

Arquitetura de Computadores

Arquitetura e Funcionamento dos Computadores

Parte 006

Arquitetura INTEL

Registos e Segmentos Comuns

Comuns a toda a Família da Arquitetura Intel desde o Microprocessador 8086 (1979) até hoje (i5, i7, i9, etc.).

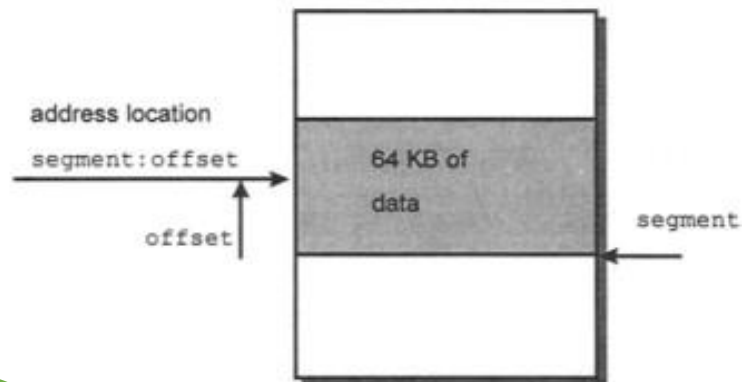
Notas soltas sobre:

Registos **comuns**, segmentos, segmentação e o SR Flags (Status Register Flags).

Registos e Segmentos:

General-Purpose Registers							
31	16	15	8	7	0	16-bit	32-bit
	AH		AL			AX	EAX
	BH		BL			BX	EBX
	CH		CL			CX	ECX
	DH		DL			DX	EDX
	BP						EBP
	SI						ESI
	DI						EDI
	SP						ESP

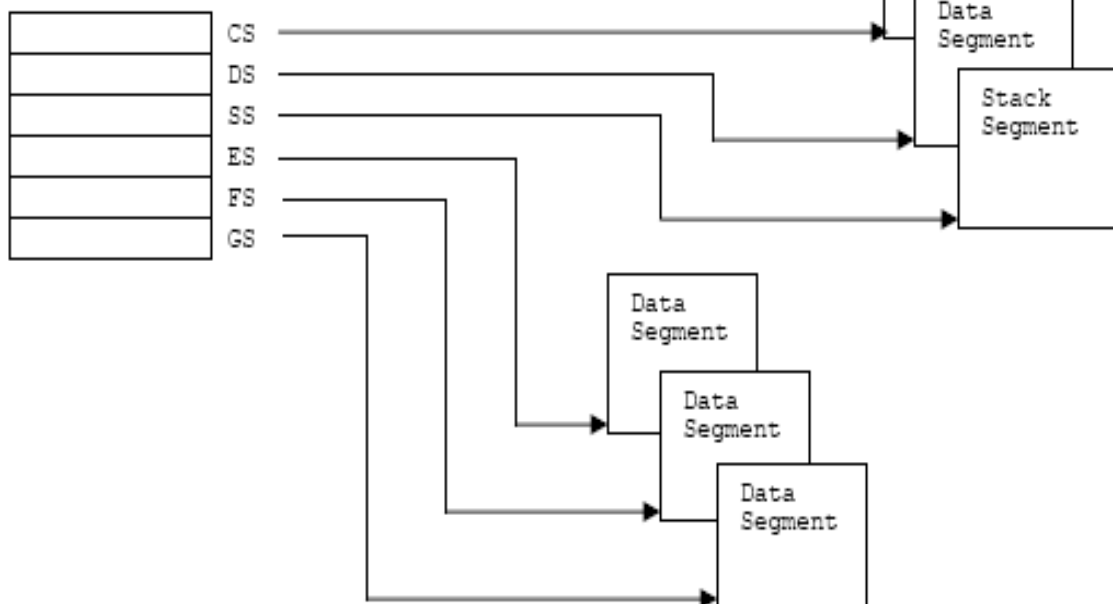
Segment (2F84):	0010	1111	1000	0100	0000
Offset (0532):		0000	0101	0011	0010
Actual address:	0010	1111	1101	0111	0010



Registos das
bases dos
segmentos
dentro do
Processador

Os segmentos que se
encontram na RAM
(por omissão são de 64 KB)

Segment registers



Offsets (deslocamentos ou índices) por *defeito* (omissão):

