RISC-V Instruction-Set

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Arithmetic Operation

Mnemonic	Instruction	Type	Description
ADD rd, rs1, rs2	Add	R	rd ← rs1 + rs2
SUB rd, rs1, rs2	Subtract	R	rd ← rs1 - rs2
ADDI rd, rs1, imm12	Add immediate	I	rd ← rs1 + imm12
SLT rd, rs1, rs2	Set less than	R	rd ← rs1 < rs2 ? 1 : 0
SLTI rd, rs1, imm12	Set less than immediate	I	rd ← rs1 < imm12 ? 1 : 0
SLTU rd, rs1, rs2	Set less than unsigned	R	rd ← rs1 < rs2 ? 1 : 0
SLTIU rd, rs1, imm12	Set less than immediate unsigned	I	rd ← rs1 < imm12 ? 1 : 0
LUI rd, imm20	Load upper immediate	U	rd ← imm20 << 12
AUIP rd, imm20	Add upper immediate to PC	U	rd ← PC + imm20 << 12

Logical Operations

Mnemonic	Instruction	Type	Description
AND rd, rs1, rs2	AND	R	rd ← rs1 & rs2
OR rd, rs1, rs2	OR	R	rd ← rs1 rs2
XOR rd, rs1, rs2	XOR	R	rd ← rs1 ^ rs2
ANDI rd, rs1, imm12	AND immediate	I	rd ← rs1 & imm12
ORI rd, rs1, imm12	OR immediate	I	rd ← rs1 imm12
XORI rd, rs1, imm12	XOR immediate	ı	rd ← rs1 ^ imm12
SLL rd, rs1, rs2	Shift left logical	R	rd ← rs1 << rs2
SRL rd, rs1, rs2	Shift right logical	R	rd ← rs1 >> rs2
SRA rd, rs1, rs2	Shift right arithmetic	R	rd ← rs1 >> rs2
SLLI rd, rs1, shamt	Shift left logical immediate	I	rd ← rs1 << shamt
SRLI rd, rs1, shamt	Shift right logical imm.	I	rd ← rs1 >> shamt
SRAI rd, rs1, shamt	Shift right arithmetic immediate	I	rd ← rs1 >> shamt

Mnemonic	Instruction	Туре	Description
LD rd, imm12(rs1)	Load doubleword	I	rd ← mem[rs1 + imm12]
LW rd, imm12(rs1)	Load word	I	rd ← mem[rs1 + imm12]
LH rd, imm12(rs1)	Load halfword	I	rd ← mem[rs1 + imm12]
LB rd, imm12(rs1)	Load byte	I	rd ← mem[rs1 + imm12]
LWU rd, imm12(rs1)	Load word unsigned	I	rd ← mem[rs1 + imm12]
LHU rd, imm12(rs1)	Load halfword unsigned	I	rd ← mem[rs1 + imm12]
LBU rd, imm12(rs1)	Load byte unsigned	I	rd ← mem[rs1 + imm12]
SD rs2, imm12(rs1)	Store doubleword	S	rs2 → mem[rs1 + imm12]
SW rs2, imm12(rs1)	Store word	S	rs2(31:0) → mem[rs1 + imm12]
SH rs2, imm12(rs1)	Store halfword	S	rs2(15:0) → mem[rs1 + imm12]
SB rs2, imm12(rs1)	Store byte	S	rs2(7:0) → mem[rs1 + imm12]

Load / Store Operations

Branching

Mnemonic	Instruction	Туре	Description
BEQ rs1, rs2, imm12	Branch equal	SB	if rs1 = rs2 pc ← pc + imm12
BNE rs1, rs2, imm12	Branch not equal	SB	if rs1 ≠ rs2 pc ← pc + imm12
BGE rs1, rs2, imm12	Branch greater than or equal	SB	if rs1 ≥ rs2 pc ← pc + imm12
BGEU rs1, rs2, imm12	Branch greater than or equal unsigned	SB	if rs1 >= rs2 pc ← pc + imm12
BLT rs1, rs2, imm12	Branch less than	SB	if rs1 < rs2 pc ← pc + imm12
BLTU rs1, rs2, imm12	Branch less than unsigned	SB	if rs1 < rs2 pc ← pc + imm12 << 1
JAL rd, imm20	Jump and link	UJ	rd ← pc + 4 pc ← pc + imm20
JALR rd, imm12(rs1)	Jump and link register	I	rd ← pc + 4 pc ← rs1 + imm12

32-bit instruction format

	31 30 29 28 27 26 25	24 23 22 21 20	19 18 17 16 15	14 13 12	11 10 9 8 7	6 5 4 3 2 1 0
R	func	rs2	rs1	func	rd	opcode
1	immediate		rs1	func	rd	opcode
SB	immediate rs2		rs1	func	immediate	opcode
נט	immediate			rd	opcode	

