

ISA 24bits

Instruction Formats

R (register):

unused	rs2	rs1	funct3	rd	opcode
3b	5b	5b	3b	5b	3b

I (immediate):

imm[7:0]		rs1	funct3	rd	opcode
8b		5b	3b	5b	3b

V (void):

imm[7:5]	rs2	rs1	funct3	imm[4:0]	opcode
3b	5b	5b	3b	5b	3b

J (jump):

imm[12:0]			funct3	rd	opcode
13b			3b	5b	3b

L (load):

imm[15:0]				rd	opcode
16b				5b	3b

LU (load upper):

imm[31:16]]				rd	opcode
16b				5b	3b

Instructions

load / store — opcode 000

I [000 000] lw – load word
I [000 001] lh – load half
I [000 010] lb – load byte
V [000 011] sw – store word
V [000 100] sh – store half
V [000 101] sb – store byte

[u] lbu – load byte unsigned
[u] lhu – load half unsigned

arithmetic — opcode 001

R [001 000] add - addition
I [001 001] addi - add immediate
R [001 010] sub - subtraction
R [001 011] div - division
R [001 100] mul - multiplication
R [001 101] mod - remainder
I [001 110] modi - remainder immediate

[?] auipc - add upper immediate to PC

logical — opcode 010

R [010 000] and - logical and
R [010 001] or - logical or
R [010 010] xor - logical xor
I [010 011] andi - logical and immediate
I [010 100] ori - logical or immediate
I [010 101] xori - logical xor immediate
R [010 110] slt - set less than
I [010 111] slti - set less than immediate

[u] sltu - set less than unsigned

[u] sltiu - set less than immediate unsigned

shift — opcode 011

I [011 000] slli - shift left logical immediate
I [011 001] srli - shift right logical immediate
I [011 010] srai - shift right arithmetic immediate
R [011 011] sll - shift left logical
R [011 100] srl - shift right logical
R [011 101] sra - shift right arithmetic

branch / jump — opcode 100

V [100 000] beq - branch if equal
V [100 001] bne - branch if not equal
V [100 010] bge - branch if greater or equal
V [100 011] blt - branch if less than
J [100 100] jal - jump and link
I [100 101] jalr - jump and link register

[u] bltu - branch less than unsigned

[u] bgeu - branch greater or equal unsigned

system — opcode 101

I [101 000] halt - halt the program execution

load immediate — opcode 11x

L [110] li - load immediate

LU [111] lui - load upper immediate