8086 Addressing Modes

Dept. of Computer Science and Engineering
BRAC University
CSE 341 Team

Lecture References:

- **Book:**
  - *Microprocessors and Interfacing: Programming and Hardware, Chapter # 2,* **Author:** Douglas V. Hall
  - *The 8086/8088 Family: Design, Programming, And Interfacing, Chapter # 2,* **Author:** John Uffenbeck.

Addressing Mode and Categories

- The different ways in which a microprocessor can access data are referred to as its addressing modes.
- Addressing modes of 8086 Microprocessor are categorized as:
  - *Addressing Data*
  - *Addressing Program codes in memory*
  - *Addressing Stack in memory*
  - *Addressing I/O*
  - *Implied addressing*

Things to know…

- Instruction format

opcode	Operand(s)

- Instructions can have 1, 2 or no operands
  - **INC AX ;** 1 operand
  - **ADD CX, DX ;** 2 operands ⟹ CX = CX + DX

    Destination *source*
  - **HLT ;** no operand
- Instruction cannot have:
  - **SUB [DI], [1234h] ;** memory locations as both operands
  - **MOV 1234, AX ;** immediate data as destination operand

1. Addressing Data

I. Immediate addressing

II. Direct addressing

III. Register [direct] addressing

IV. Register indirect addressing

V. Base-plus-index addressing

VI. Register relative addressing

VII. Base-relative-plus-index addressing

1. Addressing Data

I. Immediate addressing

- Data is immediately given in the instruction

MOV BL, 11H

II. Direct addressing

- Data address is directly given in the instruction

MOV BX, [437AH]

1. Addressing Data

III. Register [direct] addressing

- Data is in a register (here BX register contains the data)

MOV AX, BX

MOV AL, BX

IV. Register [indirect] addressing

- Register supplies the address of the required data

MOV CX, [BX]

1. Addressing Data

v. Base-plus-index addressing

- Base register is either BX or BP
- Index register is either DI or SI

MOV DX, [BX+DI]

vi. Register relative addressing

- Register can be a base (BX, BP) or an index register (DI, SI)
- Mainly suitable to address array data

MOV AX, [BX+1000]

1. Addressing Data

VII. Base-relative-plus-index addressing

- Suitable for array addressing

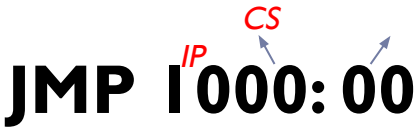
MOV AX, [BX+DI+10]

2. Addressing Program Codes in Memory

- Used with JMP and CALL instructions
- 3 distinct forms:
  I. Direct
  II. Indirect
  III. Relative

2. Addressing Program Codes in Memory

- Address is directly given in the instruction



JMP doagain ; doagain is a **label** in code

CALL 1000:0000

CALL doagain ; doagain is a **procedure** in code

- Often known as *far* jump or *far* call

2. Addressing Program Codes in Memory

- Address can be obtained from
  - **a)** any GP registers (AX,BX,CX,DX,SP,BP,DI,SI)

    JMP AX *IP = AX ; then CS : IP*
  - **b)** any relative registers ([BP],[BX],[DI],[SI])

    JMP [BX] *IP = what is inside the physical address of DS : BX ; then CS : IP*
  - **c)** any relative register with displacement

    JMP [BX + 100h] *IP = what is inside the physical address of DS : BX +100h ; then CS : IP*

3. Addressing Stack in Memory

- **PUSH** and **POP** instructions are used to move data to and from stack (in particular from stack segment).

```
PUSH AX
POP CX
```

- **CALL** also uses the stack to hold the return address for procedure.

```
CALL SUM ; SUM is a procedure name
```

4. Addressing Input and Output Port

- IN and OUT instructions are used to address I/O ports
- Could be *direct addressing*

  IN AL, 05h ; Here 05h is a input port number

- or *indirect addressing*

  OUT DX, AL ; DX contains the address of I/O port

- Only DX register can be used to point a I/O port

5. Implied Addressing

- No explicit address is given with the instruction
- implied within the instruction itself
- Examples:

```
CLC  ; clear carry flag

HLT  ; halts the program

RET  ; return to DOS
```

8086 Machine Codes

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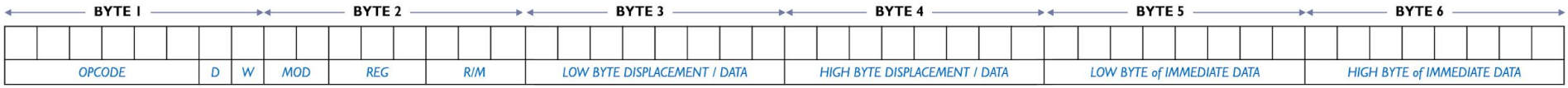
Instruction template

- For 8085: Just look up the hex code for each instruction.
- For 8086 it is not simple.
- E.g 32 ways to specify the source in **`MOV CX, source`**.
- MOV CX, **source**

