



8086 Hardware Specifications

Dept. of Computer Science and Engineering
BRAC University

CSE 341 Team

Lecture References:

▣ **Book:**

▣ *Microprocessors and Interfacing: Programming and Hardware,*

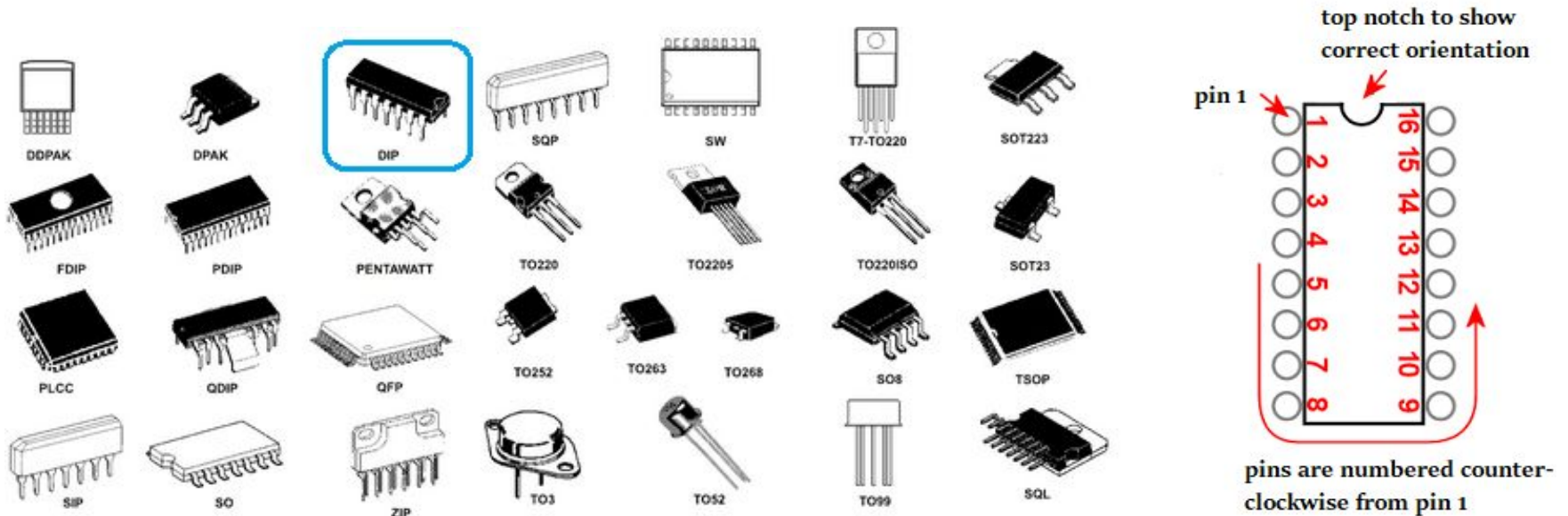
Author: Douglas V. Hall

▣ *The 8086/8088 Family: Design, Programming, And Interfacing,*

Author: John Uffenbeck.

8086 Pin Specification

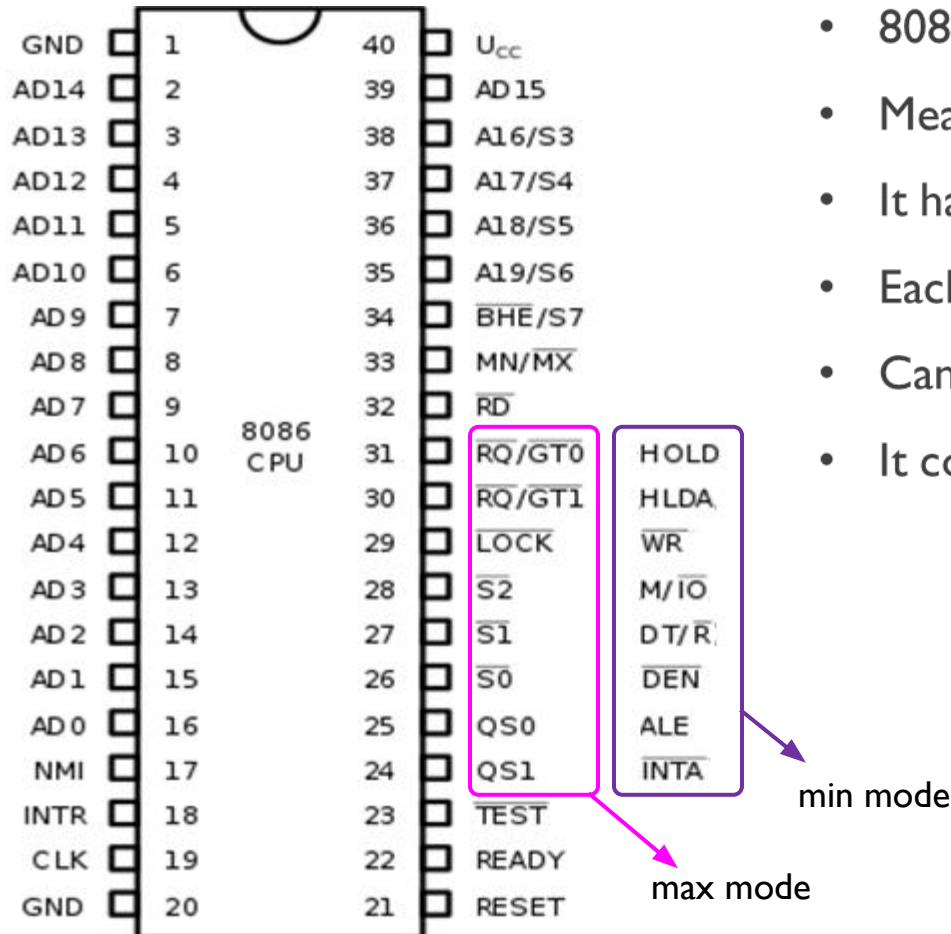
- is a 40-pin DIPs; **Dual in-line package**
- DIP refers to a rectangular housing with two parallel rows of electrical connection pins.
- DIPs have a notch on one end to show its correct orientation.
- The pins are then numbered as shown in the figure below.



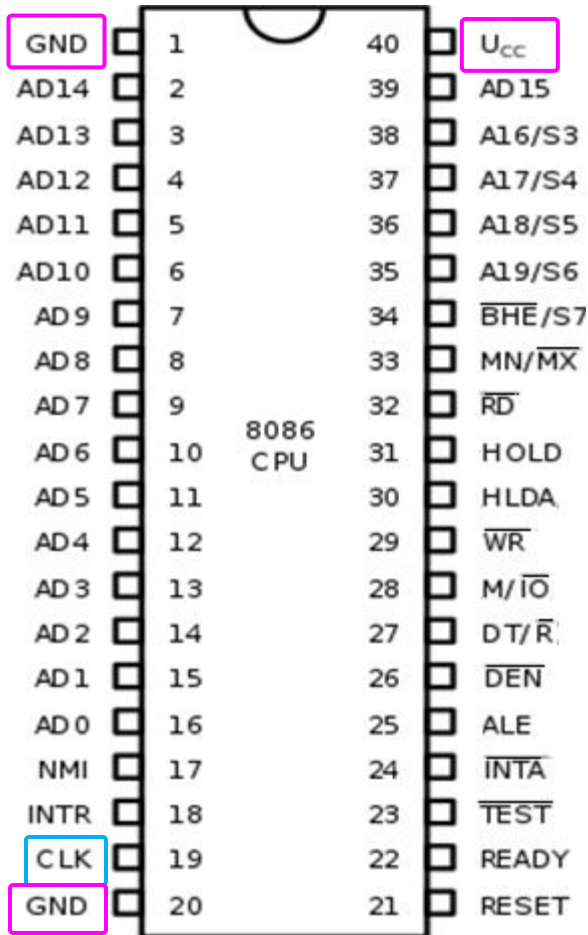
8086 Pin Diagram

Recap

- 8086 is a 16-bit microprocessor.
- Meaning it has 16 data lines/bus.
- It has 20 address lines/bus.
- Each memory location holds only 1 byte
- Can address 2^{20} different memory locations
- It could address up to 1MB of memory.

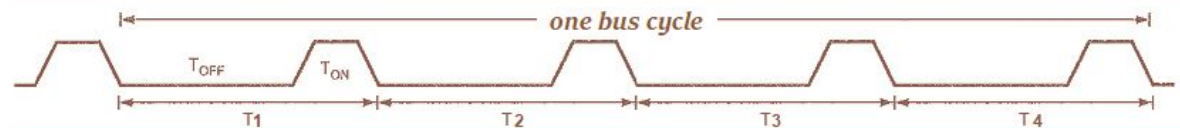
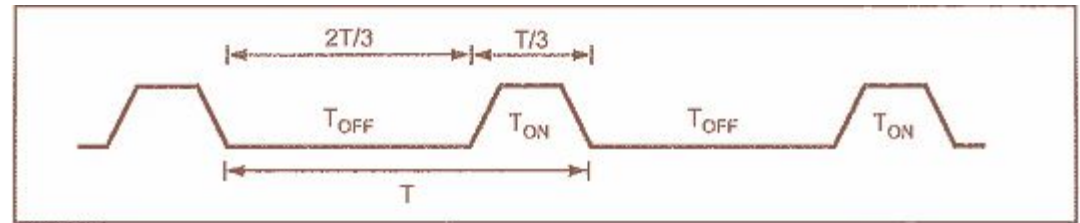


