CS 61C Reference Card

Version 5.0.3

	Instruction	Name	Description	Type	Opcode	Funct3	Funct7
Arithmetic	`add rd rs1 rs2`	ADD	`R[rd] = R[rs1] + R[rs2]`	R	`011 0011`	`000`	`000 0000`
	`sub rd rs1 rs2`	SUBtract	`R[rd] = R[rs1] - R[rs2]`	R	`011 0011`	`000`	`010 0000`
	`and rd rs1 rs2`	bitwise AND	`R[rd] = R[rs1] & R[rs2]`	R	`011 0011`	`111`	`000 0000`
	`or rd rs1 rs2`	bitwise OR	`R[rd] = R[rs1] | R[rs2]`	R	`011 0011`	`110`	`000 0000`
	`xor rd rs1 rs2`	bitwise XOR	`R[rd] = R[rs1] ^ R[rs2]`	R	`011 0011`	`100`	`000 0000`
	`sll rd rs1 rs2`	Shift Left Logical	`R[rd] = R[rs1] << R[rs2]`	R	`011 0011`	`001`	`000 0000`
	`srl rd rs1 rs2`	Shift Right Logical	`R[rd] = R[rs1] >> R[rs2]` (Zero-extend)	R	`011 0011`	`101`	`000 0000`
	`sra rd rs1 rs2`	Shift Right Arithmetic	`R[rd] = R[rs1] >> R[rs2]` (Sign-extend)	R	`011 0011`	`101`	`010 0000`
	`slt rd rs1 rs2`	Set Less Than (signed)	`if (R[rs1] < R[rs2]) { R[rd] = 1; } else { R[rd] = 0; }`	R	`011 0011`	`010`	`000 0000`
	`sltu rd rs1 rs2`	Set Less Than (Unsigned)		R	`011 0011`	`011`	`000 0000`
	`addi rd rs1 imm`	ADD Immediate	`R[rd] = R[rs1] + imm`	I	`001 0011`	`000`	
	`andi rd rs1 imm`	bitwise AND Immediate	`R[rd] = R[rs1] & imm`	I	`001 0011`	`111`	
	`ori rd rs1 imm`	bitwise OR Immediate	`R[rd] = R[rs1] | imm`	I	`001 0011`	`110`	
	`xori rd rs1 imm`	bitwise XOR Immediate	`R[rd] = R[rs1] ^ imm`	I	`001 0011`	`100`	
	`slli rd rs1 imm`	Shift Left Logical Immediate	`R[rd] = R[rs1] << imm`	I*	`001 0011`	`001`	`000 0000`
	`srli rd rs1 imm`	Shift Right Logical Immediate	`R[rd] = R[rs1] >> imm` (Zero-extend)	I*	`001 0011`	`101`	`000 0000`
	`srai rd rs1 imm`	Shift Right Arithmetic Immediate	`R[rd] = R[rs1] >> imm` (Sign-extend)	I*	`001 0011`	`101`	`010 0000`
	`slti rd rs1 imm`	Set Less Than Immediate (signed)	`if (R[rs1] < imm) { R[rd] = 1; } else { R[rd] = 0; }`	I	`001 0011`	`010`	
	`sltiu rd rs1 imm`	Set Less Than Immediate (Unsigned)		I	`001 0011`	`011`	
Memory	`lb rd imm(rs1)`	Load Byte	`R[rd] = M[R[rs1] + imm][7:0]` (Sign-extend)	I	`000 0011`	`000`	
	`lbu rd imm(rs1)`	Load Byte (Unsigned)	`R[rd] = M[R[rs1] + imm][7:0]` (Zero-extend)	I	`000 0011`	`100`	
	`lh rd imm(rs1)`	Load Half-word	`R[rd] = M[R[rs1] + imm][15:0]` (Sign-extend)	I	`000 0011`	`001`	
	`lhu rd imm(rs1)`	Load Half-word (Unsigned)	`R[rd] = M[R[rs1] + imm][15:0]` (Zero-extend)	I	`000 0011`	`101`	
	`lw rd imm(rs1)`	Load Word	`R[rd] = M[R[rs1] + imm][31:0]`	I	`000 0011`	`010`	
	`sb rs2 imm(rs1)`	Store Byte	`M[R[rs1] + imm][7:0] = R[rs2][7:0]`	S	`010 0011`	`000`	
	`sh rs2 imm(rs1)`	Store Half-word	`M[R[rs1] + imm][15:0] = R[rs2][15:0]`	S	`010 0011`	`001`	
	`sw rs2 imm(rs1)`	Store Word	`M[R[rs1] + imm][31:0] = R[rs2][31:0]`	S	`010 0011`	`010`	