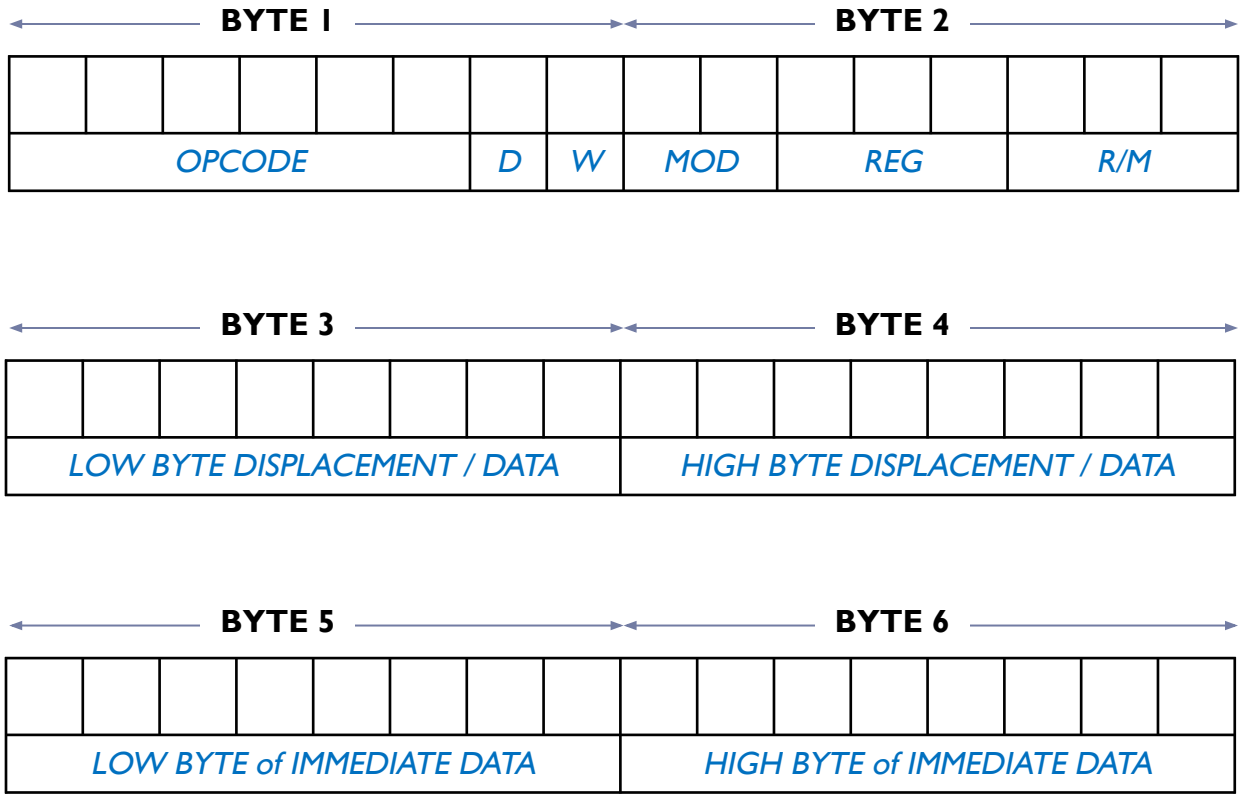
a 16-bit register (8 in number)

a memory location (24 possible memory addressing modes)

- Each of these 32 instructions require different binary code.
- Impractical to list them all in a table.
- Instruction templates help code the instruction properly.



Instruction template (6 bytes)