Default Segment and Offset Registers

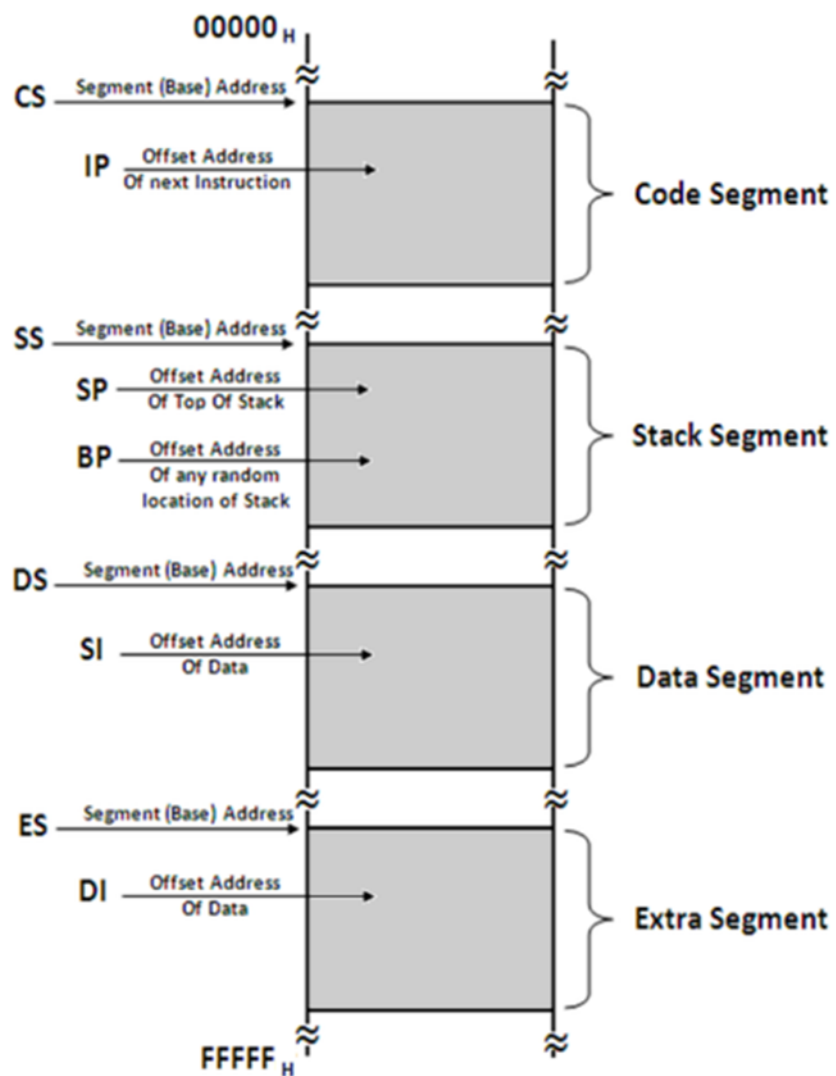
Convention Example: $EA = CS:[IP]$

- Default **segment** numbers in:
 - CS for program (code)
 - SS for stack
 - DS for data
 - ES for string (destination) data
- Default **offset** addresses that go with them:

Diagram illustrating the convention: $EA = CS:[IP]$. The CS is the Segment Start in Segment register, and IP is the Offset: Literal or in a CPU register.