	Instruction	Name	Description	Type	Opcode	Funct3
Control	`beq rs1 rs2 label`	Branch if EQual	`if (R[rs1] == R[rs2]) PC = PC + offset`	B	`110 0011`	`000`
	`bne rs1 rs2 label`	Branch if Not Equal	`if (R[rs1] != R[rs2]) PC = PC + offset`	B	`110 0011`	`001`
	`blt rs1 rs2 label`	Branch if Less Than (signed)	`if (R[rs1] < R[rs2]) PC = PC + offset`	B	`110 0011`	`100`
	`bltu rs1 rs2 label`	Branch if Less Than (Unsigned)		B	`110 0011`	`110`
	`bge rs1 rs2 label`	Branch if Greater or Equal (signed)	`if (R[rs1] >= R[rs2]) PC = PC + offset`	B	`110 0011`	`101`
	`bgeu rs1 rs2 label`	Branch if Greater or Equal (Unsigned)		B	`110 0011`	`111`
	`jal rd label`	Jump And Link	`R[rd] = PC + 4` `PC = PC + offset`	J	`110 1111`	
	`jalr rd rs1 imm`	Jump And Link Register	`R[rd] = PC + 4` `PC = R[rs1] + imm`	I	`110 0111`	`000`
Other	`auipc rd immu`	Add Upper Immediate to PC	`imm = immu << 12` `R[rd] = PC + imm`	U	`001 0111`	
	`lui rd immu`	Load Upper Immediate	`imm = immu << 12` `R[rd] = imm`	U	`011 0111`	
	`ebreak`	Environment BREAK	Asks the debugger to do something (`imm = 0`)	I	`111 0011`	`000`
	`ecall`	Environment CALL	Asks the OS to do something (`imm = 1`)	I	`111 0011`	`000`
Ext	`mul rd rs1 rs2`	Multiply (part of `mul` ISA extension)	`R[rd] = (R[rs1]) * (R[rs2])`	(omitted)		

#	Name	Description	#	Name	Desc
`x0`	`zero`	Constant 0	`x16`	`a6`	*Args*
`x1`	`ra`	*Return Address*	`x17`	`a7`	
`x2`	`sp`	Stack Pointer	`x18`	`s2`	Saved Registers
`x3`	`gp`	Global Pointer	`x19`	`s3`	
`x4`	`tp`	Thread Pointer	`x20`	`s4`	
`x5`	`t0`	*Temporary Registers*	`x21`	`s5`	
`x6`	`t1`		`x22`	`s6`	
`x7`	`t2`		`x23`	`s7`	
`x8`	`s0`	Saved Registers	`x24`	`s8`	
`x9`	`s1`		`x25`	`s9`	
`x10`	`a0`	*Function Arguments or Return Values*	`x26`	`s10`	
`x11`	`a1`		`x27`	`s11`	
`x12`	`a2`	*Function Arguments*	`x28`	`t3`	*Temporaries*
`x13`	`a3`		`x29`	`t4`	
`x14`	`a4`		`x30`	`t5`	
`x15`	`a5`		`x31`	`t6`	
Caller saved registers					
Callee saved registers (except `x0`, `gp`, `tp`)					

Immediates are sign-extended to 32 bits, except in I* type instructions

Pseudoinstruction	Name	Description	Translation
`beqz rs1 label`	Branch if EQuals Zero	`if (R[rs1] == 0) PC = PC + offset`	`beq rs1 x0 label`
`bnez rs1 label`	Branch if Not Equals Zero	`if (R[rs1] != 0) PC = PC + offset`	`bne rs1 x0 label`
`j label`	Jump	`PC = PC + offset`	`jal x0 label`
`jal label`	Jump and Link	`PC = PC + offset` `R[ra] = PC + 4`	`jal ra label`
`jr rs1`	Jump Register	`PC = R[rs1]`	`jalr x0 rs1 0`
`la rd label`	Load absolute Address	`R[rd] = &label`	`auipc, addi`
`li rd imm`	Load Immediate	`R[rd] = imm`	`lui` (if needed), `addi`
`mv rd rs1`	MoVe	`R[rd] = R[rs1]`	`addi rd rs1 0`
`neg rd rs1`	NEGate	`R[rd] = -(R[rs1])`	`sub rd x0 rs1`
`nop`	No OPeration	do nothing	`addi x0 x0 0`
`not rd rs1`	bitwise NOT	`R[rd] = ~(R[rs1])`	`xori rd rs1 -1`
`ret`	RETurn	`PC = R[ra]`	`jalr x0 ra 0`