Pseudo Instructions

	Mnemonic	Instruction	Base instruction(s)
LI	rd, imm12	Load immediate (near)	ADDI rd, zero, imm12
LI	rd, imm	Load immediate (far)	LUI rd, imm[31:12] ADDI rd, rd, imm[11:0]
LA	rd, sym	Load address (far)	AUIPC rd, sym[31:12] ADDI rd, rd, sym[11:0]
MV	rd, rs	Copy register	ADDI rd, rs, 0
NOT	rd, rs	One's complement	XORI rd, rs, -1
NEG	rd, rs	Two's complement	SUB rd, zero, rs
BGT	rs1, rs2, offset	Branch if rs1 > rs2	BLT rs2, rs1, offset
BLE	rs1, rs2, offset	Branch if rs1 ≤ rs2	BGE rs2, rs1, offset
BGTU	rs1, rs2, offset	Branch if rs1 > rs2 (unsigned)	BLTU rs2, rs1, offset
BLEU	rs1, rs2, offset	Branch if rs1 ≤ rs2 (unsigned)	BGEU rs2, rs1, offset
ВЕФZ	rs1, offset	Branch if rs1 = 0	BEQ rs1, zero, offset
BNEZ	rs1, offset	Branch if rs1 ≠ 0	BNE rs1, zero, offset
BGEZ	rs1, offset	Branch if rs1 ≥ 0	BGE rs1, zero, offset
BLEZ	rs1, offset	Branch if rs1 ≤ 0	BGE zero, rs1, offset
BGTZ	rs1, offset	Branch if rs1 > 0	BLT zero, rs1, offset
J	offset	Unconditional jump	JAL zero, offset
CALL	offset12	Call subroutine (near)	JALR ra, ra, offset12
CALL	offset	Call subroutine (far)	AUIPC ra, offset[31:12] JALR ra, ra, offset[11:0]
RET		Return from subroutine	JALR zero, 0(ra)
NOP		No operation	ADDI zero, zero, 0

Register File

r0	r1	r2	r3
r4	r5	r6	r7
r8	г9	r10	r11
r12	r13	r14	r15
r16	r17	r18	r19
r20	r21	r22	r23
r24	r25	r26	r27
r28	r29	r30	r31

Register Aliases

	J		
zero	ca	sp	9P
tр	t0	t1	t2
s0/fp	s1	a0	a1
a2	a3	a4	a5
a6	a7	s2	s3
s 4	s5	s6	s7
s8	s9	s10	s11
t3	t4	t5	t6

- **ra** return address
- **sp** stack pointer
- **gp** global pointer
- **tp** thread pointer

t0 - t6 - Temporary registers s0 - s11 - Saved by callee a0 - 17 - Function arguments a0 - a1 - Return value(s)

AVR and RISC-V Instructions

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Arithmetic Operation

	Mnemonic	Instruction	AVR	AVR Description
ADD	rd, rs1, rs2	Add	ADD rd, rs	rd ← rd + rs
SUB	rd, rs1, rs2	Subtract	SUB rd, rs	rd ← rd - rs
ADDI	rd, rs1, imm12	Add immediate	SUBI rd, -imm8	rd ← rd - (-rs)
ADDI	rd, rs1, -imm12	Subtract immediate	SUBI rd, imm8	rd ← rd - imm8
LUI	rd, imm20	Load upper immediate	LDI rd, imm8	rd ← imm8
AUIP	rd, imm20	Add upper immediate to PC	LDI rd, imm8	rd ← imm8

Logical Operations

Mnemonic	Instruction	AVR	AVR Description
AND rd, rs1, rs2	AND	AND rd, rs	rd ← rd & rs
OR rd, rs1, rs2	OR	OR rd, rs	rd ← rd rs
XOR rd, rs1, rs2	XOR	EOR rd, rs	rd ← rd ^ rs
ANDI rd, rs1, imm12	AND immediate	ANDI rd, imm8	rd ← rd & imm8
ORI rd, rs1, imm12	OR immediate	ORI rd, imm8	rd ← rd imm8
XORI rd, rs1, imm12	XOR immediate	LDI rs, imm8 EOR rd, rs	
SLL rd, rs1, rs2	Shift left logical	LSL rd	rd ← rd << 1
SRL rd, rs1, rs2	Shift right logical	LSR rd	rd ← rd >> 1
SRA rd, rs1, rs2	Shift right arithmetic	ASR rd	rd ← rd >> 1
	Rotate Left through carry	ROL rd	rd ← rd << 1 rd[0] ← C, C ← rd[7]
	Rotate Right through carry	ROR rd	rd ← rd >> 1 rd[7] ← C, C ← rd[0]
	Swap nibbles	SWAP rd	rd[30] ↔ rd[74]