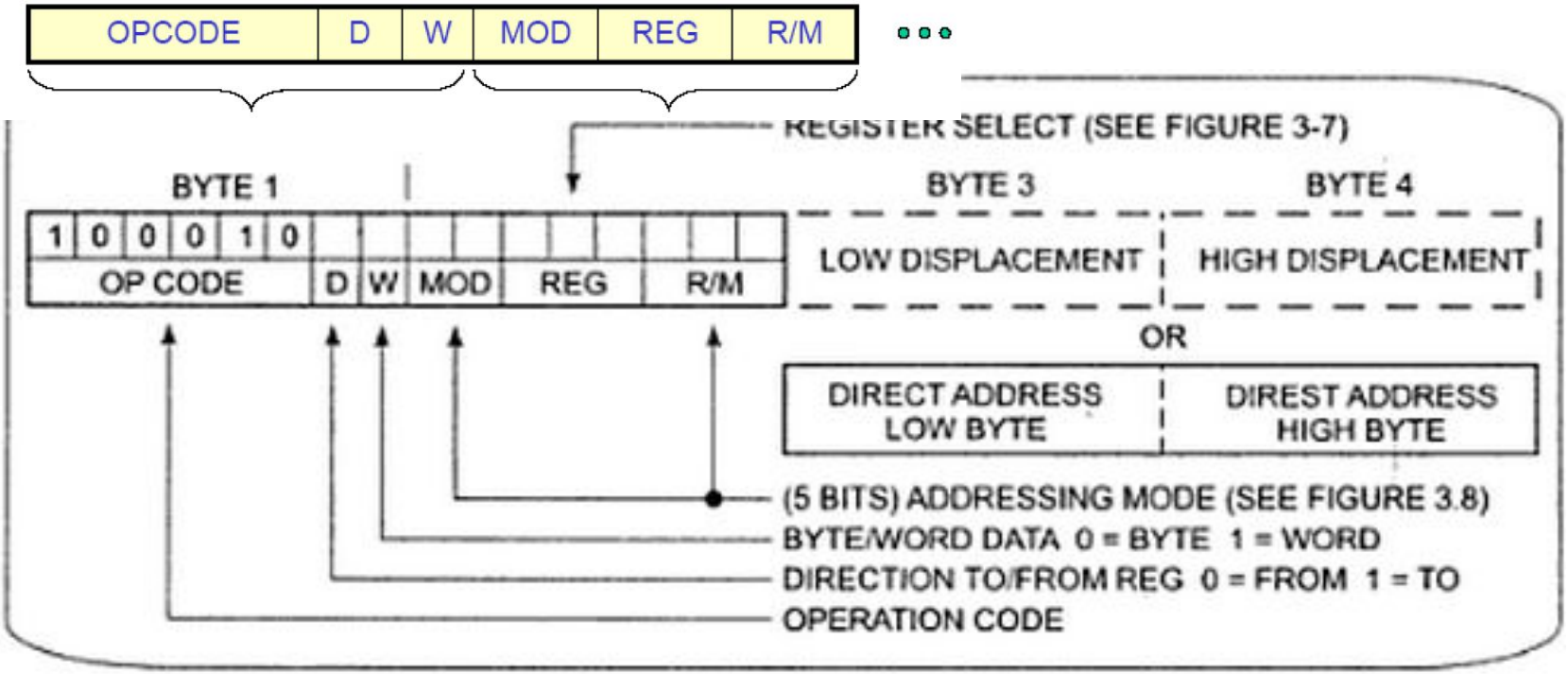
An instruction after conversion can have 1 to 6 bytes long of machine code

Constructing Machine Codes for 8086

- Each instruction in 8086 is associated with the binary code.
- You need to locate the codes appropriately.
- Most of the time this work will be done by assembler
- The things needed to keep in mind is:
  - Instruction templates and coding formats
  - MOD and R/M Bit patterns for particular instruction

MOV Instruction Coding

- MOV data from a register to a register/to a memory location or from a memory location to a register. (**Operation Code of MOV: 100010**)



MOD and R/M Field

- 2-bit Mode (MOD) and 3-bit Register/Memory (R/M) fields specify the other operand.
- Also specify the addressing mode.

MOD / RM	00	01	10	11	
				W = 0	W = 1
000	[BX] + [SI]	[BX] + [SI] + d8	[BX] + [SI] + d16	AL	AX
001	[BXI + [DI]	[BX] + [DI] + d8	[BX] + [DI] + d16	CL	CX
010	[BP] + [SI]	[BP] + [SI] + d8	[BP] + [SI] + d16	DL	DX
011	[BP] + [DI]	[BP] + [DI] + d8	[BP] + [DI] + d16	BL	BX
100	[SI]	[SI] + d8	[SI] +d16	AH	SP
101	[DI]	[DI] + d8	[DI] +d16	CH	BP
110	d16 (direct address)	[BP] + d8	[BP] +d16	DH	SI
111	[BX]	[BX] + d8	[BX] + d16	BH	DI

MOD and R/M Field

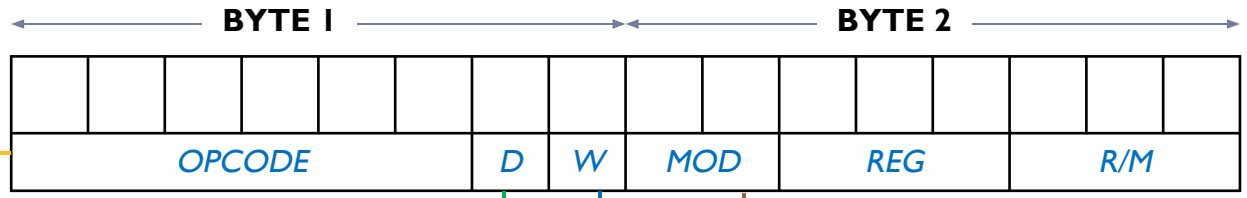
- If the other operand in the instruction is also one of the eight register then put in 11 for MOD bits in the instruction code.
- If the other operand is memory location, there are 24 ways of specifying how the execution unit should compute the effective address of the operand in the main memory.
- If the effective address specified in the instruction contains displacement less than 256 along with the reference to the contents of the register then put in 01 as the MOD bits.
- If the expression for the effective address contains a displacement which is too large to fit in 8 bits then out in 10 in MOD bits.