31 25	24 20	19 15	14 12	11 7	6 0
R	funct7	rs2	rs1	funct3	rd	opcode
I	imm[11:0]		rs1	funct3	rd	opcode
I*	funct7	imm[4:0]	rs1	funct3	rd	opcode
S	imm[11:5]	rs2	rs1	funct3	imm[4:0]	opcode
B	imm[12|10:5]	rs2	rs1	funct3	imm[4:1|11]	opcode
U	imm[31:12]				rd	opcode
J	imm[20|10:1|11|19:12]				rd	opcode

Selected ASCII values

HEX	DEC	CHAR	HEX	DEC	CHAR	HEX	DEC	CHAR	HEX	DEC	CHAR	HEX	DEC	CHAR	HEX	DEC	CHAR
0x20	32	{SPACE}	0x30	48	0	0x40	64	@	0x50	80	P	0x60	96	`	0x70	112	p
0x21	33	!	0x31	49	1	0x41	65	A	0x51	81	Q	0x61	97	a	0x71	113	q
0x22	34	"	0x32	50	2	0x42	66	B	0x52	82	R	0x62	98	b	0x72	114	r
0x23	35	#	0x33	51	3	0x43	67	C	0x53	83	S	0x63	99	c	0x73	115	s
0x24	36	$	0x34	52	4	0x44	68	D	0x54	84	T	0x64	100	d	0x74	116	t
0x25	37	%	0x35	53	5	0x45	69	E	0x55	85	U	0x65	101	e	0x75	117	u
0x26	38	&	0x36	54	6	0x46	70	F	0x56	86	V	0x66	102	f	0x76	118	v
0x27	39	'	0x37	55	7	0x47	71	G	0x57	87	W	0x67	103	g	0x77	119	w
0x28	40	(	0x38	56	8	0x48	72	H	0x58	88	X	0x68	104	h	0x78	120	x
0x29	41	)	0x39	57	9	0x49	73	I	0x59	89	Y	0x69	105	i	0x79	121	y
0x2A	42	*	0x3A	58	:	0x4A	74	J	0x5A	90	Z	0x6A	106	j	0x7A	122	z
0x2B	43	+	0x3B	59	;	0x4B	75	K	0x5B	91	[	0x6B	107	k	0x7B	123	{
0x2C	44	,	0x3C	60	<	0x4C	76	L	0x5C	92	\	0x6C	108	l	0x7C	124	|
0x2D	45	-	0x3D	61	=	0x4D	77	M	0x5D	93	]	0x6D	109	m	0x7D	125	}
0x2E	46	.	0x3E	62	>	0x4E	78	N	0x5E	94	^	0x6E	110	n	0x7E	126	~
0x2F	47	/	0x3F	63	?	0x4F	79	O	0x5F	95	_	0x6F	111	o	0x00	0	NULL

IEEE 754 Floating Point Standard

Exponent (pre-bias; binary)	Significand	Meaning
00…00	Any Value	Denormalized
00…01 → 11…10	Any Value	Normal
11…11	0	±∞
11…11	Non-zero	NaN

	Sign	Exponent	Significand
Single Precision	1 bit	8 bits (bias = 127)	23 bits
Double Precision	1 bit	11 bits (bias = 1023)	52 bits

Standard exponent bias: $(2^{E-1}-1)$ where E is the number of exponent bits

Normalized floats: Value = $(-1)^{Sign} \times 2^{Exp - Bias} \times 1.Significand_2$

Denormalized floats: Value = $(-1)^{Sign} \times 2^{1 - Bias} \times 0.Significand_2$

C Format String Specifiers

Specifier	Output
d or i	Signed decimal integer
u	Unsigned decimal integer
o	Unsigned octal
x	Unsigned hexadecimal integer, lowercase
X	Unsigned hexadecimal integer, uppercase
f	Decimal floating point, lowercase
F	Decimal floating point, uppercase
e	Scientific notation (significand/exponent), lowercase
E	Scientific notation (significand/exponent), uppercase
c	Character
s	String of characters
p	Pointer address

