed(Reg[rs2])`

- DIVU

T0: `IR <- M[PC]`

R.T1: `PC <- PC + 4`

R.f36.f73.T2: `Reg[rd] <- unsigned(Reg[rs1]) / unsigned(Reg[rs2])`

- REM

T0: `IR <- M[PC]`

R.T1: `PC <- PC + 4`

R.f37.f73.T2: `Reg[rd] <- signed(Reg[rs1]) % signed(Reg[rs2])`

- REMU

T0: `IR <- M[PC]`

```
R.T1: `PC <- PC + 4`
```

```
R.f38.f73.T2: `Reg[rd] <- unsigned(Reg[rs1]) % unsigned(Reg[rs2])`
```

Type I

- addi

```
T0: IR <- M[PC]
```

```
I1.T1: PC <- PC + 4
```

```
I1.f31.T2: Reg[rd] <- Reg[rs1] + imm
```

- ori

```
T0: IR <- M[PC]
```

```
I1.T1: PC <- PC + 4
```

```
I1.f37.T2: Reg[rd] <- Reg[rs1] | imm
```

- andi

```
T0: IR <- M[PC]
```

```
I1.T1: PC <- PC + 4
```

```
I1.f38.T2: Reg[rd] <- Reg[rs1] & imm
```

- slli

```
T0: IR <- M[PC]
```

```
I1.T1: PC <- PC + 4
```

```
I1.f32.T2: Reg[rd] <- Reg[rs1] << imm[4:0]
```

- srli

```
T0: IR <- M[PC]
```

```
I1.T1: PC <- PC + 4
```

```
I1.f36.T2: Reg[rd] <- Reg[rs1] >> imm[4:0]
```

- lb

```
T0: IR <- M[PC]
```

```
I2.T1: PC <- PC + 4
```

I2.f31.T2: MAR <- Reg[rs1] + imm

I2.f31.T3: MDR <- M[MAR]

I2.f31.T4: Reg[rd] <- sign_extend(MDR[7:0])

- lh

T0: IR <- M[PC]

I2.T1: PC <- PC + 4

I2.f32.T2: MAR <- Reg[rs1] + imm

I2.f32.T3: MDR <- M[MAR]

I2.f32.T4: Reg[rd] <- sign_extend(MDR[15:0])

- lw

T0: IR <- M[PC]

I2.T1: PC <- PC + 4

I2.f33.T2: MAR <- Reg[rs1] + imm

I2.f33.T3: MDR <- M[MAR]

I2.f33.T4: Reg[rd] <- sign_extend(MDR[31:0])

- lbu

T0: IR <- M[PC]

I2.T1: PC <- PC + 4

I2.f35.T2: MAR <- Reg[rs1] + imm

I2.f35.T3: MDR <- M[MAR]

I2.f35.T4: Reg[rd] <- zero_extend(MDR[7:0])

- lhu

T0: IR <- M[PC]

I2.T1: PC <- PC + 4

I2.f36.T2: MAR <- Reg[rs1] + imm

I2.f36.T3: MDR <- M[MAR]

I2.f36.T4: Reg[rd] <- zero_extend(MDR[15:0])

- jalr

T0: IR <- M[PC]

```
IJ.f31.T1: Temp <- PC + 4, A <- Reg[rs1]
```

```
IJ.f31.T2: ``Reg[rd] <- Temp, PC <- (A + imm) & ~1
```

Type S

- sb

```
T0: IR <- M[PC]
```

```
s.T1: PC <- PC + 4
```

```
s.f31.T2: MAR <- Reg[rs1] + imm
```

```
s.f31.T3: M[MAR] <- Reg[rs2][7:0]
```

- sh

```
T0: IR <- M[PC]
```

```
s.T1: PC <- PC + 4
```

```
s.f32.T2: MAR <- Reg[rs1] + imm
```

```
s.f32.T3: M[MAR] <- Reg[rs2][15:0]
```

- sw

```
T0: IR <- M[PC]
```

```
s.T1: PC <- PC + 4
```

```
s.f33.T2: MAR <- Reg[rs1] + imm
```

```
s.f33.T3: M[MAR] <- Reg[rs2][31:0]
```

Type B

- beq

```
T0: IR <- M[PC]
```

```
B.T1: PC_temp <- PC
```

```
B.f31.T2: if (Reg[rs1] == Reg[rs2]) PC <- PC_temp + imm else PC <- PC_temp + 4
```

- bne

```
T0: IR <- M[PC]
```

```

B.T1: PC_temp <- PC
B.f32.T2: if (Reg[rs1] != Reg[rs2]) PC <- PC_temp + imm else PC <- PC_temp + 4
• blt
  T0: IR <- M[PC]
  B.T1: PC_temp <- PC
  B.f35.T2: if (signed(Reg[rs1]) < signed(Reg[rs2])) PC <- PC_temp + imm else PC <- PC_temp + 4
• bge
  T0: IR <- M[PC]
  B.T1: PC_temp <- PC
  B.f36.T2: if (signed(Reg[rs1]) >= signed(Reg[rs2])) PC <- PC_temp + imm else PC <- PC_temp + 4
• bltu
  T0: IR <- M[PC]
  B.T1: PC_temp <- PC
  B.f37.T2: if (Reg[rs1] < Reg[rs2]) PC <- PC_temp + imm else PC <- PC_temp + 4
• bgeu
  T0: IR <- M[PC]
  B.T1: PC_temp <- PC
  B.f38.T2: if (Reg[rs1] >= Reg[rs2]) PC <- PC_temp + imm else PC <- PC_temp + 4

```

Type U

```

• lui
  T0: IR <- M[PC]
  T1: PC <- PC + 4
  **u1.T2: Reg[rd] <- imm << 12
• auipc
  T0: IR <- M[PC]
  u2.T1: PC_temp <- PC, PC <- PC_temp + 4
  **u2.T2: Reg[rd] <- PC_temp + (imm << 12)

```


Type J

- jal

T0: IR <- M[PC]

J.T1: Temp <- PC + 4

J.T2: PC <- PC + imm, `Reg[rd] <- Temp