

# CSE2006

# Microprocessor & Interfacing

## Module – 6

## Co-Processor

**Dr. E. Konguvel**

Assistant Professor (Sr. Gr. 1),  
Dept. of Embedded Technology,  
School of Electronics Engineering (SENSE),  
konguvel.e@vit.ac.in  
9597812810



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# Module 6: Co-Processor

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- Block Diagram
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- Interfacing 8087 with 8086
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# Instruction Sets

- 8087 co-processor has 68 additional instructions to the instruction set of 8086.
- These instructions are fetched by 8086 but are executed by 8087.
- When the 8086 comes across an 8087 instruction, it executes the ESCAPE instruction code to bypass the instruction opcode and control of the local bus to 8087 co-processor.
- The execution of 8087 instructions is transparent to the programmer.

# Instruction Sets

- 8087 co-processor instructions are divided into six different groups:

## 1. Data Transfer Instructions

- Real Transfers (Example : FLD)
- Integer Transfers ( Example : FILD)
- Packed Decimal Transfers (Example : FBLD, FBSTP)

## 2. Arithmetic Instructions

- Addition (Example : FADD, FADDP)
- Subtraction (Example : FSUB, FSUBP)
- Reversed Subtraction ( Example : FSUBR, FSUBRP)
- Multiplication (Example : FMUL, FMULP)
- Division (Example : FDIV, FDIVP)
- Reversed Division (Example : FDIVR, FDIVRP)

# Instruction Sets

## **3. Other Arithmetic Operations**

(Example : FSQRT, FABS)

## **4. Compare Instructions**

(Example : FCOM, FCOMP, FCOMPP)

## **5. Transcendental (Trigonometric & Exponential) Instructions**

(Example : FPTAN, FPATAN )

## **6. Processor Control Instructions**

(Example : FLD)

# Instruction Sets

## Floating Point Data Transfer Instructions

### FLD (Load Real)

- Loads 32-bit, 64-bit or 80-bit floating-point data to Top of Stack (ST).
- Stack pointer is then decremented by 1.
- Data can be retrieved from memory, or another stack register.

### Examples:

- FLD ST(2); Top of stack  $\leftarrow$  [ST(2)];  
Copies the contents of register ST(2) to top of the stack.
- FLD Memory\_32; Top of stack  $\leftarrow$  [Memory\_32];  
Copies the contents of memory\_32 to top of the stack.

# Instruction Sets

## Floating Point Data Transfer Instructions

### FST (Store Real)

- Stores the content of the top of the stack into memory or a specified co-processor register.
- During copy, the data rounding occurs using the rounding control bits in floating point control register.

Examples:

- FST ST(1) ; [ST(1)]  $\leftarrow$  Top of stack;  
Copies the contents of top of the stack to register ST(1).
- FST Memory\_64; [Memory\_64]  $\leftarrow$  Top of stack;  
Copies the contents of top of the stack to memory\_64.

# Instruction Sets

## Floating Point Data Transfer Instructions

### FSTP (Store Floating Point Number and Pop)

- Stores a copy of the top of the stack into memory or any specified co-processor register and pop the data from the top of stack.

Examples:

- `FSTP ST(4) ; [ST(4)]` ← Top of stack,  
Copies the contents of top of the stack to register ST(4).
- `FSTP Memory_32; [Memory_32]` ← Top of stack;  
Copies the contents of top of the stack to memory\_32.



# Instruction Sets

## Floating Point Data Transfer Instructions

### FXCH (Exchange)

- The FXCH instruction exchanges the contents of specified register with top of stack.

Example:

- FXCH ST(2) ; [ST(2)]  $\leftrightarrow$  Top of stack;  
Exchanges contents of top of the stack with register ST(2).

# Instruction Sets

## Integer Data Transfer Instructions

- Co-processor automatically converts extended floating-point number to integer data.
- FILD (Load integer)
- FIST (Store integer)
- FISTP (Store integer and pop)
- FILD ST(3) ; Top of stack  $\leftarrow$  [ST(3)];  
Copies the contents of register ST(3) to top of the stack.
- FIST ST(5) ; ST(5)  $\leftarrow$  Top of stack;  
Copies the contents of top of the stack to register ST(5).
- FST Memory\_64; [Memory\_64]  $\leftarrow$  Top of stack;  
Copies the contents of top of the stack to memory\_64.

# Instruction Sets

## BCD Data Transfer Instructions

- FBLD (loads the top of stack with BCD memory data)
- FBSTP (stores top of the stack and does a pop).
- Both the instructions work in an exactly similar manner as FLD and FSTP except that the operands are BCD numbers.

## Comparison Instructions

- FCOM, FCOMP, FCOMPP, FUCOM, FUCOMP, and FUCOMPP which are used to compare the two values on the top of stack and set the condition code flags appropriately.
- FCOM ST(1);  
Compare ST(0) against ST(1) and set the condition code flags accordingly

# Instruction Sets

## Arithmetic Instructions

### FADD & FADDP

- Two instructions perform real or integer addition of the specified operand with the stack top.
- After addition, the results are stored in the destination operand.
- The operand may be any of the stack registers or a memory location.
- $\text{FADD ST}(0), \text{ST}(1) ; \text{ST}(0) \leftarrow \text{ST}(0) + \text{ST}(1)$   
destination = destination + source.
- $\text{FADDP ST}(3), \text{ST}(0) ; \text{ST}(3) \leftarrow \text{ST}(3) + \text{ST}(0)$   
destination = destination + source.

