# RISC-V 32-Bit Assembly Cheatsheet

(for RV32I Instruction Set)

## **Arithmetic Instructions**

Instruction Description add Add Add Immediate addi Negate (pseudoinstruction) neg Subtract sub mul Multiply mulh Multiply High mulhu Multiply High Unsigned mulhsu Multiply High Signed Unsigned Divide div Remainder

# Bitwise Logic Instructions

rem

Instruction

Description Logical AND and AND Immediate andi Logical NOT (pseudoinstruction) not Logical OR OR Immediate ori Logical XOR XOR Immediate xori

#### Shift Instructions

Instruction Description Shift Left Logical sll Shift Left Logical Immediate slli Shift Right Logical srl Shift Right Logical Immediate srli Shift Right Arithmetic sra Shift Right Arithmetic Immediate srai

# Load Immediate Instructions

Instruction Description Load Immediate (pseudoinstruction) Load Upper Immediate auipc Add Upper Immediate to PC

## Load and Store Instructions

Instruction

Load Word Load Half Load Half Unsigned lhu Load Byte lbu Load Byte Unsigned Load Symbol Address (pseudoinstruction) Store Word Store Half Store Byte

Description

# Jump and Function Instructions

Instruction Description Jump (pseudoinstruction) Jump and Link Jump and Link Register Call Function (pseudoinstruction) call Return from Function (pseudoinstruction) ret

# **Branch Instructions**

Instruction Description Branch Equal beq Branch Equal Zero (pseudoinstruction) beqz Branch Not Equal bne Branch Not Equal Zero (pseudoinstruction) bnez Branch Less Than blt bltu Branch Less Than Unsigned bltz Branch Less Than Zero (pseudoinstruction) Branch Greater Than (pseudoinstruction) bgt Branch Greater Than Unsigned (pseudoinstruction) bgtu Branch Greater Than Zero (pseudoinstruction)
Branch Less or Equal (pseudoinstruction)
Branch Less or Equal Unsigned (pseudoinstruction) bgtz bleu blez Branch Less or Equal Zero (pseudoinstruction) Branch Greater or Equal bge Branch Greater or Equal Unsigned bgeu bgez Branch Greater or Equal Zero (pseudoinstruction)

#### Set Instructions

Instruction Description slt Set Less Than slti Set Less Than Immediate Set Less Than Unsigned sltu Set Less Than Immediate Unsigned
Set Equal Zero (pseudoinstruction)
Set Not Equal Zero (pseudoinstruction) seqz snez sltz Set Less Than Zero (pseudoinstruction) Set Greater Than Zero (pseudoinstruction) sgtz

### Counter Instructions

Instruction Description CPU Cycle Count (pseudoinstruction) rdcycle CPU Cycle Count High (pseudoinstruction) rdcycleh Current Time (pseudoinstruction)
Current Time High (pseudoinstruction) rdtime rdtimeh rdinstret CPU Instructions Retired (pseudoinstruction) CPU Instructions Retired High (pseudoinstruction) rdinstreth

### Miscellaneous Instructions

Instruction Environment Break (Debugger Call) ebreak Environment Call (OS Function) ecall fence I/O Ordering Copy Register (pseudoinstruction) No Operation (pseudoinstruction) nop

### Instruction Terminology

 $\mathbf{Term}$ Immediate value (normally sign-extended) imm Pseudoinstruction Program counter pc+4 Next instruction on RV32 Return address register (x1) Destination register First source register Second source register rs2 Symbol (may be a label in assembly) symbol

# RV32 ABI Registers

ABI Name

Always 0 (zero) zero Return address Stack pointer Thread pointer\* Temporary Temporary Temporary fp (s0) Frame pointer† Saved register Function argument ‡ Function argument‡ Function argument Function argument Function argument Function argument Function argument Function argument Saved register s10 Saved register s11 Saved register t3 Temporary t4 Temporary

## RISC-V Concepts

• Extensions: RISC-V is modular, allowing for different extensions (e.g., M for Multiply/Divide, A for Atomic, etc.) to add functionality.

Description

- Base Instruction Set: This cheat sheet focuses on the base integer instruction set (RV32I)
- Pseudoinstructions: These are simplified instructions that are translated into one or more actual RISC-V instructions by the assembler.

# Usage Examples

• Simple Arithmetic Operations:

```
# Load immediate 10 into t0
li t0, 10
li t1, 20
                 # Load immediate 20 into t1
add t2, t0, t1  # t2 = t0 + t1 (30)
sub t3, t1, t0 \# t3 = t1 - t0 (10)
mul t4, t2, t3  # t4 = t2 * t3 (300)
ecall
                 # Exit program
```

• Branching Based on Comparison:

```
# t0 = 5
li t0, 5
                  # t1 = 10
blt t0, t1, less_than_label # If t0 < t1, jump to less_than_label
                  # Else, jump to end_label
j end_label
less_than_label
li a0, 1
                  # Set a0 to 1 (indicating true)
j end_label
```

end\_label

# Set a0 to 0 (indicating false) li a0, 0 ecall # Exit program

#### • Function Call and Return:

jalr ra, 0(ra)

jal ra, function\_label # Jump to function\_label and save return address li a0, 0 # Set return value to 0 ecall # Exit program function\_label: # Allocate stack space addi sp, sp, -16 # Save return address sw ra, 12(sp) li t0, 42 # Perform some operations # Restore return address lw ra, 12(sp) # Deallocate stack space addi sp, sp, 16

# Return to caller