REG Field

- REG field is used to identify the register of the one operand

REG	W = 0	W = 1
000	AL	AX
001	CL	CX
010	DL	DX
011	BL	BX
100	AH	SP
101	CH	BP
110	DH	SI
111	BH	DI

Instruction template



6 bits of MOV, ADD etc

D - direction
If **D=0**, then direction is from a register (source)
If **D=1**, then direction is to a register (destination)

W - word
If **W=0**, then only a byte is being transferred (8 bits)
If **W=1**, them a whole word is being transferred (16 bits)

MODE	OPERAND NATURE	
00	Memory with no displacement	MOV AX, [BX]
01	Memory with 8-bit displacement	MOV AX, [BX + 12h]
10	Memory with 16-bit displacement	MOV AX, [BX + 1234h]
11	Both are registers	MOV AX, BX

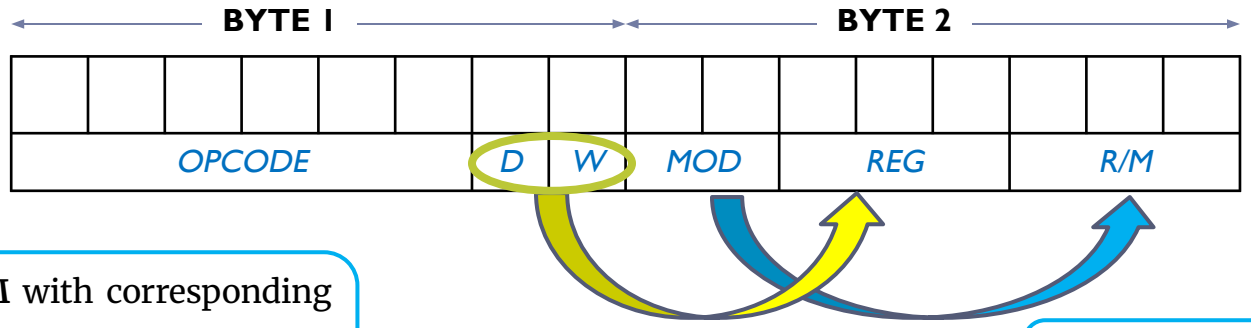
- 34h here is an 8-bit displacement
- [BX+34h] is a memory/offset address

MOV [BX + 34h],AL

MOV AX, 1234 h

- 1234h here is a 16-bit immediate data value

Instruction template



- Value for **R/M** with corresponding MOD value
- Value for REG with corresponding **W** value and the register considered in D

Check column that matches with MOD value

RM \ MOD	00	01	10	11	
				W = 0	W = 1
000	[BX] + [SI]	[BX] + [SI] + d8	[BX] + [SI] + d16	AL	AX
001	[BXI + [DI]	[BX] + [DI] + d8	[BX] + [DI] + d16	CL	CX
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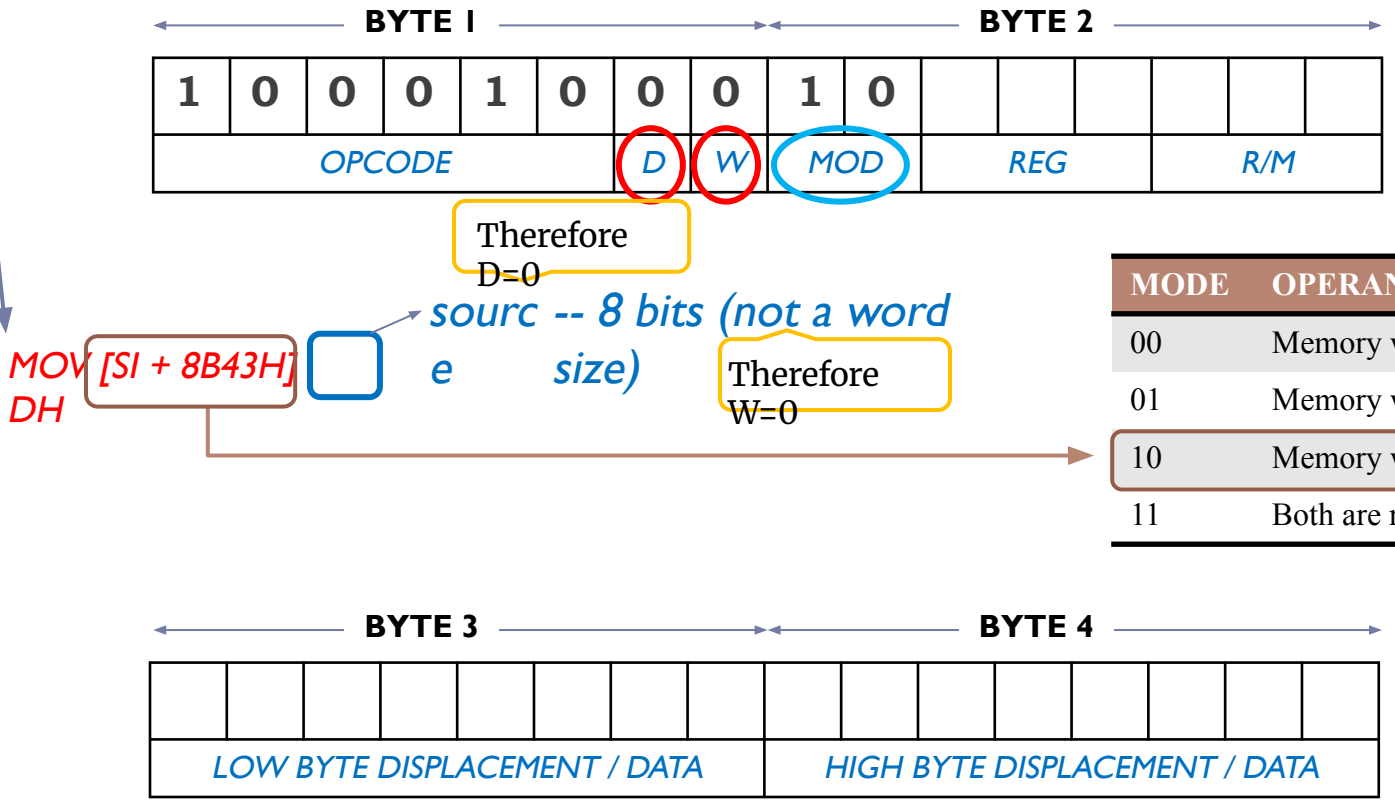
Example 1