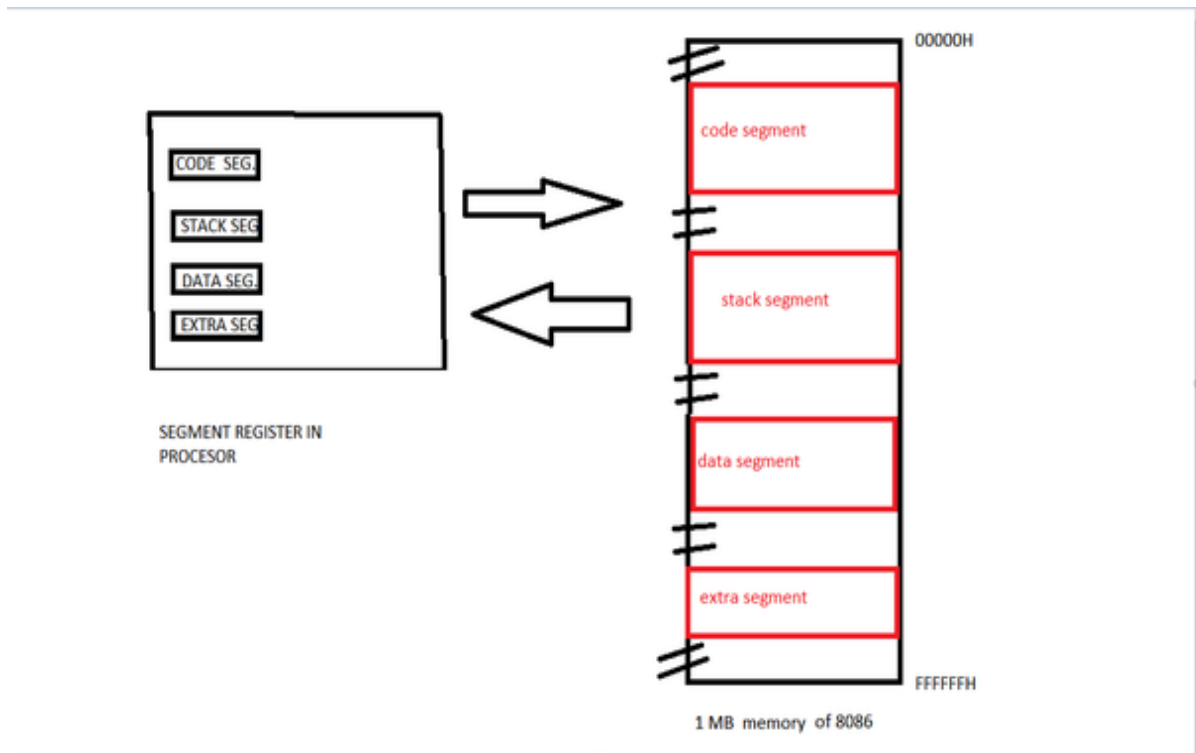
Segment	Offset (16-bit) 8080, 8086, 80286	Offset (32-bit) 80386 and above	Purpose
CS	IP	EIP	Program
SS	SP, BP	ESP, EBP	Stack
DS	BX, DI, SI, 8-bit or 16-bit #	EBX, EDI, ESI, EAX ECX, EDX, 8-bit or 32-bit #	Data
ES	DI, with string instructions	EDI, with string instructions	String destination

