

# RISC-V Reference Data



## RV64I Base Integer Instructions, in alphabetical order

MNEMONIC	FMT	NAME	DESCRIPTION (in Verilog)	NOTE
add, addw	R	ADD (Word)	$R[d] = R[r1] + R[r2]$	1)
addi, addiw	I	ADD Immediate (Word)	$R[d] = R[r1] + imm$	1)
and	R	AND	$R[d] = R[r1] \& R[r2]$	
andi	I	AND Immediate	$R[d] = R[r1] \& imm$	
auipc	U	ADD Upper Immediate to PC	$R[d] = PC + \{imm, 12'b0\}$	
beq	SB	Branch Equal	$if(R[r1] == R[r2])$ $PC = PC + \{imm, 1'b0\}$	
bge	SB	Branch Greater than or Equal	$if(R[r1] >= R[r2])$ $PC = PC + \{imm, 1'b0\}$	
bgeu	SB	Branch $\geq$ Unsigned	$if(R[r1] \geq R[r2])$ $PC = PC + \{imm, 1'b0\}$	2)
blt	SB	Branch Less Than	$if(R[r1] < R[r2])$ $PC = PC + \{imm, 1'b0\}$	
bltu	SB	Branch Less Than Unsigned	$if(R[r1] < R[r2])$ $PC = PC + \{imm, 1'b0\}$	2)
bne	SB	Branch Not Equal	$if(R[r1] != R[r2])$ $PC = PC + \{imm, 1'b0\}$	
csrrc	I	Cont./Stat.RegRead&Clear	$R[d] = CSR; CSR = CSR \& \sim R[r1]$	
csrrci	I	Cont./Stat.RegRead&Clear Imm	$R[d] = CSR; CSR = CSR \& \sim imm$	
csrrs	I	Cont./Stat.RegRead&Set	$R[d] = CSR; CSR = CSR   R[r1]$	
csrrsi	I	Cont./Stat.RegRead&Set Imm	$R[d] = CSR; CSR = CSR   imm$	
csrrw	I	Cont./Stat.RegRead&Write	$R[d] = CSR; CSR = R[r1]$	
csrrwi	I	Cont./Stat.Reg Read&Write Imm	$R[d] = CSR; CSR = imm$	
ebreak	I	Environment BREAK	Transfer control to debugger	
ecall	I	Environment CALL	Transfer control to operating system	
fence	I	Synch thread	Synchronizes threads	
fence.i	I	Synch Instr & Data	Synchronizes writes to instruction stream	
jal	UJ	Jump & Link	$R[d] = PC+4; PC = PC + \{imm, 1'b0\}$	
jalr	I	Jump & Link Register	$R[d] = PC+4; PC = R[r1] + imm$	3)
lb	I	Load Byte	$R[d] = \{56'bM\}[7], M[R[r1] + imm](7:0)$	4)
lbu	I	Load Byte Unsigned	$R[d] = \{56'b0, M[R[r1] + imm](7:0)\}$	
ld	I	Load Doubleword	$R[d] = M[R[r1] + imm](63:0)$	
lh	I	Load Halfword	$R[d] = \{48'bM\}[15], M[R[r1] + imm](15:0)$	4)
lhu	I	Load Halfword Unsigned	$R[d] = \{48'b0, M[R[r1] + imm](15:0)\}$	
lui	U	Load Upper Immediate	$R[d] = \{32'bimm < 31>, imm, 12'b0\}$	
lw	I	Load Word	$R[d] = \{32'bM\}[31], M[R[r1] + imm](31:0)$	4)
lwu	I	Load Word Unsigned	$R[d] = \{32'b0, M[R[r1] + imm](31:0)\}$	
or	R	OR	$R[d] = R[r1]   R[r2]$	
ori	I	OR Immediate	$R[d] = R[r1]   imm$	
sb	S	Store Byte	$M[R[r1] + imm](7:0) = R[r2](7:0)$	
sd	S	Store Doubleword	$M[R[r1] + imm](63:0) = R[r2](63:0)$	
sh	S	Store Halfword	$M[R[r1] + imm](15:0) = R[r2](15:0)$	
sll, sllw	R	Shift Left (Word)	$R[d] = R[r1] \ll R[r2]$	1)
slli, slliw	I	Shift Left Immediate (Word)	$R[d] = R[r1] \ll imm$	1)
slt	R	Set Less Than	$R[d] = (R[r1] < R[r2]) ? 1 : 0$	
slti	I	Set Less Than Immediate	$R[d] = (R[r1] < imm) ? 1 : 0$	
sltiu	I	Set < Immediate Unsigned	$R[d] = (R[r1] < imm) ? 1 : 0$	2)
sltu	R	Set Less Than Unsigned	$R[d] = (R[r1] < R[r2]) ? 1 : 0$	2)
sra, sraw	R	Shift Right Arithmetic (Word)	$R[d] = R[r1] \gg R[r2]$	1,5)
srai, srawi	I	Shift Right Arith Imm (Word)	$R[d] = R[r1] \gg imm$	1,5)
srl, srlw	R	Shift Right (Word)	$R[d] = R[r1] \gg R[r2]$	1)
srli, srliw	I	Shift Right Immediate (Word)	$R[d] = R[r1] \gg imm$	1)
sub, subw	R	SUBtract (Word)	$R[d] = R[r1] - R[r2]$	1)
sw	S	Store Word	$M[R[r1] + imm](31:0) = R[r2](31:0)$	
xor	R	XOR	$R[d] = R[r1] \wedge R[r2]$	
xori	I	XOR Immediate	$R[d] = R[r1] \wedge imm$	

