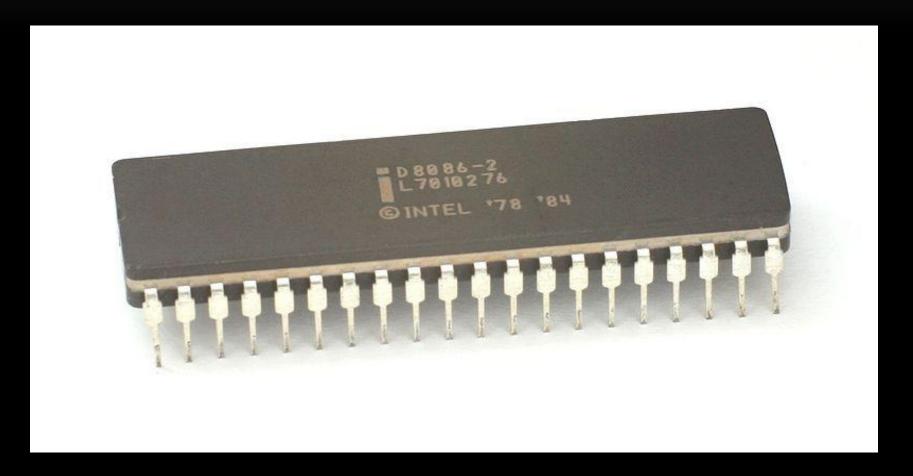
# INTEL 8086 MICROPROCESSR ARCHITECTURE

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# **INTEL 8086 MICROPROCESSORS**

The **8086** is a 16-bit microprocessor chip designed by Intel between early 1976 and mid-1978, when it was released. The 8086 gave rise to the x86 architecture of Intel's future processors.

# INTEGRATED CHIP- 8086



# 8086 FEATURES

- 1. 8086 microprocessor usually the 16-bit version of 8080 microprocessor.
- 2. ALU and internal register set all are 16-bit.
- 3. Data bus is 16-bit.
- 4. Address bus is 20-bit.
- 5. Direct Addressing Capability 1 MB (2<sup>20</sup>) of Memory.
- 6. It can support up to 64K (2<sup>16</sup>) I/O ports
- 7. It provides 14, 16 -bit registers
- It has multiplexed address and data bus AD0- AD15 and A16 – A19.
- 9. Memory is organized as an array of bytes.
- 10. Memory is segmented.

# CONTINUED...

- 11. Architecture Designed for Powerful Assembly Language and Efficient High Level Languages.
- 12. 8 and 16-Bit Signed and Unsigned Arithmetic in Binary or Decimal is applicable including multiplication and division.
- 13. Power supply is 5v.
- 14. External clock signal generator 8284 is used.
- 15. Word size is 16 bits and double word size is 4 bytes.

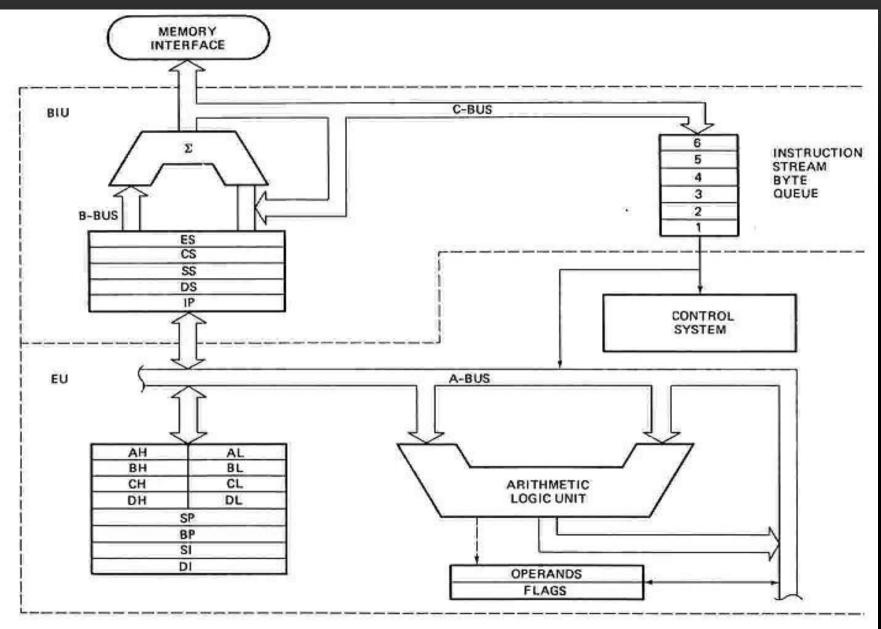
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- 16. Range of clock Rates:
  - 5 MHz for 8086,
  - 8 MHz for 8086-2,
  - 10 MHz for 8086-1
- 17. MULTIBUS System Compatible Interface.
- 18. The CPU is implemented in N-Channel, depletion load, silicon gate technology (HMOS), and packaged in a 40-pin DIP or plastic package.
- 19. The 8086 operates in both single processor and multiple processor configurations to achieve high performance levels
- 20. 8086 is designed to operate in two modes, Minimum and Maximum.

#### CONTINUED...

- 21.It can Prefetches up to 6 instruction bytes from memory and queues them in order to speed up instruction execution.
- 22.A 40 pin dual in line package.
- 23. Address ranges from 00000H to FFFFFH

# INTEL 8086 INTERNAL ARCHITECTURE



8086 ARCHITECTURE

8086 has two blocks BIU and EU.

**Bus Interface Unit (BIU)** 

Execution Unit (EU)

# BIU

- 1. The BIU handles all transactions with memory and I/O devices. Thus transferring data and addresses on the buses to load/store instruction and variables.
- 2. It fetches instructions, also **Prefetches** for empty space in queue.
- Calculates 20-bit PA(Physical Address)
- 4. Generates the bus control signals to execute bus cycle.

# **BIU ELEMENTS**

- Instruction queue
- **II.** Segment registers
- **III.** Instruction pointer
- IV. Address adder
- V. Bus control Logic

# EU

#### EU does the following

- 1. Decodes the instruction fetched by BIU
- 2. Generates the control signals for execution
- 3. Executes the instructions
- 4. Reflect the processor status on flag

# **EU ELEMENTS**

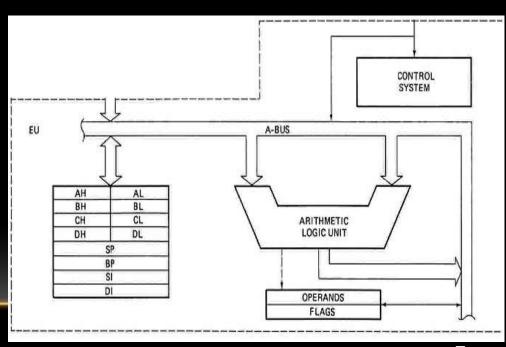
- i. Control circuitry
- ii. Instruction decoder
- iii. ALU
- iv. General purpose registers
- v. Pointer and Index register
- vi. Flag register.

# **EXECUTION UNIT**

- Decodes instructions fetched by the BIU
- Generate control signals,
- Executes instructions.

# The main parts are:

- Control Circuitry
- Instruction decoder
- ALU
- Registers



# (BIU)

#### **Contains**

- 6-byte Instruction Queue (Q)
- • The Segment Registers (CS, DS, ES, SS). The Instruction Pointer (IP).
- • The Address Summing block (Σ)
- Bus control logic

