EECE.3170: Microprocessor Systems Design I

Summer 2017

Lecture 2: Key Questions May 17, 2017

1. Describe the general characteristics of the x86 architecture.

2. Briefly describe the x86 registers.

3. Describe the different memory spaces in the x86 architecture.

4. Describe the specifics of x86 memory addressing within instructions.

Summer 2017

- 5. Example: Compute the address for the memory operand in each of the following instructions. The register contents and variables are as follows:
 - (ESI) = 00000100_{16}
 - (EDI) = 00000200_{16}
 - (EBX) = 00000300_{16}
- a. Destination operand in: MOV [EBX+0400h], CX

b. Destination operand in: MOV [EDI+2*EBX], AH

c. Destination operand in MOV [EBX+EDI+0400h], AL

6. Describe the basic structure of an assembly language statement.

7. Describe how the x86 registers are accessed as 8-bit, 16-bit, and 32-bit values. Include the answer to the example provided in the slides (EAX = 1A2B3C4DH).

8. Describe how to determine the number of bytes being accessed from memory in an x86 instruction.

9. Describe the use of the MOV instruction.

10. The example program below shows the initialization of internal registers with immediate data and address information, using MOV instructions. Show the state of all affected registers. Also, explain why AX is used to initialize segment registers.

MOV AX,2000H

MOV DS, AX

MOV ES, AX

MOV AX,3000H

MOV SS,AX

MOV AX,0H

MOV BX,AX

MOV CX,0AH

MOV DX,100H

MOV SI,200H

MOV DI,300H

11. Describe the operation of the MOVSX/MOVZX instructions. How/when are these instructions useful?

- 12. Assume: AX = 0100H, DX = 8100H, (100H) = 00H, (101H) = FFH. What are the results of the following instructions?
- a. MOVSX EBX, AX
- b. MOVSX EBX, DX
- c. MOVZX EBX, DX
- d. MOVSX EBX, BYTE PTR [100H]
- e. MOVSX EBX, WORD PTR [100H]

13. Explain the operation of the XCHG instruction.

14. Explain the operation of the LEA instruction.

EECE.3170: Microprocessor Systems Design I

M. Geiger Summer 2017 Lecture 2: Key Questions

15. **Example:** Given the initial memory state below:

	Lo			Hi
0x528000	50	88	31	А3
0x528004	B2	FF	0F	7D
0x528008	07	D0	BE	22
0x52800C	11	96	00	14

Show the results of the following short instruction sequence.

EAX, 528000h MOV EBX, [EAX+2] MOV XCHG BL, BH EDX, [EAX+8] LEA ECX, [EDX-3] MOV