Notes: 1) The Word version only operates on the rightmost 32 bits of a 64-bit registers  
 2) Operation assumes unsigned integers (instead of 2's complement)  
 3) The least significant bit of the branch address in jalr is set to 0.  
 4) Signed Load instructions extend the sign bit of data to fill the 64-bit register  
 5) Replicates the sign bit to fill in the leftmost bits of the result during right shift  
 6) Multiply with one operand signed and one unsigned  
 7) The Single version does a single-precision operation using the rightmost 32 bits of a 64-bit F register  
 8) Classify writes a 10-bit mask to show which properties are true (e.g., -inf, -0+, +0+, +inf, denorm, ...)  
 The immediate field is sign-extended in RISC-V

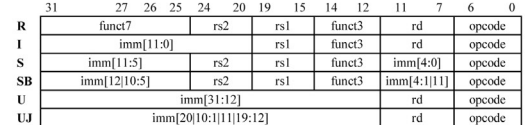
## ARITHMETIC CORE INSTRUCTION SET

MNEMONIC	FMT	NAME	DESCRIPTION (in Verilog)	NOTE
mul, mulw	R	MULtiple (Word)	$R[d] = (R[r1] * R[r2]) \< 63:0$	1)
mulh	R	MULtiple upper Half	$R[d] = (R[r1] * R[r2]) \< 127:64$	
mulhsu	R	MULtiple upper Half Sign/Uns	$R[d] = (R[r1] * R[r2]) \< 127:64$	6)
mulhu	R	MULtiple upper Half Unsigned	$R[d] = (R[r1] * R[r2]) \< 127:64$	2)
div, divw	R	DIVide (Word)	$R[d] = (R[r1] / R[r2])$	1)
divu	R	DIVide Unsigned	$R[d] = (R[r1] / R[r2])$	2)
rem, remw	R	REMAinder (Word)	$R[d] = (R[r1] \% R[r2])$	1)
remu, remuw	R	REMAinder Unsigned (Word)	$R[d] = (R[r1] \% R[r2])$	1,2)