MEMORY SEGMENTATION IN 8086

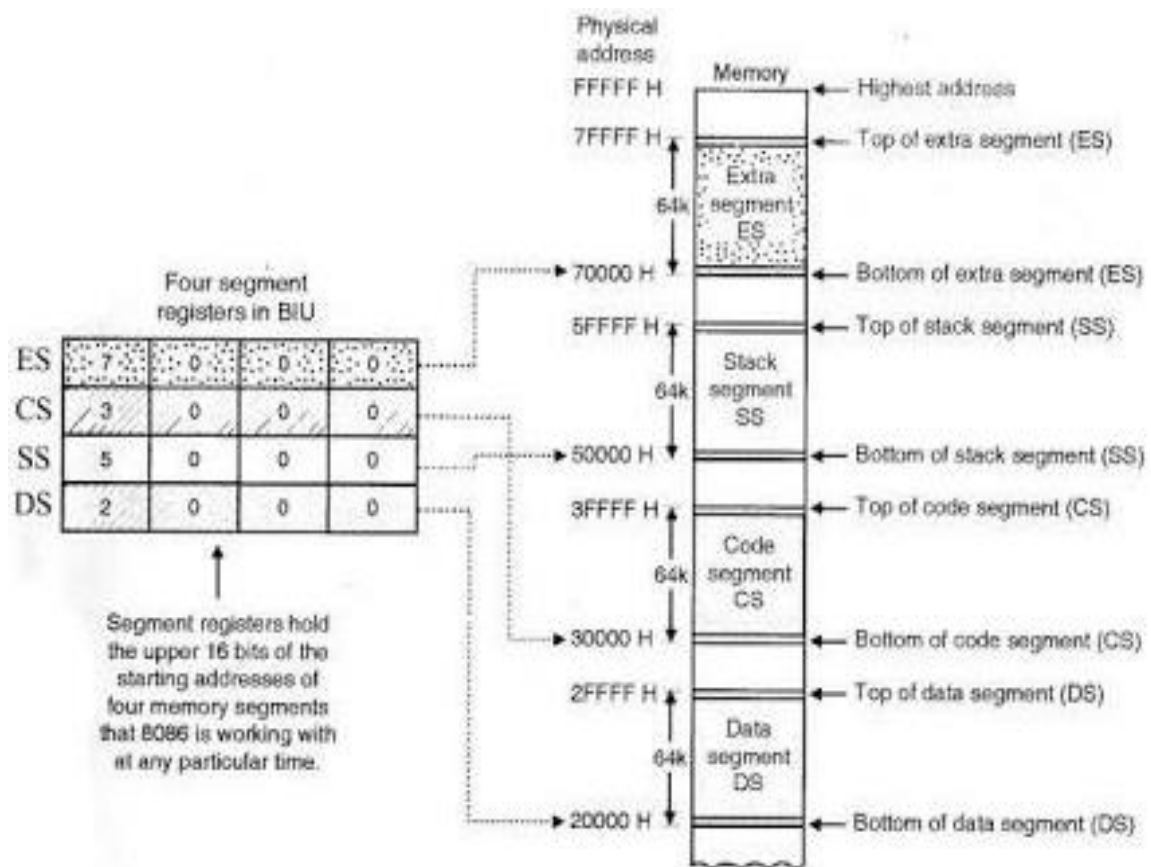


Outras Perspetivas (das nossas notas soltas):

1. Outra Perspetiva 1

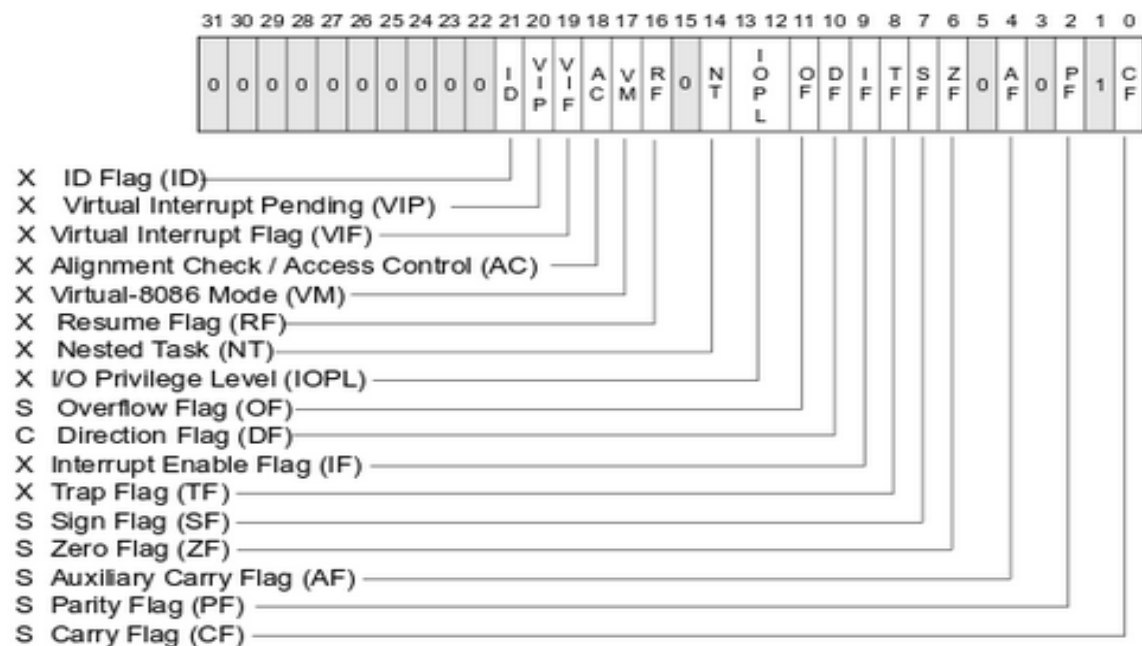


1. Outra Perspetiva 2



One way of positioning four 64k byte segments within the 1M byte memory space of an 8086

SR – Registo do Estado constituído por Flags (indicadores do Estado):



- S Indicates a Status Flag
 C Indicates a Control Flag
 X Indicates a System Flag

Reserved bit positions. DO NOT USE.
 Always set to values previously read.

EFLAGS Register