AVR Register File

r0	r1	r2	r3	г4	r5	r6	r7
r8	r9	r10	r11	r12	r13	r14	r15
r16	r17	r18	r19	r20	r21	r22	r23
r24	r25	r26	r27	r28	r29	r30	r31

AVR Register File

r0	r1	r2	L3	Ր4	r5	r6	r7
r8	г9	r10	r11	r12	r13	r14	r15
r16	r17	r18	r19	r20	r21	r22	r23
r24	r25	XL	ХН	YL	YH	ZL	ZH
		Х		١	1	7	7

Callee saved registers (subroutine must save)

Used for indirect addressing

Load / Store Operations

Mnemonic	Instruction	AVR	AVR Description
LB rd, imm12(rs1)	Load byte	LDD rd, rs+imm6	rd ← mem[rs + imm6]
LB rd, 0(rs1)	Load Indirect	LD rd, rs	rd ← mem[rs]
LB rd, 0(r1) ADDI r1, r1, 1	Load Indirect and post-increment	LD rd, rs+	rd ← mem[rs], rs ← rs+1
ADDI r1, r1, -1 LB rd, 0(r1)	Load Indirect and pre-decrement	LD rd, -rs	rs ← rs-1, rd ← mem[rs]
LI rd, imm12	Load Immediate	LDI rd, imm8	rd ← imm8
LUI r1, r1, imm20 LB rd, imm12(r1)	Load Direct from data space (32-bit)	LDS rd, imm16	rd ← mem[imm16]
SB rs2, imm12(rs1)	Store byte	STD rd+imm6, rs	mem[rd + imm6] ← rs
SB rs2, 0(rs1)	Store Indirect	ST rd, rs	mem[rd] ← rs
SB r2, 0(r1) ADDI r1, r1, 1	Store Indirect and post-increment	ST rd+, rs	mem[rd] ← rs, rd ← rd+1
ADDI r1, r1, -1 SB r2, 0(r1)	Store Indirect and pre-decrement	ST -rd, rs	rd ← rd-1, mem[rd] ← rs
LUI r1, r1, imm20 SB r2, imm12(r1)	Store Direct to data space (32-bit)	STS imm16, rs	mem[imm16] ← rs

Branching

Mnemonic	Instruction	AVR	AVR Description
BEQ rs1, rs2, imm12	Branch equal	BREQ imm7	if Z == 1 pc ← pc + imm7
BNE rs1, rs2, imm12	Branch not equal	BRNE imm7	if Z == 0 pc ← pc + imm7
BGE rs1, rs2, imm12	Branch greater than or equal	BRGE imm7	if N ^ V == 0 Pc ← pc + imm7
BGEU rs1, rs2, imm12	Branch greater than or equal unsigned	BRSH imm7	if C == 0 pc ← pc + imm12
BLT rs1, rs2, imm12	Branch less than	BRLT imm7	if rs1 < rs2 pc ← pc + imm12
BLTU rs1, rs2, imm12	Branch less than unsigned	BRLO imm7	if rs1 < rs2 pc ← pc + imm12 << 1
JALR zero, imm12(zero)	Jump	JMP imm16	pc ← imm16
JAL zero, imm20	Relative jump	RJMP imm12	PC ← PC + imm12
JALR zero, imm12(rs1)	Indirect jump	IJMP	pc ← r31:r30
JAL rd, imm20	Jump and link	RCALL imm12	stack ← pc + 2 pc ← pc + imm12
JALR rd, imm12(zero)	Long call	CALL imm16	stack ← pc + 2 pc ← imm16
JALR rd, imm12(rs1)	Jump and link register	RET	pc ← stack
JALR rd, imm12(rs1)	Jump and link register	ICALL	stack ← pc + 2 pc ← r31:r30

16-bit RISC-V Compared with 16-bit AVR

Arithmetic Operation

Instruction	RISC	:-V	Description	AVR	Description
ADD Immediate	ADDI	Rd, K	Rd ← Rd + K	SUBI Rd, -K	Rd ← Rd - (-K)
ADD Immediate, scaled by 16 to SP	ADDI16SP	K	SP ← SP + 16 × K		
ADD Immediate, scaled by 4 to SP	ADDI4SPN	K	SP ← SP + 4 × K		
ADD	ADD	Rd, Rs2	Rd ← Rd + Rs2	ADD Rd, Rr	
SUBstract	SUB	Rd, Rs2	Rd ← Rd - Rs2	SUB Rd, Rr	Rd ← Rd - Rr