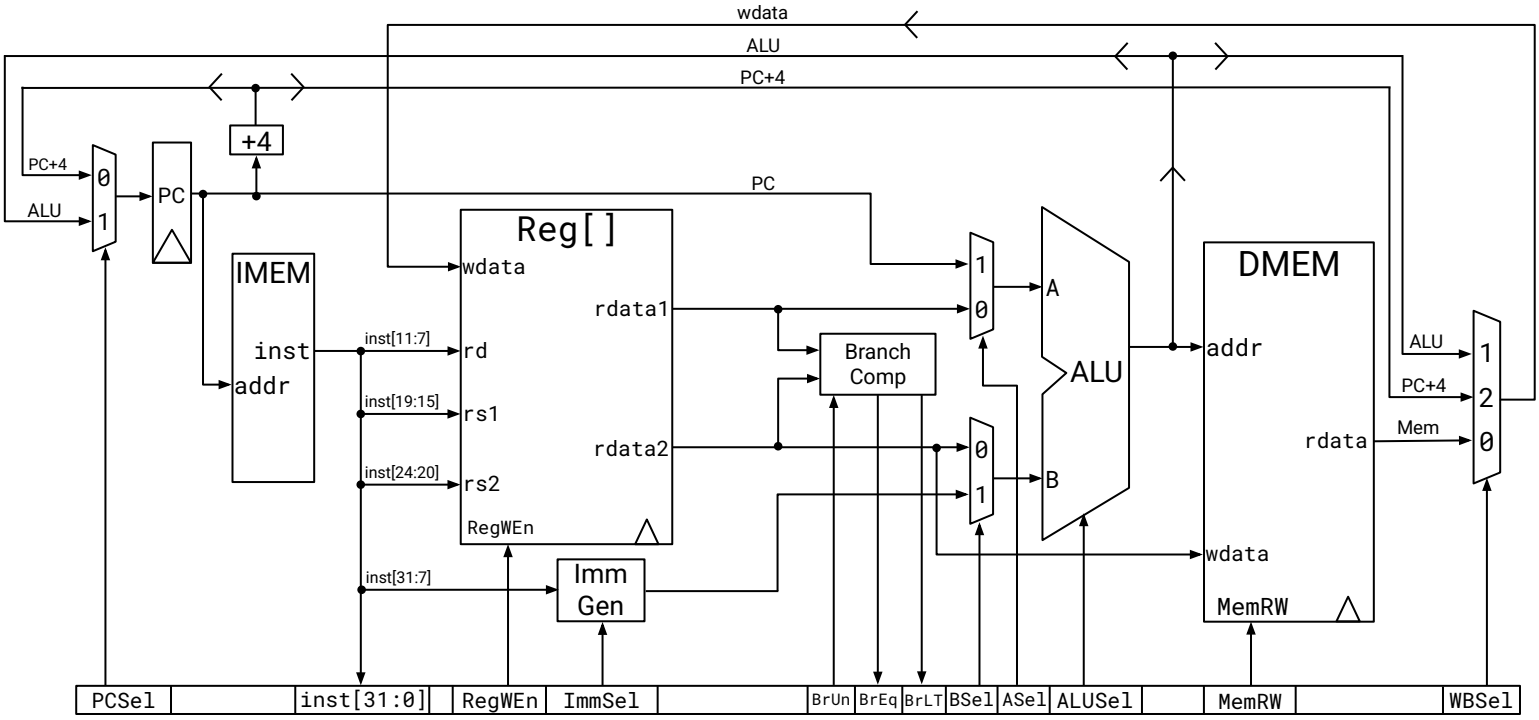
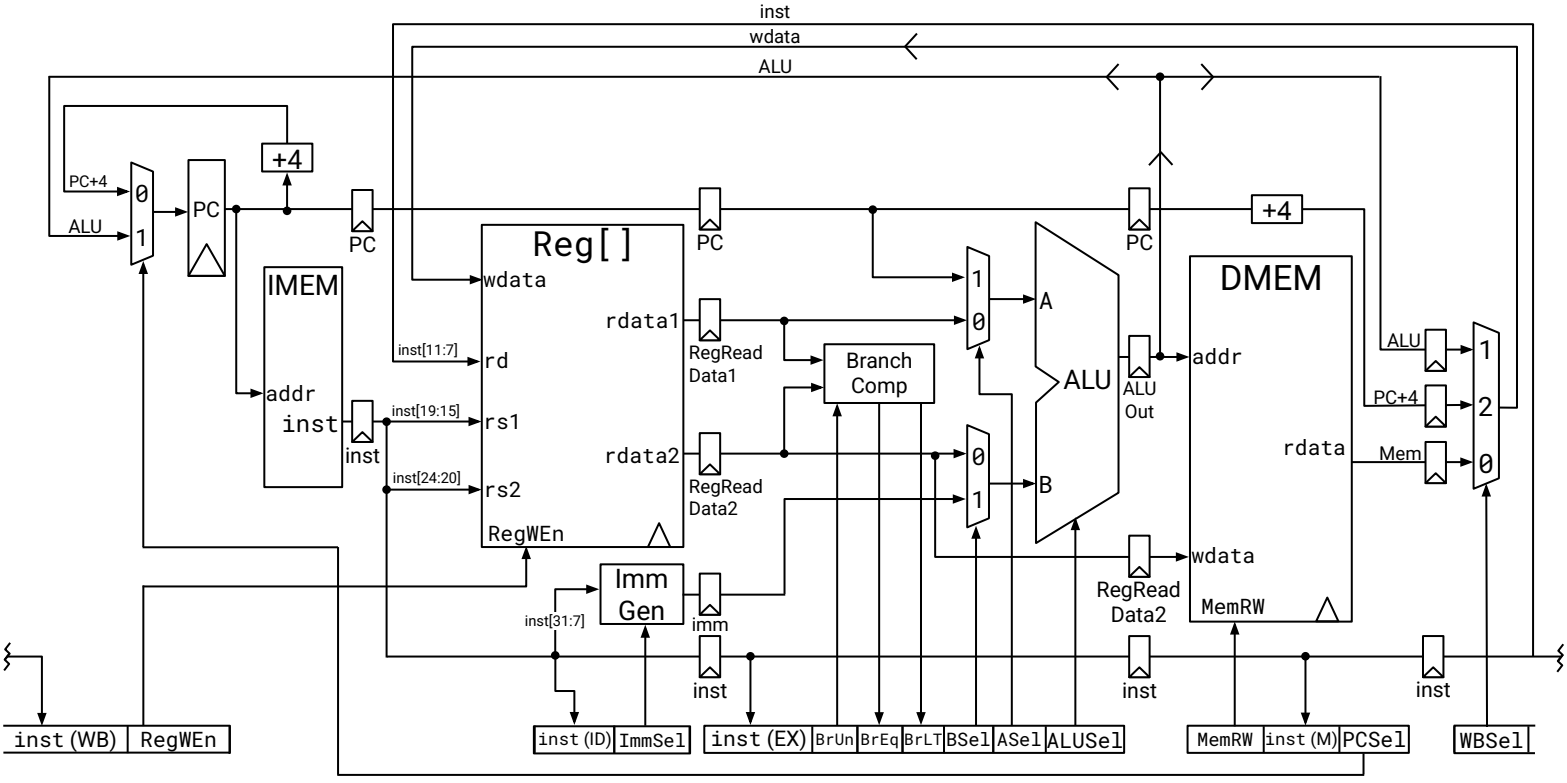
SI Prefixes