8086 Pin Specification

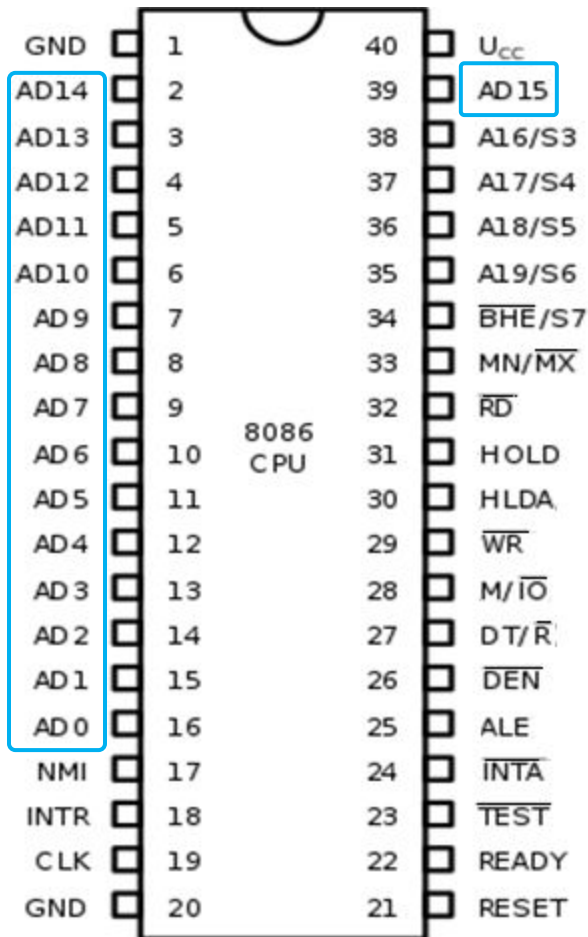


CLK, input

- provides basic timing to control processor operation
- frequencies of different versions are 5, 8 or 10 MHz
- asymmetric with a 33% duty cycle



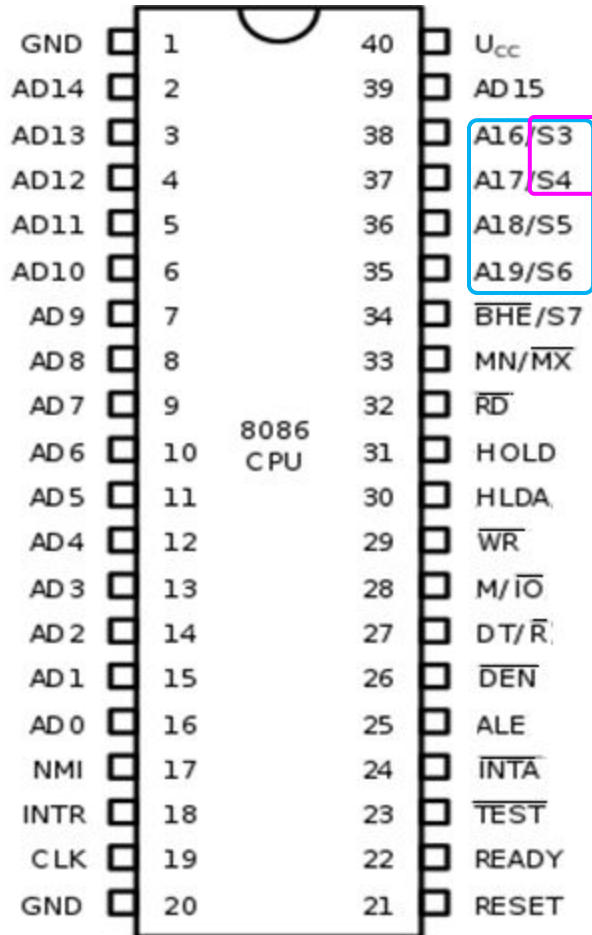
8086 Pin Specification



$AD_0 - AD_{15}$, *bi-directional*

- lines are multiplexed bidirectional address/data bus.
- During T_1 , they carry 16-bit address.
- In remaining clock cycles T_2, T_3 and T_4 , 16-bit data.
- $AD_0 - AD_7$ carry lower order data byte
- $AD_8 - AD_{15}$ carry higher order data byte

8086 Pin Specification

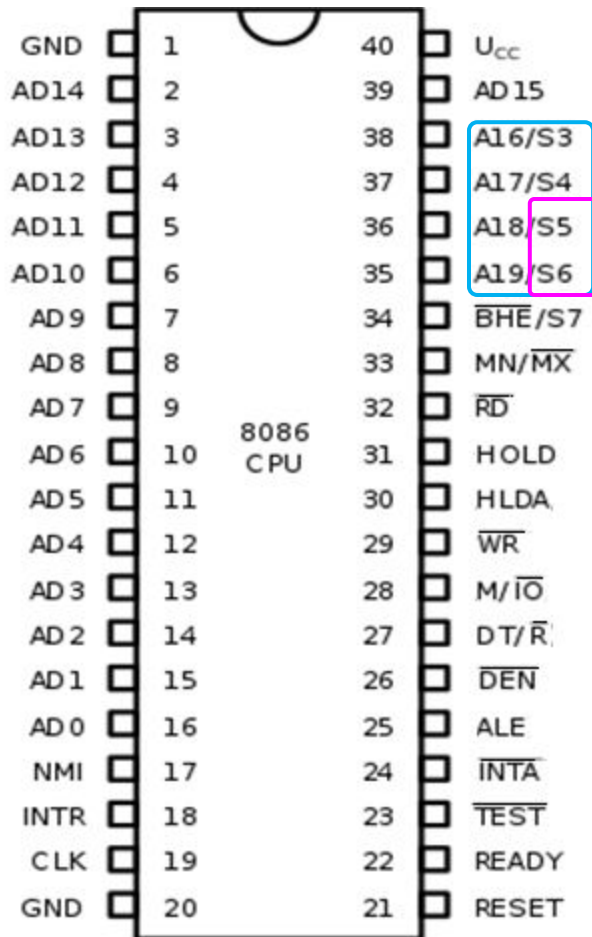


$A_{19}/S_6, A_{18}/S_5, A_{17}/S_4, A_{16}/S_3$, **output**

- lines are multiplexed address and status bus.
- During T_1 , they carry the highest order 4-bit address.
- During T_2, T_3 and T_4 , status signals.
- S_3 and S_4 , segment identifiers as in table below

S_4	S_3	Function
0	0	Extra segment access
0	1	Stack segment access
1	0	Code segment access
1	1	Data segment access

8086 Pin Specification



$A_{19}/S_6, A_{18}/S_5, A_{17}/S_4, A_{16}/S_3$, **output**

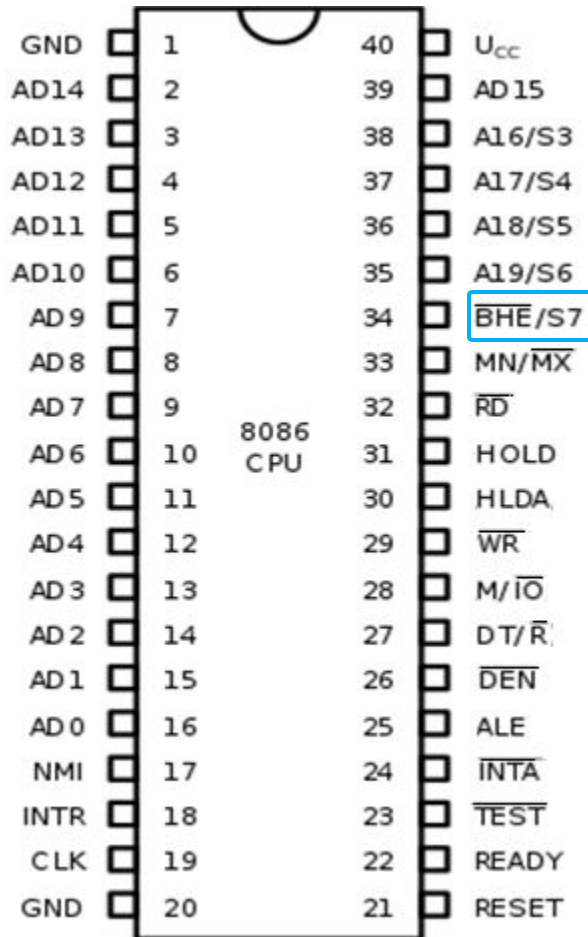
S_5 : Indicates if interrupt is enabled or disabled.

- If $S_5 = 1$, then the $IF = 1$, so the interrupt is enabled.
- If $S_5 = 0$, then the $IF = 0$, so the interrupt is disabled.