- **MOV 8B43H [SI], DH:** Copy a byte from DH to memory with 16 bit displacement given the opcode for MOV=100010



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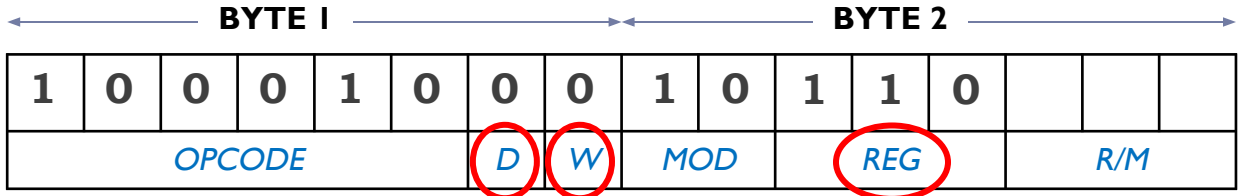

MOV [SI + 8B43H] ,
DH

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				W = 0	W = 1
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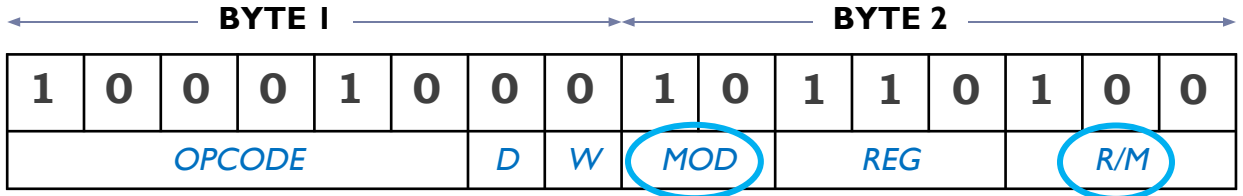

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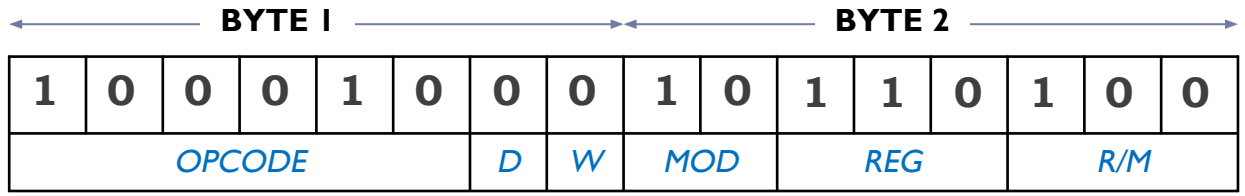
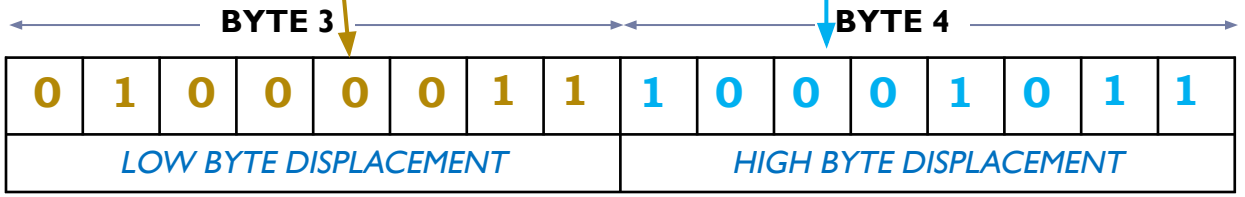