# Instruction Sets

## Arithmetic Instructions

### **FSUB, FSUBP, FSUBR, FSUBRP**

- The operand may be any of the stack register or memory.
- **FSUB** ST(0), ST(1) ;  $ST(0) \leftarrow ST(0) - ST(1)$ ,  
destination = destination – source.
- **FSUBP** ST(3),ST(0) ;  $ST(3) \leftarrow ST(3) - ST(0)$ ,  
destination = destination – source.
- **FSUBR** ST(0), ST(1) ;  $ST(0) \leftarrow ST(1) - ST(0)$ ,  
destination = source – destination.
- **FSUBRP** ST(3),ST(0) ;  $ST(3) \leftarrow ST(0) - ST(3)$ ,  
destination = source – destination.

# Instruction Sets

## Arithmetic Instructions

### FMUL, FMULP

- The specified operand may be a register or a memory location.
- After multiplication, the result will be stored in the destination operand.
- FMUL ST(0), ST(1) ;  $ST(0) \leftarrow ST(0) \times ST(1)$   
destination = destination  $\times$  source.
- FMULP ST(3),ST(0) ;  $ST(3) \leftarrow ST(3) \times ST(0)$   
destination = destination  $\times$  source.

# Instruction Sets

## Arithmetic Instructions

### FDIV, FIDVP, FDIVR, FDIVRP

- When the destination is not specified, the top of stack is the destination operand and source operand may be a memory operand of short real or long real type.
- If both destination and source operands are specified then compute the division and store the result in the destination.

FDIV ST(0), ST(1) ;  $ST(0) \leftarrow ST(0) / ST(1)$  , destination = destination / source.

FIDVP ST(3),ST(0) ;  $ST(3) \leftarrow ST(3) / ST(0)$  , destination = destination / source.

FDIVR ST(0), ST(1) ;  $ST(0) \leftarrow ST(1) / ST(0)$  , destination = source / destination.

FDIVRP ST(3),ST(0) ;  $ST(3) \leftarrow ST(0) / ST(3)$  , destination = source / destination.

# Instruction Sets

## Arithmetic Instructions

### FSQRT

- The FSQRT instruction finds out the square root of the content of the top of stack and stores the result on the stack top.
- The value of the top of stack must be zero or positive otherwise FSQRT generates an invalid exception.

### FABS

- The FABS instruction computes the absolute value of the content of the stack top and the result is stored in the top of stack.

### Additionally qualify the arithmetic operations:

- P— Perform a register pop after the operation.
- R— Reverse mode for subtraction and division.
- I— Indicates that the memory operand is an integer. 'I' appears as the second letter in the instruction, such as FIADD, FISUB, FIMUL, FIDIV



# Instruction Sets

## Transcendental Instructions

- 8087 co-processor has eight transcendental operation instructions such as FTAN, FPTAN, F2XMI, FLY2X, FLY2XP1, FSIN, FCOS and FSINCOS.

✓ **FPTAN** The FPTAN instruction is used to compute the partial tangent of an angle  $\theta$ , where  $\theta$  must be in the range  $0^\circ \leq \theta \leq 90^\circ$ . The value of angle must be stored at the stack top. The result is computed in the form of a ratio of ST/ST(1).

✓ **FPATAN** The FPATAN instruction calculates the arc tangent (inverse tangent) of a ratio ST(1)/ST(0). The stack is popped and the result is stored on the top of stack. Its function can be expressed as

$$ST(0) = \tan^{-1} \left( \frac{ST(1)}{ST(0)} \right)$$

✓ **FYL2X** This instruction is used to calculate  $\log_2 X$  where  $X$  must be in the range of  $0 \leq X \leq \infty$  and  $Y$  must be in the range  $0 \leq Y \leq \infty$ .

✓ **FYL2XP1** This instruction is used to compute the function  $\log_2 (X + Y)$ . This instruction is almost identical to FYL2X except that it gives more accurate results when computation log of a number very close to one.

# Instruction Sets

## Co-processor Control Instructions

- The co-processor control instructions are used to program the numeric processor or to handle the internal functions like flags manipulations, exception handling, processor environment maintenance and preparation, etc.
- The 8087 coprocessor control instructions are FINIT, FENI, FDISI, FLDCW, FSTCW, FSTSW, FCLEX, FINCSTP, FDECSTP, FFREE, FNOP, FWAIT, FSTENV, FLDENV, FRSTOR and FSAVE.

# Instruction Sets

## Co-processor Control Instructions

- **FINIT:** initializes the 8087 for further execution. This instruction must be executed and the hardware will be reset before executing FPU instructions.
- **FENI:** Enables the interrupt structure and response mechanism of 8087. The interrupt mask flag is cleared.
- **FDISI:** Sets the interrupt mask flag to disable the interrupt response mechanism of 8087.
- **FWAIT:** Causes the microprocessor to wait for the coprocessor to finish an operation.