S_6 : Indicates if 8086 is the bus master or not

- If $S_6 = 0$, 8086 is the bus master
- If $S_6 = 1$, 8086 is not the bus master

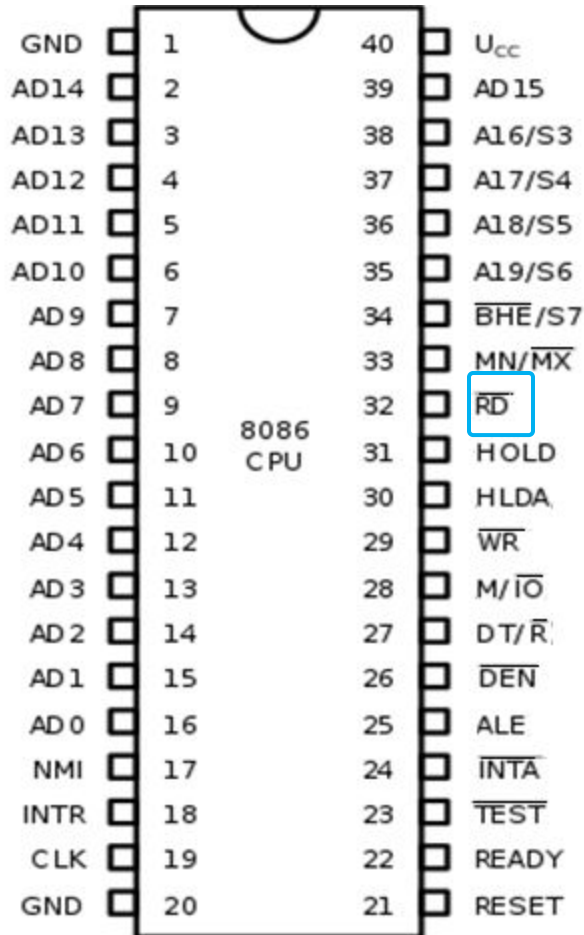
8086 Pin Specification



\overline{BHE}/S_7 , output

- Bus High Enable
- \overline{BHE} is active low
- To indicate the transfer of data over $AD_8 - AD_{15}$
- Related to memory bank
- Selects odd/high memory bank when \overline{BHE} is 0
- S_7 : Reserved for further development

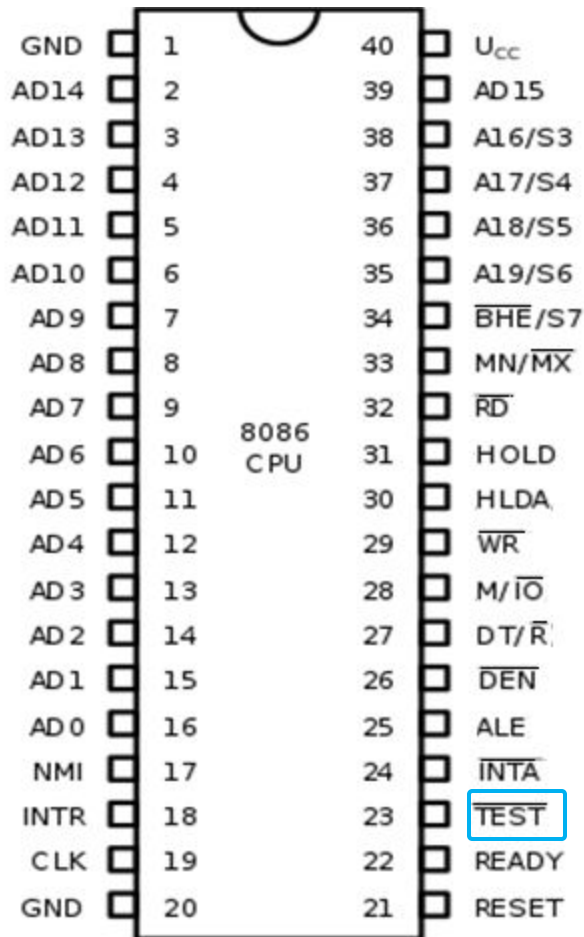
8086 Pin Specification



\overline{RD} , output

- is active low
- Indicates read operation when low
- Processor reading from memory or I/O device
- Is low during T_2 , T_3 and T_w states of the read cycle

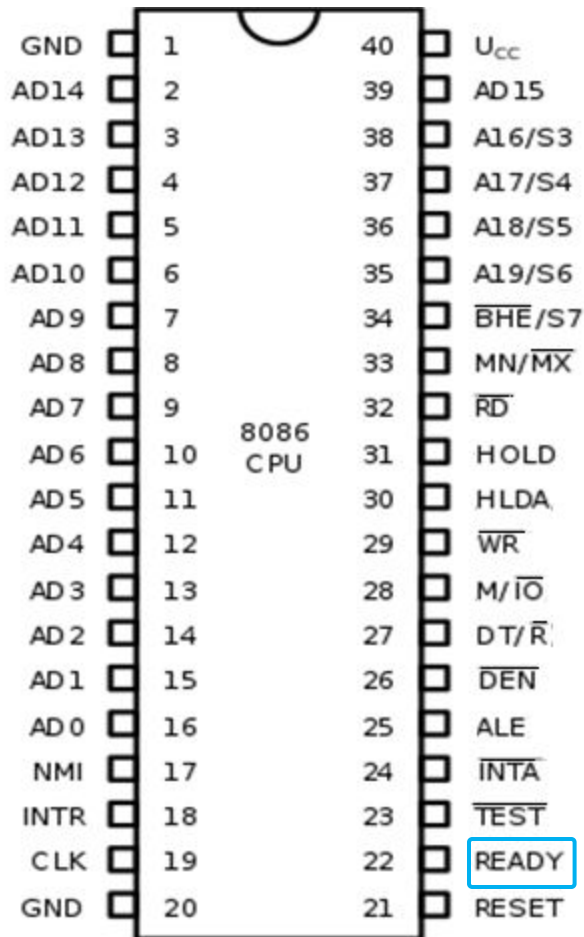
8086 Pin Specification



\overline{TEST} , input

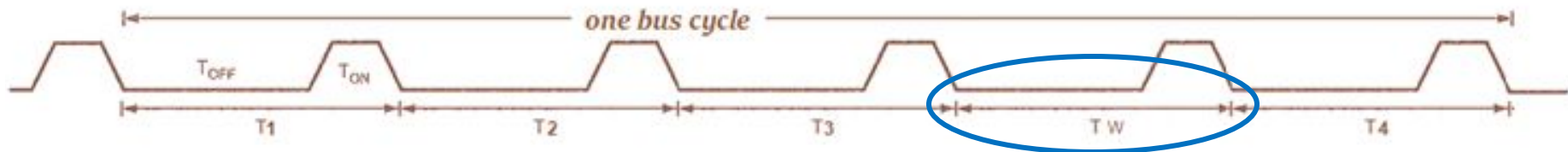
- Is examined by the WAIT instruction.
- If this pin is Low, execution continues.
- Else the processor waits in an idle state.

8086 Pin Specification

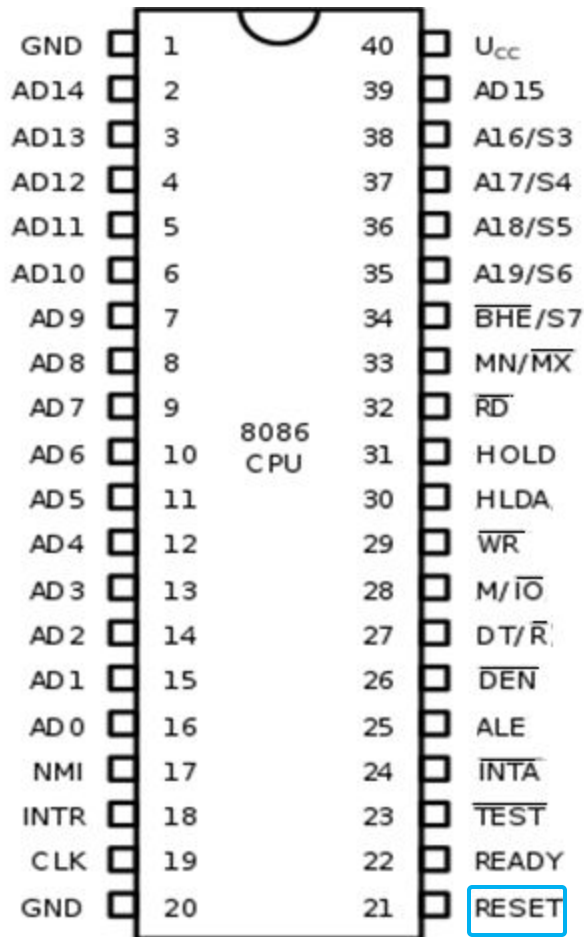


READY, input

- acknowledgement from a slow I/O device or memory
- To indicate ready/completion of data transfer
- When low, microprocessor enters wait state, T_w .



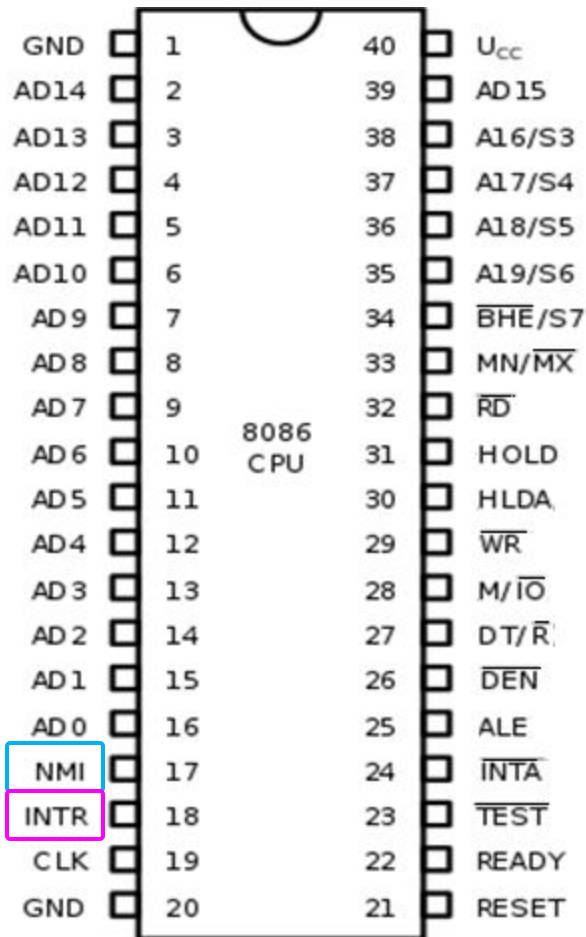
8086 Pin Specification



RESET, input

- To reset the system reset.
- And terminates the current activity.
- Must be active for at least four clock cycles

