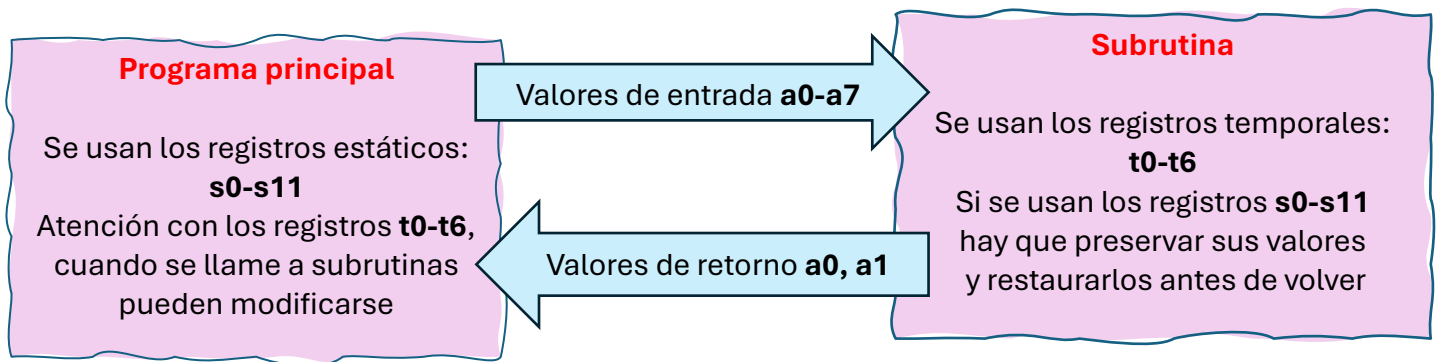


mnemónico	sintaxis	tipo	descripción
<b>add</b>	add rd, rs1, rs2	<b>R</b>	$rd \leftarrow rs1 + rs2$
<b>sub</b>	sub rd, rs1, rs2	<b>R</b>	$rd \leftarrow rs1 - rs2$
<b>and</b>	and rd, rs1, rs2	<b>R</b>	$rd \leftarrow rs1 \& rs2$
<b>or</b>	or rd, rs1, rs2	<b>R</b>	$rd \leftarrow rs1   rs2$
<b>xor</b>	xor rd, rs1, rs2	<b>R</b>	$rd \leftarrow rs1 \wedge rs2$
<b>addi</b>	addi rd, rs1, imm12	<b>I</b>	$rd \leftarrow rs1 + immext$
<b>andi</b>	andi rd, rs1, imm12	<b>I</b>	$rd \leftarrow rs1 \& immext$
<b>ori</b>	ori rd, rs1, imm12	<b>I</b>	$rd \leftarrow rs1   immext$
<b>xori</b>	xori rd, rs1, imm12	<b>I</b>	$rd \leftarrow rs1 \wedge immext$
<b>sll</b>	sll rd, rs1, rs2	<b>R</b>	$rd \leftarrow rs1 \ll rs2_{4:0}$
<b>srl</b>	srl rd, rs1, rs2	<b>R</b>	$rd \leftarrow rs1 \gg rs2_{4:0}$
<b>sra</b>	sra rd, rs1, rs2	<b>R</b>	$rd \leftarrow rs1 \ggg rs2_{4:0}$
<b>slli</b>	slli rd, rs1, imm12i	<b>I</b>	$rd \leftarrow rs1 \ll imm5$
<b>srli</b>	srli rd, rs1, imm12	<b>I</b>	$rd \leftarrow rs1 \gg imm5$
<b>sra</b>	srai rd, rs1, imm12	<b>I</b>	$rd \leftarrow rs1 \ggg imm5$
<b>lb</b>	lb rd, imm12(rs1)	<b>I</b>	$rd \leftarrow sExt(MEM[rs1+immext]_{7:0})$
<b>lh</b>	lh rd, imm12(rs1)	<b>I</b>	$rd \leftarrow sExt(MEM[rs1+immext]_{15:0})$
<b>lw</b>	lw rd, imm12(rs1)	<b>I</b>	$rd \leftarrow MEM[rs1+immext]$
<b>lbu</b>	lbu rd, imm12(rs1)	<b>I</b>	$rd \leftarrow zExt(MEM[rs1+immext]_{7:0})$
<b>lhu</b>	lhu rd, imm12(rs1)	<b>I</b>	$rd \leftarrow zExt(MEM[rs1+immext]_{15:0})$
<b>sw</b>	sw rs2, imm12(rs1)	<b>S</b>	$MEM[rs1+immext] \leftarrow rs2$
<b>sh</b>	sh rs2, imm12(rs1)	<b>S</b>	$MEM[rs1+immext]_{15:0} \leftarrow rs2_{15:0}$
<b>sb</b>	sb rs2, imm12(rs1)	<b>S</b>	$MEM[rs1+immext]_{7:0} \leftarrow rs2_{7:0}$
<b>lui</b>	lui rd, inm20	<b>U</b>	$rd \leftarrow \{imm[31:12], 12'b0\}$
<b>auipc</b>	auipc rd,imm20	<b>U</b>	$rd \leftarrow PC + (imm20 \ll 12)$