Size	Prefix	Symbol	Size	Prefix	Symbol	Size	Prefix	Symbol
10^{-3}	milli-	m	10^{3}	kilo-	k	2^{10}	kibi-	Ki
10^{-6}	micro-	μ	10^{6}	mega-	M	2^{20}	mebi-	Mi
10^{-9}	nano-	n	10^{9}	giga-	G	2^{30}	gibi-	Gi
10^{-12}	pico-	p	10^{12}	tera-	T	2^{40}	tebi-	Ti
10^{-15}	femto-	f	10^{15}	peta-	P	2^{50}	pebi-	Pi
10^{-18}	atto-	a	10^{18}	exa-	E	2^{60}	exbi-	Ei
10^{-21}	zepto-	z	10^{21}	zetta-	Z	2^{70}	zebi-	Zi
10^{-24}	yocto-	y	10^{24}	yotta-	Y	2^{80}	yobi-	Yi

Laws of Boolean Algebra

$$x \cdot \overline{x} = 0 \qquad x + \overline{x} = 1 \qquad (xy)z = x\,(yz)$$
$$x \cdot 0 = 0 \qquad x + 1 = 1 \qquad (x + y) + z = x + (y + z)$$
$$x \cdot 1 = x \qquad x + 0 = x \qquad x\,(y + z) = xy + xz$$
$$x \cdot x = x \qquad x + x = x \qquad x + yz = (x + y)\,(x + z)$$
$$x \cdot y = y \cdot x \qquad x + y = y + x \qquad \overline{x \cdot y} = \overline{x} + \overline{y}$$
$$xy + x = x \qquad (x + y)x = x \qquad \overline{(x + y)} = \overline{x} \cdot \overline{y}$$

Single-Cycle Datapath Diagram



5-Stage Datapath Diagram