## RV64F and RV64D Floating-Point Extensions

fld, fldw	I	Load (Word)	$F[d] = M[R[r1] + imm]$	1)
fsd, fsdw	S	Store (Word)	$M[R[r1] + imm] = F[d]$	1)
fadd.s, fadd.d	R	ADD	$F[d] = F[r1] + F[r2]$	7)
fsub.s, fsub.d	R	SUBtract	$F[d] = F[r1] - F[r2]$	7)
fmul.s, fmul.d	R	MULtiple	$F[d] = F[r1] * F[r2]$	7)
fdiv.s, fdiv.d	R	DIVide	$F[d] = F[r1] / F[r2]$	7)
fsqrt.s, fsqrt.d	R	SQuare RooT	$F[d] = \sqrt{F[r1]}$	7)
fmadd.s, fmadd.d	R	Multiply-ADD	$F[d] = F[r1] * F[r2] + F[r3]$	7)
fmsub.s, fmsub.d	R	Multiply-SUBtract	$F[d] = F[r1] * F[r2] - F[r3]$	7)
fnmsub.s, fnmsub.d	R	Negative Multiply-SUBtract	$F[d] = -F[r1] * F[r2] - F[r3]$	7)
fnnadd.s, fnnadd.d	R	Negative Multiply-ADD	$F[d] = -F[r1] * F[r2] + F[r3]$	7)
fsign.s, fsign.d	R	SiGN source	$F[d] = \{1, F[r2] < 63>, F[r1] < 62:0>, F[r1] < 62:0> \}$	7)
fsignj.s, fsignj.d	R	Negative SiGN source	$F[d] = \{1, F[r2] < 63>, F[r1] < 62:0>, F[r1] < 62:0> \}$	7)
fsgnj.x.s, fsgnj.x.d	R	Xor SiGN source	$F[d] = \{F[r2] < 63> ? F[r1] < 63>, F[r1] < 62:0> \}$	7)
fmin.s, fmin.d	R	MINimum	$F[d] = (F[r1] < F[r2]) ? F[r1] : F[r2]$	7)
fmax.s, fmax.d	R	MAXimum	$F[d] = (F[r1] > F[r2]) ? F[r1] : F[r2]$	7)
feq.s, feq.d	R	Compare Float Equal	$R[d] = (F[r1] == F[r2]) ? 1 : 0$	7)
flt.s, flt.d	R	Compare Float Less Than	$R[d] = (F[r1] < F[r2]) ? 1 : 0$	7)
file.s, file.d	R	Compare Float Less than or Equal	$R[d] = (F[r1] <= F[r2]) ? 1 : 0$	7)
fclass.s, fclass.d	R	Classify Type	$R[d] = \text{class}(F[r1])$	7,8)
fmv.s.x, fmv.d.x	R	Move from Integer	$R[d] = R[r1]$	7)
fmv.x.s, fmv.x.d	R	Move to Integer	$R[d] = F[r1]$	7)
fcvt.s.d	R	Convert from DP to SP	$F[d] = \text{single}(F[r1])$	
fcvt.d.s	R	Convert from SP to DP	$F[d] = \text{double}(F[r1])$	
fcvt.s.w, fcvt.d.w	R	Convert from 32b Integer	$F[d] = \text{float}(R[r1]) \< 31:0$	7)
fcvt.s.l, fcvt.d.l	R	Convert from 64b Integer	$F[d] = \text{float}(R[r1]) \< 63:0$	7)
fcvt.s.wu, fcvt.d.wu	R	Convert from 32b Int Unsigned	$F[d] = \text{float}(R[r1]) \< 31:0$	2,7)
fcvt.s.lu, fcvt.d.lu	R	Convert from 64b Int Unsigned	$F[d] = \text{float}(R[r1]) \< 63:0$	2,7)
fcvt.w.s, fcvt.w.d	R	Convert to 32b Integer	$R[d](31:0) = \text{integer}(F[r1])$	7)
fcvt.l.s, fcvt.l.d	R	Convert to 64b Integer	$R[d](63:0) = \text{integer}(F[r1])$	7)
fcvt.wu.s, fcvt.wu.d	R	Convert to 32b Int Unsigned	$R[d](31:0) = \text{integer}(F[r1])$	2,7)
fcvt.lu.s, fcvt.lu.d	R	Convert to 64b Int Unsigned	$R[d](63:0) = \text{integer}(F[r1])$	2,7)

## CORE INSTRUCTION FORMATS



## PSEUDO INSTRUCTIONS

MNEMONIC	NAME	DESCRIPTION	USES
beqz	Branch = zero	$if(R[r1] == 0) PC = PC + \{imm, 1'b0\}$	beq
bnez	Branch != zero	$if(R[r1] != 0) PC = PC + \{imm, 1'b0\}$	bne
fabs.s, fabs.d	Absolute Value	$F[d] = (F[r1] < 0) ? -F[r1] : F[r1]$	fsqnx
fmv.s, fmv.d	FP Move	$F[d] = F[r1]$	fsqj
fneg.s, fneg.d	FP negate	$F[d] = -F[r1]$	fsqnj
j	Jump	$PC = \{imm, 1'b0\}$	jal
jr	Jump register	$PC = R[r1]$	jalr
la	Load address	$R[d] = \text{address}$	auipc
li	Load imm	$R[d] = imm$	addi
mv	Move	$R[d] = R[r1]$	addi
neg	Negate	$R[d] = \sim R[r1]$	sub
nop	No operation	$R[0] = R[0]$	addi
not	Not	$R[d] = \sim R[r1]$	xorl
ret	Return	$PC = R[1]$	jalr
segez	Set = zero	$R[d] = (R[r1] == 0) ? 1 : 0$	sltiu
snez	Set != zero	$R[d] = (R[r1] != 0) ? 1 : 0$	sltu