8086 Pin Specification



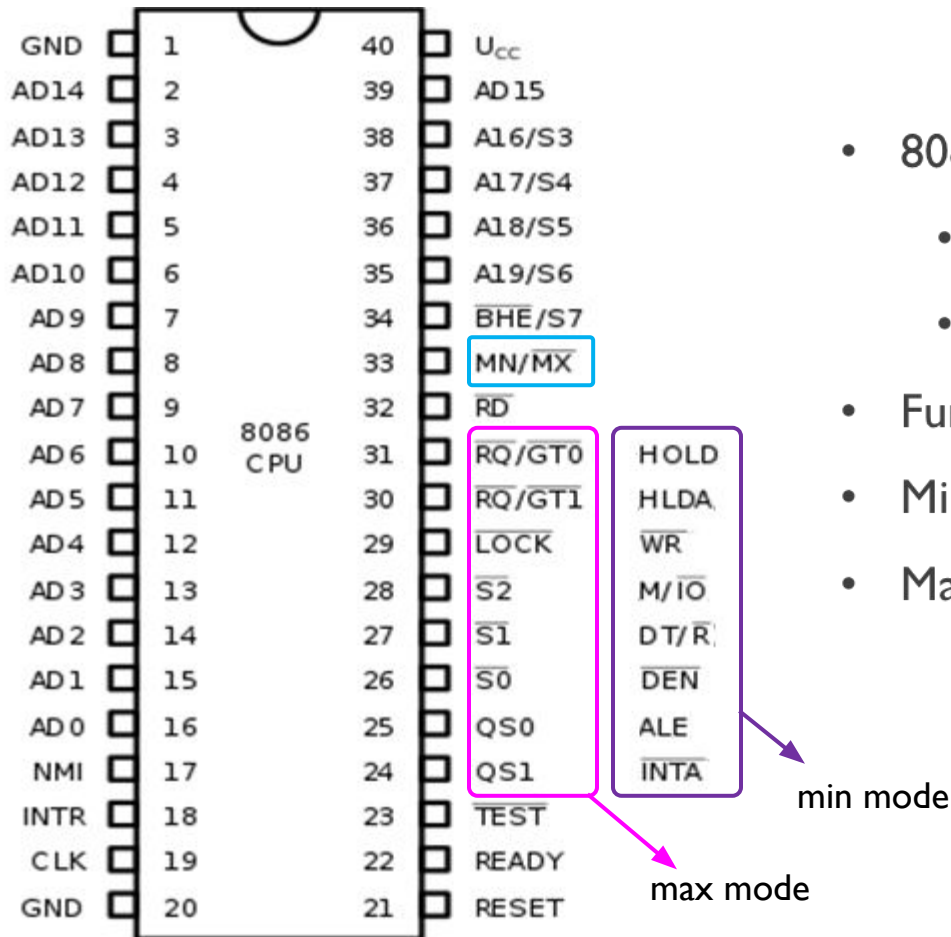
INTR, input

- Interrupt request
- Used to request a hardware interrupt.
- Can be masked.

NMI, input

- Non-maskable interrupt signal.
- Causes a type-2 interrupt.
- Initiates the interrupt at the end of the current instruction.

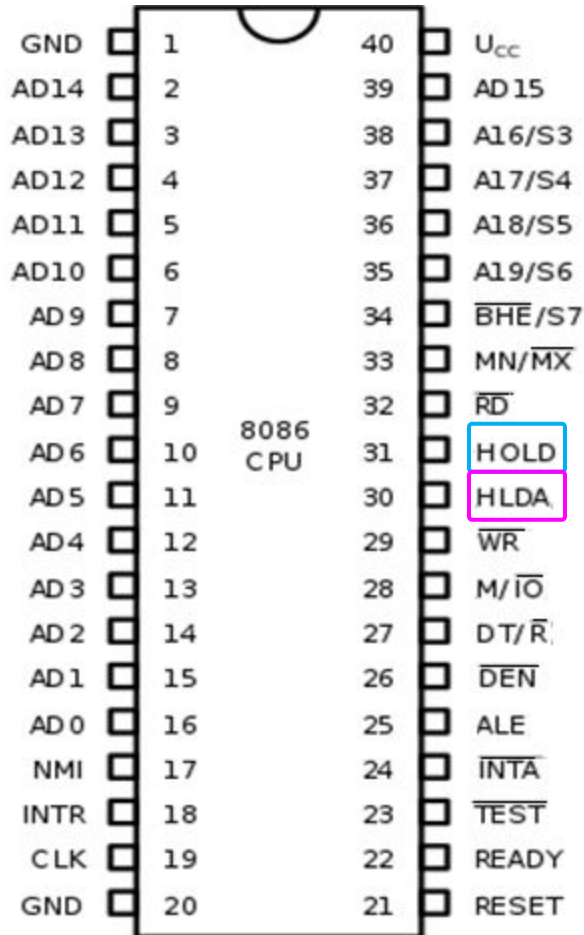
8086 Pin Specification



MN/\overline{MX} , input

- 8086 works in two modes:
 - Minimum Mode if high
 - Maximum Mode if low
- Functions of pins 24-31 depend on the mode
- Minimum Mode - single processor
- Maximum Mode - multi processor

Minimum Mode Pin Specification



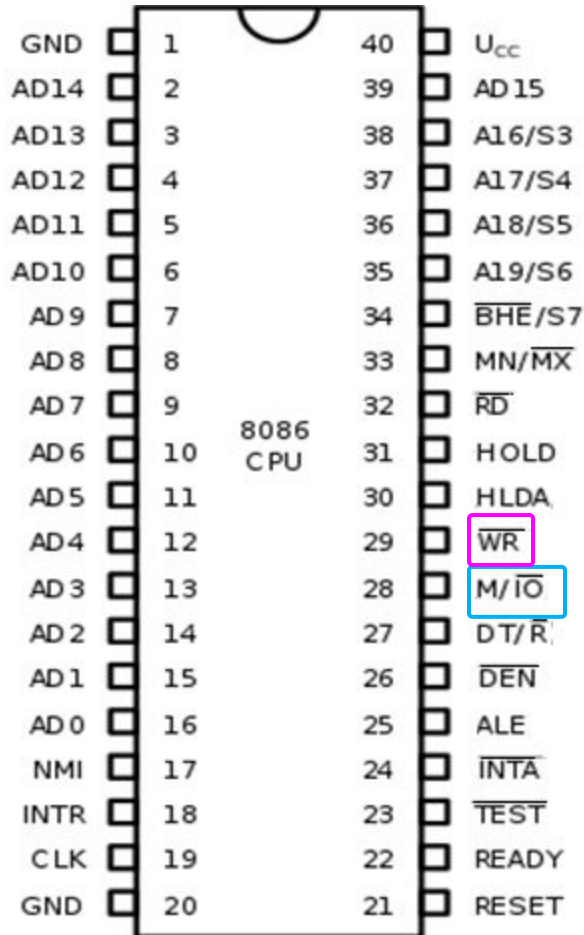
HOLD, input

- To request for bus by another device.
- It is an active HIGH signal.

HLDA, output

- Hold Acknowledgment.
- When acknowledged, it relinquish the bus to the requesting device

Minimum Mode Pin Specification



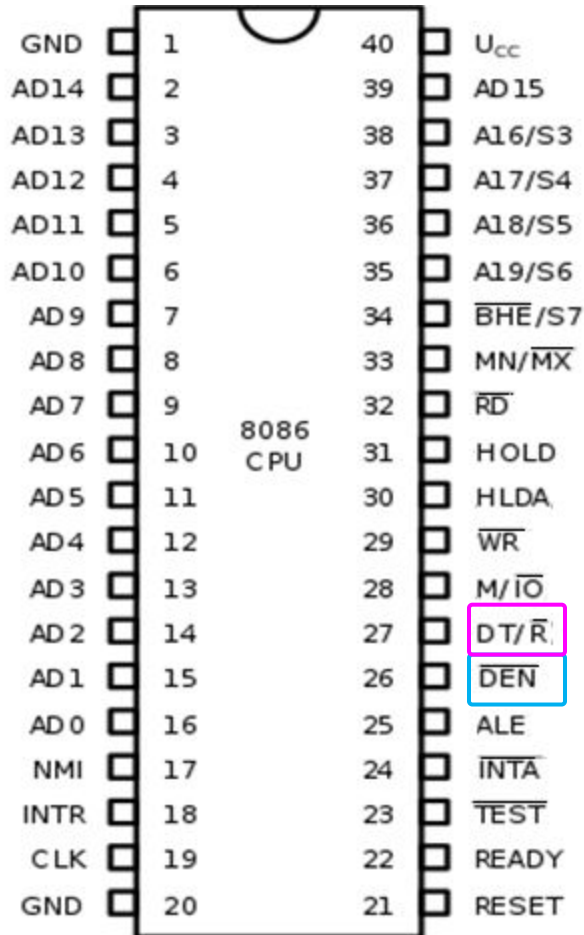
\overline{WR} , output

- Active low write signal.
- Writes data to memory or output device depending on M/\overline{IO} signal.

M/\overline{IO} , output

- Differentiates memory access from I/O access.
- When high, memory is accessed.
- When low, I/O devices are accessed.