mnemónico	Sintaxis	Tipo	Descripción
<b>beq</b>	beq rs1, rs2, imm13	<b>B</b>	if (rs1=rs2) => PC ← PC + sExt(imm12:1 <<1))
<b>bne</b>	bne rs1, rs2, imm13	<b>B</b>	if (rs1!=rs2) => PC ← PC + sExt(imm12:1 <<1))
<b>blt</b>	blt rs1, rs2, imm13	<b>B</b>	if (rs1<rs2) => PC ← PC + sExt(imm12:1 <<1))
<b>bge</b>	bge rs1, rs2, imm13	<b>B</b>	if (rs1≥rs2) => PC ← PC + sExt(imm12:1 <<1))
<b>bltu</b>	bltu rs1, rs2, imm13	<b>B</b>	if (rs1<rs2) => PC ← PC + sExt(imm12:1 <<1))
<b>bgeu</b>	bgeu rs1, rs2, imm13	<b>B</b>	if (rs1≥rs2) => PC ← PC + sExt(imm12:1 <<1))
<b>jalr</b>	jalr rd, rs1, imm12	<b>I</b>	PC ← rs1 +sExt(imm) rd ← PC + 4
<b>jal</b>	jal rd, imm21	<b>J</b>	PC ← PC +sExt(imm20:1<<1) rd ← PC + 4



Registro	Nombre alternativo	Descripción
x0	zero	Siempre vale 0 no se puede modificar
x1	ra	Dirección de retorno
x2	sp	Puntero de pila
x3	gp	Global pointer
x4	tp	Thread pointer
x5-x7	t0-t2	Temporales 0-2
x8	s0/fp	Saved register 0/frame pointer
x9	s1	Saved register 1
x10-x17	a0-a7	Argumentos de función
x18-x27	s2-s11	Saved register 2-11
x28-x31	t3-t6	Temporales 3-6
pc	pc	Contador de programa

Pseudoinstrucción	Operación	Equivalente RISC-V
li x8,0x7fe	$S8 \leftarrow 0x7fe$	addi s8,x0,0x7fe (si dato <12b)
la t1, dato	$t1 \leftarrow \text{dir dato}$	auipc t1,imm20 addi t1, t1, imm12
li s8,0x56789def	$S8 \leftarrow 0x56789def$	lui s8,0x5678A addi s8, s8, 0xdef
mv x7,x2	$x7 \leftarrow x2$	addi x7,x2,0
not x7,x2	$x7 \leftarrow \text{Ca1}(x2)$	xori x7,x2,-1
neg x7,x2	$x7 \leftarrow \text{Ca2}(x2)$	sub x7,0,x2
b label	$PC \leftarrow \text{dir label}$	beq x0,x0,label
j label	$PC \leftarrow \text{dir label}$	jal x0,label
call label	$PC \leftarrow \text{dir label}, ra \leftarrow PC+4$	jal x1,label
ret	$PC \leftarrow ra$	jalr x0,x1,0
nop	no operación	addi x0,x0,0
bgt x1,x3,label	if( $x1 > x3$ ) $PC \leftarrow \text{dir label}$	blt x3,x1,label
ble x1,x3,label	if( $x1 \leq x3$ ) $PC \leftarrow \text{dir label}$	bge x3,x1,label
bgtu x1,x3,label	if( $x1 > x3$ ) $PC \leftarrow \text{dir label}$	bltu x3,x1,label
bleu x1,x3,label	if( $x1 \leq x3$ ) $PC \leftarrow \text{dir label}$	bgeu x3,x1,label
beqz x1,label	if( $x1 = 0$ ) $PC \leftarrow \text{dir label}$	beq x1,x0,label
bnez x1,label	if( $x1 \neq 0$ ) $PC \leftarrow \text{dir label}$	bne x1,x0,label