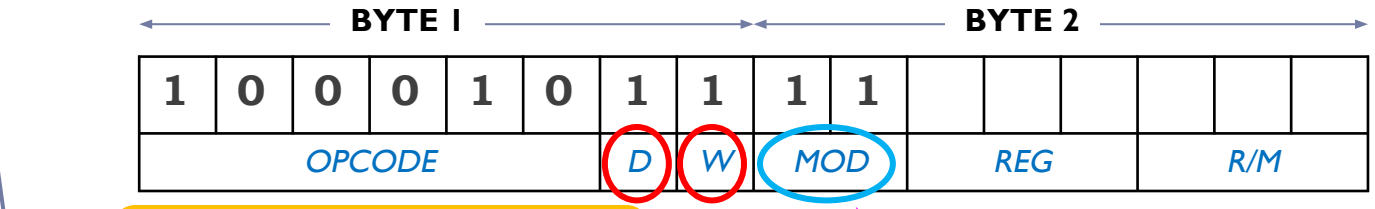
MOV [SI + 8B43H] , DH



Machine Code: *1000 1000 1011 0100 0100 0011 1000 1011*$_2$ *or 88 B4 43 8B*$_{16}$

Example 2

- **MOV AX, BX:** given the opcode for MOV=100010



AX considered which is a destination operand, therefore D = 0

destinatio -- 16 bits (a word n size)

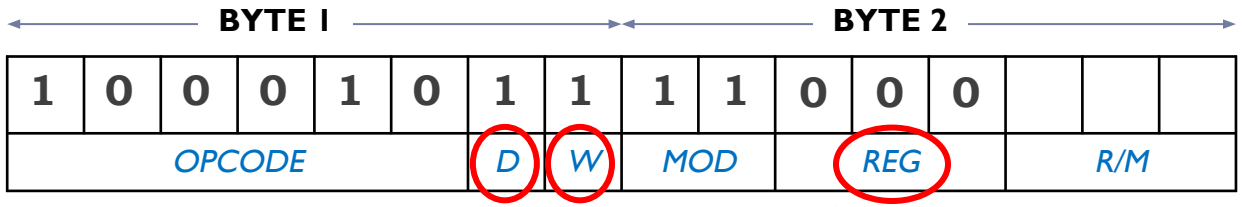
AX is 16-bit long, therefore W = 1

MOV AX, BX

MODE	OPERAND NATURE
00	Memory with no displacement
01	Memory with 8-bit displacement
10	Memory with 16-bit displacement
11	Both are registers

Example 2

- **MOV AX, BX:** given the opcode for MOV=100010



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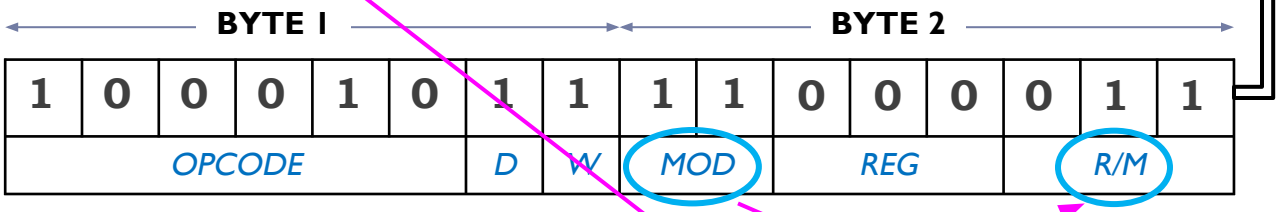
001	[BXI + [DI]	[BX] + [DI] + d8	[BX] + [DI] + d16	CL	CX
010	[BP] + [SI]	[BP] + [SI] + d8	[BP] + [SI] + d16	DL	DX
011	[BP] + [DI]	[BP] + [DI] + d8	[BP] + [DI] + d16	BL	BX
100	[SI]	[SI] + d8	[SI] +d16	AH	SP
101	[DI]	[DI] + d8	[DI] +d16	CH	BP
110	d16 (direct address)	[BP] + d8	[BP] +d16	DH	SI
111	[BX]	[BX] + d8	[BX] + d16	BH	DI

Example 2

Machine Code: *1000 1011 1100 0011*$_2$ *or 8B C3*$_{16}$

- **MOV AX, BX:** given the opcode for MOV=100010



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010	[BP] + [SI]	[BP] + [SI] + d8	[BP] + [SI] + d16	DL	DX
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QUIZ

Compute the machine code for the following using the table below and the opcode for MOV as100010

a) MOV AX, 5E9Ch

b) MOV DH, [BP+SI+7Dh]