Minimum Mode Pin Specification



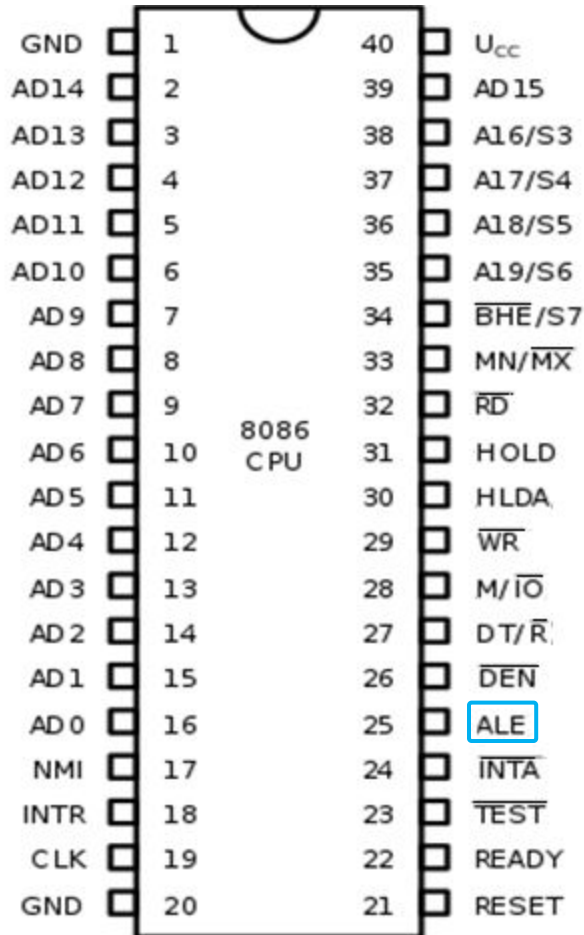
DT/\overline{R} , output

- Data Transmit/Receive signal.
- indicates the direction of flow *through the transceiver*.
- When high, data is transmitted out i.e. written to.
- When low, data is received in i.e. read in.

\overline{DEN} , output

- Data Enable signal.
- Used to enable a transceiver connected to the μP

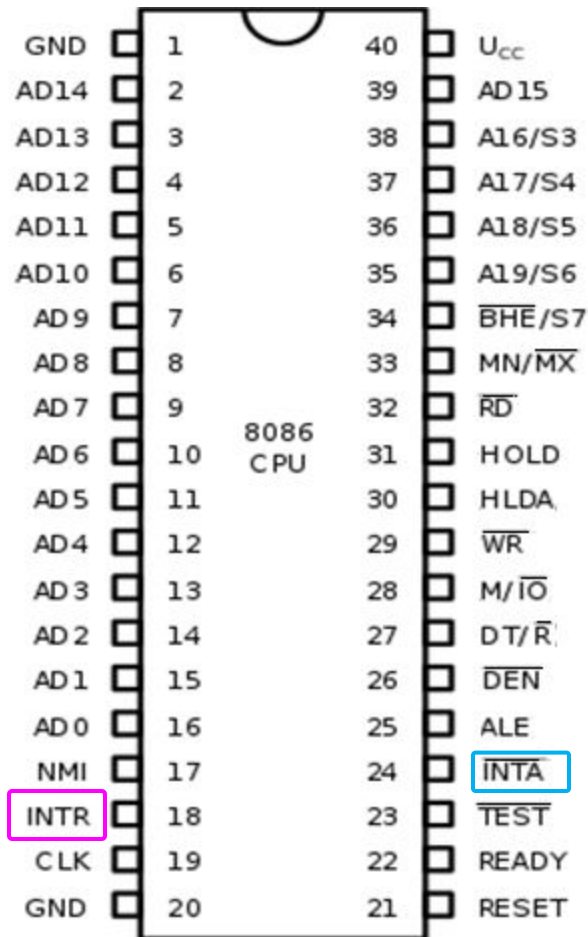
Minimum Mode Pin Specification



ALE, output

- Address Latch Enable
- indicates an address is available on bus $AD_0 - AD_{15}$.
- active high during T_1 state

Minimum Mode Pin Specification



\overline{INTA} , output

- An active low signal.
- An interrupt acknowledge signal.
- When microprocessor receives an INTR signal, it acknowledges the interrupt by generating this signal
- When low it indicates an interrupt is being serviced.

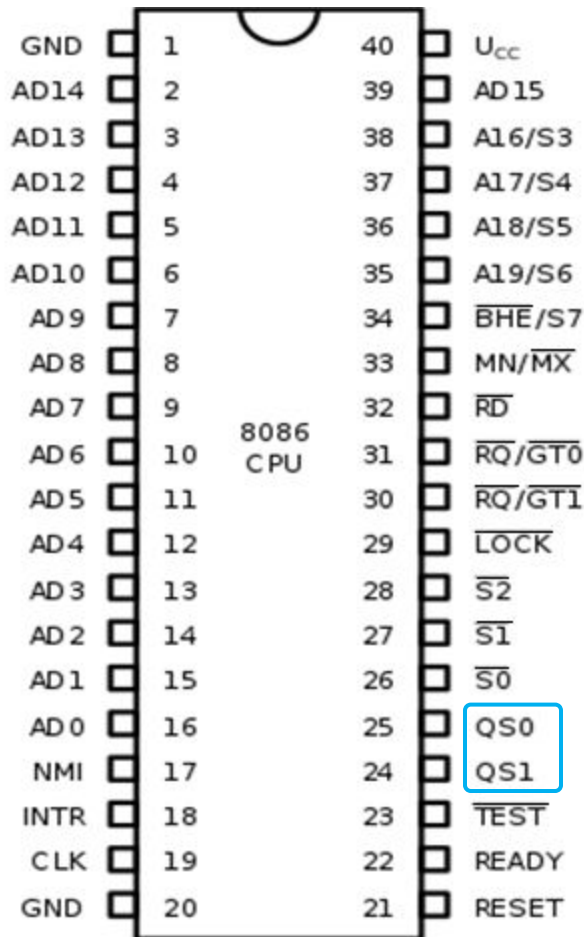


8086 Maximum Mode Pins

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Maximum Mode Pin Specification



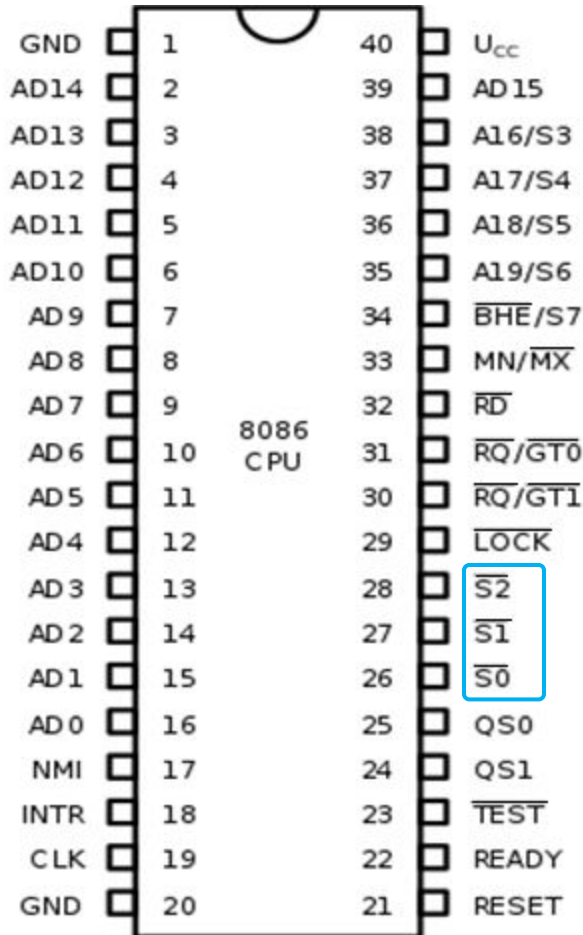
QS_0 and QS_1 , output

- Instruction queue status.
- Instruction queue is 6 bytes long

<i>Function</i>		
0	0	No Operation. During the last clock cycle, nothing was taken from the queue.
0	1	First Byte. The byte taken from the queue was the first byte of the instruction.
1	0	Queue Empty. The queue has been reinitialized as a result of the execution of a transfer instruction.
1	1	Fetch subsequent byteSubsequent Byte. The byte taken from the queue was a subsequent byte of the instruction.

Maximum Mode Pin Specification

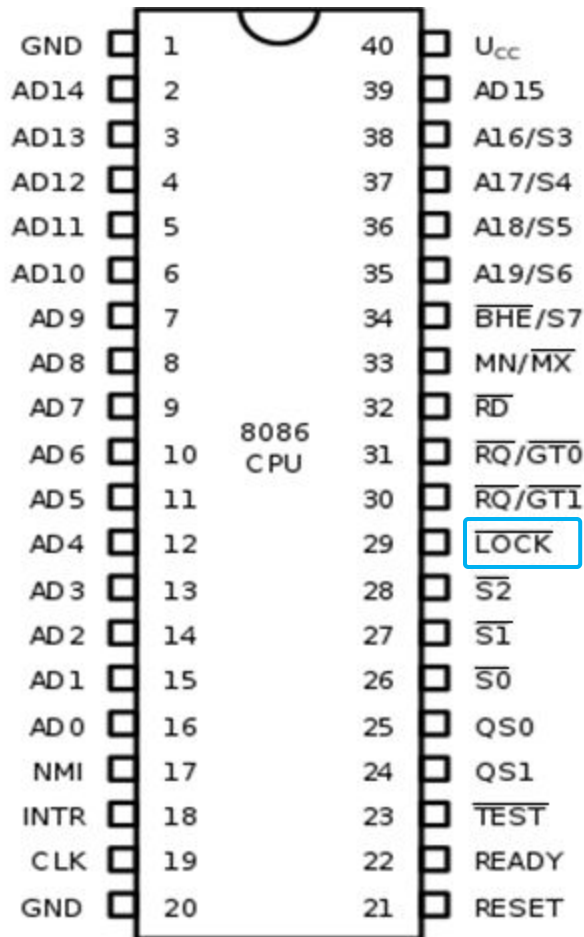
$\overline{S_0}, \overline{S_1}, \overline{S_2}$, output



- Status Signals.
- indicate operation done by the microprocessor
- Related to memory and I/O access control signals.