**REGISTER NAME, USE, CALLING CONVENTION**

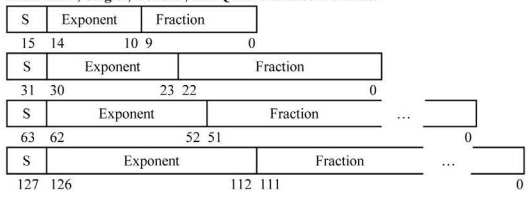
REGISTER	NAME	USE	SAVER
x0	zero	The constant value 0	N.A.
x1	ra	Return address	Caller
x2	sp	Stack pointer	Callee
x3	gp	Global pointer	--
x4	tp	Thread pointer	--
x5-x7	t0-t2	Temporaries	Caller
x8	s0/fp	Saved register/Frame pointer	Callee
x9	s1	Saved register	Callee
x10-x11	a0-a1	Function arguments/Return values	Caller
x12-x17	a2-a7	Function arguments	Caller
x18-x27	s2-s11	Saved registers	Callee
x28-x31	t3-t6	Temporaries	Caller
f0-f7	ft0-ft7	FP Temporaries	Caller
f8-f9	fs0-fs1	FP Saved registers	Callee
f10-f11	fa0-fa1	FP Function arguments/Return values	Caller
f12-f17	fa2-fa7	FP Function arguments	Caller
f18-f27	fs2-fs11	FP Saved registers	Callee
f28-f31	ft8-ft11	R[rd] = R[rs1] + R[rs2]	Caller

**OPCODES IN NUMERICAL ORDER BY OPCODE**

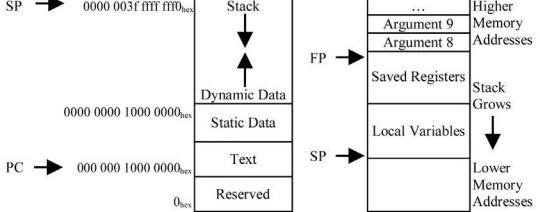
MNEMONIC	FMT	OPCODE	FUNCT3	FUNCT6/7	OR IMM	HEXADCEIMAL
lb	I	0000011	000			03/0
lh	I	0000011	001			03/1
lw	I	0000011	010			03/2
ld	I	0000011	011			03/3
lbu	I	0000011	100			03/4
lhu	I	0000011	101			03/5
lwu	I	0000011	110			03/6
fence	I	0001111	000			0F/0
fence.i	I	0001111	001			0F/1
addi	I	0101011	000			13/0
slli	I	0101011	001	000000		13/1/00
slti	I	0101011	010			13/2
sltiu	I	0101011	011			13/3
xori	I	0101011	100			13/4
srl	I	0101011	101	000000		13/5/00
sra	I	0101011	101	010000		13/5/20
ori	I	0101011	110			13/6
andi	I	0101011	111			13/7
auipc	U	0101111				17
addiw	I	0111011	000			1B/0
slliw	I	0111011	001	000000		1B/1/00
srlw	I	0111011	101	000000		1B/5/00
sraiw	I	0111011	101	010000		1B/5/20
sb	S	0100011	000			23/0
sh	S	0100011	001			23/1
sw	S	0100011	010			23/2
sd	S	0100011	011			23/3
add	R	0110011	000	0000000		33/0/00
sub	R	0110011	000	0100000		33/0/20
sll	R	0110011	001	0000000		33/1/00
slt	R	0110011	010	0000000		33/2/00
sltu	R	0110011	011	0000000		33/3/00
xor	R	0110011	100	0000000		33/4/00
srl	R	0110011	101	0000000		33/5/00
sra	R	0110011	101	0100000		33/5/20
or	R	0110011	110	0000000		33/6/00
and	R	0110011	111	0000000		33/7/00
lui	U	0110111				37
addw	R	0111011	000	0000000		3B/0/00
subw	R	0111011	000	0100000		3B/0/20
sllw	R	0111011	001	0000000		3B/1/00
srlw	R	0111011	101	0000000		3B/5/00
sraw	R	0111011	101	0100000		3B/5/20
beq	SB	1100011	000			63/0
bne	SB	1100011	001			63/1
blt	SB	1100011	100			63/4
bge	SB	1100011	101			63/5
bltu	SB	1100011	110			63/6
bgeu	SB	1100011	111			63/7
jalr	I	1100111	000			67/0
jal	I	1101111				6F
ecall	I	1110011	000	000000000000		73/0/000
ebreak	I	1110011	000	000000000001		73/0/001
CSRW	I	1110011	001			73/1
CSRRS	I	1110011	010			73/2
CSRRC	I	1110011	011			73/3
CSRRWI	I	1110011	101			73/5
CSRRSI	I	1110011	110			73/6
CSRRCI	I	1110011	111			73/7

**IEEE 754 FLOATING-POINT STANDARD**

$(-1)^S \times (1 + \text{Fraction}) \times 2^{(\text{Exponent} - \text{Bias})}$   
 where Half-Precision Bias = 15, Single-Precision Bias = 127,  
 Double-Precision Bias = 1023, Quad-Precision Bias = 16383  
**IEEE Half-, Single-, Double-, and Quad-Precision Formats:**



**MEMORY ALLOCATION**



RISC-V Reference Data Card ("Green Card") 1. Pull along perforation to separate card 2. Fold bottom side (columns 3 and 4) together