MOD / RM	00	01	10	11	
				W = 0	W = 1
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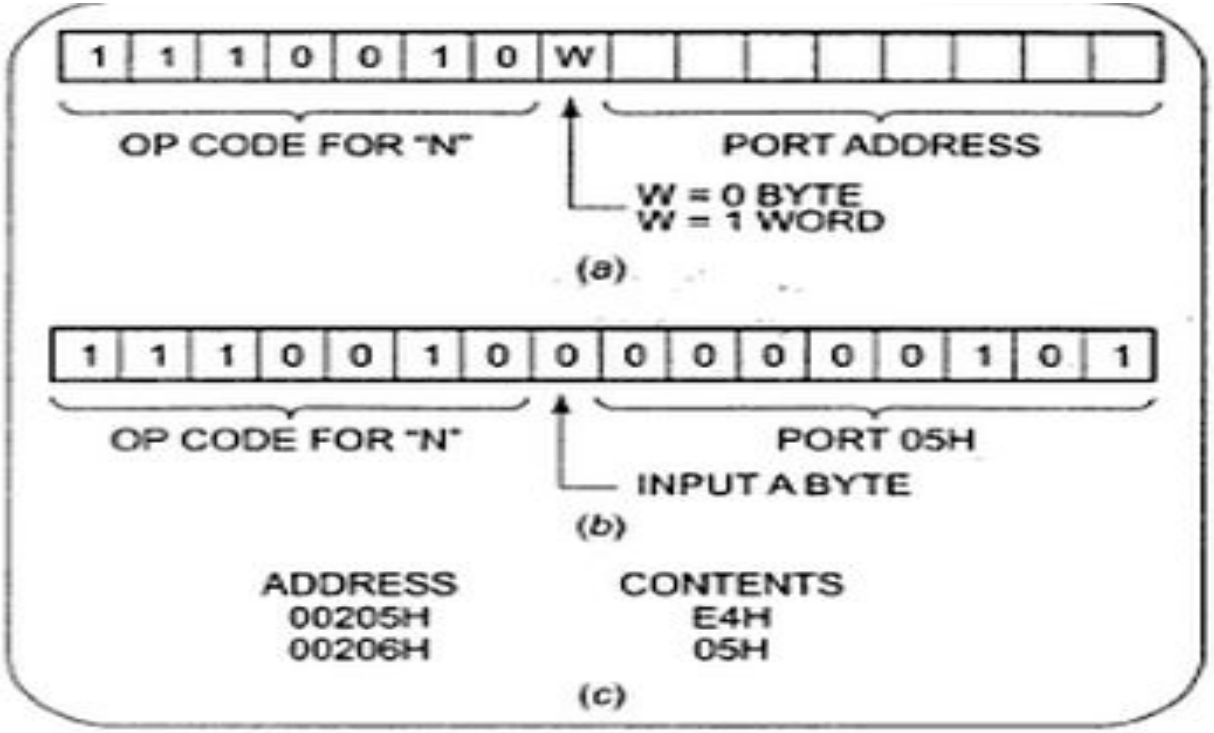
111	[BX]	[BX] + d8	[BX] + d16	BH	DI

Instruction Template

- The Intel literature shows two different formats for coding 8086 instructions.
- Instruction templates helps you to code the instruction properly.
- **Example:**