Logical Operations

Instruction	RISC-V	Description	AVR	Description
AND	AND Rd, Rs2	Rd ← Rd & Rs2	AND Rd, Rs2	Rd ← Rd & Rr
AND Immediate	ANDI Rd, K	Rd ← Rd & K	ANDI Rd, K	Rd ← Rd & K
OR	OR Rd, Rs2	Rd ← Rd Rs2	OR Rd, Rs2	Rd ← Rd Re
eXclusive OR	XOR Rd, Rs2	Rd ← Rd ^ Rs2	EOR Rd, Rs2	Rd ← Rd ^ Re
Shift Left Logical Immediate	SLLI Rd, K	Rd ← Rd << K	LSL Rd	Rd ← Rd << 1
Shift Right Logical Immediate	SRLI Rd, K	Rd ← Rd >> K	LSR Rd	Rd ← Rd >> 1
Shift Right Arithmetic Immediate	SRAI Rd, K	Rd ← Rd >> K	ASR Rd	Rd ← Rd >> 1

Branching

Instruction	RISC-V	Description	AVR	Description
Branch if EQual to Zero	BEQZ Rs1, K			
Branch if Not Equal to Zero	BNEZ Rs1, K			
Jump	ј К	PC ← PC + K	RJMP K	PC ← PC + K + 1
Jump Register	JR Rs1	PC ← Rs1	IJMP	PC ← Z
Jump And Link	JAL K	Ra ← PC + 2 PC ← PC + K	RCALL K	stack ← PC + 2 PC ← PC + K
Jump And Link Register	JALR Rs1	Ra ← PC + 2 PC ← Rs1	ICALL	stack ← PC + 2 PC ← Z

Load / Store Operations

Instruction	RISC-V	Description	AVR	Description
Load Word indirect with displacement	LW Rd, K(Rs1)	Rd ← M[Rs1 + K]	LDD Rd, Y + K	Rd ← M[Y + K]
Load indirect			LD Rd, Y	Rd ← M[Y]
Load Indirect and post-increment			LD Rd, Y+	Rd ← M[Y] Y ← Y + 1
Load Indirect and pre- decrement			LD Rd, -Y	Y ← Y - 1 Rd ← M[Y]
	LWSP Rd, K	Rd ← M[SP + K]		
Load Immediate	LI Rd, K	Rd ← K	LDI Rd, K	Rd ← K
Load Upper Immediate	LUI Rd, K	Rd ← K << 12		
Move (copy register)	MV Rd, Rs2	Rd ← Rs2	MOV Rd, Rr	Rd ← Rr
Copy register pair			MOVW Rd, Rr	Rd+1:Rd ← Rr+1:Rr
Store Word indirect with displacement	SW Rs2, K(Rs1)	Rs2 → M[Rs1 + K]	STD Y + K, Rr	M[Y + K] ← Rr
Store indirect			ST Y, Rr	M[Y] ← Rr
Store Indirect and post-increment			ST Y+, Rr	M[Y] ← Rr X ← X + 1
Store Indirect and pre- decrement			ST -Y, Rr	Y ← Y - 1 M[Y] ← Rr
Store Word, Stack Pointer relative	SWSP Rs2, K	Rs2 → M[K]		

Legend

Rd - Destination register K - Constant
Rr, Rs1, Rs2 - Source registers M - Memory

- Constant PC - Program Counter
- Memory SP - Stack Pointer

Y - One of the X, Y, Z registers on AVR

AVR Register File

۲0	r1	r2	r3	r4	r5	r6	r7
r8	۲9	r10	r11	r12	r13	r14	r15
r16	r17	r18	r19	r20	r21	r22	r23
r24	r25	XL	ХН	YL	YH	ZL	ZH

Callee saved registers (subroutine must save)

Used for indirect addressing

AVR Register File

Callee saved registers (subroutine must save)

r0	r1	r2	r3	г4	r5	г6	r7
r8	г9	r10	r11	r12	r13	r14	r15
r16	r17	r18	r19	r20	r21	r22	r23
r24	r25	XL	ХН	YL	YH	ZL	ZH
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Used for indirect addressing

RISC-V Register File

٢0	r1	r2	r3
r4	r5	r6	r7
r8	r9	r10	r11
r12	r13	r14	r15
r16	r17	r18	r19
r20	r21	r22	r23
r24	r25	r26	r27
r28	r29	r30	r31

RISC-V Register Aliases

zero	са	sp	9P
tр	t0	t1	t2
s0/fp	s1	a0	a1
a2	a3	a4	a5
a6	a7	s2	s3
s4	s5	s6	s7
s8	s9	s10	s11
t3	t4	t5	t6

ra - return address

sp - stack pointer

gp - global pointer

tp - thread pointer

t0 - t6 - Temporary registers

s0 - s11 - Saved by callee

a0 - 17 - Function arguments

a0 - a1 - Return value(s)