Function			
0	0	0	Interrupt acknowledgement
0	0	1	Read data from I/O port
0	1	0	Write data from I/O port
0	1	1	Halt
1	0	0	Opcode fetch
1	0	1	Memory read
1	1	0	Memory write
1	1	1	Passive state

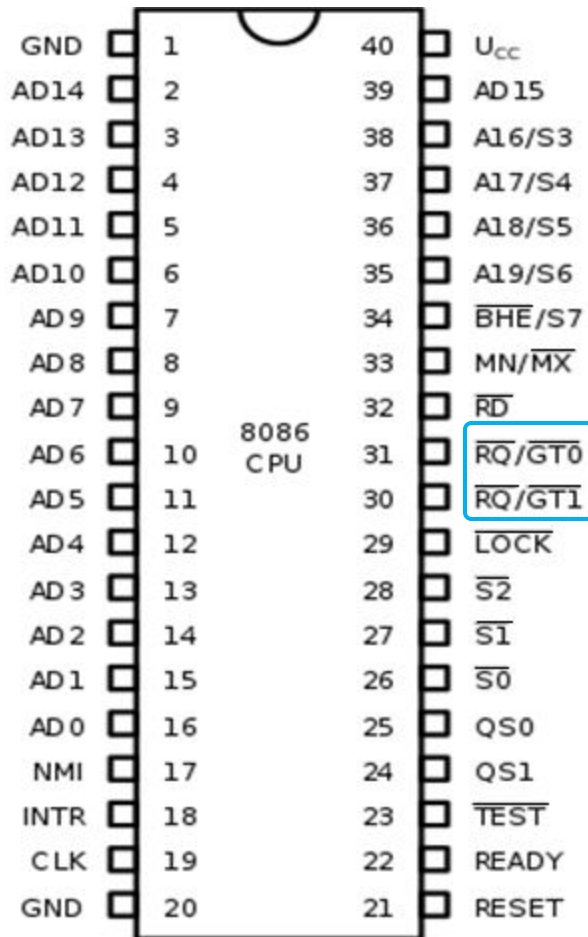
Maximum Mode Pin Specification



\overline{LOCK} , output

- When low, all interrupts are masked
- Indicates to other processors to not request for system bus.
- No HOLD request is granted.
- No bus is relinquished to the other processors

Maximum Mode Pin Specification



$\overline{RQ/GT_0}$ and $\overline{RQ/GT_1}$, bi-directional

- Request/Grant pins.
- Other processors request the CPU through these for system bus.
- CPU sends acknowledge signal on the same lines.
- $\overline{RQ/GT_0}$ has higher priority than $\overline{RQ/GT_1}$.

QUIZ

- 1) Assuming you want to type a secret message using a keypad connected to an 8086 microprocessor, deduce the values of the following pins during that time. Justify your answers too.
- a) \overline{RD} e.g. mention if low (0) / high (1) and why.
 - b) \overline{WR}
 - c) M/\overline{IO}
- 2) Do you think there may be other pins involved? If so, justify your answer.

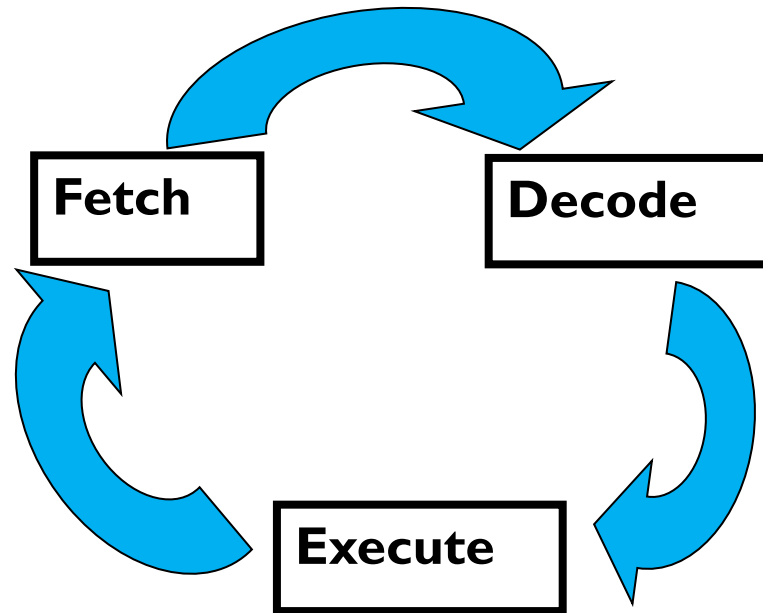


8086 Clocks & Timing Diagrams

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Microprocessor Operation

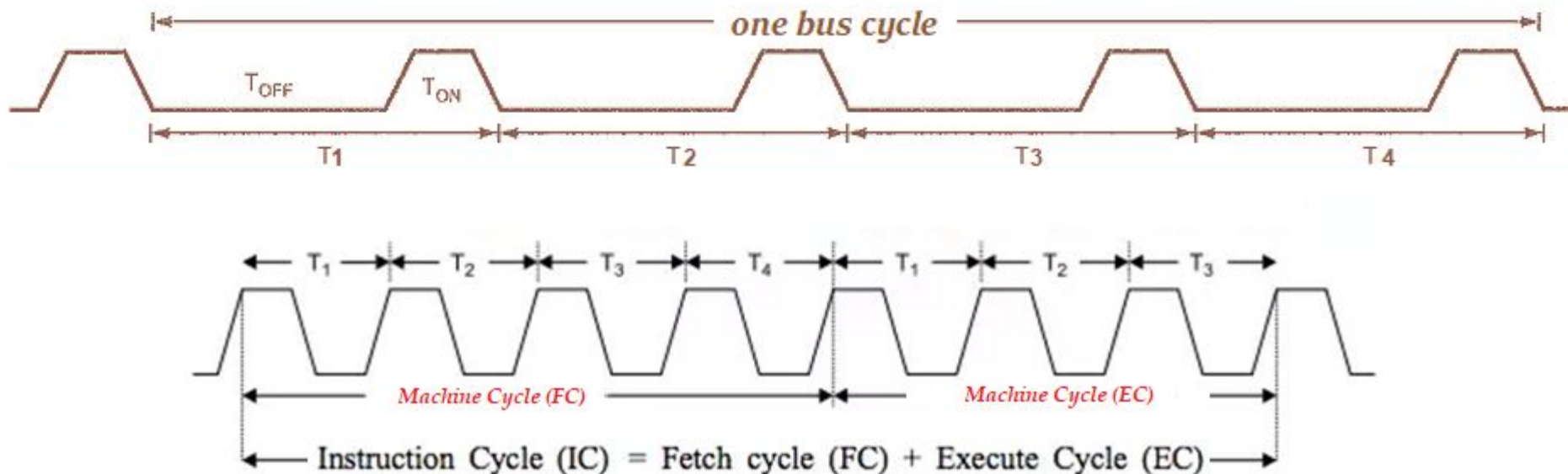


- An instruction e.g. `MOV [7531h],AX ; SUB CH, [0ABCh]` etc
- The time a μP requires to complete **fetch-(decode)-execute** operation of a single instruction is known as ***Instruction Cycle***

Microprocessor Operation

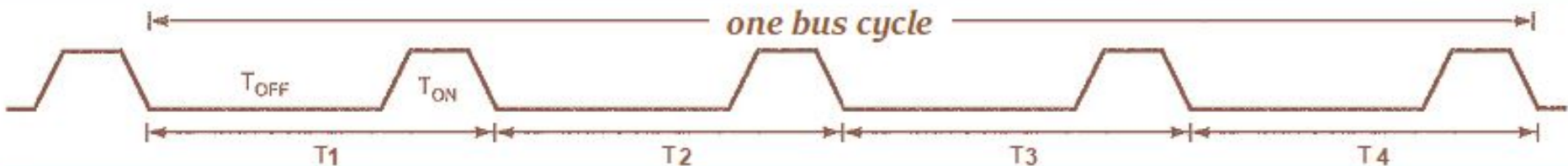
□ **Instruction Cycle** consists of one or more **Machine Cycles**

□ A basic μ P operation such as reading/writing a byte from or to memory or I/O port is called a **Machine/Bus cycle**



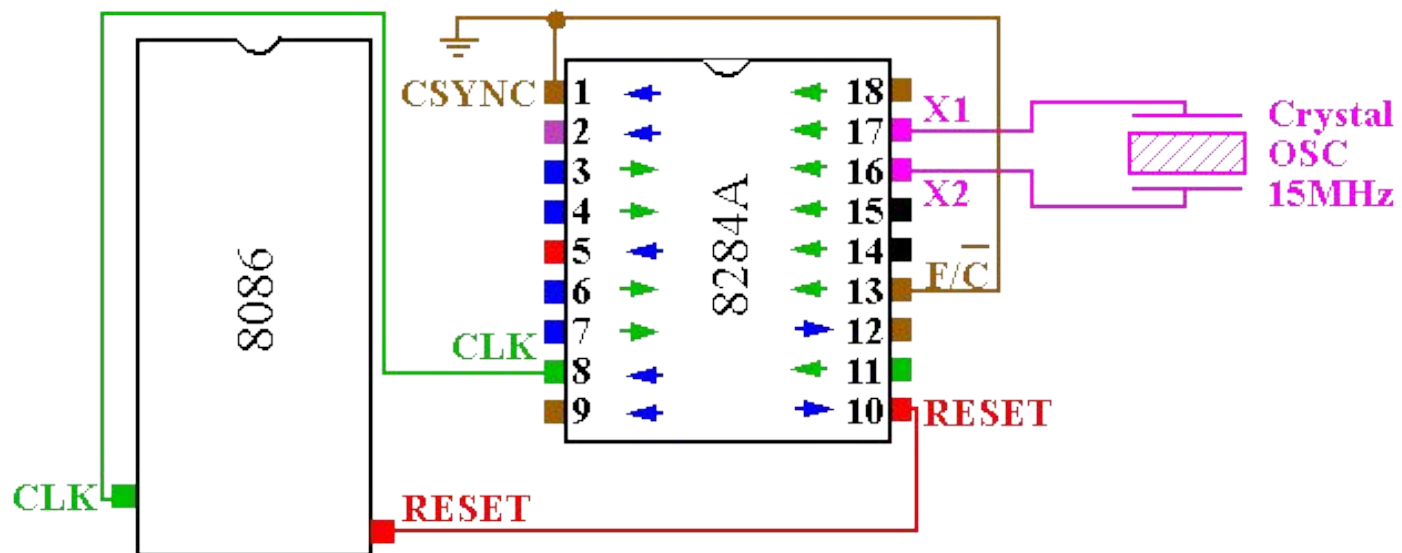
Microprocessor Operation

- A **Machine (bus) cycle** consists of at least **four** clock cycles, called **T** states.
- One cycle of a clock is called a **State**
- Each read or write operation takes 1 bus cycle.