  IN AL, 05H



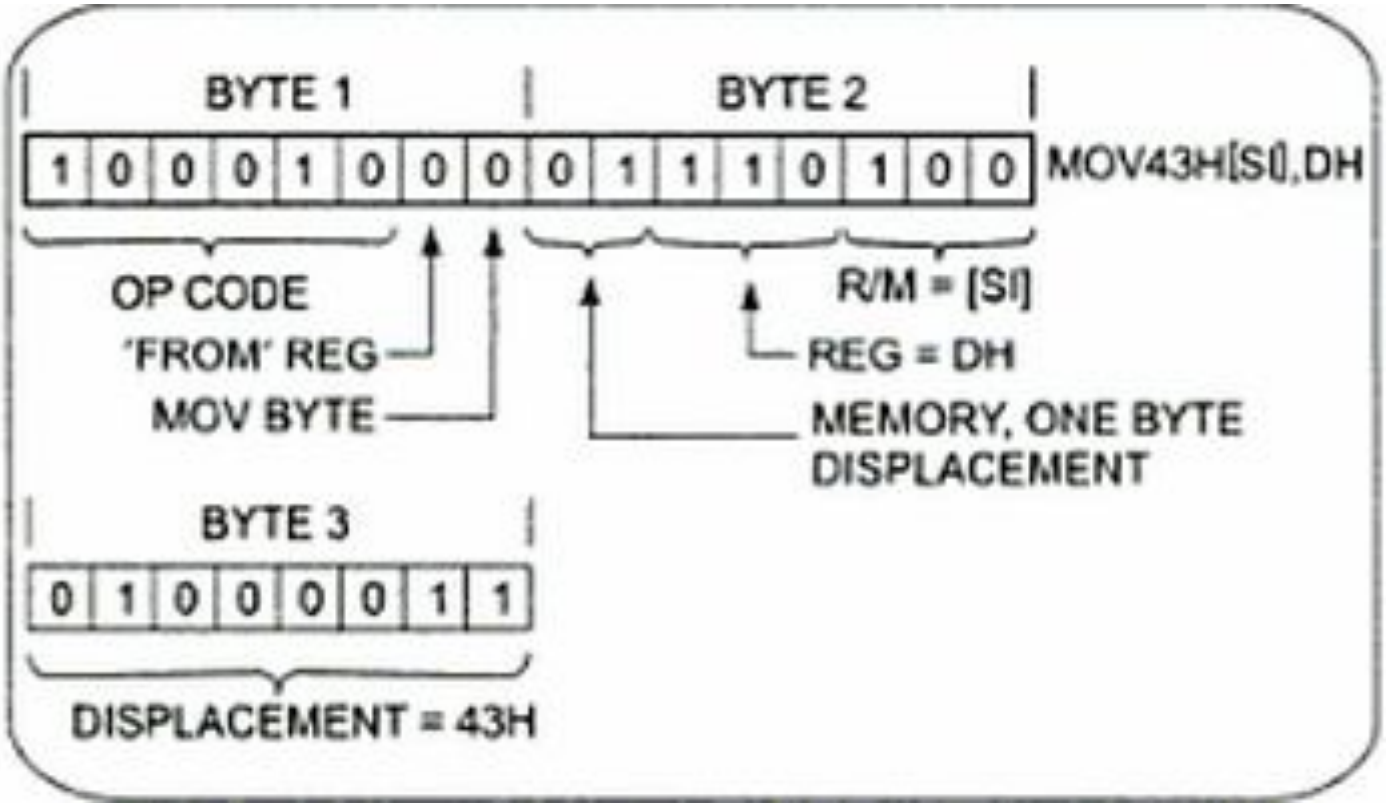
Example

- MOV BL,AL
- Opcode for MOV = 100010
- We'll encode AL so
  - D = 0 (AL source operand)
- W bit = 0 (8-bits)
- MOD = 11 (register mode)
- REG = 000 (code for AL)
- R/M = 011

OPCODE	D	W	MOD	REG	R/M
100010	0	0	11	000	011

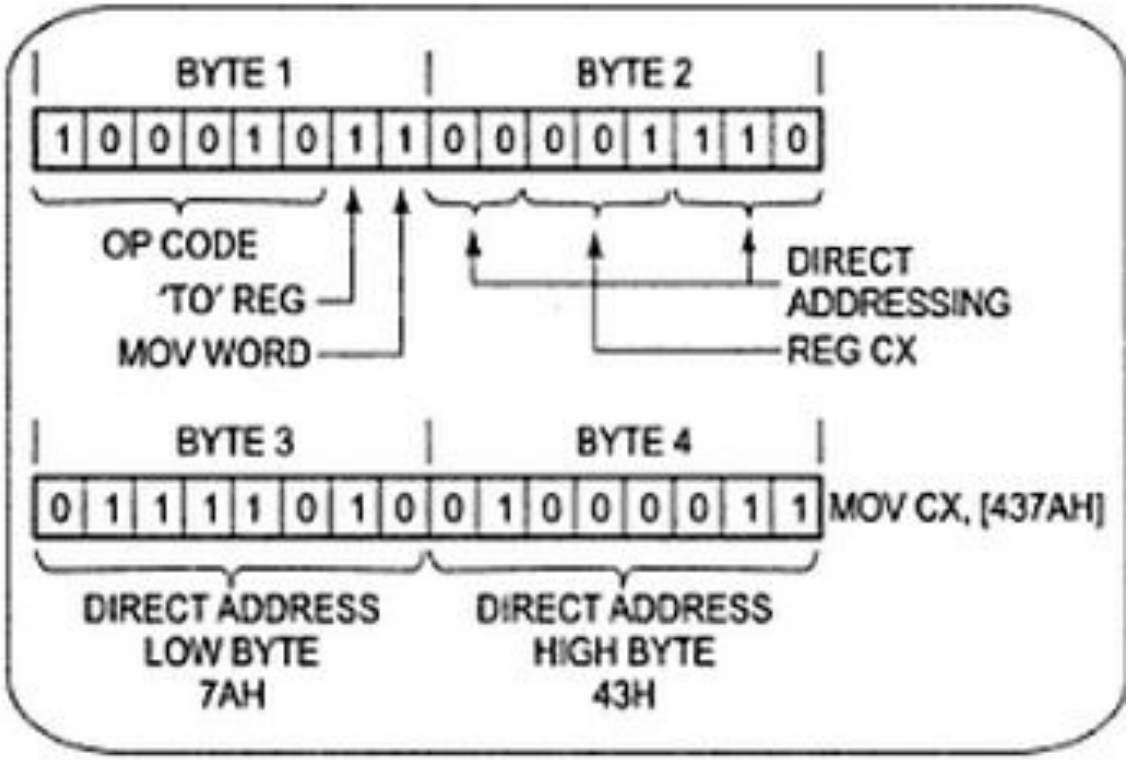
Example

- **MOV 43H [SI], DH:** Copy a byte from DH register to memory location.



Example 3

- **MOV CX, [437AH]:** Copy the contents of the two memory locations to the register CX.



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Thank You !!!