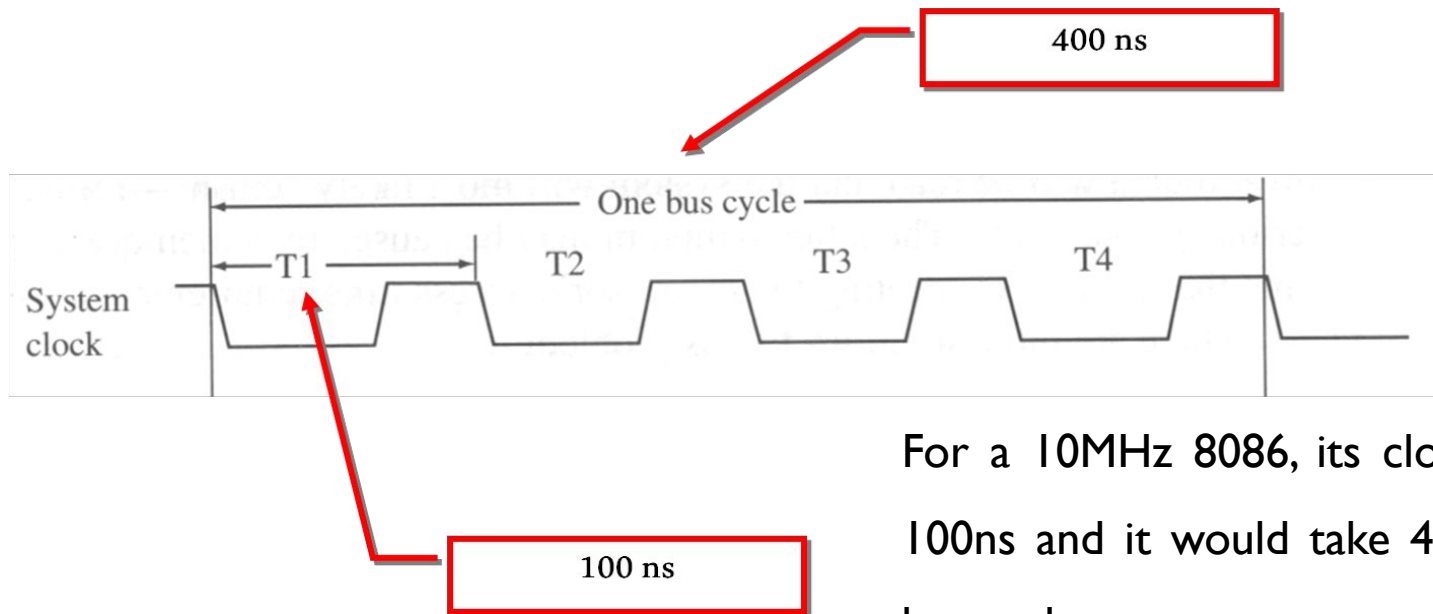
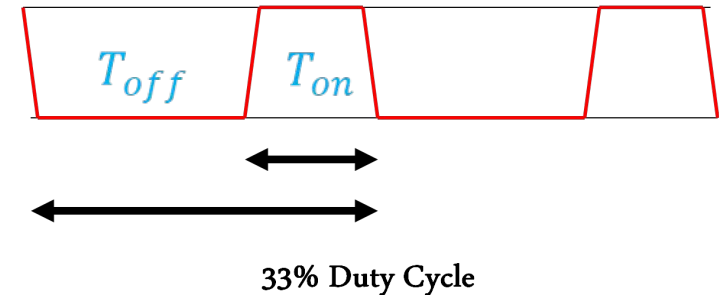
Clock Generation

- Clock generator circuit is 8284A and connected to **pin 19 (CLK)** of 8086.



System Clock Concept

- 8086 is found to operate in between 5 to 10 Mhz.
- An 8086 running at 5MHz, its clock pulses will be of 200ns and it would take 800ns for a complete bus cycle.



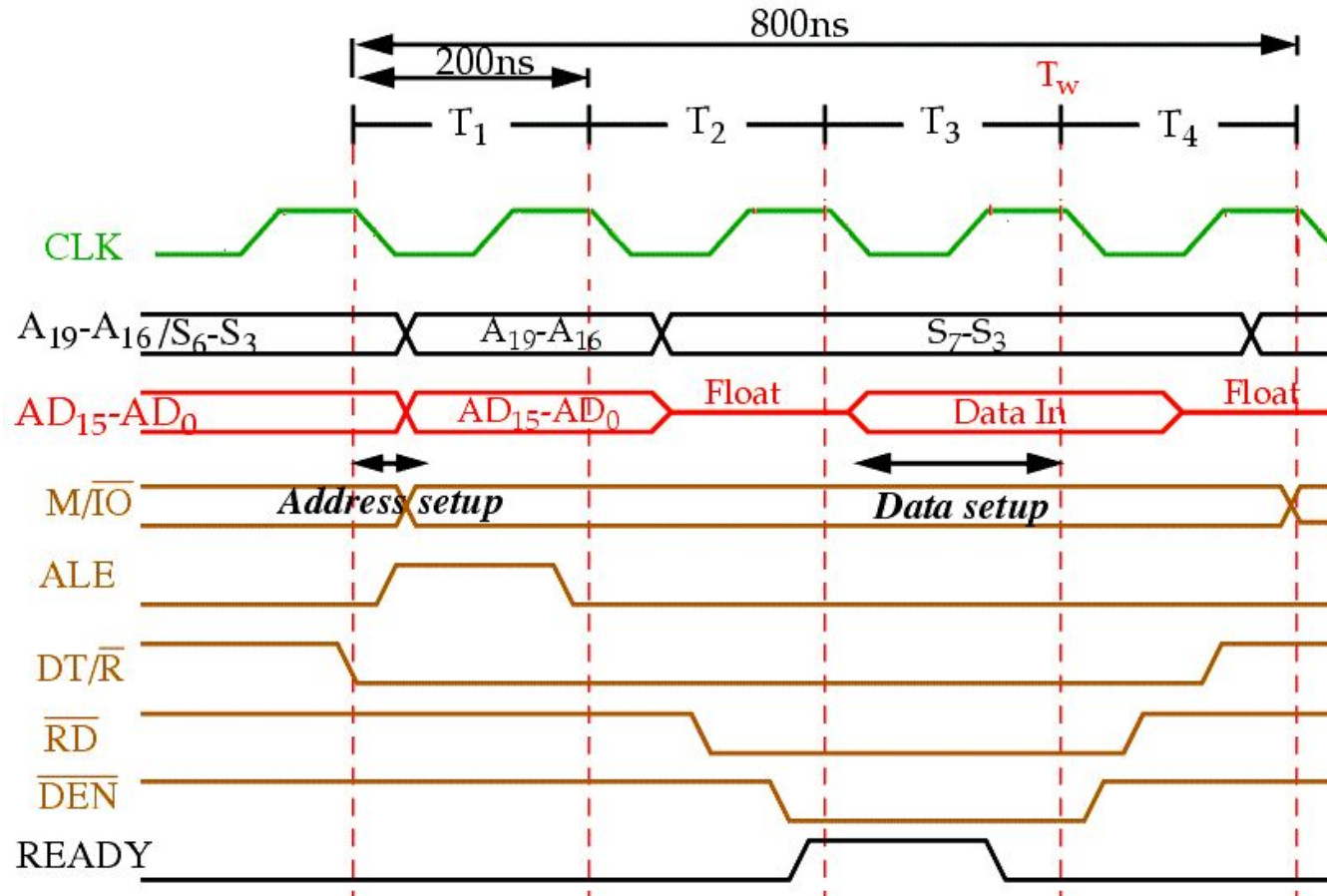
For a 10MHz 8086, its clock pulses will be of 100ns and it would take 400ns for a complete bus cycle.

Clock States - Why are there T states?

- ▶ In 8086, address and data lines are multiplexed to reduce number of pins e.g. AD_{0-15} else 32 pins would have been needed instead of 16
- ▶ The μp needs time to change the signals during each bus cycle.
- ▶ Memory devices need time to interpret the address value and then **read/write** the data (*access time*)
- ▶ A specific defined action occurs during each T state ($T_1 - T_4$)
 - ▶ T_1 : Address is output
 - ▶ T_2 : Bus cycle type (Mem/IO, read/write)
 - ▶ T_3 : Data is supplied / Data is received
 - ▶ T_4 : Data latched by CPU, control signals removed

READ BUS Timing (Complete BUS Cycle)

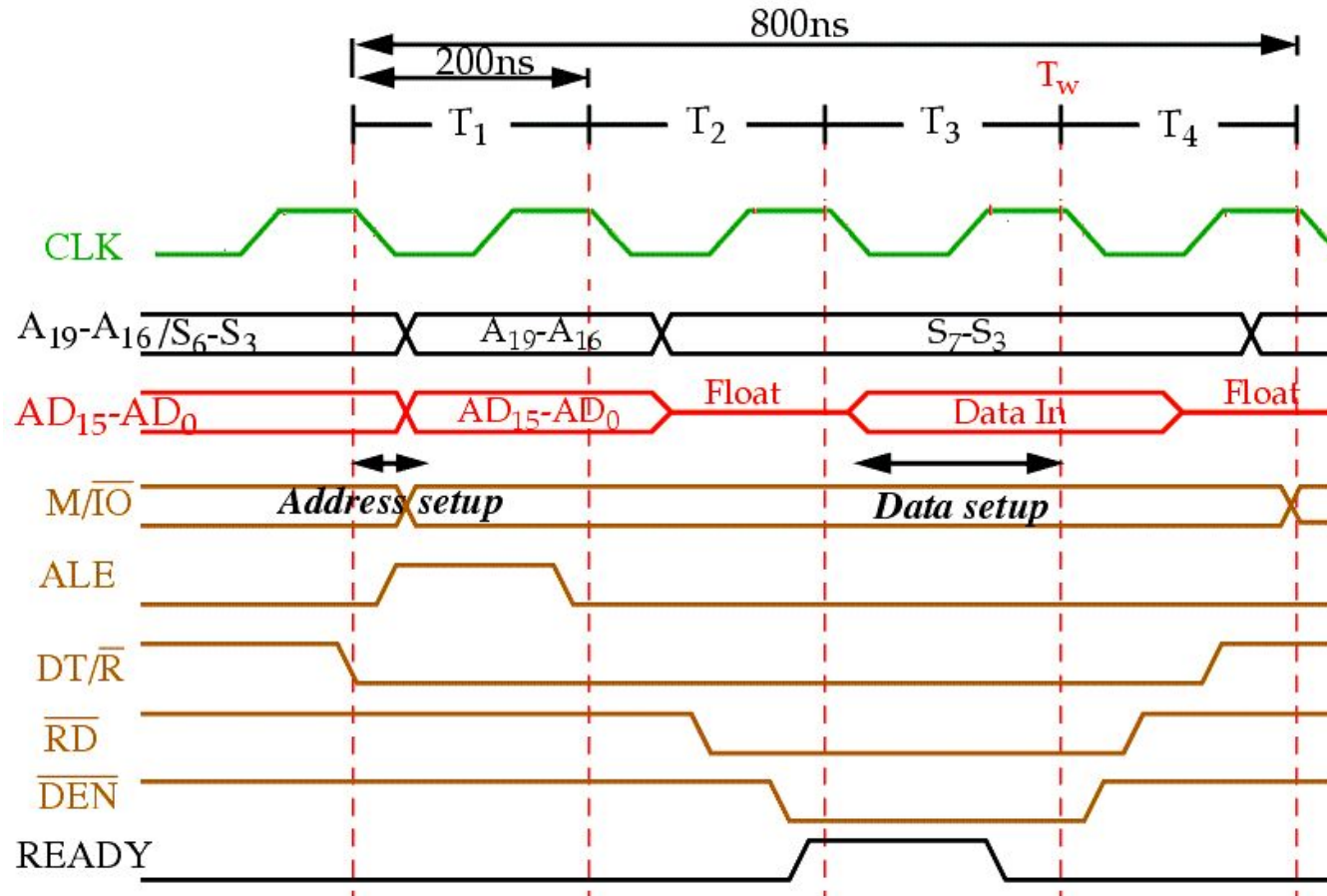
T_1 : Address is output



Address of memory is sent out by 8086 via address bus
Used Control signals: ALE, DT/R', M/I0' shows some output

READ BUS Timing (Complete BUS Cycle)

T_2 : Bus cycle type (MEMORY/IO, READ/WRITE)

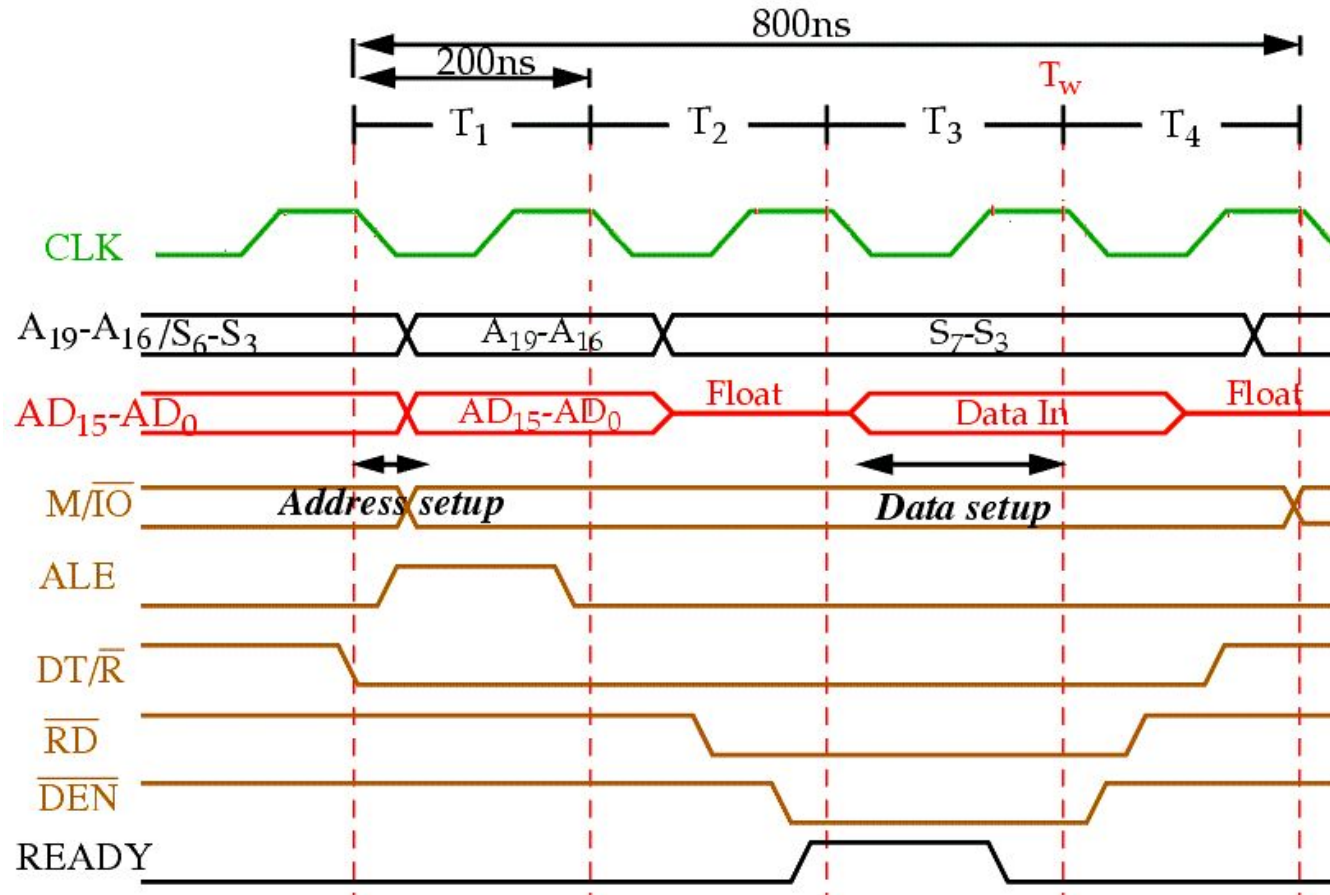


8086 issues either RD' or WR' and DEN'

In case of WRITE (WR) operation, data to be written appear on data bus

READ BUS Timing (Complete BUS Cycle)

T_3 : Data is supplied



READY is sampled at the end of T₂

If READY is low, T₃ becomes a wait state (T_w), means no operation (NOP).

In READ bus cycle data bus is sampled at end of T₃

Clock States

- A specific, defined action occurs during each T states ($T_1 - T_4$)
- T_1 : Address is output
 - Address of memory is sent out by 8086 via address bus
 - Used Control signals: ALE, DT/R', M/IO' shows some output
- T_2 : Bus cycle type (MEMORY/IO, READ/WRITE)
 - 8086 issues either RD' or WR' and DEN'
 - In case of **WRITE (WR)** operation, data to be written appear on data bus

Clock States

- **T₃**: Data is supplied
 - READY is sampled at the end of T₂
 - If READY is low, T₃ becomes a wait state (T_w), means no operation (NOP).
 - In **READ** bus cycle data bus is sampled at end of T₃
- **T₄**: Data latched by μ P, control signals removed
 - All bus signals deactivated in preparation for next bus cycle
 - μ P sampled data bus for data that read from M or I/O
 - At trailing edge of WR', transfer data to M or I/O

8086 Ready pin

- The READY input is controlled to insert “Wait states” into the timing of the microprocessor for slower memory and I/O components..
- If the READY pin is at a logic 0 level, the micro-processor enters into wait states and remains idle.
- When it is high (logic 1), it indicates that the device is ready to transfer data.
- A **wait state** is a situation in which a computer processor is waiting for the completion of some event before resuming activity.
- A program or process in a wait state is inactive for the duration of the wait state.

Ready pin and Wait state

- When a computer processor works at a faster clock speed than the random access memory (RAM) that sends it instructions, it is set to go into a wait state for one or more clock cycles so that it is synchronized with RAM speed. In general, the more time a processor spends in wait states, the slower the performance of that processor.
- Wait states are a pure waste for a processor's performance. Modern designs try to eliminate or hide them using a variety of techniques: CPU caches, instruction pipelines, instruction prefetch, simultaneous multithreading and others.

Thank You

*Questions are welcome in the
discussion class*